Chapter 4: Attributes

What is a Attribute?

Attributes represent abilities that all player characters have. Skills on the other hand represent abilities that any player character may have learned. Attributes are often called upon to resolve simple tests for the characters success. They are also the basis of the skill system for more complicated tasks.

Within the FS system, attributes represent the strengths and weaknesses of the characters mind and body. They are also are used for certain standard tests, and saving throws. Attributes are also the basis of most skills. Again attempting to maintain this reality basis, skills effectiveness can be raised in numerous ways. Skill effectiveness is based on both the underlying attribute and also on the skill level. Both will be done a different times of character development.

A new character has already developed their attributes, for a while it is easier to become more effective by raising skill levels. Later as they become more skills it become easier to raise their base attributes. If the character is developed long enough it will again become the specialty skills that become the most effective way to increase their effectiveness.

All Attributes are represented by a numeric value. The higher the value the better the character is at that. Some attributes are percentage based. They range from 0 to 100, and represent the base chance of success for an action related to that attribute. Other attributes measure a resource of the character. This may be in addition to or instead of having a percentage chance of success against which the luck of a die roll is used. They represent a rating of that attribute.

Performance Attributes: Some attributes act power ratings. They directly represent the strength of that attribute. The higher the attribute, the better their performance while using the affect of that attribute. Some attributes are a resource of the character that is expended and regained with their use. They represent meters to the health of the individual. Some represent a measure of remaining strength, and others represent the strength of ongoing weaknesses. Other rating based attributes represent the speed and ability of the character to act. The rating based attributes are Strength, Toughness, Wounds, Health, Attacks, and Movement.

Rating Attributes: Some attributes act power ratings. They directly represent the strength of that attribute. The higher the attribute, the better their performance while using the affect of that attribute. Some attributes are a resource of the character that is expended and regained with their use. They represent meters to the health of the individual. Some represent a measure of remaining strength, and others represent the strength of ongoing weaknesses. Other rating based attributes represent the speed and ability of the character to act. The rating based attributes are Strength, Toughness, Wounds, Health, Attacks, and Movement.

Personality Profile

Attribute	Abr	Maximum	Attribute Description
Intelligence	IT	Max 100	Ability to learn, think logically, discern things of an alien nature, and gather insight into a situation.
Knowledge	KN	Max 100	This represents the acquired knowledge of the character, whether this be higher learning or cultural.
Coolness	CL	Max 100	Ability to stay calm under stressful situations.
Charisma	CH	Max 100	Ability to influence people.
Awareness	AW	Max 100	Ability to notice the obscured, the hidden, the unknown, and the secret.

Physical Profile

Attribute	Abr	Maximum	Attribute Description
Initiative	IN	Max 100	Ability to ready for combat, also to avoid pitfalls and dangers.
Attacks	A	3X Initial	The number of attacks made during combat.
Toughness	TN	3X Initial	Ability to resist damage. When depleted the character slumps into unconsciousness and further damage is passed onto the characters Wounds. Toughness must be healed through rest.
Wounds	WN	3X Initial	Ability to take damage. When depleted the character falls into a coma and further damage is passed onto the characters Health. Wounds must be healed through science or medicine.
Health	HL	Max 100	Ability to resist disease and infection. When depleted the character dies.

Combat Profile

Attribute	Abr	Maximum	Attribute Description
Ranged Skill	RS	Max 100	Base chance to hit with a ranged weapons, such as guns, bows, and thrown weapons.
Weapon Skill	WS	Max 100	Base chance to hit with melee weapons.
Melee Skill	MS	Max 100	Base chance to hit with bare hands.
Strength	ST	3X Initial	Raw physical strength. Strength also determines the speed at which the character moves when encumbered.
Dexterity	DX	Max 100	Ability to perform manual tasks precisely.

Game Experience

Over the course of time, characters will gain experience from their deeds. This is reflected in experience points. During Character Creation experience points can be spent buying attribute points on a 1 to 1 basis (except attacks costing 10 per attack). After you have gained actual experience points from an adventure things change and become more expensive. Most skills cost the same amount per level as the tens digit in their current score. Attacks cost much more at 20 experience for 2 Attacks, and doubling in cost each additional attack through 5.

For example: Gunna Fubar wants to raise his Ranged Skill (RS) from 50 to 55. On this chart each point in that range will cost 3 exp points. He is raising 5 attribute points so will cost 15 experience points. If he for example wanted to rise from 78 to 80 he would have to purchase 79 for 7 experience points, and 80 for 9 experience points, for a grand total of 16 experience points.

