

1) Core Notions & Glossary

- **Test:** Process which determines success or failure.
- **Unit:** Object(s) used to perform **Tests** which can yield a 50% pass/fail probability, e.g. dice, coins, beer-mats, etc.
- **Nudge:** Bonus or penalty to the number of successes applied to a **Test** based on the difficulty of the task.
- **Scene:** Time lapses partitioned by the action moving from 1 place to another with some time between.
- **Session:** Time lapses partitioned by a break of several days between the end of 1 story and the next.
- **Level:** Grade/modifier common to many of the game's notions. **Basic** (1), **Advanced** (2) and **Epic** (3).

1.1) Character-Related Notions

- **Attributes:** Aspects which define each character. Rated between 0 (average) and 4 (peak performance).

- **Awareness:** Visual acuity and ability to notice things.
- **Brawn:** Physical strength and resistance to damage.
- **Co-Ordination:** Manual dexterity and ability to move quickly.
- **Deduction:** Ability to process facts in real-time, to "connect the dots".
- **Education:** Character's learned knowledge.
- **Focus:** Willpower, ability to resist mental torture and suffering.
- **Guile:** Ability to charm, fast-talk, and otherwise socially bamboozle other people.

- **Qualities:** Skills, gear or special capabilities. Could represent supernormal abilities in certain settings.
- **Wounds:** Negative consequence or hindrance, ranging from physical injuries to broken equipment.
- **Threshold:** Total number of **Wounds Levels** which will cause the character to become incapacitated or dead.
- **Meddle:** A resource players can spend to increase their number of successes in **Tests**.
- **Path:** Similar to a class. A specialization which provides **Attribute** or **Quality** bonuses based on its current rank.

2) Pitching the Game Any setting can be broken down into 3 pitches: **Concept**, **Characters** and **Conflict**.

2.1) Concept Basic premise of the setting for the game.

- **Template:** In [When/Where], the characters are [Who] that (interact with) [What] (because) [Why].

In a near-future cyberpunk dystopia, the characters are mercenaries that run black-ops against corporations in order to gain enough credits to get out of 'The Game' for good.

2.2) Characters Basic idea for each character involved.

- **Template:** [Who] is a [When/Age] [What] from [Where] who's [Why].

Sears is a teenage female scavver from HIVE Reagan who's out in the wastes to find her fortune and her uncle (in that order).

Boots is a grizzled hacker from Manchester, England who's in it for the lulz and the cred.

2.3) Conflict The intersection between the character(s) and the setting.

- **Template:** [Who] is/are [What] from [Where] that are/have been [What] since/for [When].

Leon Price is an order-obsessed CEO of Pride Security from New Amsterdam who is waging a personal war on mercenary 'Gamers' since his family was killed during a bad extraction attempt.

3) Qualities

- **Qualities** are written as **Name (Level + Type): Bonus(es)**, with the possible types being:

- **Traits:** Natural, physical or mental specialties.
- **Items:** Weapons, armor and other doodads that the character may use.

- **Qualities** bonuses increase an **Attribute's** value when used for a specific **Action Type**.

- Total bonus points are based on the **Quality's Level: Basic** (1), **Advanced** (2) or **Epic** (3).
- Each bonus point adds +1 to an **Attribute** for 1 **Action Type**, i.e. combination of **Attribute/Action Type**.

For instance, an **Advanced Quality** covers 2 combinations. Any option below would be possible:

- Distinct combinations: (+1 **Attribute** for **Action Type**) and (+1 **Attribute** for **Action Type**).
- Same combination picked twice, the **Attribute** bonus stacks: (+2 **Attribute** for **Action Type**).

- A **Basic Quality** costs 1 **Quality** point to acquire. Its **Level** can then be increased for 1 **Quality** point per **Level**.

- **Examples:**

Name (Level + Type)	Bonus(es)
Winning Smile (Basic Trait)	+1 Guile when trying to fast-talk someone.
Thick-skinned (Basic Trait)	+1 Brawn when taking damage.
Shotgun (Advanced Item)	+2 Brawn when shooting someone.
Really Strong (Advanced Trait)	+1 Brawn when punching and +1 Brawn when wrestling.
Alien Computer (Epic Item)	+2 Education for space navigation and +1 Deduction for mathematics.

