

SUMMARY OF A TURN COMBAT SEQUENCE

#	ACTION	RULES (p. 243 PG)
1. Determine state of protagonist		
	Surprised	<p>If a group is Surprised, his Defense = 0</p> <p>Golden rule apply</p> <p>Examples:</p> <ul style="list-style-type: none"> • GM decision; • Using Warfare Skill on Military action; • Using Perception + Observe opposed to Dexterity + Sneak <p><i>Any character winning the opposed roll may roll Initiative and not be caught unaware.</i></p>
2. Determine Stance		
	Aggressive	<ul style="list-style-type: none"> • -2 Defense • +4 to Goal OR +2 to damage
	Neutral (Default)	<ul style="list-style-type: none"> • No bonus
	Defensive	<ul style="list-style-type: none"> • +2 Defense • -4 to all Goal rolls
	Full Defense	<ul style="list-style-type: none"> • +4 Defense • Only action they can take is to move (move, run, or stand/kneel/prone). If they choose to run they still lose 2 Defense for running.
3. Roll Initiative		
	Holding an Action	<p>Base Initiative + Situation Modifiers + d6 Base Initiative = Dexterity + Wits</p> <ul style="list-style-type: none"> • Hold action until later in the round. • You cannot use this action to interrupt another action. • You go before or after any other action involved in the combat whose Initiative they rolled higher than.
4. Resolve Actions		
	Determine Action Goal	<ul style="list-style-type: none"> • Actions are from highest to lowest initiative order. • You can perform a single action in a turn, either a combat action or a standard skill action. • The goal numbers for each action may be modified by what the characters are doing in combat or the conditions of the battlefield; this is detailed fully in Combat Actions. <ul style="list-style-type: none"> • Add relevant characteristic + skill level = Natural Goal • Add or subtract modifiers (See Modifier Tables) = Modified Goal
ROLL THE DICE		
	Goal result	<ul style="list-style-type: none"> • 1 = Automatic Success (Marginal). • 1 < Roll < Goal = Success (See VP Chart) • Goal = Critical Success (See VP Chart) <i>(In combat, reroll. If success again, add 1st and 2nd roll VP together)</i> <i>(Else, GM explain the effect)</i> • Goal < Roll < 20 = Failure • 20 = Potential Critical Failure <i>(Reroll: Success = Failure or Failure = Critical Failure)</i>
5. Reset Defense		
	Reset Defense	Character's defense reset to his base Defense
6. Entering Initiative		
	Entering Initiative	Any characters that did not roll Initiative may roll now. Go back to Step 2.

PLAYER GOAL MODIFIER TABLES

BASIC FIGHT ACTIONS CHART			
Action	Roll	Goal	DMG
Strike	Dexterity + Fight/Melee	-	2 or Weapon
Grapple	Dexterity + Fight	-	2
Effect: If successful, roll Strength + Vigor vs target's Strength + Vigor. If successful, target is grappled; attack can choose to deliver grapple DMG per turn			
Knockdown	Dexterity + Fight	-	0
Effect: If successful, roll Strength + Fight vs target's Dexterity + Vigor. If successful, target is knocked down and back 1m/Victory Point, up to attackers Strength rating.			
Disarm	Dexterity + Fight or Melee	-4	2 or Weapon
Effect: If successful, do damage as normal but defender must roll against Damage done or drop weapon.			
Knock Out	Dexterity + Fight or Melee	-4	2 or Weapon
Effect: Target must make Endurance + Vigor roll against final damage done to avoid Knockout			

PERCEPTION MODIFIERS	
Goal Modifier	Condition
-2	Moonlit darkness
-4	Fog or smoke
-6	Near or total darkness
+2	Well-lit
-2	Extremely bright light
-4	Blindingly bright light
+2	Utterly silent
-2	Loud noise
-4	Extremely loud noise

BASIC FIREARMS ACTIONS CHART			
Note: Weapon determines the base damage.			
Action	Goal	DMG	Effect
Shoot	-	-	Fires weapon/bow
Throw	-	-	Throw a weapon/grenade
Reload	-	-	Reloads weapon
Aim	-	-	+1 GN/turn, max of three turns
Short Burst	+2	+3	
Long Burst	-2	+5	Treat target's Defense as 2 lower
Empty clip	-4	+7	Treat target's Defense as 3 lower
Suppressing Fire	-	-	Cover area up to Shoot skill in meters