For example: a character with 2 attacks wants to have 4 attacks. First they must purchase 3 attacks for 40 experience points and then 4 attacks at an additional 80 experience. This brings the grand total for the raise to 120 experience points.

After character creation, attributes are generally more expensive to raise than skills. The higher the attribute is the more expensive it is to raise one point. Not all attributes have the same cost to rise. See the chart below for details. Actually if you do the math, it may be wiser for you to raise certain skills, than to raise the attributes as young characters. Characters that have risen to about skill level 6 or so will notice that it become cheaper to raise the base attribute for that skill than the skill itself.

Score	Most	ST, TN, WN, MV	AT
01-09	0 exp	0 exp	0
10-19	1 exp	1 exp	Auto AT 1
20-29	2 exp	2 exp	20 exp for AT 2
30-39	3 exp	3 exp	40 exp for AT 3
40-49	4 exp	4 exp	80 exp for AT 4
50-59	5 exp	5 exp	160 exp for AT 5
60-69	6 exp	6 exp	240 for AT 6
70-79	7 exp	7 exp	320 for AT 7
80-89	8 exp	8 exp	400 for AT 8
90-99	9 exp	9 exp	480 for AT 9
100	10 exp	10 exp	560 for AT 10.
100 +	N/A	11 exp +	N/A

Attribute Tests

The percentage based attributes roll d100 dice to determine success. Others range from a score of 0 to 2 or 3 times their initial value from the race of the character and only represent a resource level. Some attributes have features of both.
This includes all of the skills except Strength, Toughness, Wounds, Health, Attacks, and Movement. These a called rating attributes.

Difficulty Levels: The GM also can throw modifiers into the rolls in case that the action is harder than usual. The GM should pay attention to remaining fair and impartial when assigning difficulties to such tests. Each level of difficulty reduces the attributes effectiveness by 5%.

Difficulty Levels

Level	Penalty	Cumulative
1	-5%	-5%
2	-5%	-10%
3	-5%	-15%
4	-5%	-20%
5+	-5%	-25%

For Example: Gunna has a Health (HL) score of 60, has been poisoned by a very powerful sleeping agent. The very nature of the drug is more powerful than usual. Gunna will have a -30 modifier to his health when he makes the roll. He now would have to roll under a thirty.

At another time he is in brief contact with a person who has a semi-contagious flu. The contact is short and the flu is weak so he gets bonus of +20 to his health when he makes this save, making his target roll a 80 or less.

Critical Successes: Most rolls are made by successfully rolling under the percentage of that attribute. If the character rolls under their attributes' percentage then they have succeeded in that action. If they roll extremely low 01 - 03 then they have rolled a critical success. The GM will tell reward them by not only telling the character that they have succeeded, but the result was even better than they could have hoped for.

For Example: Gunna Fubar is about to be hit by falling debris from a collapsing building. He has an Initiative (IN) score of 45. He rolls two ten-sided dice for his attribute test hoping that he will be able to get out of the way. If Gunna rolls a 45 or less, he successfully reacts before the debris hits him. A roll of 01 is the best possible roll. The GM may decide that not only did Gunna avoid the debris, but was also able to grab his gun off the ground at the last minute too.
Critical Failures

If the character rolls higher then they fail that action. If the roll is extremely high 97 - 100 then they have rolled a critical failure. The GM will tell penalize them by not only telling the character that they have failed, but the result has caused the situation to get even worse, because of their actions.

For Example: Gunna, from the previous example, rolls a 00 the resulting 100 is the worst possible roll. The GM would decide perhaps that Gunna actually moves into a position directly beneath the center of the falling debris and will take double damage. If he gets a 75, he stills fails with possibly the debris falls and pins his leg most likely breaking it.

Subsequent Tests After Initial Failure: A character that has failed an attribute test, can attempt to try again as long as time is permitting. To perform a second test, the character simply rolls again. Each failure after the first costs 1 experience points from their session reward. A critical failure on subsequent test costs 2 experience points for their session reward. This discourages the players from making endless amounts of subsequent testing.

Personality Profile

Intelligence (IT) Personality Profile

Intelligence represents the capacity and innate ability of the character to learn skills and absorb information. It is also the ability to think logically and apply reason. It is often used to learn new skills, to solve puzzles, to operate alien items, to draw logical conclusions, and for language skills. It is the base attribute of many skills.

