XERO SUM ENGINE

FOR XERO SUM GAMES



SYSTEM REFERENCE DOCUMENT

XERO SUM ENGINE SRD v1.2 | "DISPLACED" RELEASE

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XERO SUM STUDIO
XERO SUM GAMES

XERO SUM ENGINE SRD v1.2
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CHANGE-LOG:
1.0 | Xero Sum Engine Core
1.1 | Distemper Release
1.2 | Displaced Release

XERO SUM ENGINE SRD v1.2

01. OVERVIEW

Introduction

The **Xero Sum Engine (XSE)** is a tabletop roleplaying game framework designed to accommodate games with 3-6 players.

XSE has robust core mechanics that can be applied to most genres or settings, whilst remaining lightweight enough to keep the story at the center of the action.

One player takes on the role of the **Game Master** (or **GM**) and acts as both referee and storyteller, and everyone else is a **Player Character** (or **PC**).

The rules, skills, and equipment included in this SRD do not cover more fantastical elements, such as magic or psionics. This SRD will be updated as new rules are play-tested and refined.

Version 1.1 added the **Community, Recruitment & Morale** rules from the **Distemper** ruleset, a post-apocalyptic setting.

Version 1.2 updates the core mechanics, character creation, combat, and equipment rules from the **Displaced** ruleset, a hard sci-fi setting.

A worksheet to make tracking community resources and morale easier is available for download at **XeroSumGames.com/SRD.**

A VTT built on this ruleset is available at **TheTable.XeroSumGames.com.**

Key Features of XSE

Realism

XSE is a good fit for games with grounded storylines, particularly those in the survival, noir, espionage, western, war, low fantasy, or hard sci-fi genres. The focus is on ordinary people in extraordinary situations and while the actions of the characters might be heroic, they are not super-heroes, gods, wizards, or chosen ones.

Combat in the **Xero Sum Engine** is brutal, unforgiving, and can have lasting consequences for characters. Players should never enter combat lightly and should actively seek alternatives. Combat is not the only threat to characters, and starvation, sickness, or dying of exposure are a possibility, and falling from a window can be lethal.

To ensure their long-term survival, players will need to focus on problem solving, diplomacy, and the use of social skills.

Fast Paced

The Xero Sum Engine utilizes a simple d6 game mechanic that can intuitively facilitate any challenge or task resolution with ease.

XSE prioritizes realism and momentum over needlessly complex rules to keep the narrative at the center of the game.

Story Driven

Collaborative storytelling fuels the Xero Sum Engine, and it provides players with various tools to drive the narrative. These tools include **Insight Dice, Filling In The Gaps, Making The Case, First Impressions**, and **Gut Instinct** rules, as well as rules for **Recruitment and Community Building**.

Dice & Naming Conventions

2d6: Most checks in the XSE SRD use two 6-sided dice, adding the scores together to get a final tally.

Xd6: When multiple dice are required for a dice check, it is written in the format Xd6, such as 3d6 or 4d6. The final score is determined by adding together all the dice.

d3: Rolling a six-sided die and halving the result (rounding up), for a result of 1-3.

Game Master: The player who takes on the role of facilitator, storyteller, and referee, the Game Master defines the environment, populates the world and propels the story forward.

PC: A Player Character (also referred to just as a Character) is the personification of the player in the story.

NPC: Non-Player Characters (NPCs) are other characters that the players interact with and are brought to life by the Game Master.

Dice Check: Also called Dice Rolls, a Dice Check is the basic mechanic for seeing if something a character does is successful and involves rolling two 6-sided dice and totaling up the sum of both dice.

Modifiers: Each Dice Check can be positively or negatively affected by Modifiers that are tied to attributes, skills, and conditions.

02. Core Mechanics

Dice Checks & Outcomes

If a player or non-player character does something that will affect the storyline (such as using a skill or making an attack) they must make a **Dice Check** or **Dice Roll** to clearly define the outcome.

Note: Dice rolls should be reserved for checks that have a dramatic or narrative impact on the story. If there is no tension, drama, or clear outcome associated with a roll, the situation should be narrated instead.

Making A Dice Check involves **Rolling Two 6-sided Dice** (written as **2d6**), adding or subtracting **Modifiers** for **Skills, Attributes**, and **Conditions**, and tallying the final score.

Although a total of 9 or above is a **Success**, there are gradations of success and failure, as laid out in **Table 1: Outcomes**.

Table 1: Outcomes

0-3	Dire Failure
4-8	Failure
9-13	Success
14+	Wild Success
1+1	Moment of Low Insight
6+6	Moment of High Insight

Dire Failure (0-3)

If the final total after all modifiers are applied is **3 or Less**, the check was a **Dire Failure**.

This means that the character is not only unsuccessful at the task or action but there is an additional setback or consequence.

For example, a failed safe-cracking attempt irreparably jams the lock, preventing further attempts.

Failure (4-8)

On a score of **4 to 8**, the action or task **Fails**.

This means attempting to pick the lock on a safe is unsuccessful.

Success (9-13)

On a score of **9 to 13**, the action or task is **Successful**.

This means that attempting to pick the lock on a safe succeeds.

Wild Success (14+)

If the final total after all modifiers are applied is **14 or Higher**, the check was a **Wild Success**.

This means that the character was not only successful in the task or action, but there is an additional positive result that benefits them.

For example, the safe not only opens but the characters find something unexpected of value hidden inside.

Outside of combat, if a character gets a **Failure, Dire Failure**, or a **Moment of Low Insight** on a dice check, they cannot make the same check again unless circumstances have changed significantly. For example, a character who **Fails** to pick a lock cannot try again unless they use different tools.

Moments of Insight (6+6 or 1+1)

When characters perform exceptionally well or disastrously badly, it is possible that they have a **Moment of Insight** and gain a deeper understanding of exactly why they succeeded or failed.

Regardless of any modifiers, a **double one** is a **Moment of Low Insight**, which always counts as a **Dire Failure**, and a **double six** is a **Moment of High Insight**, which always counts as a **Wild Success**.

In addition, the character receives an **Insight Die** on a **Moment of Low** or **High Insight**. See **Insight Dice** on page 5.

Insight Dice cannot be used to reroll dice in a **Moment of Low Insight**.

Modifiers

Dice checks are influenced by up to three modifiers - **Attribute Modifiers (AMods), Skill Modifiers (SMods)**, and **Conditional Modifiers (CMods)**.

These modifiers are cumulative and are all applied to the result of the **2d6** roll and affect the final score.

Attribute Modifiers (AMods)

Each character has five attributes - **Reason, Acumen, Physicality, Influence,** and **Dexterity**, referred to as the **RAPID Range Attributes**.

These attributes range from **-2 (Diminished)** to **+4 (Human Peak)**. Animals and machines can have

attributes that can go up to **+5 (Superhuman)**, as detailed in **Table 2: Attribute Modifiers**.

This number is the **Attribute Modifier** (or **AMod**) that applies to any dice check using that attribute. For example, using Reason to solve a puzzle or Physicality to break open a door.

Table 2: Attribute Modifiers (AMods)

-2	Diminished
-1	Weak
0	Average
+1	Good
+2	Strong
+3	Exceptional
+4	Human Peak
+5	Superhuman

Skill Modifiers (SMods)

Each character has a variety of skills that range from **-3 (Inept)** to **+4 (Life's Work)** based on their expertise, as detailed in **Table 3: Skill Modifiers**.

This number is the **Skill Modifier** (or **SMod**) that applies to any dice check using that skill.

Each skill is linked to an attribute, such as Physicality being linked to Unarmed Combat. As modifiers are cumulative, a dice check often includes both **AMods** and **SMods**.

Although a lack of training does not stop a character from attempting to use a skill, the GM may decide that the task is sufficiently challenging that it requires a -1 CMod for an untrained character.

Table 3: Skill Modifiers (SMods)

-3	Inept
0	Untrained
+1	Beginner
+2	Journeyman
+3	Professional
+4	Life's Work

Conditional Modifiers (CMods)

There are any number of external, unplanned and unanticipated factors that can influence a dice check.

These variables are represented by **Conditional Modifiers** (or **CMods**) which are added or subtracted from dice checks. **CMods** range from **-5 (Doomed To Failure)** to **+5 (Divine Intervention)**, as detailed in **Table 4: Conditional Modifiers**.

CMods are applied either at the discretion of the Game Master or at the request of a player (see **Making The Case** below).

CMods can be wide-ranging to reflect the variety of situational elements that make up any given moment and are a powerful narrative tool for the Game Master.

Conditional Modifiers can chain for a cumulative effect. A character might get a **+1 CMod** from a weapon effect, a **+2 CMod** because their opponent is dazed, and a further **+1 CMod** for **Making The Case** that the darkness works in their favor. To keep gameplay simple, GMs should combine all **CMods** into a single number, in this case a **+4 CMod.**

Table 4: Conditional Modifiers (CMods)

-5	Doomed To Failure
-4	Insurmountable
-3	Hard
-2	Difficult
-1	Challenging
0	Average
+1	Simple
+2	Slight Favor
+3	Easy
+4	Trivial
+5	Divine Intervention

Insight Dice

Insight Dice allow players to directly affect and influence the narrative.

Characters get 2 **Insight Dice** upon creation and receive an additional **Insight Die** each time they get a **Moment of Insight** - double ones or double sixes (see **Moments of Insight** on page 4).

Insight Dice can be used in the following ways:

Extra Die: Before making a check, add an **Insight Die** to the roll. Roll 3d6 and add all three together. If any two of the dice are both ones or both sixes, it counts as a **Moment of Insight**.

Bonus: Before making a check, trade in an **Insight Die** for a **+3 Conditional Modifier** (**CMod**).

Swap: After making a check, swap out one or both of the rolled dice for the same number of **Insight Dice**. The **Insight Dice** are rolled fresh and replace the swapped dice in the total. If a **Moment of Low Insight** is rolled, those dice cannot be swapped out.

Bend Reality: Spend an **Insight Die** to find an unexpected clue or produce a missing piece of required equipment, such as a rope to scale a wall or a drinking buddy who knows a guard's routine, or to change what has already happened through a flashback revealing that the character prepared for this moment, or a retcon of an earlier detail. The player must **Make The Case**, and the GM has the final say.

Cheat Death: If a character would otherwise Die, they may surrender all of their **Insight Dice** to recover 1 **Wound Point** and 1 **Resilience Point** for each die surrendered. This costs every **Insight Die** the character has; the player cannot choose to spend fewer.

Something Else: If a player **Makes The Case** for an unusual use of an **Insight Die**, the GM is encouraged to consider it.

Once a player uses an **Insight Die,** they surrender it back to the Game Master.

Insight Dice are non-transferable and cannot be given to another character. However, a character can spend their own **Insight Dice** on an act that helps someone else. For example, if one character is trying to disarm a crude bomb with no **Insight Dice** of their own, another character could spend one on a Specific Knowledge check to recall which wire to cut.