3.1) Wounds

- **Wounds** are effectively negative **Qualities**. They inflict penalties to **Attributes** for specific **Action Types**.

- Total penalty points are based on the **Wound's Level: Basic** (1), **Advanced** (2) or **Epic** (3).
- Each penalty point inflicts -1 to an **Attribute** for 1 **Action Type**, i.e. combination of **Attribute/Action Type**.
- As such, a **Wound** may hinder a **Quality** by negating its bonuses, effectively reducing the **Quality's Level**.

- **Examples:**

Name (Level)	Penalty(ies)
Twisted Ankle (Basic)	-1 Co-Ordination when trying to move quickly.
Caught on Camera (Advanced)	-2 Guile when trying to pretend that you belong where you are.
Gun Jam (Advanced)	Cannot use the Shotgun Advanced Item .
Pulled Muscle (Basic)	Cannot use the Really Strong Advanced Trait when wrestling.

- **Note:** **Pulled Muscle (Basic)** only disabled 1 of **Really Strong (Advanced's Attribute/Action Type** combinations.

- **Wounds** are usually incurred as a result of **Tests**, but could be incurred in other ways at GM's discretion.

- Whenever a **Wound** is newly inflicted, its level is **Basic** and the GM determines what type of **Wound** it is.

- The **Wound's Level** increases each time the **Wound** is inflicted again afterwards.

- Some **Wounds** might only apply after a delay, e.g. trap not properly disabled, or a failed hack which alerts security.

- **Note:** Such delayed effects must be resolved by the GM before the end of the **Scene**.

3) Qualities (Continued)**3.2) Optional Qualities****3.2.1) Unusual Abilities (UA)** Supernatural or supernormal abilities (magic, psychic or superpowers).

- It costs [1 **Attribute** point] + [1 **Quality** point] to acquire or upgrade 1 **Level** of **Unusual Ability (UA)**.
- Each **UA** involves 2 **Attributes** to **Test** for a supernatural effect. For example:

Pyrokinetic (Basic UA)	Focus + Education to set things on fire.
Wings (Basic UA)	Co-Ordination + Deduction to fly.
Necromancy (Basic UA)	Focus + Guile to awaken the dead.

- **Note:** The GM can choose to **Nudge** the **Test** for these abilities based on the difficulty of the action.
- At GM's discretion, some **Items** could provide **Unusual Abilities (UA)**.
 - In rare cases, **Items** could provide a combination of **Quality** bonuses and **Unusual Abilities (UA)**.

3.2.1.1) Spapechanging A specific **Unusual Ability (UA)** with additional rules and mechanics.

- When the 2 **Attributes** are used to shapeshift, the shape shifted into is a character of 1 **Level** lower than the **UA**.
 - It is created as if the game was 1 **Power Level** below **UA's** Level, but with initial **Attribute** limits doubled.
- When performing **Tests** as the alternate form: Must pick 1 **Attribute** from alternate form and 1 from initial form.
- When the **Shapechanging Level** is upgraded, the alternate form gains +2 **Attribute** points and +1 **Quality** point.

3.2.2) Contacts Resources which may be called upon by the player's character.

- If the GM allows **Contacts** for characters, each are eligible to get a number of **Contacts** equal to **Guile** + 2.
- **Contacts** may be acquired or upgraded like regular **Qualities** when the player spends **Quality** points.
 - At GM's discretion, **Contacts** could also be acquired/upgraded at other times during the game.
- **Contacts** provide bonuses to **Attributes** for **Action Types** that they can participate in, with these conditions:
 - The **Contacts** must be available to help, e.g. reachable or physically present based on the task.
 - After first use, a cumulative -1 **Nudge** is added to the **Test** each time the **Contacts** are used in the **Session**.
 - If the **Test** produces a **Wound**, the **Contact** is **Burned**. Can't be used until the relationship is mended.
 - The relationship may be repaired as per the following options:
 - A) Use the end of **Scene** benefit to fix the relationship instead of removing 1 personal **Wound**.
 - B) Financial compensation equal to the **Level** of the **Contacts** is paid out.
 - C) A specific task/mission is successfully completed to mend the relationship.
 - D) Wait until the **Contacts** had enough time to recover.