RANGED/THROWN WEAPON MODIFIERS	
Goal Modifier	Range
+2	Point Blank
0	Short
-2	Long
-4	Extreme
-6	Sniper

CONDITIONAL GOAL MODIFIERS	
Goal Modifier	Condition
-4	Off-Hand
Example: Using any type of weapon or getting a shield bonus with the off-hand	
-4	Attack from a moving platform
Example: Attacking from a moving animal or vehicle.	
-2	Drawing a Weapon
Example: Drawing and attacking in the same turn.	
-2 to -6	Called Shot
Example: Aiming for an unarmored location.	
-2	Untrained with Weapon
Example: Using a weapon the character is not skilled with.	

CONDITIONAL DEFENSE MODIFIERS	
Defense Modifier	Condition
+2	Partial Cover
+4	Full Cover
+1 vs. Ranged -1 vs. Melee	Kneeling in open
+2 vs. Ranged -2 vs. Melee	Prone in open
-1	Slippery/Uneven Floor
+1 for each person after the first in close- quarters combat	Melee Group

PHYSICAL OBSTACLE MODIFIERS	
Goal Modifier	Obstacle/Condition
-2	Slippery floor
-2	Performing a Fight or Melee attack from the ground
-2	Attacking from partial cover (kneeling behind a crate)
-4	Attacking from full cover (hiding behind a wall)

MOVEMENT CHART			
Action	Effect	Goal	Defense
Move	Effect: Character can move up to their normal movement while performing an action before or after move.	-	-
Split Move	Effect: Character takes action during the move.	-2	-
Run	Effect: Character moves up to twice their movement and performs action either before or after run.	-4	-2
Charge	Effect: Can move up to twice movement; +1 Damage Effect Dice on Unarmed/Melee attack actions per meter charged.	+2	-2
Kneel/Stand	Effect: Use movement to stand, kneel, or lay prone.	-2	-

GOAL BONUSES CHART

Modifier	Task
+2	Natural
Example: Singing a well-known song	
+4	Easy
Example: Seducing someone already "in the mood"	
+6	Piece of cake
Example: Recognizing a world famous celebrity	
+8	Child's play
Example: Walking and chewing gum at the same time; listing the Church's Virtues and Sins	
+10	Effortless
Example: Striking a bound and helpless foe	

GOAL PENALTIES CHART

Modifier	Task
-2	Hard
Example: Long range for firearm; seeing in moonlit darkness; Shooting or attacking twice in one action.	
-4	Demanding
Example: Shooting three targets with one action; maximum range for firearm; seeing through fog or smoke	
-6	Tough
Example: Hanging onto a speeding, veering vehicle; seeing in near or total darkness	
-8	Severe
Example: Climbing a sheer rock face with no equipment	
-10	Herculean
Example: Striking a bullseye at 100 yards while blindfolded	

VICTORY POINT CHART

Goal Roll	VP	Accomplishment
1	0	Marginal
2-3	1	
4-5	2	Mediocre
6-7	3	
8-9	4	Satisfactory
10-11	5	
12-13	6	Excellent
14-15	7	
16-17	8	Brilliant
18-19	9	
20	--	Fail (possible Critical Failure)

STRENGTH BONUS CHART

Strength	Weight	Damage Bonus
1	10kg	0
2	20kg	0
3	40kg	0
4	60kg	0
5	80kg	0
6	100kg	+1
7	120kg	+1
8	140kg	+1
9	160kg	+2
10	180kg	+2
11	200kg	+2
12	220kg	+3

SUSTAINED ACTION CHART

Task	VP
Simple	5
Example: Climbing a tree	
Complex	10
Example: Researching a noble's weaknesses	
Involved	15
Example: Climbing a sheer cliff	
Obscure	20
Example: Deciphering Vautech	
Arcane	25+
Example: Repairing Vautech	

MOVEMENT CHART

Species	Movement Rate
Human	5
Ur-Obun/Ur-Okar	6
Vorox	5/6/7*

* Vorox have six limbs, four of which can double as arms or legs (each hand has an opposable thumb). When using two extra limbs for movement they move 6, and when using all six limbs for movement they move 7.