There is no limit to how many **Insight Dice** a player can have. Unspent **Insight Dice** carry over from session to session and should be recorded on the character sheet.

Filling In The Gaps

Filling In The Gaps directly involves the group with world building and stage setting.

The Game Master should prompt players to provide additional detail, context, or flavor by **Filling In The Gaps** during gameplay about what their character is seeing or experiencing. The Game Master should ensure all players throw in at least one detail during various situations and interactions.

Making The Case

Similar to **Filling In The Gaps**, a character can also **Make The Case** and offer further context on how their actions are shaping the outcome of a dice check.

If the **Game Master** agrees that what they are proposing makes narrative sense, they apply the **CMod,** usually +1. The **Game Master** always has the final say in whether **Making The Case** succeeds and the CMod is applied.

Attribute Checks

Players can use a character's **RAPID Range Attributes** for checks that do not require a specific skill, such as Reason for puzzle-solving or Physicality for arm-wrestling.

In these situations, only the relevant AMod applies to any dice check.

Group Checks

Multiple players attempting to undertake the same task can work together to increase their chances of success.

To take part in a **Group Check**, everyone must be using the same attribute or skill (even if they have 0).

The character with the highest combined AMod and SMod for the task makes the check. All other characters taking part add their own AMods and SMods for the same attribute and skill, including any negative modifiers. This means that a character poorly suited to the task at hand can drag the group down.

Players cannot use **Insight Dice** as part of a **Group Check**, but if the outcome of the dice check is a **Moment of Insight**, all members taking part will receive an **Insight Die**.

Group Checks are at Game Master discretion and must make logical sense within the narrative.

Opposed Checks

Characters who are directly competing against one another make **Opposed Checks** to determine the outcome, both attempting to get the upper hand until there is a clear winner and loser, such as during an arm-wrestling contest.

Both sides make their checks at the same time, using the relevant attribute or skill, and **Fill In The Gaps** as to what they are doing.

The outcome of an **Opposed Check** is determined by the first side to get a **Success**, **Wild Success**, or a **Moment of High Insight**, while the other side simultaneously gets a **Failure, Dire Failure**, or **Moment of Low Insight**.

If both sides succeed, or both sides fail, regardless of how well or how badly, the results are negated, and players continue making dice checks until either a clear winner and loser emerges, or one side changes their strategy.

There may be times when different skills or attributes are used on either side, such as one character attempting to use their **Influence** or **Manipulation** to win over another character, who uses their **Acumen** or **Psychology*** to see through the attempt.

When Grappling, the defender may resist with either Unarmed Combat or Athletics.

The GM always has final say on which attributes or skills are to be used in the checks.

First Impressions

When encountering an NPC for the first time, the character can make a **First Impressions** check to influence how they are perceived.

A **First Impressions** dice check uses Influence and an appropriate skill, such as Barter, Inspiration, Manipulation, or Psychology*.

The result of this check influences future interactions with that NPC and the player should note this **Relationship CMod** on their character sheet.

When a group encounters an NPC for the first time, they can choose to make a **First Impressions Group Check** instead of individual checks. The GM may decide that the situation requires a **Group Check**, such as if the NPC is weighing up the group's collective threat.

Success (9-13): The NPC has no strong feelings toward the character and there is a 0 CMod to future interactions.

Wild Success (14+): The character makes a favorable impression and receives a +1 CMod on future interactions.

Moment of High Insight (6+6): The character makes a favorable impression and receives a +2 CMod on future interactions as well as an **Insight Die**.

Failure (4-8): The character makes a bad impression and gets a -1 CMod to all future interactions.

Dire Failure (0-3): They make a terrible impression and come across as threatening or hostile and receive a -2 CMod on all future interactions. Depending on the character's next move and demeanor, this may even initiate combat.

Moment of Low Insight (1+1): They make a terrible impression and come across as threatening or hostile and receive a -3 CMod on all future interactions as well as an **Insight Die**.

Gut Instincts

Characters can make **Gut Instinct Checks** when they first meet NPCs to see what kind of impression they get from this person. They can also make a **Gut Instinct Check** during an interaction with an NPC to see how much the players feel they can trust them.

Gut Instinct Checks are also used whenever a player wants to know if their character notices subtle details, such as a hidden door, an out-of-place footprint, or a tail in a crowd.

A **Gut Instinct Check** is 2d6 + Perception (Reason AMod + Acumen AMod) + the SMod of any skill the player can Make The Case for, such as Psychology*, Streetwise, Survival, or Tactics*.

Success (9-13): The character gets some insight into how trustworthy they believe the NPC to be.

Wild Success (14+) or **Moment of High Insight (6+6):** The character gets a clear read on the NPC. Perhaps they realize that nothing this NPC says should be taken lightly.

Failure (4-8): The character gets no good read on the NPC's trustworthiness.

Dire Failure (0-3) or **Moment of Low Insight (1+1):** The Game Master may mislead the player. Perhaps the character becomes very taken with the NPC and is inclined to trust them.

Morality

Morality reflects how closely a character acts according to their own values, as defined by their **Complication** and **Motivation**. Each character starts with a **Morality of 3**.

If a character knowingly acts against their **Complication** or **Motivation**, the GM may decide that they lose a **Morality** point. For example, a character whose **Motivation** is **Protect** and who does nothing to prevent the death of an innocent will very possibly be scarred by it.

If a character's **Morality** drops to 0, something inside them has irrevocably changed. They permanently lose 1 point of **Influence** (to a minimum of -2), and their **Morality** resets to 3. The GM may also give them a new **Complication** tied to their actions.

Characters can also seek redemption. If a character does something worthy or selfless enough, the GM may award them a **Morality** point. If their **Morality** reaches 6, their Influence rises by 1 and their **Morality** resets to 3.

Morality should always feel like a storytelling opportunity, never a punishment. The GM and player should **Fill In The Gaps** together as to why a moment was so impactful to the character.

03. Character Overview

A **Player Character**, also referred to as a **PC** or character, is a player's representation or avatar in the game world, functioning as their eyes, ears, hands, and mouth.

In game terms, a character is composed of physical and mental attributes, skills, and secondary statistics derived from those attributes and skills.

RAPID Range Attributes

Each character has five attributes - **Reason, Acumen, Physicality, Influence** and **Dexterity -** referred to as **RAPID Range Attributes.**

Attributes start at **0 (Average)** but can range from **-2 (Diminished)** up to **+4 (Human Peak)**. Attributes for animals and machines can go up to **+5 (Superhuman).**

RAPID Range Attributes are written in the format **Reason-Acumen-Physicality-Influence-Dexterity**, so a character with all **0 (Average)** attributes would have a RAPID Range of **00000**.

Reason:

The ability to process data, think critically, and make logical assumptions.

Acumen:

The mixture of instinct and cunning required for good situational awareness.

Physicality:

A measure of athleticism, conditioning, discipline, and self-control.

Influence:

A combination of charisma, charm, or attractiveness.

Dexterity:

A reflection of agility, reflexes, and hand-eye coordination.

Table 2: Attribute Modifiers (AMods)

-2	Diminished
-1	Weak
0	Average
+1	Good
+2	Strong
+3	Exceptional
+4	Human Peak
+5	Superhuman

A character's **RAPID Range Attribute** is also their **Attribute Modifier** (**AMod**), which applies to any dice check that involves that attribute.

Skills

Characters have a variety of skills based on their life experiences. Most skills range from **0 (Untrained)** to **+4 (Life's Work),** although several skills require specific training, without which they start at **-3 (Inept).**

Table 3: Skill Modifiers (SMods)

-3	Inept
0	Untrained
+1	Beginner
+2	Journeyman
+3	Professional
+4	Life's Work

This skill level is also called **Skill Modifier** (or **SMod**), and players add it to any dice check using that skill.

Each skill is associated with an attribute, such as the **Barter** skill being tied to the **Influence** attribute or **Unarmed Combat** skill being tied to the **Physicality** attribute. Dice checks use both **AMods** and **SMods**.

Certain skills require specific, often vocational training. These start at **-3 (Inept)** instead of **0 (Untrained)** and are marked with an asterisk, such as **Psychology***.

When a character has 1 level in that skill, they advance from **-3 (Inept)** to **+1 (Beginner)**.

Secondary Stats

PCs have a series of **Secondary Statistics** that are derived from their attributes and affect combat, social interactions, or influence the narrative.

Wound Points

Wound Points (WP) reflect how much damage a character can take before they become **Mortally Wounded** and **Die**.

Characters start with **10 + Physicality AMod + Dexterity AMod Wound Points**.

Resilience Points

Resilience Points (RP) are a measure of how much damage it takes to **Incapacitate** a character.

Characters start with **6 + Physicality AMod Resilience Points.**

Defensive Modifiers

Defensive Modifiers (DMs) lower the chance of getting hit and mitigate any damage that is dealt.

A character's **Melee Defensive Modifier** (**MDM**) is equal to their **Physicality AMod**, and their **Ranged Defensive Modifier** (**RDM**) is equal to their **Dexterity AMod**.

Initiative Modifier

Initiative Modifiers (INIT) are added to initiative checks to determine the order in which participants act during combat.

Initiative Modifiers are the sum of a character's **Acumen + Dexterity AMods**.

Encumbrance

Encumbrance (ENC) is how much weight a character can carry before needing to stop and rest or drop something.

Encumbrance starts at **6 + Physicality AMod**.

Perception

Perception (PER) reflects how well a character picks up on subtleties and how tuned in they are to their environment.

The **Perception Modifier** is the sum of a character's Reason + Acumen AMods. This is the default modifier for **Gut Instinct Checks**.

Stress Modifier

Each character starts with a Stress Level of 0 that culminates at 5. The **Stress Modifier** is the sum of a character's Reason + Acumen AMods and is used for Stress Checks (see **Stress & Breaking Point** on page 20).

Morality (Optional)

Morality is a measure of how closely a character acts according to their own ethical compass. Each character starts with a **Morality** value of 3, which can be affected over time. See **Morality** in 02. Core Mechanics for how it changes.

Note: Morality is used in Distemper, but might be omitted in other settings.

Fleshing A Character Out

Three Words

Players should choose three words that define the PC's core behaviors or personality traits.

These words can serve as a roleplaying anchor and guide how a character reacts to people and situations during the course of the game.

Specific words like **calculating**, **reckless**, or **stoic** tend to be more useful than broad or generic ones such as **good** or **nice**, but anything that helps tie a player to their character is acceptable.

These three words can be shared with other players, kept secret, or woven into gameplay by the GM.

Complications & Motivations

Each character has both a **Complication** and **Motivation** that drive them and serve as roleplay and narrative tools.

Players can choose from those listed on **Tables 6 & 7** or roll 2d6 for random **Complications & Motivations**.

Like the 3 words, these can be shared, kept secret, or woven into the narrative.