3.2.3) Allies Constant companion(s) who can perform actions and tasks.

- **Allies** are considered to be always present, but are usually not the same level as the player character.
- At GM's discretion, **Wounds** applied to **Allies** can cause them to become incapacitated or even dead.
- **Allies** may be acquired or upgraded like regular **Qualities** when the player spends **Quality** points.
 - At GM's discretion, **Allies** could also be acquired/upgraded at other times during the game.

4) ThresholdMaximum number of **Wound Levels** a character can incur.

- **Threshold** = [Character's total rank] + **Brawn** + 1.
- If a character has incurred as many total **Wound Levels** as their **Threshold**, they are out of action for the **Scene**.
 - **Example:** 2 **Basic Wounds** + 1 **Advanced Wound** = 4 **Wound Levels**. If **Threshold** is 4, character is out.
 - At the GM's discretion, this could lead to a permanent issue inflicted on them, including death.
 - Other players can try to revive a character that is out of action with a **Test** or **Unusual Ability (UA)**.
 - On success, the character is revived with 1 **Wound Level** healed. A **Bingo** heals 2 **Levels** instead.

5) Character Creation

- 1) The GM assigns a **Power Level** to the game, which dictates initial statistics and limitations at creation.

Power Level	Description	Attribute	Creation	Quality	Creation
		Points	Max. Rank	Points	Max. Level
Hardcore	High-stakes, realistic game.	4	1	2	Basic
Basic	Default level.	6	2	3	Advanced
Advanced	Strong player characters.	8	3	4	Advanced
Epic	Stronger player characters.	10	4	5	Epic

- 2) Players allocate **Attribute** points to **Attributes** without exceeding the maximum rank above for any.
 - **Note:** The maximum limit is only applied during character creation. Afterwards, the maximum rank is 4.
- 3) Players spend **Quality** points to add/upgrade **Qualities** without exceeding the maximum **Level** above for any.
 - A **Basic Quality** is purchased with 1 point, and any additional **Quality Level** upgrade costs 1 point each.
- 4) Players pick 1 starting **Path**, and its 1st rank's **Quality** point is earned immediately.

Path	Description	Attributes covered
Academic	Brains of the operation.	Deduction • Education • Focus • Guile
Covert	Sneaky, attack from the shadows.	Awareness • Co-Ordination • Deduction • Guile
Grunt	Warrior, adept in athletic feats.	Awareness • Brawn • Co-Ordination • Focus
Technical	Tinkerer, practiced in science(s).	Co-Ordination • Deduction • Education • Focus

- **Note:** Players can choose to earn ranks in more than 1 **Path**. Ranks for each **Path** are tracked separately.

Optional Rule: Pathless

- No **Path** is selected. Instead, the player has 1 **Quality** point to spend at character creation.
- When the character reaches even ranks afterwards, the player earns 1 **Attribute** point to spend.
- When the character reaches odd ranks afterwards, the player earns 1 **Quality** point to spend.

Brian: Kirt's a **Burglar**, which gives him +1 **Deduction** when he's *breaking into something*. He's also an accomplished **Free-runner**, which gives him +1 **Co-Ordination** when he *performs a dangerous acrobatic manoeuvre*. The last one I'll use with the spare Build Point to give Kirt an Unusual Ability called **Unnoticed**, which allows him to use his **Deduction** and **Focus** to *disappear from view when no-one's paying attention to him*.