HEAT, FIRE & PLASMA CHART	
Heat Source	Effect Dice DMG per Turn
Candle	1
Torch	3
Bonfire	4-6
Chemical Fire	5
Raging Inferno	7-10

RADIATION CHART	
Radiation Source	Effect Dice DMG
Low Background Radiation	1 per Drama
Medium Background Radiation	1 per Act
High Background Radiation	1 per Span
Reactor Leak	1-3 per Turn
Cosmic Ray Burst	3-6 per Turn
Nuclear Fallout	8-10 per Scene
Nuclear Blast	10+ per Turn

MATERIAL DAMAGE CHART	
Structure	Description
1-3	Wood pulp, rotten wood, fiber board
4-6	Wood, plastics, soft stone (sandstone), corroded or brittle metal
7-9	Metal, hardened plastic, concrete or hard stone (granite)
10-15	Reinforced metals, maxicrete, permacrete
16-20	Ceramsteel, starship hull

SPIRIT CHART	
Situation	Goal Modifier
Ideal is publicly belittled or insulted	3
Suffering bigotry (class or race based)	2
Reputation threatened	1
Freedom threatened	2
Beliefs threatened	2
Livelihood threatened	3
Life's work threatened	3
Life threatened	5
Focus of your Faith Threatened	5
Lover threatened	4
Friends threatened	1
House/Church/League matter of importance	2
Rival/foe within presence	2
Crisis of faith (Overcome)	5
Money involved	1
Lots of money involved	2
In combat	1
Encountering scary place/ people	1
Encountering terrifying place or people (Symbiots)	2

CONTESTED ACTIONS

When two people clash—in combat or in a verbal joust at a royal soiree - usually only one will come out the winner. This is simulated in *Fading Suns* with contested actions: Both characters' rolls are compared against each other. The lowest Victory Points subtract from the highest Victory Points, and the character left with the most successes wins.

In normal effects of success (such as combat) as long as the character meets the VP requirement it is a success; in contested actions when rolls cancel each other out (0 VP), the action is a “push” and neither character has managed to gain an advantage over the other. The exception to this is when one of the characters rolls a critical success. When a character rolls a critical success the automatic success rule (above) applies meaning that even if the result is zero Victory Points, the character that rolled a critical success wins. If both characters rolled a critical success and the result is still zero Victory Points then the action is a push as above.

COMPLEMENTARY ACTIONS AND SKILLS – p.165

Sometimes a character's expertise in one field will help his performance in a totally different one.

A character may have spent his childhood on the “deathworld” of Stigmata, which is inhabited by highly-toxic flora and fauna. Later he attempts to treat the bite of a deadly Stigmatan marsh eel. The character's knowledge of folk remedies against the marsh eel's bite (Planetary Lore [Stigmata]) may actually assist the task (Physick).

A complementary action goal roll is resolved per the standard rules, but the number of Victory Points garnered on the complementary roll is converted into a bonus to the primary goal number.

In the situation with the marsh eel, the character rolls a die against a goal number of 8 (his Wits of 4 plus his Planetary Lore [Stigmata] of 4) and scores a 6. This translates into 3 Victory Points, so he

then adds +3 to the goal number of his Physick roll.

Generally, a complementary action is performed when there is time for a character to act and consider the action.

Sometimes though a character may need to try and perform the complementary roll in the same turn as she is performing another action. In this case both rolls are made at -2 goal number penalty (a Hard task).

Quick Complementary Skills

Optional Rule: Rather than rolling for a complementary skill, the complementary skill rating is divided by two (rounding down, minimum +1) and added as a bonus to the goal number of the roll. Only one complementary skill can be used to add to any particular roll.

This rule can be used in place of, or in conjunction with, the complementary actions rule. This rule will allow characters to get more effective use of Lore and Science skills that can be applied to other rolls and may speed up game play.

The Game Master is the final arbiter of which skills may be used as complementary skills to a given roll, and as such should be aware that excessive use of complementary skills can get out of hand if not monitored.

Using the example of Lissa and the improvised detonator, Lissa has a Tech Redemption skill of 7. She would add a +3 (7 divided by 2, rounded down) bonus to her Tech + Demolitions roll to disarm the detonator.

Typical situations where complementary skills can come into play are described, by skill, in Chapter 6: Skills (p.165).

SUSTAINED ACTIONS - p.95

Certain actions cannot be simulated with one all-or-nothing roll. Such actions are called sustained actions.