

Fading Suns Revised Game Masters Screen

Skills	
Analytical	Item Lore
Bureaucracy	Jumpweb Lore
Investigation	<i>Planetary lore</i>
<i>Observe</i>	System Lore*
Physick	Xeno Lore
Warfare	Malefaction
Combat	Lockpicking
Artifact Melee	Sleight of hand
Archery	<i>Sneak</i>
Artillery	Streetwise
Demolitions	Torture
Energy Guns	Physical
<i>Fight</i>	Athletics
Gunnery	Self Control
Melee	Survival
Slug Guns	<i>Vigor</i>
<i>Throwing</i>	Sciences
Control	Applied Sciences *
Aircraft	Life Sciences *
Beascraft	Social Sciences *
Landcraft	Physical Sciences *
Spacecraft *	Terraforming *
Watercraft	Social
Ride	Empathy
Creative	Etiquette
Arts	<i>Influence</i>
Craft	Knavery
Gaming	Leadership
Performance	Technical
Lore	Spacecraft Operations *
Beast Lore	Tech Redemption *
<i>Faction Lore</i>	Think Machine *

* indicates a Guild-only skill;
italicized skills are starting skills

Value	Coin
● 1	Firebird
◐ 0,5	Firebird - Wing
◑ 0,25	Firebird - Crest

Victory Chart		
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

Sustained Action	
Task	VP
Simple	5
Eg.: Climbing a tree	
Complex	10
Eg.: Reseaching a noble's weakness	
Involved	15
Eg.: Climbing a sheer cliff	
Obscure	20
Eg.: Deciphering Vautech	
Arcane	25
Eg.: Repairaing Vautech	

Extended Victory Point Chart	
Goal	Bonus VP
21-22	+1
23-24	+2
24-25	+3
27-28	+4
29-30	+5
etc.	

Order of Combat
1. Determine Surprise
2. Determine Stance - reset Defense
3. Roll Initiative
4. Resolve Actions in order of initiative, high-to-low
5. Any characters that did not roll Initiative roll now; return to 2.

Spirit Chart	
Situation	Goal Modifier
Reputation threatened	+1
Friends threatened	+1
Money involved	+1
In combat	+1
Suffering bigotry (class or race based)	+2
Freedom threatened	+2
Belief threatened	+2
House / Church / League matter of importance	+2
Rival / Foe within presence	+2
Lots of money involved	+2
Ideal is publicly belittled or insulted	+3
Livelihood threatened	+3
Life's work threatened	+3
Life threatened	+5
Focus of your Faith threatened	+5
Lover threatened	+5
Crisis of Faith (Overcome)	+5

Stances		
Type	Defense	Goal
Aggressive	-2	+4
Neutral (default)	No changes	
Defensive	+2	-4
Full Defense	+4	Only move
Fighting Style	Depends on fighting style	

Goal Bonuses	
Modifier	Task
+2	Natural
+4	Easy
+6	Piece of cake
+8	Child's play
+10	Effortless

Goal Penalties	
Modifier	Task
-2	Hard
-4	Demanding
-6	Tough
-8	Severe
-10	Herculean

Movement		
Action	Goal	Defense
Move	-	-
Split Move	-2	-
Run	-4	-2
Charge	+2	-2
Kneel / Stand	-2	-
Per Species	Move	
Human	5	
Ur-Obun / Ur-Ukar	6	
Vorox	5/6/7	
Gannok	3	
Shantor	6	
Oro'ym	5	
Etyri	5	
Hironem	6	
Ascorbites	6	

Strenght Bonus		
Strenght	Weight	Damage Bonus
1	10 kg	-
2	20 kg	-
3	30 kg	-
4	40 kg	-
5	50 kg	-
6	60 kg	+1
7	70 kg	+1
8	80 kg	+1
9	90 kg	+2
10	100 kg	+2
11	110 kg	+2
12	120 kg	+3

Basic Fight Action			
Action	Roll	Goal	Damage
Strike	Dex + Fight / Melee	-	2 or Weapon
Grapple	Dex + Fight	-	2
Knockdown	Dex + Fight	-	0
Disarm	Dex + Fight / Melee	-4	2 or Weapon
Knock Out	Dex + Fight / Melee	-4	2 or Weapon

Initiative
Dexterity + Wits + d6

Basic Firearm Action				
Action	Roll	Goal	Damage	Notes
Shoot	Dex + Shoot / Archery	-	-	Fires weapon / bow
Throw	Dex + Throw	-	-	Throw a weapon / grenade
Reload	-	-	-	Reloads weapon
Aim	-	-	-	+ Goal Number/turn, max three turns
Short Burst	Dex + Shoot	+2	+3	
Long Burst	Dex + Shoot	-2	+5	Treat target's Defense as 2 or lower
Empty Clip	Dex + Shoot	-4	+7	Treat target's Defense as 3 or lower
Suppressing Fire	Dex + Shoot	-	-	Cover area = up to Shoot skill in meters

Heat, Fire and Plasma Damage	
Heat Source	Effect Dice DMG per Turn
Candle	1
Torch	3
Bonfire	4-6
Chemical Fire	5
Raging Inferno	7-10

Armor ?

Weapons

Melee

Slug

laser & plasma