

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

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 *
21-22	10	+1
23-24	11	+2
25-26	12	+3
27-28	13	+4
29-30	14	+5
For Higher Rolls, add + 1 Goal.		
* possible critical failure		

Strength Bonus		
Strength	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

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

Goal Bonuses and Penalties	
Modifier	Task
+2	Natural
+4	Easy
+6	Piece of cake
+8	Child's play
+10	Effortless
-2	Hard
-4	Demanding
-6	Tough
-8	Severe
-10	Herculean

Value	Coin
● 1	Firebird
● 0,5	Firebird - Wing
● 0,25	Firebird - Crest
○ 0,125	Talon - House Currency

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	

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	

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

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

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

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.: Repairing Vautech	

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.

Initiative
Dexterity + Wits + d6

Artifact Melee							
Weapon	TL	Goal	DMG	STR	RNG	Size	Cost
Wireblade	8	0	8	2	Melee	L	10.000+
Flux Sword	8	+1	7	3	Melee	L	15.000+
Mist Sword	8	+1	7	3	Melee	L	30.000+

Melee							
Weapon	TL	Goal	DMG	STR	RNG	Size	Cost
Arbat'a (Crystal Sword)	2	0	6	3	Melee	L	1.000 +
Axe	1	0	7	5	Melee	L	5
Body Shield	0-2	0	3	4	Melee	L	15
- Plastic Body Shield	4	+1	-	-	-	-	20
- Razor-edged	2	-	+2	-	-	-	+15
- Bullet-proofing	4	-	-	-	-	-	x2
- Laser-proofing	6	-	-	-	-	-	x5
- Blaster-proofing	7	-	-	-	-	-	x5
Buckler	1	0	2	2	Melee	M	7
- Plastic Buckler	4	+1	-	1	-	-	12
- Razor-edged	2	-	+2	-	-	-	+10
Cestus	1	0	+2	1	Melee	XS	1
Club	0	0	4	2	Melee	L	0,5
Curved Sword	2	0	6	3	Melee	L	20
Dagger	1	0	4	2	Melee	M	4
Flail	1	0	4	4	Melee	L	4
Frap Stick	4	0	2/6	5	Melee	L	15
Garrote	0	-1	Strangle	1	Melee	XS	5
Glinkesh (Vorox Sword)	2	0	6	4	Melee	L	15
Hollow Knife	4	0	3	1	Melee	M	50
Knife	0	0	3	1	Melee	S	2
Kurgan Side Sword	4	0	6	2	Melee	L	45
- Leg Sheath (kick attack)	-	-	+3	1	-	S	-
Kossack Chainsword	5	-1	7	5	Melee	L	150
Inactive mode	-	0	4	4	-	-	-
Mace	1	0	5	3	Melee	L	10
Main Gauche	2	0	3	2	Melee	M	5
Pick	1	1	7	6	Melee	L	5
Rapier	2	0	5	3	Melee	L	20
Saber	3	0	6	6	Melee	L	20
Spear	0	0	5	3	Melee	XL	2
Splinter Sword	5	0	5	3	Melee	L	+50
Staff	0	0	4	3	Melee	XL	0,5
Suresnake Whip	7	0/+3	3	4	Melee	XL	100
Trench Knife	3	0	3/+1	1	Melee	M	6
Two-Handed Axe	1	0	8	6	Melee	XL	30
Two-Handed Sword	1	0	8	6	Melee	XL	40
War Sword	1	0	6	4	Melee	L	20
Whip	1	-1	3	4	Melee	XL	5

Thrown Weapons									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Dart fletched	1	+1	1	1	5/10	Handful	2	XS	2
- Unfletched	-	0	-	-	3/5	-	-	-	-
Javelin	0/1	0	3/4	3	10/20	Handful	2	L	2
Rock	0	0	1/2/4	1/2/3	5/10	Handful	2	XS/S/M	-
Large Rock	0	-1	6/8	4/5	3/5	1	1	L/XL	-
Star	1	-1	1	1	5/10	Handful	2	XS	2
Throwing Axe	1	0	4	3	5/10	Handful	2	M	5
Throwing Knife	1	0	3	2	5/10	Handful	2	Size	3

Bows									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Heavy Futhanga Bow	0	0	10	7/10	40/65	Quiver	1/2	L	30
Hunting Bow	1	0	4	4	20/30	Quiver	3	M	5
Light Futhanga Bow	0	0	8	5/8	40/60	Quiver	1/2	L	20
Self Bow	0	0	2	2	15/25	Quiver	3	M	3
Target Bow	2	0	3	3	30/40	Quiver	2	M	7
War Bow	1	0	6	6	40/60	Quiver	2	L	10
-Compound Bow Upgrade	4	+1	Same	-2	Same	Same	1	Same	+30

