

# Fading Suns Revised Game Masters Screen

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

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

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

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

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		

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

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

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

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.

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

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
Suppresing Fire	Dex + Shoot	-	-	Cover area = up to Shoot skill in meters

Initiative
Dexterity + Wits + d6

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	

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	

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							
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							

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

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 through 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 Chaingun has 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 Launchers									
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 through thick fog, smoke, or other light-scattering atmosphere									
** The shooter may choose to fire between one and five barrels at once (up to twice per turn)									

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.									

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
Glankesh (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

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+

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)