Table 5: Secondary Stats

Wound Points	10 WP + Physicality + Dexterity AMod
Resilience Points	6 RP + Physicality AMod
Ranged Defensive Mod.	A character's Dexterity AMod is their Ranged Defensive Modifier
Melee Defensive Mod.	A character's Physicality AMod is their Melee Defensive Modifier
Initiative Modifier	Acumen + Dexterity AMods
Encumbrance	6 Encumbrance + Physicality AMod
Perception	Reason + Acumen AMods
Morality	Characters start with a Morality of 3
Stress Modifier	Reason + Acumen AMods

04. Character Creation

Players can choose one of three methods to provide them with a character to play - **Backstory Generation,** customizing a **Paradigm**, or picking a **Pregenerated Character (Pregen)**.

Backstory Generation

To develop their character, players get **20 Character Development Points (CDP)** to allocate during different periods of a character's life and flesh out how they became who they are.

At no point during **Backstory Generation** may a character raise an attribute beyond **+3 (Exceptional)** or a skill beyond **+3 (Professional).**

Players should write 1-2 sentences about what happened to their character during each step and how it affected them so that, when combined, these sentences capture their backstory.

Step Xero: Who Are They?

Players should define as much of their character concept as possible before a game starts, including basic details such as name, age, height, and weight.

They should also pick 3 thematic words that describe this character.

Step One: Where They Grew Up

This covers the first 10-15 years of a character's life.

Players spend 1 CDP on raising a RAPID Range attribute from **0 (Average)** to **+1 (Good).**

They also spend 2 CDP on skills. They may spend both points on raising any 1 skill from **0 (Untrained)** to **+2 (Journeyman)** or any 2 skills from **0 (Untrained)** to **+1 (Beginner).**

If they take a skill marked with an asterisk (such as Mechanic* or Medicine*), this moves the skill from **-3 (Inept)** to **+1 (Beginner).**

Step Two: What They Learned

This step covers the educational stage of a character's life, and players spend 1 CDP on raising a RAPID Range attribute and 3 CDP on skills. An attribute can be raised as high as **+2 (Strong)** during this step.

They may not raise a skill above **+2 (Journeyman)** during this step.

When a player puts CDP into Specific Knowledge, they must name the subject it covers and note it on the character sheet. They must do this again if they pick a different Specific Knowledge in later steps.

Step Three: What They Like To Do

This reflects skills learned when doing the things that their characters do in their spare time. Players get 1

CDP to spend on raising a RAPID Range attribute and 3 CDP on skills.

An attribute can be raised as high as **+3 (Exceptional)** during this step. Skills may not be raised above **+2 (Journeyman)** during this step.

Step Four: How They Make Money

This step reflects what a character does for work or to make money, and what this has taught them.

During this step, players get 2 CDP to spend on raising RAPID Range Attributes and 4 CDP to spend on raising skills.

Players can raise attributes to **+3 (Exceptional)** and skills to **+3 (Professional)** during this step.

XSE has a set of **Professions** that combine thematically similar vocational skills. Players can either choose a **Profession** and spend CDP on the skills associated with that profession or simply spend the CDP on skills they feel best match their character concept.

Games built on this SRD may have custom **Professions** to match the setting.

Step Five: What Makes Them Them

During this step, players get 3 CDP to spend on skills to round out and finalize their character concept.

They cannot raise attributes beyond **+3 (Exceptional)** or skills beyond **+3 (Professional)** during this step.

Step Six: What Drives Them?

Players should choose both a **Complication** and **Motivation** that drive them, or they can roll 2d6 and consult **Table 6: Complications** and **Table 7: Motivations**.

Table 6: Complications

2	Addiction
3	Betrayed
4	Code of Honor
5	Criminal Past
6	Daredevil
7	Dark Secret
8	Family Obligation
9	Famous
10	Loss
11	Outstanding Debt
12	Personal Enemy

Table 7: Motivations

2	Accumulate
3	Build
4	Find Safety
5	Hedonism
6	Make Amends
7	Preach
8	Protect
9	Reunite
10	Revenge
11	Stay Alive
12	Take Advantage

Step Seven: Secondary Stats

Characters all have a series of **Secondary Statistics** that affect gameplay and are derived from their attributes. Consult **Table 5: Secondary Stats** for details.

Step Eight: What They Have

Characters start with both a primary and secondary weapon picked from **Tables 14-17** (see **07. Weapons & Equipment** on page 22).

Any weapon that requires ammunition starts fully loaded, plus 1d3 reloads. A reload is one full clip for that weapon.

Characters also get 1 item from **Table 18: Equipment** on page 23 and an incidental item that has no combat value but provides some use or helps flesh out their personality.

Depending on the setting, each character may also start with a Basic Survival Kit containing a tent and a sleeping bag, as well as 2 Rations. One Ration is enough food and water to feed a character for one day.

A starting character may not take so much equipment that they exceed their **Encumbrance** limit.

Step Nine: Final Flavor

Players should review their character and add or tweak any details before the game begins. Does this character match the concept you had in mind? Do the three descriptive words still make sense?

Taking The Quick Route

For those familiar with the rules, the Game Master may allow a player to spend 20 CDP on attributes and skills without going through each step of their

character's life. Five CDP must go toward RAPID Range Attributes and 15 toward skills.

As with Backstory Generation, the first CDP spent on a vocational skill takes it from **-3 (Inept)** to **+1 (Beginner)**.

Attributes still cannot be raised beyond **+3 (Exceptional)**, nor skills beyond **+3 (Professional)**, but otherwise it is up to the player how they spend their points.

Paradigms & Pregens

Paradigms

Paradigms are intended to facilitate streamlined gameplay by providing familiar tropes or roles instead of using the **Backstory Generation** method.

Paradigms come with attributes and skills predefined and a player only needs to pick a name, Motivation, Complication, 3 Words, weapons and equipment in order to start playing.

Paradigms from the **Distemper** and **Displaced** settings are included in **Appendix D: Paradigms** on page 39.

Paradigms are setting specific and available for download at **XeroSumGames.com/Paradigms**.

Pregens

Going one step further than a **Paradigm**, a **Pregenerated Character** (or **Pregen**) comes fully ready to play, with their name, attributes, skills, Motivations, Complications, 3 Words, weapons, equipment, and backstory defined.

Players need only take a moment to read over the character sheet before starting to play.

Pregens are available for download at **XeroSumGames.com/Paradigms**.

Character Evolution

At the end of each game session, the Game Master has the discretion to award **2 or more CDP** that the players can spend on improving their characters' attributes or skills.

Learning a new skill requires the investment of **1 CDP** to get to level 1.

Raising an existing skill requires paying CDP corresponding to the total of the current level and the level the skill is being raised to. Therefore, taking a skill from level 1 to 2 requires 3 CDP, from 2 to 3 requires 5 CDP, and from 3 to 4 requires 7 CDP.

Increasing a RAPID Range attribute costs 3 times the new level in CDP, with a minimum of 3 CDP. This means that raising an attribute from -2 to -1, from -1 to 0, or from 0 to 1 requires 3 CDP, from 1 to 2 requires 6 CDP, from 2 to 3 requires 9 CDP, and from 3 to 4 requires 12 CDP.

Table 8: Professions & Skills

Academic	Entertainment, Farming, Psychology*, Research, Tactics*
Driver	Animal Handling, Driving, Mechanic*, Navigation, Pilot*
Entrepreneur	Barter, Gambling, Inspiration, Research, Streetwise
Law Enforcement	Driving, Ranged Combat, Streetwise, Tactics*, Unarmed Combat
Mechanic	Mechanic*, Melee Combat, Scavenging, Tinkerer, Weaponsmith*
Medic	Inspiration, Medicine*, Psychology*, Research, Specific Knowledge
Military	Athletics, Demolitions*, Heavy Weapons*, Ranged Combat, Tactics*
Outdoorsman	Animal Handling, Farming, Ranged Combat, Stealth, Survival
Outlaw	Lock-Picking*, Sleight of Hand, Stealth, Streetwise, Unarmed Combat
Performer	Athletics, Entertainment, Inspiration, Manipulation, Sleight of Hand
Politician	Inspiration, Manipulation, Psychology*, Streetwise, Tactics*
Trader	Barter, Psychology*, Scavenging, Specific Knowledge, Tinkerer

05. SKILLS

Skills reflect the experience and expertise characters have picked up along the way, based upon their life experiences.

Certain skills require specific, often vocational training. These start at **-3 (Inept)** instead of **0 (Untrained)** and are marked with an asterisk, such as **Psychology*** or **Tactics***.

When a character has 1 level in that skill, they advance from **-3 (Inept)** to **+1 (Beginner)**.

Levels in skills are called **Skill Modifiers** (or **SMods**), and players add SMods to dice checks using that skill.

Each skill is associated with an attribute, such as the **Barter** skill being tied to the **Influence** attribute or **Unarmed Combat** skill being tied to the **Physicality** attribute. Dice checks use both **AMods** and **SMods**.

Table 9: Skills

Skill	Attribute	Description
Animal Handling	Influence	Understanding how to work with animals, from basic obedience to herd management
Astronautics	Reason	Space vessel operations, including astrogation, jump operations, EVA/zero-G procedures, and safety protocols
Athletics	Physicality	Fitness, agility, stamina, and coordination, including climbing, jumping, swimming, and overcoming obstacles
Barter	Influence	Arranging deals, enticing buyers, appraising goods, haggling for the best outcome, and closing deals
Computers	Reason	Deep understanding of digital systems and architecture, covering troubleshooting to coding, hacking, and system control
Demolitions*	Physicality	The manufacture and use of explosives, ranging from improvised charges to precision military demolitions
Driving	Dexterity	Drive any vehicle with confidence and finesse, allowing reckless maneuvers without wrecking
Entertainment	Influence	The charisma and talent to captivate an audience through music, song, acting, comedy, storytelling, or other form of performance
Farming	Acumen	Knowing how to grow crops or raise livestock at scale to sustain large groups of people
Gambling	Acumen	The understanding of underlying mechanics behind games of chance, risk, and reward, and the confidence of knowing when to bet or fold
Heavy Weapons*	Physicality	The operation of complex, large-scale battlefield weapons like machine guns, launchers, and artillery
Inspiration	Influence	Being able to boost the morale of individuals or groups or motivate them behind a shared vision or belief
Lock-Picking*	Dexterity	Bypassing locks and security devices to open them without keys or codes
Manipulation	Influence	Getting others to think, believe, or act in ways that they may not have otherwise done
Mechanic*	Reason	Diagnose, repair, maintain, or build complex machines, tools, vehicles, and systems