Languages: For every 10 points of Intelligence the character posses they can learn an additional language. For every 10 points of Intelligence, they also can raise any non-native language skill 1 level. For every 10 points of IT they posses 1 level of their own native language skill.

Comprehension Test: Intelligence determines the ability of the character to understand information that is being presented to them. Whenever the character is presented with an object of alien origin or attempts to understand something they are reading they must make an IT attribute test.

For Example: Gunna Fubar has an Intelligence (IT) score of 50. Gunna has been rifling through an office and finds some important information or clue that he has been looking for with a successful Awareness (AW) attribute test. However the evidence is rather cryptic. He rolls a failure, with a 51 on his Intelligence test. He decides it looks like it might be important so he puts it in his satchel for later, but has no clue what it means yet.

For Example: Gunna Fubar has an Intelligence (IT) score of 50. Gunna is a looking at a computer console near a door within a Koranda ship, trying to figure out how to open the door. He already understands door mechanisms from his own native culture, and does not have to do an additional Knowledge attribute test. Gunna gets a critical failure with a dice roll of 99. Gunna not only fails to get the door open, he accidentally triggers an automated sentry gun turret to activate that begins firing on him.

Learning Test: Intelligence determines the characters ability to learn. Whenever the character attempts to learn a new skill they must make an IT attribute test to be able to gain something from the lesson.

For Example: Gunna Fubar has an IT (IT) score of 50. Gunna has been at the shooting range practicing using his laser pistol. He thought he has learned some new tricks in his last couple of firefights. He rolls a success, with a 23 on his Intelligence test. He spends his experience points and increases his skill level.

Puzzle & Stupidity Test: Intelligence determines the characters ability to grasp the realities of their situation. The puzzle test is done to solve intellectual riddles, puzzles, and trick questions. The stupidity test is useful if the character feels that they simply don't understand the situation. When they simply aren't getting it, they should make and IT attribute test.

For Example: Gunna Fubar has an IT (IT) score of 50. Gunna's real life player wasn't paying attention earlier in the game and now is having problem piecing together the big picture. The general rule is 'if you forgot it, so did your character.' To have the GM talk plainly and catch him up to speed on current events, Gunna must make and Intelligence attribute test. Gunna rolls a 72 and fails while the GM just stares thoughtfully the player.

Knowledge (KN) Personality Profile

Knowledge represents the acquired knowledge and general wisdom of the character, whether this be higher learning or cultural. This measure of knowledge is about the characters' own native society, customs, technology, and how to apply this in everyday life. It is often used to recall from memory, recognition of symbols and other identification methods. It is the base attribute of many skills. Knowledge also determines the maximum level for all skills unless otherwise specified.

Skills: For every 5 points of Knowledge the character posses they can learn an additional skill level. The only exceptions are those that are explicitly detailed as based on something else. When the character wants to raise any skill they must make sure that their knowledge can support that skill level.

Recollection & Identification Test: Knowledge determines the characters total amount of common knowledge. When attempting to remember something that is from the characters native society the character is required to perform a Knowledge test. This may be from the

most trivial piece of pop culture and urban legends, to proper protocol and ceremony, their native flora and fauna and general fields of study.

For Example: Gunna Fubar has a KN (KN) score of 50. Gunna is attempting to remember something about the effects of black holes on light. To have the GM give a brief description, assuming it is fairly relative to the GM's plot; Gunna must make a Knowledge attribute test. Gunna rolls a 48 and barely succeeds. The GM tells him that black holes are collapsed stars that are so massively dense and have such strong gravitational wells that even light cannot escape them. A critical success might expand upon this to add that they can be used as gravitational lenses.

Coolness (CL) Personality Profile

Coolness represents the characters ability to remain calm in highly stressful situations. This covers everything from interrogation, torture, morale checks, and Ability to stay calm under fire. The area of a battleground is a scary and overwhelming place when you are not faring well. A battle could be anything including mental badgering or a missile testing ground. When the GM sees fit (in dire straits) he will ask the players to make a successful Coolness test. Failure means the character surrenders or flees or other suitable actions at the GM's discretion. A successful test is rolling d100 under this score. Upper limit is 100 a roll of 98-100 is always a failure and rolls of 01-03 are always successes.

