

SKILL ROLL STUNTS

When you roll additional 6s (Successes), you can use them to “purchase” additional effects to your roll. This is effectively the game’s “Critical Hit” mechanic. Each skill has a different set of effects.

HEAVY MACHINERY

Fixing, operating, or understanding mechanical equipment.

- Gain a +1 mod to a later skill roll relating to this one.
- You don’t need to roll to overcome the exact same challenge in the future.
- The task takes half the time.
- You break it permanently.
- You act quietly.
- You show off.

STAMINA

Powering through physical strain, performing feats of strength.

- Give one Success to another PC in the same situation as you.
- Gain a +1 mod to a later skill roll relating to this one.
- overcome the exact same challenge in the future.
- You impress someone.

CLOSE COMBAT

Engaging in melee combat with a target you intend to harm.

- Inflict 1 additional Damage. Can be chosen multiple times.
- Trade initiative cards with your target.
- Knock or pull an item or weapon out of your target’s hand.
- Knock your target to the ground.
- Grapple your target to the ground.

MOBILITY

Sneaking or otherwise maneuvering your character in a physical space.

- Give one Success to another PC in the same situation as you.
- Gain a +1 mod to a later skill roll relating to this one.
- You impress someone.

PILOTING

Operating any kind of vehicle.

- Gain a +1 mod to a later skill roll relating to this one.
- You show off.

RANGED COMBAT

Engaging in combat at a distance from a target you intend to harm.

- Inflict 1 additional Damage. Can be chosen multiple times.
- Pin down your target. They must perform a Panic Roll.
- Redraw your initiative card.
- Force your target to drop an item or weapon.
- Force your target to fall to the ground or to be pushed back.

OBSERVATION

Using your senses to gain an understanding of your environment and its potential dangers.

Get answers to the following:

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

COMTECH

Operating computer technology – hacking, rewiring, or otherwise.

- Gain a +1 mod to a later skill roll relating to this one.
- You don't need to roll to overcome the exact same challenge in the future.
- The task takes half the time.
- You get new or unexpected information.
- You hide your tracks.
- You show off.

SURVIVAL

Finding a way to stay alive in a hazardous environment.

- Give one Success to another PC in the same trouble as you.
- Gain a +1 mod to a later skill roll relating to this one.
- You impress someone.

MANIPULATION

Convincing another person to do something for you or give you something you want.

- Your target does what you want without demanding a favour in return.
- Your target does more than you ask for.
- Your target is impressed by you and may help you later on in some way.
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COMMAND

Order others around, or stop panic in an ally.

This skill is rarely rolled as a traditional skill roll. It is mainly used to Stop Panic on a PC who is suffering the effects of a Panic Roll, or to Give Orders to another PC during combat.

Give Orders is a slow action. Roll for Command – the recipient gets a +1 modifier for every Success you rolled while carrying out the order you gave.

MEDICAL AID

Mending wounds, providing life-saving care, and nursing others back to health.

This skill is rarely rolled as a traditional skill roll. It is mainly used to help a Broken character recover or to save them from potentially-fatal Critical Injuries.

Helping a Broken ally is a Slow action. Roll Medical Aid, and they will recover HP equal to the number of Successes you rolled.

CHANCE OF SUCCESS

When you roll a lot of dice, it can be hard to predict the chance of success. The table below shows the chance of success when rolling with 1-10 dice. The third column shows the chance of success if you push the roll.

NUMBER OF DICE	CHANCE OF SUCCESS	PUSHED ROLL
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%