Skill	Attribute	Description
Medicine*	Reason	Providing first aid, diagnosis, treatment, emergency stabilization and advanced medical care to the injured or ill
Melee Combat	Physicality	Training with melee weapons to improve close-quarters precision, accuracy and damage
Navigation	Acumen	Innately able to discern directions, remember routes, and plot accurate courses
Pilot*	Dexterity	Safely operate aircraft or spacecraft, including takeoff, landing, and basic flight procedures
Psychology*	Influence	Leveraging an understanding of human behavior to influence, predict, exploit, or manipulate outcomes
Ranged Combat	Dexterity	Accurately and safely using projectile weapons, ranging from thrown objects to sniper rifles
Research	Reason	Being able to efficiently organize, distill, and absorb information to quickly become well informed on any subject
Scavenging	Acumen	Finding and evaluating missed, hidden, or discarded items that still have use for survival or trade
Science*	Reason	Practical application of scientific principles relating to research, experiments, and innovations
Sleight of Hand	Dexterity	Well practiced in performing sleight-of-hand tricks, palming, pick-pocketing, concealment, and creating subtle diversions
Specific Knowledge	Reason	Knowledge about the history, layout, and secrets of a specific area, community, person, or discipline (such as law). This knowledge should be recorded on their character sheet
Stealth	Physicality	Knowing how to move and to stick to the shadows while avoiding being detected
Streetwise	Acumen	Instinctively being able to navigate urban environments, read situations for danger, and identify underworld resources
Survival	Acumen	Knowing how to survive in the wild, live off the land, and track people or animals
Tactics*	Reason	The application of battlefield or interpersonal strategies in order to gain a situational advantage or upper hand
Tinkerer	Dexterity	Being adept at fixing, modifying, or improving machines, gear, or weapons as well as the ability to improvise inventions
Unarmed Combat	Physicality	Knowledge and practice of grappling, fist fight, bare fists or martial arts, and body control
Weaponsmith*	Reason	Crafting, repairing, and modifying weapons to ensure reliability and effectiveness

06. COMBAT

Combat Rounds

Combat is divided into **rounds** that last approximately **3-6 seconds**. Each round is comprised of three phases - **Initiative, Actions, Resolution**.

Initiative

Initiative determines the order in which combatants act.

Each participant makes an **Initiative Check** by rolling 2d6 and adding the **Initiative Modifier** from their Secondary Stats (Dexterity AMod + Acumen AMod) and any CMods.

The character with the highest **Initiative** score goes first and then combat proceeds in decreasing order to the character with the lowest score.

In the event of a draw, PCs always act before NPCs. If two or more PCs tie, their actions are simultaneous. NPCs never act simultaneously; if NPCs tie, the GM decides which acts first.

A character may choose to **defer one or both of their actions** until later in the round. For example, a character might Aim with their first action but wait to see how other characters' actions are resolved before using their second action to **Attack**.

In each subsequent round of combat, any PC who was neither attacked nor attacked anyone else in the previous round will receive a +1 modifier on their next **Initiative Check**.

Actions

Each participant gets 2 **Combat Actions** per round.

They may choose to take the same action twice or take two different actions.

See **Table 10: Combat Actions** on page 16.

Incidental Actions: In addition to their two Combat Actions, characters can take **Incidental Actions** - things that take little to no time at all, such as shouting a warning or quickly checking where everyone is.

A character can take as many **Incidental Actions** as make narrative sense, at the GM's discretion.

Resolution

The **Resolution** phase of the **Combat Round** allows for delayed effects from actions and weapons, such as grenades or **Repositioning**.

Once each character has taken both of their actions and after any delayed effects are resolved, the round concludes, and the next one begins with a fresh **Initiative Check**.

Getting The Drop

Before combat starts, one character (including NPCs) can preemptively **Get The Drop** and take a single combat action before anyone else rolls for initiative.

Only one character can **Get The Drop**. If multiple characters attempt it, the one with the highest combined Dexterity and Acumen AMods wins.

If there is no clear winner, no one **Gets The Drop** and combat moves directly to the Initiative phase.

Any character who **Gets The Drop** automatically incurs a -2 CMod on their next **Initiative Check**.

Attack Rolls

An **Attack Roll** is a combat-related dice check. Like other checks, a character must score 9 or above to get a Success.

Unarmed and Melee attacks: 2d6 + Physicality AMod + Unarmed Combat or Melee Combat SMod + CMods - the target's Melee Defensive Modifier (MDM).

Ranged attacks: 2d6 + Dexterity AMod + Ranged Combat, Demolitions*, or Heavy Weapons* SMod + CMods - the target's Ranged Defensive Modifier (RDM).

Thrown weapons or Bullwhip: 2d6 + Physicality AMod + Athletics SMod + CMods - the target's Ranged Defensive Modifier (RDM).

Unarmed, Melee & Ranged Combat

Unarmed attacks require no weapon and no ammunition but do the least damage. A character's Physicality AMod and Unarmed Combat SMod both increase the damage done.

Melee weapons often do less damage than ranged weapons and require the attacker to be close to their target, but the damage dealt is increased by the

Table 10: Combat Actions

Aim	+2 CMod to the next Attack on their target. The character's next action must be an Attack, or the Aim is lost
Attack	An attack using Unarmed, Ranged or Melee Combat. If this is used for both actions against the same target, there is a +1 CMod to the second use, as the first attack helped them narrow in on their target
Charge	This uses both actions but allows a character to move twice and end their action with either a Melee or an Unarmed Combat Attack
Coordinate	If a character can see the target and makes a Successful Tactics* check, any character within Close range of the character making the check gets a +2 CMod when attacking that target. On a Wild Success, this carries over to the next round as a +1 CMod
Cover Fire	Each person/group targeted requires a separate Attack. Successful Attacks give -2 CMod to the target's next action, skill, or attribute check
Defend	This action adds +2 to the character's Defensive Modifiers for the next incoming attack. This does not carry over into the next round
Dice Check	An action can be used to make an attribute or skill check
Distract	A Successful Manipulation, Psychology* or Tactics* check Distracts a target who then loses their next Combat Action. On a Wild Success, they lose both Combat Actions
Fire From Cover	Fire From Cover allows characters who have previously Taken Cover to use both actions to come out of cover, fire their weapon, and return to cover without losing any Defensive Modifier on incoming attacks
Grappling	A character can make an Opposed Check (see Opposed Checks on page 6) using Unarmed Combat to pin an enemy in place
Inspire	On a successful Inspiration check, a target at Close range gains an additional Combat Action this round. A character can only be Inspired once per round
Move	Players can change Range Bands (see Range on page 17)
Rapid Fire	A character can make two shots per round. The first one suffers a -1 CMod, the second has a -3 CMod. If a character uses this for both Combat Actions, they suffer a -2 CMod and -4 CMod to those attacks
Ready Weapon	A weapon must be Readied before it can be used. This action must also be taken to reload a weapon or if a weapon becomes jammed
Reposition	This action takes place at the end of a round in the Resolution phase, allowing a character to get situated for the following round
Sprint	Sprint uses both actions to cover 3 times the normal amount of ground in a single move. If the character fails to make a successful Athletics check at the end of the round, they will become winded and lose a Combat Action in the next round
Subdue	When attempting to Subdue another character, full Resilience Point damage is done but Wound Point damage is dealt at 50% (see Damage on page 18)
Take Cover	Taking Cover gives a +2 Defensive Modifier for all attacks that take place against that character during that combat round

character's Physicality AMod. They never run out of ammunition, but they can break with repeated use.

Ranged weapons can be the most lethal, but they need ammunition, and some have range restrictions.

Thrown explosives, such as grenades, can be thrown as far as Medium range with a Successful Athletics check. On a Failure, it misses the target and the GM decides where it lands. On a Dire Failure or Moment of Low Insight, the character fumbles the throw or it falls short, and it explodes at Close range to the character.

When using a ranged weapon against someone who is fighting another character at Engaged range, the attacker gets a -3 CMod. If they miss their original target, they must get a Failure on a second Ranged Combat attack with a +3 CMod to avoid hitting the other combatant.

Called Shots

Characters with at least 1 level in Ranged Combat, Melee Combat, or Unarmed Combat can attempt a **Called Shot** by picking a specific part of an opponent's body (such as their head or a limb) or an object (such as the gun an opponent is carrying).

Players must state they are taking a **Called Shot** before making the check and **Fill In The Gaps** as to what they are trying to achieve. They must get a **Wild Success** or **Moment of High Insight** to connect, otherwise the attack misses completely. If the attack connects, the player and GM decide what happens.

Mishaps

A Dire Failure or Moment of Low Insight on any attack causes a **Mishap**. A ranged weapon jams or misfires, a melee weapon gets stuck or dropped, or an item worn for Unarmed Combat (such as brass knuckles) comes off.

The character cannot use that weapon again until they spend a Ready Weapon action to clear, free, or re-equip it.

Range

Rather than having fixed distances that require measurement, each character's position to another is relative.

There are five **Range Bands** - **Engaged, Close, Medium, Long** and **Distant**.

Changing **Range Bands** takes a number of Move actions. A character can spend one or both of their actions in a round on Move, and progress carries over from round to round. The cost is the same whether a character is moving toward or away from another character.

To Move between bands takes:

3 Move actions to go from **Engaged** to **Close**

6 Move actions to go from **Engaged** to **Medium**

10 Move actions to go from **Engaged** to **Long**

7 Move actions to go from **Close** to **Long**

Table 11: Range

1	Engaged	+1 CMod to Melee attacks and a -1 CMod to Ranged attacks
2	Close	Melee combat suffers a -1 CMod penalty. Ranged attacks get a +1 Range CMod
3	Medium	No modifiers
4	Long	-5 CMod to any pistol shot but a +1 CMod to a rifle shot
5	Distant	Only a Hunting Rifle, a Sniper's Rifle, a Mortar or a Rocket Launcher can strike from this range

Engaged

Close enough to wrestle, Engaged combat gives a +1 CMod to Melee attacks and a -1 CMod to Ranged attacks. All Unarmed combat takes place at Engaged range.

Close

If characters can hear each other clearly without shouting, then they are at **Close** range. Melee combat can only take place at **Close** range with weapons that have a longer reach (such as a spear) and suffers a **-1 CMod**.

Close range is ideal for pistols, although any type of firearm gets a +1 CMod to an attack at **Close** range.

Medium

At **Medium** range, there are no modifiers to any attack, and it is perfect for carbines or a bow. It is far enough that a pistol shot would be wasted without taking aim, but still close enough to throw a grenade.

Long

Too far for an accurate pistol shot but perfect for rifles, being at **Long** range gives a -5 CMod to any pistol shot but a +1 CMod to a rifle shot.

Distant

The distance between the characters is so great that they require radio equipment to communicate and may struggle to see each other clearly. Only a hunting rifle with a scope, a sniper's rifle, or artillery such as a mortar or rocket launcher can strike a target at **Distant** range.

Abstract vs. Actual

The Xero Sum Engine was built for the theater of the mind, so range is a band, not a measurement. The bands still line up roughly with real distance, which is what **Table 11: Range** assumes (one **Move** is about 10 ft).