Skill Based Abilities: As a character raises his proficiency at a skill through raising the base attribute and through skill levels, they acquire new abilities to use. A character can possess up to one tenth his Coolness score in abilities in each skill. This represents the characters level of commitment and discipline.

For Example: Gunna Fubar has a Coolness (CL) score of 50. He is wondering if he is disciplined enough to learn the ability that he can gain from attaining skill proficiency for 70. At this proficiency level he can gain a fourth skill ability. His Coolness allows him 5 abilities in any skill, so he can learn the ability.

Self Control Test: Coolness determines the characters ability to maintain their self discipline, and composure. When a character attempts to control their emotions during an intense situation, the character must make a Coolness attribute test. This may be as the result of fear, terror, horror, or hatred. This also may come from the character attempting to conceal emotions and feelings such as contempt, happiness, pleasure, fatigue, or injury.

For Example: Gunna Fubar has a Coolness (CL) score of 50. Gunna is talking to a NPC, and has just figured out that this is the man that he has been hunting for killing his brother. Currently outgunned and surrounded by the NPCs' followers, he attempts to hide what he knows by swallowing his anger. Gunna rolls a 20 and. The GM tells him that he able to hide his sudden insight.

Influence Test: Coolness determines the characters ability to resist outside influence of their mind. When attempting to resist an external influence the character is forced to make a Coolness attribute test. A character will often be influenced by the charisma of others, the addictions of substance abuse, and the affects of hypnosis or of psionic attacks.

For Example: Gunna Fubar has a Coolness (CL) score of 50. Gunna is fighting an addiction with a powerful narcotic that causes hallucinations. A tribe of nomadic humanoids found him dying on the plain and are attempting to nurse him back to health. Gunna rolls a 75 and the GM tells him that he has become addicted to the for 1 week before he can try to fight its influence again.

Morale Test: Coolness determines the characters ability to keep their head in the fight during combat. When attempting to remain in combat under losing situations the character is required to make a Coolness attribute test. This may result from a party member being struck down, facing overwhelming odds, or simply being pinned down behind cover.

For Example: Gunna Fubar has a Coolness (CL) score of 50. Gunna is fighting a growing swarm of Xanthranians. Releasing the situation is quickly becoming hopeless, he must make a morale check. Gunna rolls a 75 and the GM tells him that he has must attempt to flee rather than continue to fight.

Torture or Interrogation Test: Coolness determines the characters ability to maintain their loyalty while under duress. When attempting to resist the psychological affects of being tortured or interrogated, the character is required to make a Coolness attribute check. This may result from actual physical torture or from interrogation by authority figures.

For Example: Gunna Fubar has a Coolness (CL) score of 50. He is being interrogated in connection to a crime that the party was connected to. After hours of questioning he must make an interrogation test. He rolls a 99 and not only tells them he was involved but also where the rest of the party is and their involvement.

Charisma (CH) Personality Profile

Charisma represents the characters abilities to charm and influence others, as well as befriend them. This covers everything from successfully meeting a contact, to befriending an NPC, to political ability, and leadership qualities. Basically whenever a character wishes to positively influence others to their own wished they must make a charisma test.

Befriend Test: Charisma determines the characters social abilities. When attempting to befriend a NPC, recruit an ally, or simply to impress someone, they are required to make a Charisma attribute check. This can be anything from smoothing over spilling a NPCs drink, or entertaining guests.

For Example: Gunna Fubar has a Charisma (CH) score of 50. Gunna is talking to a colonist NPC in a bar. Gunna has been trying to infiltrate into the colony to spy for another Mega Corporation. Buying the colonist a few drinks to loosen him up, Gunna makes a Charisma check. Gunna rolls a 01 and gets a critical success. The GM tells him that the colonist has befriended him and even invites him to come stowaway on the colony transport and split the last bottle of his dead fathers' vintage whiskey.

Convince or Lie Test: Charisma determines the characters abilities to convince others that he is who he says he is the truth, regardless of whether it is or not. Whenever they try to do this, they must make a Charisma attribute test. This can either be used to completely deceive someone, embellish the truth or convince a skeptic.

For Example: Gunna Fubar has a Charisma (CH) score of 50. Gunna is trying to convince a guard on the colonist ship that 'no, I am not drunk' and 'no, I am not a stowaway.' Obviously lying, Gunna makes a Charisma check. Gunna rolls an 80 and gets a failure. The GM tells him that the guard immediately attempts to escort him out of the ship via the airlock.

