



STUNTS

For every extra  you roll, you may choose one stunt applicable to the situation.


COMBAT

- ▶ You inflict one additional point of damage (may be chosen multiple times).
- ▶ You outmaneuver your opponent and may trade initiative scores with them, effective on the next turn. You can't go back to your earlier initiative.
- ▶ Your target drops a weapon or other hand-held object.
- ▶ Your opponent falls to the ground or is knocked back (through an airlock, for example).
- ▶ You grapple your opponent. They must win an opposed Close Combat roll against you to break free, and can't perform any other action until they do so (only works on humans and synthetics). *Close Combat only.*
- ▶ You pin down your enemy; they must make an immediate Panic roll. *Ranged Combat only.*

GENERAL SKILL TESTS


- ▶ Gain a +1 modification to a later skill roll relating to this one.
- ▶ Give one  to another PC in the same situation as you.
- ▶ You got this: you don't need to roll to overcome this exact same challenge in the future.
- ▶ You do it quickly, in half the time it would normally take.
- ▶ You get new or unexpected information (at the GM's discretion).
- ▶ You act quietly or hide your tracks.
- ▶ You show off or impress someone. Gain a +1 modification to your next Command or Manipulation skill roll targeting the person you've impressed.

OBSERVATION


For every extra  you roll, you get to know the answer to one of these questions:

- ▶ Is it coming for me?
- ▶ Are there more of them close by?
- ▶ How do I get in/past/away?

COMMAND

When you Give Orders, for every  you roll, the target of your orders gains a +1 modification to their roll when carrying out those orders.

MANIPULATION

For every extra  you roll, you can choose one of these stunts:

- ▶ Your opponent does what you want without demanding a favor in return.
- ▶ Your opponent does more than you ask for.
- ▶ Your opponent is impressed by you and will try to help you later in some way.

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close combat attack	-	Close Combat
Shoot firearm	Firearm	Ranged Combat
Burst of full auto fire	Firearm	Ranged Combat
Throw weapon	Thrown weapon	Ranged Combat
Reload	Firearm	-
First aid	Broken or dying character	Medical Aid
Stop panic	Panicking character	Command
Give orders	Character who can hear you	Command
Use signature item	Signature item	-
Climb into space suit	Space suit	Mobility
Start vehicle engine	Vehicle	

FAST ACTIONS

ACTION	PREREQUISITE	SKILL
Run	No enemy at Engaged range	-
Move through door/hatch	-	-
Get up	You are prone	-
Draw weapon	-	-
Block attack	Attacked in close combat	Close Combat
Pick up item	-	-
Shove	Enemy at Engaged range	Close Combat
Grapple attack	You've grappled an opponent	Close Combat
Retreat	Enemy at Engaged range	Mobility
Aim	Ranged weapon	-
Seek cover	Cover in same zone	-
Assume overwatch position	Ranged weapon	-
Enter/exit vehicle	Vehicle	-
Grab the wheel	Vehicle	-
Drive	Vehicle	Piloting
Use item	Varies	Varies

SKILLS

Strength	Agility	Wits	Empathy
Close Combat Heavy Machinery Stamina	Mobility Piloting Ranged Combat	Comtech Observation Survival	Command Manipulation Medical Aid