6) Test Resolution

- 1) Player chooses 2 **Attributes** to apply based on the action.
- 2) Based on difficulty, the GM can choose to **Nudge** the test, i.e. add/remove [X] successes from the upcoming roll.
 - **Note:** The GM is not obligated to inform the player about any **Nudges** that were applied.
 - **Example:** If a player with high **Brawn** should be able to kick a door down easily: +1 **Nudge**.
 - **Example:** Running across a narrow ledge under rain while being shot at: -2 **Nudge**.
- 3) Player selects any number of **Qualities** linked to the chosen **Attributes** that may assist in the task, if any.
- 4) Player assembles a number of **Units** equal to: [Attribute 1 rank] + [Attribute 2 rank] + [Quality Levels] + 2.
 - As such, if both **Attributes** are ranked at 0 and no **Qualities** apply, then only 2 **Units** total are assembled.
 - The player can choose to convert some **Units** granted by **Qualities** into a **Nudge** instead.
 - Player gains +1 **Nudge** for each 2 **Quality Units** converted this way, up to a +3 **Nudge** maximum.
- 5) Player rolls the **Units** to generate pass/fail results. The number of successes (passes) are counted.
 - The **Nudge**, if any, may affect the total number of successes counted here.
 - Player can spend any number of **Meddle** to add 1 success to the total for each **Meddle** spent.
 - When doing so, the player should explain how/why good fortune was bestowed upon them.

Successes	Result	Special Notes
0	Botch Fail the test and gain 1 Wound Level .	Ignores GM's Nudge !
1	Failure Fail the test.	
2	Evens Pass the test but gain 1 Wound Level .	
3	Success Pass the test.	
4+	Bingo Pass the test and gain 1 Meddle .	Ignores GM's Nudge !

- When a **Wound Level** is gained as a result of the **Test**, the GM chooses what **Wound** it is.

Brian: I'm going to use my Unnoticed ability to vanish, then draw my dagger and be ready to spring out and slash up anything that makes it to the house.

Su: Okay, Brian, you can activate your ability as a Short Action, so you can do that test right now.

Brian: Okay, here goes! (*Brian uses two units from his Deduction, zero units for Focus, and two basic units, for a total of four. He hits two Successes*). That's Evens, darn it.

Su: Well, the good news is, you manage to vanish. Because you rolled Evens, you get to tell me that the bad news is.

Brian: Ugh. Well, how about a Twisted Ankle after I turn invisible? That'll mean that I can't use my Free-Runner Quality until I get it seen to.

7) Combat

- Movement in combat is either **abstract** (entities are *Close* or *Far* from each other) or **grid-based**.
- Each combat round, all characters (including enemies) decide which action they'll take.
- The actions are resolved in order based on their speed (fastest first) as per the action table below.
- When multiple entities perform the same action, they are considered simultaneous. The following order applies:
 - If these entities are all player characters, the players choose among themselves who goes first.
 - If players and enemies act simultaneously, the players' actions are resolved first.
 - **Note:** If a player's attack killed an enemy, the enemy's simultaneous attack still gets resolved!

Speed	Action	Description
1 (Fast)	Defend	Player ignores Evens (no Wound incurred) when being attacked in that round.
2	Short Action	Anything non-combative that takes less than 3 seconds to do, e.g. drink potion.
3	Ranged Attack	Any missile/projectile attack, e.g. longbow, rocket launcher, etc. At GM's discretion, if targeted foe is in <i>Close</i> range, the foe could counter-attack. If that's the case, the foe performs a free Melee Attack action against the player.
4	Move	The following applies depending on how movement is handled: A) Abstract: Switches from <i>Far</i> to <i>Close</i> or vice-versa. B) Grid-based: Move a number of cells equal to Co-Ordination + 4. <i>Run</i> : Test Co-Ordination + Brawn to move 2x the above distance. The GM can decide if a <i>Run</i> action is appropriate for the foes they control.
5	Melee Attack	Perform a single melee attack on 1 adjacent foe (<i>Close</i> range).
6 (Slow)	Long Action	Non-combat action that takes about 6 seconds to perform, e.g.: • Type command(s) in device. • Pull out + use device. • Speak (sentences) • Cast a long-term spell. • Cast a powerful spell. • Revive an ally .

- A player can choose to *Prepare* their action. The action is delayed until the trigger (other action) occurs.
 - Player who *Prepared* the action chooses if their action is resolved right before or right after the trigger.
 - **Example:** **Move** into the room right after the hacker completes their **Long Action** to unlock the door.
- When a player attacks, they apply any 2 **Attributes** and any **Qualities** that make sense for their attack's **Test**.
- An attack that successfully hits inflicts 1 **Wound Level** of an appropriate type to the target.