Deal Test: Charisma determines the characters abilities to successfully negotiate with NPCs and other characters. Whenever the character has to wheel and deal, they make a Charisma check.

For Example: Gunna Fubar has a Charisma (CH) score of 50. Gunna is being escorted out an airlock by a dispassionate guard. Gunna releasing he can't escape, and has but moments to live, attempts to bribe the guard with credits. Gunna rolls a 41 and succeeds. The GM tells him that the guard is willing to talk about it for 10,000 credits.

Awareness (AW) Personality Profile

Awareness represents the characters ability to notice details, and observe what others miss. Whenever a character wishes to attempt to discern anything from their environment, by either observation, or searching, they are required to make an Awareness check. This could be anything from detecting an ambush, listening at a door, or searching through files.

Search Test: Awareness determines the characters ability to find specific pieces of information amongst a clutter of items. This can be searching for the right part in a parts bin, looking for a file in a cabinet, looking for data within an electronic file, even tracking a fugitive, or searching for something hidden.

For Example: Gunna Fubar has an Awareness (AW) score of 50. Gunna has been told that an important file he needs to retrieve might be found on a desk in an office. Find the files in disarray and completing covering the desk, he searches for the right file. He rolls a 45 and finds the file from the pile.

For Example: Gunna Fubar has an Awareness (AW) score of 50. Gunna believes that a suspect he was pursuing must have dropped the evidence along the path of pursuit. Gunna searches back, rolls a 75, and fails to find it.

Listen & Observe Test: Awareness determines the characters ability to be able to notice that which is not out in the open. This may be a result from being in the presence of observing an immediate event, or attempting to spy or listen in on a known hidden event.

For Example: Gunna Fubar has an Awareness (AW) score of 50. Gunna is trying to escape from the bowels of an enemy ship. Every time he comes to a door, he listens to hear if there is anyone immediately in the next corridor. He finds a door that keeps from easily hearing a conversation of two guards. Making a listen test, he rolls a 35 and overhears everything that they say.

For Example: Gunna Fubar has an Awareness (AW) score of 50. Gunna is in a store and is in position to witnesses a thief pick pocket another player character. He makes an Awareness test, and rolls a 65. Gunna does not witness the thief, and he gets away.

Hide Test: Awareness determines the characters ability to notice details in their surroundings. Not only does this help them to search for something but also to find good hiding spots. This can either be for themselves, another character, or objects.

For Example: Gunna Fubar has an Awareness (AW) score of 50. Gunna is unable to escape his pursuers, but is hanging on to a mission critical piece of equipment. Having a second while he is not directly observed, he attempts to hide the item in a cranny of a wall in an alleyway. He rolls a 43 and is able to hide it. Unless the pursuers decide to search and succeed the item is well hidden.

Physical Profile

Initiative (IN) Physical Profile

Initiative represents the characters ability to spring into combat readiness, also to avoid pitfalls and dangers. This is generally the speed that a character can get his weapon and ready to fight. The higher score the faster you react, and will allow the character to react to other characters, and creatures with lower scores. This is also used when the character is threatened by unintelligent dangers such as falling rocks, the quaking earth, or falling trees

Initiative: Initiative determines the characters ability to prepare for a fight. When neither side has been awarded surprise, the combatants react with how quickly they can ready their weapons and attack. They proceed in the order of their IN scores, with the highest first. The order in which combatants are allowed to action during a combat round is called the Times of Action. During that round they are allowed to action a number of times, equal to their Attacks score.

For Example: Gunna has an Initiative (IN) score of 50. Initiative determines how quickly he can act before other combatants. He squares off to fight a character with a IN of 40. Since the GM did not award either character surprise, Gunna attacks first.

Face & Draw Test: Initiative represents how quickly they can ready themselves for combat. If the situation is a drawing duel, all combatants roll d100 against their IN score. The combatant with the greatest success amount or the least loss amount reacts first, winning the draw. Combat would then proceed as normal.

For Example: Gunna has an Initiative (IN) score of 50. Initiative determines how quickly he can act before other combatants. He squares off draw against a character with an IN score of 40. Gunna rolls a 35, and so does his combatant. Since Gunna has beat his IN by 15 points, and the opponent only by 5.

Reaction Test: Initiative represents how quickly a character can respond reflexively to a dangerous situation. This can be to dodge a falling object, to clear a collapsing section of floor, or to escape a decompressing compartment.