- **Engaged:** within arm's reach, up to about 5 ft.
- **Close:** about 30 ft away.
- **Medium:** about 60 ft away.
- **Long:** about 100 ft away.
- **Distant:** about 150 ft and beyond.

On a map, use the distances. Without one, the GM names the band and the table plays on from there. On a map, a blast counts as **Engaged** within 5 ft of where it explodes and as **Close** within 30 ft.

Damage

Weapon Damage

Each attack deals two types of damage - **Wound Point (WP)** damage and **Resilience Point (RP)** damage.

Weapons inflict both a consistent and a random amount of damage, expressed as 5+1d6.

For most ranged and slashing weapons, RP damage is 50% of the WP damage, rounded down.

Melee weapons that inflict blunt force trauma (such as clubs or batons) may do the same amount of RP damage as WP damage, as a character is more likely to be bludgeoned into an Incapacitated state than killed outright. **Tables 14-17** in **07. Weapons & Equipment** show which weapons inflict 100% Resilience Point damage.

Most weapons deal either 100% WP / 50% RP or 100% WP / 100% RP, as listed on the weapon tables. Stunned weapons and weapons that deal no damage are covered below. Unarmed attacks always deal 100% WP / 100% RP.

When using Melee Weapons or Unarmed Combat, the user adds their Physicality AMod to the damage done. This would be expressed in the format 4+1d6 + Physicality AMod.

For any character fighting with just their fists, the damage done is 1d3 + Physicality AMod + Unarmed Combat SMod.

When an attack hits, the target's Defensive Modifier - MDM against Melee and Unarmed attacks, RDM against Ranged attacks, plus any armor DM - is subtracted from the Wound Point damage rolled. Resilience Point damage is then worked out from the reduced WP total. A successful hit always deals at least 1 WP and 1 RP. The only exceptions are Stunned weapons, which deal RP but no WP, and weapons that deal no damage at all, such as smoke or flashbang grenades.

For example, a heavy pistol hit rolls 8 WP (4 RP) against a target with an RDM of 2. The target takes 6 WP and 3 RP.

Armor

Each piece of armor has a **Defensive Modifier (DM)** that reduces the damage of any attack that lands, on top of the wearer's Melee or Ranged Defensive Modifier. Armor does not make the wearer any harder to hit.

Armor DMs stack, so a character wearing body armor with a DM of +3 and carrying a shield with a DM of +2 reduces the damage of every hit they take by a further 5.

Armor degrades with each incoming blow, and an Upkeep Check must be made after each combat engagement to prevent it from dropping a level of Condition (see **Condition & Upkeep** on page 24).

Subsistence Damage

A character can go one day without eating or drinking with no adverse impact, but on the second and subsequent days without food or water, they take **Subsistence Damage** at the rate of 1 Wound Point and 1 Resilience Point per day.

If they drop to 0 RP, they become too weak to move and become Incapacitated. If they drop to 0 WP, they must be fed to be **Stabilized**, otherwise they will Die. Any character Incapacitated through **Subsistence Damage** will need to be tended to and fed by another character until they heal enough to look after themselves.

Once a character has a regular food and water supply, they heal at a rate of 1 WP and 1 RP per day until they reach full health again.

Living Off The Land

Characters who spend a day finding food can make one of the checks below. Unless noted, the yield is doubled on a Wild Success or Moment of High Insight.

Scavenging: A Successful Scavenging check in a suitable area turns up 2 Rations.

Foraging: In a suitable area and season, a Successful Physicality or Survival check gathers 2 Standard Rations of fruit and vegetables.

Fishing: A character with an Angler's Kit or Fishing Kit and access to water who makes a Successful Physicality or Survival check catches 2 Luxury Rations.

Hunting: A character with a suitable weapon who makes a Successful Survival check brings down larger game for 10 Luxury Rations (15 on a Wild Success or Moment of High Insight).

Falling Damage

Characters suffer 3 WP and 3 RP damage for each 10 ft that they fall. The GM may allow a falling character who gets a Wild Success on an Athletics check to twist, grab, or otherwise reduce the damage, if the player can **Fill In The Gaps** as to how.

Drowning

A fully submerged character can hold their breath for 6 rounds + Physicality AMod.

After that, they must get a Success on a Physicality check each round or take 3 WP and 3 RP damage. Each Successful check gives a -1 CMod to their next attempt.

A character who reaches 0 WP is Mortally Wounded and will Die unless rescued. Reviving a drowned character takes a Successful Medicine* or Survival check.

Incapacitation

Once a character's Resilience Points are reduced to 0, they will experience Incapacitation for 4 rounds - Physicality AMod (with a minimum of 1 round). Their Stress Level also goes up by 1 (see **Stress & Breaking Point** on page 20). They take no more damage while Incapacitated unless they are specifically targeted.

Upon regaining consciousness, they recover 1 RP immediately, and then an additional RP for each combat round that they are not actively engaged in combat, up to half of their maximum.

Mortal Wounds & Dying

A character reaching 0 Wound Points is both **Mortally Wounded** and **Incapacitated**.

After 4 rounds + Physicality AMod, a **Mortally Wounded** character will succumb to their injuries and **Die** unless they are **Stabilized**.

Stabilizing

If a character becomes **Mortally Wounded**, someone must **Stabilize** them with a Successful Medicine* check, or by achieving a Wild Success with a Reason check.

Once Stabilized, the character remains Incapacitated for 1d6 rounds - Physicality AMod, with a minimum of 1 round. They will then recover consciousness and have 1 WP and 1 RP. Their Stress Level also goes up by 1.

If this takes place while combat is still happening, Stabilizing uses both Combat Actions and the character making the attempt is unable to do anything else.

Only one attempt can be made per round to Stabilize a Mortally Wounded character.

Death

Mortally Wounded characters who are not Stabilized will Die within 4 + Physicality AMod rounds.

The only way to prevent a character who was not Stabilized from **Dying** is for the player to surrender all of the character's Insight Dice (assuming they have at least one). The character recovers 1 WP and 1 RP for each Insight Die surrendered.

Healing

Wound Points naturally **heal** at a rate of 1 WP per day of rest.

A character cared for by someone with medical supplies who makes a **Successful Medicine*** check heals at double the rate (2 WP per day). One successful check covers the entire rest period, no matter how many days that is.

Without supplies, a Medicine* check needs a Wild Success or a Moment of High Insight to give the same benefit, and a Dire Failure makes the injury worse.

A character who was Mortally Wounded heals at half the normal rate (1 WP every two days), or at the normal rate with successful medical care. Apart from Stabilizing, healing checks cannot be made during combat.

When not in combat, a PC recovers 1 RP per hour and recovers all remaining RP with a good night's rest.

Lasting Wounds

A character who survived being **Mortally Wounded** must make a successful **Physicality** check after regaining consciousness.

If they fail the check, they should roll 2d6 and suffer the corresponding injury listed on **Table 12: Lasting Wounds**.

As the name suggests, these wounds are permanent and cannot be healed.

Table 12: Lasting Wounds

2	Lost Eye	-1 CMod to Dex/Acu checks
3	Brain Injury	-2 Reason
4	Nerve Damage	-1 Acumen
5	Shaken	-1 Max. Resilience Points
6	Weakened	-1 Max. Wound Points
7	Skittish	-1 Initiative Modifier
8	Scarring	-1 Influence
9	Fragile	-1 Physicality
10	Hearing Loss	-1 Perception
11	Crippled	-1 Dexterity
12	Shell Shock	-2 Stress Modifier

Stress & Breaking Point

Each character starts with a Stress Level of 0.

Whenever a stressful situation arises that the GM judges severe enough, the character makes a Stress Check: 2d6 + Stress Modifier (Reason AMod + Acumen AMod).

If they fail this check, their Stress Level goes up by 1.

Stress Level also rises by 1 when a character is Incapacitated or Stabilized (see Incapacitation and Mortal Wounds & Dying).

Not eating for a few days, spending a night asleep in the pouring rain, being repeatedly antagonized by a hostile NPC, or watching a friend get killed are exactly the kinds of moments where the GM might call for a Stress Check.

If a character's Stress Level reaches 5, they hit their **Breaking Point**.

The player rolls 2d6 and consults **Table 13: Breaking Point** to determine their character's reaction. This lasts 1d6 hours unless **Table 13** says otherwise and, once the reaction is resolved, their Stress Level resets to 0.

Cooling Off: Stress Level drops by 1 for every 8 uninterrupted in-game hours a character spends free of combat, conflict, or threat, and while doing something they enjoy.

Table 13: Breaking Point

2	Catatonia	The character drops to the ground, unresponsive, and cannot act for 1d6 hours
3	Compulsive Fixation	The character obsessively pursues an idea for 1d3 hours, unless talked down with a successful Psychology*, Inspiration or Manipulation check
4	Blind Rage	The character attacks the nearest person or destroys the nearest object for 1d6 rounds, or until they are restrained, Subdued or the threat they see is gone
5	Dissociation	The character mentally checks out, like a passenger in their own body. For 1d3 hours they take no actions of their own and only react to what happens to them
6	Overwhelm	The character shuts down emotionally. For 1d3 hours they take a -3 CMod on all dice checks and won't speak unless spoken to. A successful Psychology*, Inspiration or Manipulation check ends it early
7	Panic Surge	For 1d6 rounds, the character drops anything they're holding and flees if they can. If they can't, they curl up and scream or babble incoherently
8	Fatalism	The character accepts they are going to die. For 1d3 hours they take no defensive actions unless directly harmed. A successful Psychology*, Inspiration or Manipulation check snaps them out of it
9	Reckless Abandon	For 1d6 rounds, the character acts recklessly, aggressively and obnoxiously, ignoring any danger to themselves or the people around them
10	Self-Harm	The character hurts themselves to release the pressure, taking 1d3 WP damage unless someone stops them. The reaction ends once they realize what they've done
11	Hysterics	For 1d6 rounds, the character laughs or sobs uncontrollably and can't stop. They are oblivious to their surroundings and any danger, and make a lot of noise
12	Irrational Outburst	The character turns verbally abusive toward everyone around them. They can't be reasoned with or calmed, and stay angry and combative for 1d6 rounds or until they are Incapacitated

07. WEAPONS & EQUIPMENT

Each character starts the game with both a Primary and Secondary weapon from **Tables 14-17**. Any weapon that requires ammunition starts fully loaded, plus 1d3 reloads. A reload is one full clip for that weapon.

They also begin with one piece of equipment from **Table 18: Equipment**, and an Incidental item that does not contribute to combat but adds some in-game benefit or helps develop the character. This could be something like a map or a pocketknife.