Crossbows									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Hand Crossbow	2	0	2	2	5/10	Quiver	1	S	7
Light Crossbow	2	0	4	4	10/20	Quiver	1	S	6
Heavy Crossbow	2	0	8	8	30/40	Quiver	1	L	15
Medium Crossbow	2	0	6	6	20/30	Quiver	1	M	10
Wrist Crossbow	2	0	1	1	2/5	Quiver	1	XS	15

Slug Guns									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Typical Derringer (.32)	3	-1	3	1	5/10	4	2	XS	50
Typical Light Revovler (.32)	3	0	4	2	10/20	6	3	S	100
Typical Light Autofeed	4	0	4	2	10/20	13	3	S	150
Typical Med. Revovler (.40)	3	0	5	3	20/30	6	3	S	200
Typical Med. Autofeed (.40)	4	0	5	3	20/30	10	3	S	250
Typical Hvy Revovlers (.47)	3	0	6	4	30/40	6	2	M	250
Typical Hvy Autofeed	4	0	6	4	30/40	8	2	M	300
Typical Manfeed Rifle (.40)	3	0	6	2	40/120	8	2	XL	200
Basic Hunting Rifle (.40)	3	0	6	2	40/110	6	2	XL	150
Typical Sniper Rifle (13mm)	3	0	8	4	50/150	5	2	XL	700
Typical Auto. Rifle (10mm)	4	0	7	3	40/125	30	3 (A)	XL	500
Typical Caseless Rifle	5	0	6	1	40/125	48	3 (A)	L	800
Typical SMG (.40)	4	0	5	1	30/40	20	3 (A)	L	350
Typical Shotgun (10g.)	3	+1/0/-1	8/4/1	4	10/20/x	7	2	L	300
- Solid Slug (.47)	-	0	7	3	30/80	-	-	-	-
Typical Twin Barrel (10g.)	3	+1/0/-1	8/4/1	4	10/20/x	2	2	L	200
- Solid Slug (.47)	-	0	7	3	30/10	-	-	-	-
Typical Firelock Pistol	2	-1	3	2	5/10	1	1	M	40
Typical Firelock Rifle	2	0	3	1	20/60	1	1	L	100
* all weapons using TL 4+ bullets gain Weapon Property (Hard)									

Energy Guns									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Martech Midget Palm Laser	6	0	3*	0	5/10	7	2	XS	200
- Ring Laser	-	-	-	-	-	1	1	-	+400
Martech Gold	6	+1	5*	0	10/20	15	2	S	300
Martech Amber	6	+1	4*	0	10/20	21	2	S	300
Banner Cabal Graser Pistol	7	+1	5	0	15/25	5	3	S	900
Martech Indigo	6	+1	7*	0	30/80	23	2	XL	500
Martech Safire (Sniper)	6	+1	7*	0	60/160	10	1	XL	600
Banner Cabal Xaser Rifle	7	+1	5	0	30/40	15	2	XL	1000
Banner Cabal Graser Rifle	7	+1	6	0	35/45	8	2	XL	1200
SOE Alembic	7	0	7	3	10/20	10	1	S	700
Lank Eruptor	7	0	7	3	10/20	9	1 (A*)	M	900
SOE Crucible	7	0	9	3	20/30	15	1	XL	1000
Nitobi Blaster Axe	7	-1	9*	3	20/30	15	1	XL	3000
SOE Volcano	7	+2/0/-1	9/7/5	4	10/20/x	8	1	L	1200
Lank Incinerator	7	+2/0/-1	9/7/5	4	10/20/x	8	1 (A*)	L	1400
* Critical Failure when using autofire causes explosion and self-injury									

Assault Lasers									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Martech Red	6	+1	8*	0	20/60	20	2	XL	700
Varsten Blacklight	6	0	8*	0	20/60	20	2	XL	700
- Eternal Micro-generator	6	-	-	-	-	--	-	-	+50
* -2 DMG when firing trough thick fog, smoke, or other light-scattering atmosphere									

Heavy Weapons									
- Machineguns									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Typical Lt. Mg (10mm)	4	0	7	2	50/150	--	3 (A)	XL	750
Furystorm Chaingun (20mm)	4	0	11	8	75/200	--	(A) *	XXL	1500
* The Furystorm Chaingunhas no single-shot setting; it can only perform automatic fire									
- Anti-Armor Guns									
Deamasine Terrakin (Borer)	5	0	10	7	60/175	1	1	XL	1.000 (8)
Bosark Cannoneer (Borer)	5	+1	10	7	75/200	1	1	XL	2.000 (8)
- Rocketeers									
Gobo Lobber Jet Pistol	4 (6)	-2	6 (1m)	2	10/20	2	1	M	300 (30)
Gobo Garbage Chucker	4 (6)	-2	6 (2m)	2	10/20	5	1	XL	500 (30)
Muster Nightstorm	4	-2	9 (3m)	2	20/30	5	1	XL	500 (25)
Model Hazat R-25 (HEAT)	4	0	18 (3)	4	75/200	1	1	XL	800 (90)
- Panzer Breaker Shell (KE)	-	-	13	-	-	-	-	-	(80)
Dreskel Bazooka	4	0	18 (3)	5	65/175	1	1	XL	750 (90)
- Panzer Breaker Shell (KE)	-	-	13	-	-	-	-	-	(80)