For Example: Resynate has an Initiative (IN) score of 50. The section of a star liner he was traveling has been ruptured by a pirate attack, and is now bleeding atmosphere into space. The emergency doors are closing to contain the leak, and he attempts to run out. He rolls a 25 and makes it to safety.

Stealth Test: Initiative is also a representation of how quickly the character can react to the movements of another character. As a result Initiative is often used to trail or move unobserved.

For Example: Grungir has an Initiative (IN) score of 60. He is attempting to sneak around the edge of a hangar in the shadows while avoiding detection. Attempting to sneak by some guards, he rolls a 55 and barely makes it.

Times of Action: Your initiative determines how quickly you react to situations. You attacks determine how many actions you can perform after you have reacted.

The first TOA is the IN score, and they count down to the number you got when divide the IN score by the number of attacks. For example if the character has a IN of 50 and 2 attacks, their resulting TOA times would be 50 and 25. For more information on Times of Action please see the Encounters Chapter.

Attacks (A) Physical Profile

The number of attacks made during a combat round. If more than one number is listed then the first will be Gunnery, the second Weapon, and the third will be Melee. Upper limit for growth is noted next to the AT score.

Times of Action: A characters TOA scores are calculated from their IN and A. Assume that every combat round can have up to 100 individual moments that an action occurs between combatants within that round (6 seconds). Each combatant has a IN score which determines how quickly they can react to a combat situation as well as the amount of control they have over their attacks to space them out throughout each round. Each combatant has a number of Attacks that are spaced out equally over the range of their IN score. The first

TOA is always the IN score. If the character has more than one attack they are calculated by counting down from the the first TOA by IN/A.

For Example: Gunna has an Attacks (AT) score of 2. The Attacks attribute determines how many times a character can act during a combat round. The sequence of the characters actions in relation to their opponent is calculated with their AT score. With a IN of 50 and 2 AT, Gunna will go at 50 and 25 during the round. His opponent has IN 40 and 1 AT. Gunna acts first and last in the round, while his opponent only acts once in between.

Toughness (TN) Physical Profile

Toughness is the ability to resist damage and to keep going while taking a punishing beating. As long as the character has some TN left, they are doing ok. When the character's TN has dropped to 0, they fall unconscious and any further damage is suffered against their Wounds.

For Example: Gunna has a Toughness (TN) score of 50. He was just struck back by that other player receiving 65 points of damage. His toughness has been temporarily been reduced to 0 points. This knocks him unconscious. The remaining damage is then subtracted from the characters Wounds (WN).

Unconsciousness: Any character that has lost all of their TN will drop unconscious, regardless of whether it was one or multiple blows. A Character that is unconscious will awaken in d10 minutes unaided, and without medical attention as long as they have both WN and HL left. Likewise any character that has been stunned two or more consecutive rounds, is knocked out. Any character that has all of their TN depleted will also be knocked out, regardless of hit location. If someone attempts to revive the character before this time has elapsed the character makes a HL check for success. This can be done up to once per minute.

Stun: Any character that receives damage equal to or greater than half his TN, to the head or body, in a single blow, will drop to the ground stunned. For example Gunna Fubar has TN 100, WN 100. After receiving a fist to the head that does 50 points of damage, he is stunned. A stunned character cannot do anything on their following action.

Healing Toughness: Toughness can be healed through simple rest. While resting TN is regained at a rate of one tenth the characters HL per hour. Typically all TN can be regained from one or two days of decent sleep. If one is active, then this number is halved. If the character is still engaged in combat then this rate is one quarter. While active this damage is recovered at a rate of 1/100th their HL per hour. At rest they recover at a rate of 1/10th their HL per hour. While sleeping they recover at a rate of 1/5th their HL per hour.

Lack of Sleep & Fatigue TN Loss: Lack of sleep and periods of extreme exertion can sap the fighting strength of the character. After the first day without sleep the character loses TN at a rate of 10 points per day per hour missed per number of days without sleep. When TN has been dropped to 0 in this method the character will fall completely asleep. Fatigue saps the characters TN by 5 TN per hour.

For Example: PC Resynate has been staking out the enemy's hideout and hasn't slept in 48 hours. The formula will be day 2 times 8 hours missed by 5 points for a grand total of 80 points.