Table 14: Melee Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Traits
Baseball Bat	Melee	Engaged	Common	4+1d6	100%	1	-
Brass Knuckles	Unarmed	Engaged	Uncommon	+1	100%	0	-
Bullwhip	Athletics	Close	Uncommon	1+1d3	100%	1	Unwieldy (2)
Cattle Prod	Melee	Engaged	Uncommon	-	8 RP	1	Stunned
Club	Melee	Engaged	Common	5+1d6	100%	2	Cumbersome (1)
Crowbar	Melee	Engaged	Common	4+1d6	100%	1	-
Fire Axe	Melee	Close	Uncommon	3+2d3	50%	1	-
Hatchet	Melee	Engaged	Common	3+1d3	50%	1	-
Hunting Knife	Melee	Engaged	Common	2+2d3	50%	1	Unwieldy (1)
Katana	Melee	Engaged	Rare	4+3d3	50%	1	Unwieldy (1)
Kitchen Knife	Melee	Engaged	Common	2+1d3	50%	1	-
Machete	Melee	Engaged	Uncommon	3+2d3	50%	1	Unwieldy (1)
Makeshift Club	Melee	Engaged	Common	3+1d3	100%	1	Unwieldy (1)
Sledgehammer	Melee	Engaged	Uncommon	3+3d3	100%	2	Cumbersome (2)
Spear	Melee	Close	Uncommon	2+2d6	50%	1	Cumbersome (1)
Staff	Melee	Close	Common	2+2d3	100%	1	Unwieldy (1)
Sword	Melee	Engaged	Uncommon	3+3d3	50%	1	-
Tactical Baton	Melee	Engaged	Uncommon	4+2d3	100%	1	-
Wood Axe	Melee	Close	Common	5+1d3	50%	1	Cumbersome (1)

Table 15: Ranged Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Ammo	Clip	Traits
Automatic Rifle	Ranged	Long	Uncommon	5+2d6	50%	2	Uncommon	50	Automatic Burst (3)
Black Powder Rifle	Ranged	Long	Uncommon	5+1d6	50%	2	Uncommon	1	-
Bolt-Action Rifle	Ranged	Long	Uncommon	5+1d6	50%	2	Common	1	-
Bow	Ranged	Medium	Common	4+1d6	50%	1	Common	1	Tracking
Carbine	Ranged	Medium	Common	5+1d3	50%	2	Common	30	-
Compound Bow	Ranged	Long	Uncommon	4+2d3	50%	2	Common	1	Tracking
Crossbow	Ranged	Medium	Uncommon	4+1d6	50%	2	Uncommon	1	Unwieldy (1)
Heavy Pistol	Ranged	Close	Uncommon	3+2d3	50%	1	Uncommon	9	-
Hunting Rifle	Ranged	Distant	Common	5+1d6	50%	2	Uncommon	5	-
Light Pistol	Ranged	Close	Common	3+1d6	50%	1	Common	6	-
Revolver	Ranged	Medium	Common	4+1d6	50%	1	Common	6	-
Shotgun (Pump-Action)	Ranged	Medium	Common	5+2d6	50%	2	Common	5	Close-Up
Shotgun (Sawed-Off)	Ranged	Close	Uncommon	2+3d6	50%	2	Common	2	Close-Up
Slingshot	Ranged	Close	Common	1+1d3	100%	0	Common	30	Tracking
Sniper's Rifle	Ranged	Distant	Rare	2+3d6	50%	2	Uncommon	10	-
Taser	Ranged	Close	Uncommon	-	4 RP	1	Uncommon	1	Stunned

Table 16: Explosive Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Clip	Traits
Flashbang Grenade	Athletics	Medium	Uncommon	-	-	1	1	Stunned; Blast Radius
Grenade	Athletics	Medium	Uncommon	2+2d6	100%	1	1	Tracking; Blast Radius
Mortar	Demolitions*	Distant	Rare	5+3d6	100%	2	1	Blast Radius
Rocket Launcher	Demolitions*	Distant	Rare	3+3d6	100%	3	1	Blast Radius
Smoke Grenade	Athletics	Medium	Uncommon	-	-	1	1	Blast Radius

Table 17: Special Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Clip	Traits
Flame-Thrower	Demolitions*	Close	Rare	3+2d6	100%	2	10	Burning (3)
Flare Gun	Ranged	Close	Uncommon	1+1d3	50%	1	1	Burning (1)
Molotov Cocktail	Athletics	Medium	Uncommon	1+1d3	100%	0	1	Tracking; Burning (1)
M60 (Mounted)	Heavy Weapons*	Long	Rare	4+3d6	50%	3	100	Automatic Burst (5); Cumbersome (2)
Tranquilizer Gun	Ranged	Medium	Rare	-	2d3 RP	1	3	Stunned

Table 18: Equipment

Name	Rarity	ENC	Notes or Traits
55 Gallon Drum	Common	2	Install on a vehicle to add 1 day of fuel storage
Angler's Kit	Uncommon	1	+2 to Survival Checks when Fishing
Backpack	Common	0	+2 Encumbrance
Basic Survival Kit	Common	2	Tent, Sleeping Bag
Bicycle	Common	6	Pedal transport; faster than on foot over roads, silent, no fuel
Bicycle Repair Kit	Common	0	+1 CMod when using Mechanic* or Tinkerer to repair a bike
Binoculars	Common	1	+1 Perception Check when at Long or Distant Range
Bolt Cutters	Common	1	Cuts chains and padlocks; +2 to forcing locked gates or chained doors
Canteen	Common	0	Holds water for one day
Climbing Gear	Uncommon	1	Includes ropes, carabiners, and harnesses. Can be used to scale heights
Compass	Common	0	+1 Navigation Checks
Criminal Lockpicks	Rare	0	+3 to Lock-Picking* checks
Crowbar	Common	1	+1 Phy when opening doors and crates. Can be used as a Makeshift Club
Doctor's Bag	Uncommon	1	+2 to any Medicine* check
Fire-Starting Kit	Common	0	+1 CMod to Survival checks when starting a fire
First Aid Kit	Common	1	+1 to any Medicine* check
Fishing Kit	Common	1	+1 to Survival checks when Fishing
Flashlight	Common	0	Lights up to Close range
Grappling Hook	Uncommon	1	+1 to Athletics checks when climbing
Handcuffs	Uncommon	0	-
Horseshoe Tools	Uncommon	1	+1 to Animal Handling checks when reshoeing a horse
Hunting Traps	Common	1	+2 CMod when using Survival to set traps
Instant Camera	Uncommon	1	6 Charges, +1 Manipulation when used on people in pictures
Lantern	Common	1	Lights up to Close range
Loudspeaker	Uncommon	1	+1 Manipulation or Inspiration checks
Military Backpack	Uncommon	0	+2 Encumbrance
Multitool	Common	0	+1 Tinkerer checks
Night Vision Goggles	Uncommon	1	Allows the wearer to see clearly at night
Radio Scanner	Common	0	Allows the user to listen for broadcasts and communication
Road Flare	Common	1	Single-use chemical-fire sticks that burn bright red for around 3 minutes
Rope	Common	1	50 ft length
Shovel	Common	1	Used for digging; can be used as a Makeshift Club
Standard Lockpicks	Uncommon	0	+1 to Lock-Picking* checks
Survivalist's Kit	Uncommon	2	Waterproof Tent, Sleeping Bag, Fire-Starting Kit
Toolkit	Common	1	+1 Mechanic* checks
Walkie-Talkies	Uncommon	1	Allows characters to communicate up to a range of 20 miles
Water Filtration Kit	Uncommon	1	Allows for purification of water
Weapons Toolkit	Uncommon	1	Required for Weapons maintenance and repairs
Workman's Toolkit	Uncommon	1	+2 Mechanic* checks

Depending on the setting, each character may also have a Basic Survival Kit (tent and sleeping bag) and 2 Rations.

If players do not write items on their character sheet, those items do not exist in the game.

Encumbrance

Characters can carry up to their **Encumbrance** limit (6 + Physicality AMod) without any penalty. As soon as they exceed it, their movement is halved and they suffer 1 RP damage per hour for each point they are over their limit.

If they reach 0 RP, they become Incapacitated. They regain consciousness within moments and recover 1 RP but must rest for four hours before carrying on while still overloaded. Alternatively, they can drop enough weight to get back within their **Encumbrance** limit, at which point they take no further RP damage.

Characters cannot start the game over their **Encumbrance** limit.

Condition & Upkeep

Items are all in one of 5 **Condition** states - **Pristine, Used, Worn, Damaged**, or **Broken**. See **Table 19: Item Condition**.

Table 19: Item Condition

Pristine	The item is in perfect working order. +1 CMod when used
Used	The item is in good working order
Worn	The item works but requires care. -1 CMod when used
Damaged	The item is not working properly. -2 CMod when used
Broken	The item cannot be used unless repaired back to Damaged

A weapon or piece of equipment is only in Pristine condition when it is newly made or taken unused from a shelf or warehouse. Anything found or scavenged is, at best, Used.

An item's **Condition** modifier from **Table 19** applies to any check that uses the item - a weapon's attacks, a vehicle's Driving checks, and the checks a tool or kit gives a bonus to.

Armor is not used in a check, so its **Condition** has no effect until it is Broken, when it gives no protection.

A vehicle's **Condition** reflects wear and tear and is tracked separately from the damage the vehicle takes.

Normal use of equipment or weapons causes no degradation. However, if an activity puts the item under duress, or if the character might not be able to pay enough attention to using it correctly - such as firing a rifle during an intense and prolonged firefight - they need to make an **Upkeep Check** to prevent it dropping a level of **Condition**.

Upkeep Checks use Mechanic* for vehicles and armor, Weaponsmith* or Ranged Combat for guns, Weaponsmith* or Melee Combat for melee weapons, and Tinkerer for general equipment.

Characters must have at least 1 level in that skill to make an **Upkeep Check**.

Success (9-13): The item remains in its current condition.

Wild Success (14+): The condition of the item is raised by 1 level, to a maximum of Used.

Moment of High Insight (6+6): The condition of the item is raised by 1 level, to a maximum of Used.

Failure (4-8): The condition of the item is reduced by 1 level.

Dire Failure (0-3): The item breaks immediately.

Moment of Low Insight (1+1): The item breaks immediately.

Characteristics

Certain weapons and pieces of equipment have **Characteristics**. These are **Automatic Burst, Blast Radius, Burning, Close-Up, Cumbersome, Stunned, Tracking**, and **Unwieldy** (see **Table 20: Item Characteristics**).

Items can have multiple **Characteristics**.

Some **Characteristics** have a number in parentheses, such as **Automatic Burst (3)** or **Cumbersome (2)**. What the number means depends on the **Characteristic**, as described on **Table 20: Item Characteristics**.