- Grenade Lauchers									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Dreskel Bombadier	4	-2	Grenade	2	15/25	7	1	XL	500
Hawkwood Lion Roar	4	-1	Grenade	2	15/25	4	1	M	500

Energy Support Weapons									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Gatling Laser	6	+1	7*	0	30/80	115	2**	XL	2500
Blaster Cannon	7	0	15	7	30/100	20	1	XXI	5.000 (15)
* -2 DMG when firing trough thick fog, smoke, or other light-scattering atmosphere									
** The shooter may choose to fire between one and fice barrels at once (up to twice per turn)									

Armor							
Armor	TL	Prot	Str	Dex	End	Init	Cost
Ceramsteel Exoframe [eB]	6	14	0	0	0	0	2000
- Adept Robes [eB]	6	14	+2	+1	0	0	(10.000)+
- Unpowered	6	14	-5	-5	-5	-5	-
Chain Mail (metal) [eA]	2	8	0	-1	-2	-2	50
- Plastic [eA]	5	8	0	-1	0	-1	80
- Plasteel [eA]	5	8	0	-1	0	0	100
Frictionless Gel [eA]	7	+6	0	-2	0	0	500
Half Plate (metal) [eB]	2	6	0	-1	0	-3	30
- Plastic [eB]	5	6	0	0	0	-2	60
- Plasteel [eB]	5	6	0	0	0	-1	100
Heavy Cloting [e]	0	2	0	0	0	-2	4
Leather Jerkin [eA]	1	4	0	0	0	-1	5
- Studded (metal) [eA]	1	5	0	-1	0	-2	8
- Studded (plastic) [eA]	5	5	0	0	0	-1	15
- Studded (plasteel) [eA]	5	5	0	0	0	0	30
Padded Cloting [e]	0	1	0	0	0	-1	2
Polymer Knit [e]	4	3	0	0	0	-2	200
Plate Mail Suit [eB]	2	10	-1	-2	-2	-4	70
- Plastic [eB]	5	10	0	-1	-1	-3	100
- Plasteel [eB]	5	10	0	-1	-1	-2	150
PSI Cloak	8	10 hits	0	0	0	0	3000
Scale Mail (metal) [eB]	1	7	0	-1	-1	-2	20
- Plastic [eA]	5	7	0	-1	-1	0	50
- Plasteel [eA]	5	7	0	-1	0	0	80
Spacesuit (space/1G) [eB]	5	3	0/-2	0/-2	0/-2	-2	100
- Antiquarian Spacesuit [eB]	4	1	-2/-5	-3/-5	-2/-5	-6	50
- Armored Spacesuit [eB]	5	8	0/-2	-1/-3	0/-2	-4	400
- Marauder Spacesuit [eB]	6	9	0/-2	-1/-3	0/-2	-2	1000
Synthsilk [e]	5	4	0	0	0	0	300
Stiffsynth [eA]	6	7	0	-1	0	0	500
- Smartsynth [eA]	7	7	0	0	0	0	600
* (metal) -1 Protection vs energy weapons							
[e] Can be worn with standard and dueling energy shields; [eA] Can be worn with assault energy shields; [eB] Can be worn with battle energy shields							

Granades and Explosive									
Weapon	TL	Goal	DMG	STR	RNG	Shots	Rate	Size	Cost
Anti-Personnel Mine	Granade	0	+50 %	1	Melee	-	-	Granade	x2
Anti-Vehicle Mine	Granade	0	x 3	1	Melee	-	-	Granade	x6
Blast Pellet	6	0	3/6 (3m)	1	10/20	handful	2	S	20/30
Concussion Grenade	4	0	KO	1	10/20	handful	2	S	50
Demolition Rig	4	0	0-100	1	Melee	-	-	XL	200
Frag Granades	4	0	12 (5m)	1	10/20	handful	2	S	50
Pipe Bombs	3+	0	1+TL (1m)	1	10/20	handful	2	S	TL x 10
- Dynamic Stick	-	-	x2 (2m)	-	-	-	-	-	x2
Plasma Grenade	6	0	18 (6m)	1	10/20	handful	2	S	100
Flash-Bang Grenade	4	0	*(4m)	1	10/20	handful	2	S	50
Wire Grenade	5	0	12	1	10/20	handful	2	S	80
* No wound. The victim suffers -8 goal penalty to all actions; can try to shake it off with Will + Self-Control each turn.									