Dehydration & Hunger TN Loss: This is another form of TN loss. As a result of lack of water the character loses TN at a rate of 20 per day that cannot be regained until the character is able to consume water. A single day of normal consumption, will recover all TN lost in this fashion. A single serving will keep the character from any further loss that day. When TN is depleted this will continue into WN, and HL respectively. As a result of lack of food the character loses TN at a rate of 5 per day that cannot be regained until the character eats. A single day of normal consumption, will recover all TN lost in this fashion. A single serving will keep the character from any further loss that day. When TN is depleted this will continue into WN, and HL respectively.

Wounds (WN) Physical Profile

Wounds represent the characters ability to take damage. While TN represents the fighting spirit of the character, Wounds represents their actual ability to be damaged and still be able to heal. A character must have their TN depleted before they begin to lose any WN under normal circumstances. When the characters WN has been depleted they will drop into a coma and will not be able to be revived without medical attention. Any additional or subsequent damage passes on to the characters HL.

For Example: Gunna has a Wounds (WN) score of 50. The remaining damage from the last blow reduces his Wounds by 15 points to 35. Not only has Gunna been knocked unconscious, he has also received a real beating, which is more difficult to heal.

Comatose: When a character slips into a comatose state by depleting their WN points, they will remain in this state for 1d10 days beyond the point in time that they recover all of their WN. If the character is not receiving care they will eventually die in this state.

Bleeding: Some bleeding wounds will stop bleeding on their own. If the wound is bleeding at a rate of less than one tenth of the characters Wounds (WN) score it will stop without medical attention. Each round this bleeding rate will reduce by one point until the character dies or the the bleeding stops. More sever bleeding will continue without medical attention.

Healing Wounds: A character that has more than half of their original WN score, can be healed using the Medic Skill with minimal proficiency. If they have been wounded beyond this they will require at least a Medical skill of 3 or higher.

Health (HL) Physical Profile

Health is the attribute that is the last measure of life force that the character has. When the character HL has been depleted the character dies. In addition Health also represents the characters ability to resists disease, fight toxins and poisons, and to heal from damage.

Death: Any character that has depleted all of their HL is dead. They can still be revived until they have reached negative their original HL score from bleeding, or until 10 minutes have gone by. After this they are completely gone. Stasis chambers, fields and suspended animation can be used to halt the characters last 10 minutes until more suitable medical attention can be found.

Resuscitation: Before resuscitation begins, it is necessary to stop any bleeding the character may have. This will keep them from reaching negative original HL. If the character is dead (0 HL or less), use the resuscitation skill on them. Only three back to back attempts can be done. If all three fail the character is permanently gone. The rescuers can give up after two and place the character in a stasis tube. Once successfully resuscitated the character is alive with 1 HL point. Any character that has been dead longer than 10 minutes is permanently gone.

Healing Rates: Health is the prime attribute for determining how quickly a character heals. For every hour spent resting a character will regain one tenth of their total Toughness. Under appropriate medical care this is also true for WN and HL however measured in days.

Exposure Test: A character that has been exposed to any form of sickness or disease must make a Health test to ensure that they were not infected. This also includes toxins, poisons or other forms of similar contaminants. They do not necessarily need to be deadly but can also be of the intoxicant or recreational drug type.

Combat Profile

Ranged Skill (RS) Combat Profile

The Rangesd Skill attribute is the basis for all skill tests using weapons that are used at distance from the target. This includes guns, bows, throwing weapons, grenades, and other stand off weapons. If the character uses a Ranged Weapon that they are skilled in, they will receive bonuses on top of their base RS score. If they are not skilled with the weapon they will face a 50% penalty.

Critical Success: Any RS test that is rolled between 01 and 03, is considered a critical hit. It will do double damage, this is cumulative with any DX double damage.

Critical Failure: Any RS test that is rolled between 97 and 00 is considered a critical failure. At a minimum the weapon requires a gunsmith, and may be permanently destroyed.

Weapon Skill (WS) Combat Profile

The Weapon Skill attribute is the basis for all skill tests using weapons that are an extension of a physical blow. This includes staves, blades, and bashing weapons. Unlike RS, the Weapon Skill attribute can be used with no penalty with weapons the character is not skilled with.

Critical Success: Any WS test that is rolled between 01 and 03, is considered a critical hit. It will do double damage, this is cumulative with any DX double damage.

Critical Failure: Any MS test that is rolled between 97 and 00 is considered a critical failure. At a minimum the weapon requires a gunsmith, and may be permanently destroyed.