Table 20: Item Characteristics

Automatic Burst	The weapon can fire multiple rounds simultaneously, and an attack is made against any character who is at Engaged range to the target. The traits list the number of rounds a burst takes, such as Automatic Burst (3), which uses 3 rounds
Blast Radius	When this detonates, it causes damage within a certain area. Characters at Engaged range when it explodes take full damage. Characters at Close range take 50%. On a map, a blast counts as Engaged within 5 ft of where it explodes and as Close within 30 ft. Each character caught in the blast reduces its damage by their own Defensive Modifier and armor, as for any hit, and still takes at least 1 WP and 1 RP
Burning	Besides the initial damage dealt, anyone hit by this weapon will suffer an additional (X) WP/RP per round for 1d3 rounds
Close-Up	This weapon hits indiscriminately, and anyone at Engaged range of the target sustains 50% of the damage to the target
Cumbersome	This weapon is big and heavy, and the character requires a Physicality of (X) in order to use it or they incur a -X CMod. This means Cumbersome (2) requires a Physicality of 2 or they incur a -2 CMod
Stunned	This deals Resilience Point damage equal to 4 times the damage rolled, ignoring the target's Defensive Modifier and any armor. Although this deals no Wound Point damage, on a Wild Success or Moment of High Insight, the target is Incapacitated for 1d6 - PHY AMod rounds, with a minimum of 1 round
Tracking	When players take a Ready Weapon action before an attack, they also track their target, which grants them a +1 CMod on their next Attack
Unwieldy	This weapon requires a level of finesse to be used correctly, and the character must have a Dexterity of (X) or incur a -X CMod when using. This means Unwieldy (2) requires a Dexterity of 2 or they incur a -2 CMod

08. COMMUNITIES

Groups and Communities

Player characters working together are a **Group**.

Players can recruit NPCs to their **Group** via a **Recruitment Check**.

If a **Group** grows to a combined total of 13 or more PCs and NPCs, it becomes a **Community**.

Communities require regular **Morale Checks** to ensure they have the cohesion to remain together. **Morale Checks** are usually required weekly, but the exact cadence is up to the GM and the campaign being played.

Groups do not require **Morale Checks**.

Recruitment

Recruitment Checks

While the **Recruitment Check** mechanic remains the same, depending on how the player **Fills In The Gaps**, NPCs are **Recruited** into one of three different roles - **Cohort**, **Conscript**, or **Convert**.

A **Recruitment Check** uses a skill that appropriately aligns with the approach the PCs are taking, such as **Barter**, **Psychology***, or **Tactics***.

Recruitment Checks can be influenced by the **First Impression** a player made on them (see **First Impressions** on page 7).

No matter how NPCs are being recruited, each **Community** must make a **Morale Check** regularly to ensure it remains cohesive.

Cohorts

These NPCs have a shared interest or goal in common with the PC that is furthered by working together.

Success (9-13): The NPC joins until the next community **Morale Check**.

Wild Success (14+): The NPC becomes a **Cohort** immediately.

Moment of High Insight (6+6): Not only does the NPC join but the PC may choose to take them as an **Apprentice** (see below).

Failure (4-8): The NPC does not join. A **Recruitment Check** may only be attempted again if circumstances change.

Dire Failure (0-3): The NPC has no interest in joining the PCs.

Moment of Low Insight (1+1): The NPC is alienated or offended by the attempt. It is possible that there is some escalation or tension that could include a violent rejection of the offer.

Conscripts

These NPCs are forced into service through coercion, threats, or leverage. The PCs must present a credible threat for **Conscription** to work.

Success (9-13): The NPC is **Conscripted** under duress. They will follow orders, regardless of individual feelings, until the next **Morale Check**.

Wild Success (14+): The NPC joins willingly and becomes a committed and loyal follower.

Moment of High Insight (6+6): Not only does the NPC join but the PC may choose to take them as an **Apprentice** (see below).

Failure (4-8): The NPC may appear to comply but will attempt to escape at the first opportunity.

Dire Failure (0-3): The NPC steadfastly refuses to join.

Moment of Low Insight (1+1): The NPC is so unwilling to join that they might become hostile or violent.

Converts

These NPCs are recruited through a shared belief or ideology. Whether they are being promised answers, direction, or security, they ultimately join because they believe in the message or vision presented by the PC.

Success (9-13): The NPC joins as a **Convert** but will wait to see the outcome of the first **Morale Check** before really committing.

Wild Success (14+): The NPC becomes a committed believer and follower.

Moment of High Insight (6+6): Not only does the NPC join but the PC may choose to take them as an **Apprentice** (see below).

Failure (4-8): The NPC has no interest in joining. If the players can **Fill In The Gaps** as to how they are taking a different approach, they may attempt another **Recruitment Check** to win the NPC over.

Dire Failure (0-3): The NPC becomes wary and will attempt to distance themselves from the player.

Moment of Low Insight (1+1): The NPC is so unwilling to join that they might become hostile or violent.

Apprentices

If a player gets a **Moment of High Insight** on a **Recruitment Check**, they may recruit the NPC as their **Apprentice**.

It is also possible for a player to seek out a specific NPC and make a deliberate **Recruitment** attempt. They must still get a **Moment of High Insight** to take an NPC on as an **Apprentice**.

Once recruited, an **Apprentice** can undertake tasks and activities on behalf of or act as the proxy for a player character.

Once recruited, the character should give their **Apprentice** a name (if they don't already have one), roll 2d6 on both the **Motivation** and **Complication** tables, and then work with the GM to **Fill In The Gaps** on the **Apprentice's** background.

The player has 3 CDP to spend on raising the RAPID Range Attributes of the **Apprentice** (see **Backstory Generation** on page 10).

They should pick a setting-appropriate **Profession** for them (see **Table 8: Professions & Skills** on page 12) and get 5 CDP to spend on raising their skills.

Over the course of one month of game time, the character can train their **Apprentice** in any single skill that the character has, to one level lower than the player. This means if the character has level 3 in a skill, they can train their **Apprentice** to level 2.

If a character receives Character Development Points as part of game progression, the player may choose to spend them on their **Apprentice**. See **Character Evolution** on page 12.

A player character can only have one **Apprentice** at any time.

Morale Checks, Community Structure, and Modifiers

For each week that passes in the game (or whatever cadence the GM has set), a community must make a successful **Morale Check** to ensure they maintain the cohesion required to stay together.

Morale Checks are made at the beginning of the week. The outcome of the check might potentially outline the steps leadership will need to take in order to ensure the continued well-being of the community.

A worksheet to make tracking community resources and morale easier is available for download at **XeroSumGames.com/SRD.**

Morale Checks

Whether it is an NPC or PC, it is assumed that there is an acknowledged and recognized community leader who will make the check using any AMods or SMods that might be appropriate.

If there is a group of characters who are viewed as leaders in equal standing, they may make a **Group Check**.

Each **Morale Check** has six modifiers that are related to the tasks, activities, and roles required to ensure a community has everything they need to survive - **Fed, Clothed, Mood Around The Campfire, Enough Hands, A Clear Voice,** and **Someone To Watch Over Me**. See **Morale Check Modifiers** on page 28.

Two of these modifiers - **Fed** and **Clothed** - are derived from their own checks made prior to the **Morale Check** (see **Community Structure** on page 29). The other modifiers require no dice check but are the result of the organizational structure and health of the community.

Failed **Morale Checks** will result in members leaving, further impacting the morale of the community in future checks.

After three consecutive failures, a community will have degraded to the point of immediately and irreconcilably falling apart and dissolving. Fast-acting

leaders may retain remnants of the group or specific members.

Any leader wishing to unite or retain fragments of a dissolving community will need to make an immediate **Morale Check** as part of this attempt, using the result of the preceding **Morale Check** as the **Mood Around The Campfire** CMod.

The community dissolves either way; this check decides how much of it the leader keeps. On a Success, the leader keeps up to 25% of the members; on a Wild Success, up to 50%; on a Moment of High Insight, up to 75%. Any other result keeps no one. The leader chooses who stays, and Apprentices always stay with their player character. Those who stay form a new Group with no failed Morale Checks, which becomes a Community again once it reaches 13 or more PCs and NPCs.

Making A Morale Check

A **Morale Check** is **2d6 + AMod + SMod of the character making the check + CMods** for **Mood Around The Campfire, Fed, Clothed, Enough Hands, A Clear Voice**, and **Someone To Watch Over Me** modifiers.

Morale Check Outcomes

Success (9-13): Morale remains steady. There is 0 CMod for the next **Morale Check**.

Wild Success (14+): Morale stays strong or improves. There is a +1 CMod on the next **Morale Check**.

Moment of High Insight (6+6): Belief in leadership and the community itself is high. There is a +2 CMod on the next **Morale Check**.

Failure (4-8): Morale is slipping. Unless they are stopped, 25% of the community will leave in the next week. There is a -1 CMod to the following **Morale Check**.

Dire Failure (0-3): The morale of the community collapses. There are major consequences with 50% of the community leaving in the next week. There is a -2 CMod on the next **Morale Check**.

Moment of Low Insight (1+1): There is infighting, rioting, outbreaks of anger or violence for the following week with 75% of the community leaving. There is a -3 CMod on the next **Morale Check**.

Morale Check Modifiers

Mood Around The Campfire:

This modifier is applied as a result of the previous **Morale Check**. If there was no previous **Morale Check**, 0 CMod is applied.

Success (9-13): 0 CMod on the next **Morale Check**.

Wild Success (14+): +1 CMod on the next **Morale Check**.

Moment of High Insight (6+6): +2 CMod on the next **Morale Check**.

Failure (4-8): -1 CMod on the next **Morale Check**.

Dire Failure (0-3): -2 CMod on the next **Morale Check**.

Moment of Low Insight (1+1): -3 CMod on the next **Morale Check**.

Fed & Clothed:

These CMods from the **Fed** and **Clothed** checks can range from -3 to +2 (see **Gatherers** and **Maintainers** below).

Enough Hands:

Communities with enough members acting as **Gatherers**, **Maintainers**, and **Safety** get a +1 CMod. **Communities** without enough members in one or more of these groups suffer a -1 CMod for each group that is short, up to a maximum CMod of -3.

A Clear Voice:

There is no CMod applied if there is a clear leadership but a -1 CMod if there is no clear leadership.

Someone To Watch Over Me:

There is a -1 CMod if less than 5% of the community are assigned to **Safety** duties.

There is a +1 CMod if 10% or more of the community are assigned to **Safety** duties.

Additional CMods:

Throughout the course of gameplay, there might be incidents that impact the community that are not reflected above. It is up to the Game Master and the players to **Fill In The Gaps** and quantify this impact on the **Morale Check**.

Community Structure

In order for a community to function, a certain number of members must be dedicated to specific tasks.

Gatherers

33% of any community (rounded down) must be **Gatherers**. They are responsible for hunting, foraging, farming, fishing, scavenging, or any other activity that brings in food and water for members of the community in the form of **Rations**.

This group is responsible for the **Fed Check**. The possible results of a **Fed Check** are:

Success (9-13): Baseline Ration needs are met. No CMod on the next **Morale Check**.

Wild Success (14+): There are enough **Rations** to create a surplus. There is a +1 CMod on the next **Morale Check**.

Moment of High Insight (6+6): Enough luxury items are found to provide a boost to the mood of the community. There is a +2 CMod on the next **Morale Check**.