7.1) Players Defending vs. Enemy Attacks

- When a player is attacked by a foe, they can choose to defend as per 1 of the options below:
 - Attempt to dodge with a **Co-Ordination** + **Deduction Test**.
 - Attempt to dodge with a **Co-Ordination** + **Awareness Test**.
 - Attempt to soak/nullify the damage with a **Brawn** + **Focus Test**.
- If the roll fails and therefore a **Wound Level** is incurred, the GM decides what kind of **Wound** is applied.
 - However, if the **Test** caused an extra **Wound** (**Botch** or **Evens**), the player decides what the 2nd **Wound** is.

8) Game Progression**8.1) During the Game**

- The GM grants **Meddle** to players based on the following conditions:
 - Good roleplay.
 - Achieving objectives.
 - Getting **Bingos**.
 - Any other reason at GM's discretion.

8.2) End of SceneTo be performed at the end of each **Scene**.

- Each player gets rid of 1 **Wound Level** of their choice.
- Each player can choose to propose a **Test** to eliminate a 2nd **Wound Level** of their choice.
 - If the **Test** is **Botched**, that **Wound's Level** is upgraded instead.
 - If the **Test** results in a **Failure** or **Evens**, the **Wound Level** remains as-is.
 - Reminder:** As with any **Test**, the player can choose to spend **Meddle** to increase their success.

8.3) End of SessionTo be performed at the end of each **Session**.

- Each player gets rid of all their **Wounds**.
- All players' current **Meddle** balance is reset back to: [Character's total rank] + 1.
- If the GM deems so, they may increase all player characters' ranks by 1.

8.4) Character Progression

- Ranking up is based on GM- and player-established milestones.
- When characters rank up, their total rank and the rank of 1 **Path** of the player's choice increases by 1.
 - At even ranks, **Paths** provide 1 **Attribute** point to spend on any **Attribute** that they cover.
 - At odd ranks, **Paths** provide 1 **Quality** point to add/enhance a **Quality** linked to their **Attributes**.

Optional Rule: Pathless

- When no **Paths** were selected at all, the following logic applies:
 - When the character reaches even ranks, the player earns 1 **Attribute** point to spend.
 - When the character reaches odd ranks, the player earns 1 **Quality** point to spend.
- Note:** **Attribute** and **Quality** points earned to not need to be spent immediately. They can be accumulated.
 - Necessary in some cases: **Unusual Abilities (UA)** upgrades require 1 **Attribute** point and 1 **Quality** point.

9) Acquiring Equipment**9.1) Looting**

Rummaging through pockets of vanquished enemy parties.

- To loot, **Test Awareness** and **Deduction**. Can **Test** as many times as highest foe's **Level** (e.g. **Advanced**: 2 times).

Successes	Result
0	You incurred a Wound because you got injured/broke something while searching.
1	You obtain enough materials to purchase a Basic Item from a shop.
2	You obtain a working/functional Basic Item .
3	You obtain a working/functional Advanced Item .
4+	Make 2 additional Tests and ignore any 0 (Botched) results.

9.2) Rewards & Merchants

- Besides looting, players may receive rewards for services/missions.
- Trading:** Players can buy an **Item** of a given **Level** by exchanging 5 **Items** of 1 **Level** lower.
- Basic Items** can be purchased at any settlement.
- Advanced Items** are found in decently-sized cities or colonies only.
- Epic Items** are very rare, requiring specific quests or massive amounts of luck.

10) Enemies

- Enemies are composed of: **Name** • **Level** • **Short description** • **Threshold** • **Skill(s)**.
- Enemy **Skills** impose a **Nudge** on the player's **Test** for a specific interaction, e.g. defend against the foe's attack.

Goblin (Basic small humanoid) Threshold: 1 Skills: Shooting a Bow -1
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Rodawere (Basic medium humanoid) Threshold: 1 Skills: Avoiding Blows -1

- Consult the table below to create enemies based on their **Level**:

Level	Description	Typical Threshold	Typical Num. Skill Points
Basic	Standard bad guy footsoldier.	1	1
Advanced	Next rung up on corporate ladder.	2-3	1
Epic	The pinnacle of bad guys. Bosses.	5+	Up to 5

- Epic** enemies may also have unique abilities at GM's discretion.
- There could be entities ranked beyond **Epic**, but they'd be so far above players that statistics are not needed.