Melee Skill (MS) Combat Profile

The Melee Skill attribute is the basis for all skill tests using body based attacks with the hand, foot, and head, knee ect. Unlike RS, the Weapon Skill attribute can be used with no penalty with weapons the character is not skilled with.

Critical Success: Any MS test that is rolled between 01 and 03, is considered a critical hit. It will do double damage, this is cumulative with any DX double damage.

Critical Failure: Any MS test that is rolled between 97 and 00 is considered a critical failure. At a minimum the weapon requires a gunsmith, and doing damage to the attacker.

Strength (ST) Combat Profile

Strength represents the characters ability to both exert physical strength, and the knowledge of its application. Strength determines the amount that a character can lift, and the amount they can carry. It also reflects the characters ability to inflict damage from blows, and the ability to directly contest another characters' strength.

Blow Damage: A strength based blow is landed on target by successfully making either a Melee Skill (MS), Weapon Skill (WS) check, pr thrown weapons with a Ranged Skill (RS) check. Such a blow delivered from the character will do (ST/10) d10 points of damage. If the character was also using a hand weapon or thrown weapon, they will do damage from their strength and from the weapon.

For Example: Gunna has a Strength (ST) score of 50. He has just punched another player character in a fist fight. The damage that is inflicted is represented by his Strength. His strength will inflict a 5d10 blow.

Lift: Strength is a direct representation of the characters ability to exert force. A character can lift their strength multiplied by 5 in pounds. If the character is encumbered reduce their total lift amount by the encumbered movement rate. A character can instantly perform any such feats that are less than half this amount. Beyond this each such action whether successful or failed, reduces their Toughness (TN) by 10 points as fatigue.

Jump Test: Strength also determines a number of other physical feats. A character can perform a standing jump up to double their strength score in inches. A character can also perform running jumps at a distance of 5 times their strength score in inches. If the character is encumbered reduce their total distance by the encumbered movement rate. A character can instantly perform any such feat that is half this distance. Beyond this each such action whether successful or failed, reduces their Toughness (TN) by 10 points as fatigue.

Strength Contest: When two opponents attempt to directly challenge each others strength, they perform a strength contest. The higher strength wins each round. The loser reduces their Toughness (TN) by 10 points as fatigue. The winner will be the first one to quit before their TN is completely lost. If their ST is within 10 points of one another, they roll d10 highest to determine winner.

Encumbrance: Strength also affects the speed at which the character moves when encumbered. A character can move unencumbered with 50% their ST score in pounds. Carrying more becomes increasingly more difficult and requires more frequent rest periods. Ignoring a break while encumbered, results in a temporary loss of Toughness (TN). This TN loss is equal to 10 points per break missed as fatigue.

Dexterity (DX) Combat Profile

Dexterity represents the character's ability to perform complex manual tasks precisely. This can range from pick pocketing someone, placing an accurate blow, or evading a blow. Dexterity is the basis of many skills that require delicate and precise movements of the body.

Strike Test: Dexterity represents a characters ability to accurately control their movements. A successful strike that has been rolled with either the Melee Skill (MS) or the Weapons Skill (WS) has hit the target. If the character then makes a dexterity check, they have inflicted double damage. If they fail then they score only normal damage. A critical success means that they roll again. A second or consecutive critical success means that they double, or triple the total damage.

Evade Test: A character that has been told that they have suffered damage from a Melee Skill (MS) or Weapon Skill (WS) attack may attempt to evade the blow. They can only do this once per combat round per attack that they possess. They do not lose these attacks, this is simply how many times they can attempt to dodge. A character that makes evade test, halves the damage inflicted against them. A critical success means they take none. If the attacker failed their strike test, this completely negates all damage from the blow.

Manual Task Test: Dexterity also represents the ability to perform repetitive mind dulling activities without error and in cadence. Working on assembly line, or manual sorting parts, or working in a bucket brigade.

Movement

Your characters Movement score is the distance moved walking in one action round (15 seconds) in yards. To calculate miles per hour divide the score by 8. The character may also run at triple the score, and sprint at 5 times the rate. Movement points are assigned by race. If you wish to increase this attribute you may during character creation at a rate of 3 experience points to one movement point. Movement cannot be increased more than double the initial score.

For Example: Gunna has a Movement (MV) of 24, which means that he moves at 3 miles per hour walking. He runs at MV 48 or 6 miles per hour. He can sprints at MV 72 or 9 miles per hour.