Failure (4-8): There is a shortfall in **Rations** leading to only 1 meal a day. There is a -1 CMod on the next **Morale Check**.

Dire Failure (0-3): Community members are continuously hungry, sometimes going days between **Rations**. There is a -2 CMod on the next **Morale Check**.

Moment of Low Insight (1+1): There is an additional complication, such as food contamination or famine onset giving a -3 CMod on the next **Morale Check**.

Maintainers

20% of any community (rounded down) are required to be **Maintainers**.

Not only do they collect the requisite **Supplies** needed such as clothing, tools, or batteries, but they also repair and maintain buildings, equipment, and vehicles to ensure everything remains in a functional condition.

This group is responsible for the **Clothed Check**. The possible results of a **Clothed Check** are:

Success (9-13): All systems, buildings, and equipment are adequately maintained. 0 CMod on the next **Morale Check**.

Wild Success (14+): Buildings and equipment are adequately repaired, maintained, and even improved. This gives a +1 CMod on the next **Morale Check**.

Moment of High Insight (6+6): Buildings and equipment are in perfect working order. A project or improvement goes well. There is a +2 CMod to the next **Morale Check**.

Failure (4-8): Minor breakdowns occur, or there is a deficit in required **Supplies**. A -1 CMod is applied to the next **Morale Check**.

Dire Failure (0-3): Continued breakdowns of buildings, systems or equipment that impact the community. There is a -2 CMod on the next **Morale Check**.

Moment of Low Insight (1+1): There is damage or breakdown of critical infrastructure, buildings, systems, or equipment that directly impact the community. There is a -3 CMod on the next **Morale Check**.

Safety

5-10% of any community (rounded down) is required for policing, patrol, firefighting, and other emergency services that keep the members safe. This group is also made up of community leadership.

There is no weekly **Safety** check, but not having enough members providing security and safety incurs a **-1 Someone To Watch Over Me CMod** on the **Morale Check**.

If there are enough people in each category, there is a **+1 Enough Hands CMod** on the **Morale Check**.

For each category without enough people, there is a **-1 Enough Hands CMod** on the **Morale Check**, up to a maximum of -3.

Player Led Activities

Unless explicitly stated, it is assumed that the **Fed** and **Clothed** checks are being performed by NPCs who are somewhat proficient.

Players may choose to spend their time contributing to these tasks and can use appropriate AMods or SMods if they can **Fill In The Gaps** as to how they contributed.

Table 1: Outcomes

0-3	Dire Failure
4-8	Failure
9-13	Success
14+	Wild Success
1+1	Moment of Low Insight
6+6	Moment of High Insight

Table 2: Attribute Modifiers (AMods)

-2	Diminished
-1	Weak
0	Average
+1	Good
+2	Strong
+3	Exceptional
+4	Human Peak
+5	Superhuman

Table 3: Skill Modifiers (SMods)

-3	Inept
0	Untrained
+1	Beginner
+2	Journeyman
+3	Professional
+4	Life's Work

Table 4: Conditional Modifiers (CMods)

-5	Doomed To Failure
-4	Insurmountable
-3	Hard
-2	Difficult
-1	Challenging
0	Average
+1	Simple
+2	Slight Favor
+3	Easy
+4	Trivial
+5	Divine Intervention

Table 5: Secondary Stats

Wound Points	10 WP + Physicality + Dexterity AMod
Resilience Points	6 RP + Physicality AMod
Ranged Defensive Mod.	A character's Dexterity AMod is their Ranged Defensive Modifier
Melee Defensive Mod.	A character's Physicality AMod is their Melee Defensive Modifier
Initiative Modifier	Acumen + Dexterity AMods
Encumbrance	6 Encumbrance + Physicality AMod
Perception	Reason + Acumen AMods
Morality	Characters start with a Morality of 3
Stress Modifier	Reason + Acumen AMods

Table 6: Complications

2	Addiction
3	Betrayed
4	Code of Honor
5	Criminal Past
6	Daredevil
7	Dark Secret
8	Family Obligation
9	Famous
10	Loss
11	Outstanding Debt
12	Personal Enemy

Table 7: Motivations

2	Accumulate
3	Build
4	Find Safety
5	Hedonism
6	Make Amends
7	Preach
8	Protect
9	Reunite
10	Revenge
11	Stay Alive
12	Take Advantage

Table 8: Professions & Skills

Academic	Entertainment, Farming, Psychology*, Research, Tactics*
Driver	Animal Handling, Driving, Mechanic*, Navigation, Pilot*
Entrepreneur	Barter, Gambling, Inspiration, Research, Streetwise
Law Enforcement	Driving, Ranged Combat, Streetwise, Tactics*, Unarmed Combat
Mechanic	Mechanic*, Melee Combat, Scavenging, Tinkerer, Weaponsmith*
Medic	Inspiration, Medicine*, Psychology*, Research, Specific Knowledge
Military	Athletics, Demolitions*, Heavy Weapons*, Ranged Combat, Tactics*
Outdoorsman	Animal Handling, Farming, Ranged Combat, Stealth, Survival
Outlaw	Lock-Picking*, Sleight of Hand, Stealth, Streetwise, Unarmed Combat
Performer	Athletics, Entertainment, Inspiration, Manipulation, Sleight of Hand
Politician	Inspiration, Manipulation, Psychology*, Streetwise, Tactics*
Trader	Barter, Psychology*, Scavenging, Specific Knowledge, Tinkerer

Table 10: Combat Actions

Aim	+2 CMod to the next Attack on their target. The character's next action must be an Attack, or the Aim is lost
Attack	An attack using Unarmed, Ranged or Melee Combat. If this is used for both actions against the same target, there is a +1 CMod to the second use, as the first attack helped them narrow in on their target
Charge	This uses both actions but allows a character to move twice and end their action with either a Melee or an Unarmed Combat Attack
Coordinate	If a character can see the target and makes a Successful Tactics* check, any character within Close range of the character making the check gets a +2 CMod when attacking that target. On a Wild Success, this carries over to the next round as a +1 CMod
Cover Fire	Each person/group targeted requires a separate Attack. Successful Attacks give -2 CMod to the target's next action, skill, or attribute check
Defend	This action adds +2 to the character's Defensive Modifiers for the next incoming attack. This does not carry over into the next round
Dice Check	An action can be used to make an attribute or skill check
Distract	A Successful Manipulation, Psychology* or Tactics* check Distracts a target who then loses their next Combat Action. On a Wild Success, they lose both Combat Actions
Fire From Cover	Fire From Cover allows characters who have previously Taken Cover to use both actions to come out of cover, fire their weapon, and return to cover without losing any Defensive Modifier on incoming attacks
Grappling	A character can make an Opposed Check (see Opposed Checks on page 6) using Unarmed Combat to pin an enemy in place
Inspire	On a successful Inspiration check, a target at Close range gains an additional Combat Action this round. A character can only be Inspired once per round

Table 10: Combat Actions (Cont.)

Move	Players can change Range Bands (see Range on page 17)
Rapid Fire	A character can make two shots per round. The first one suffers a -1 CMod, the second has a -3 CMod. If a character uses this for both Combat Actions, they suffer a -2 CMod and -4 CMod to those attacks
Ready Weapon	A weapon must be Readied before it can be used. This action must also be taken to reload a weapon or if a weapon becomes jammed
Reposition	This action takes place at the end of a round in the Resolution phase, allowing a character to get situated for the following round
Sprint	Sprint uses both actions to cover 3 times the normal amount of ground in a single move. If the character fails to make a successful Athletics check at the end of the round, they will become winded and lose a Combat Action in the next round
Subdue	When attempting to Subdue another character, full Resilience Point damage is done but Wound Point damage is dealt at 50% (see Damage on page 18)
Take Cover	Taking Cover gives a +2 Defensive Modifier for all attacks that take place against that character during that combat round

Table 11: Range

1	Engaged	+1 CMod to Melee attacks and a -1 CMod to Ranged attacks
2	Close	Melee combat suffers a -1 CMod penalty. Ranged attacks get a +1 Range CMod
3	Medium	No modifiers
4	Long	-5 CMod to any pistol shot but a +1 CMod to a rifle shot
5	Distant	Only a Hunting Rifle, a Sniper's Rifle, a Mortar or a Rocket Launcher can strike from this range

Table 12: Lasting Wounds

2	Lost Eye	-1 CMod to Dex/Acu checks
3	Brain Injury	-2 Reason
4	Nerve Damage	-1 Acumen
5	Shaken	-1 Max. Resilience Points
6	Weakened	-1 Max. Wound Points
7	Skittish	-1 Initiative Modifier
8	Scarring	-1 Influence
9	Fragile	-1 Physicality
10	Hearing Loss	-1 Perception
11	Crippled	-1 Dexterity
12	Shell Shock	-2 Stress Modifier

Table 13: Breaking Point

2	Catatonia	The character drops to the ground, unresponsive, and cannot act for 1d6 hours
3	Compulsive Fixation	The character obsessively pursues an idea for 1d3 hours, unless talked down with a successful Psychology*, Inspiration or Manipulation check
4	Blind Rage	The character attacks the nearest person or destroys the nearest object for 1d6 rounds, or until they are restrained, Subdued or the threat they see is gone
5	Dissociation	The character mentally checks out, like a passenger in their own body. For 1d3 hours they take no actions of their own and only react to what happens to them
6	Overwhelm	The character shuts down emotionally. For 1d3 hours they take a -3 CMod on all dice checks and won't speak unless spoken to. A successful Psychology*, Inspiration or Manipulation check ends it early
7	Panic Surge	For 1d6 rounds, the character drops anything they're holding and flees if they can. If they can't, they curl up and scream or babble incoherently
8	Fatalism	The character accepts they are going to die. For 1d3 hours they take no defensive actions unless directly harmed. A successful Psychology*, Inspiration or Manipulation check snaps them out of it
9	Reckless Abandon	For 1d6 rounds, the character acts recklessly, aggressively and obnoxiously, ignoring any danger to themselves or the people around them
10	Self-Harm	The character hurts themselves to release the pressure, taking 1d3 WP damage unless someone stops them. The reaction ends once they realize what they've done
11	Hysterics	For 1d6 rounds, the character laughs or sobs uncontrollably and can't stop. They are oblivious to their surroundings and any danger, and make a lot of noise
12	Irrational Outburst	The character turns verbally abusive toward everyone around them. They can't be reasoned with or calmed, and stay angry and combative for 1d6 rounds or until they are Incapacitated

Table 19: Item Condition

Pristine	The item is in perfect working order. +1 CMod when used
Used	The item is in good working order
Worn	The item works but requires care. -1 CMod when used
Damaged	The item is not working properly. -2 CMod when used
Broken	The item cannot be used unless repaired back to Damaged

Table 20: Item Characteristics

Automatic Burst	The weapon can fire multiple rounds simultaneously, and an attack is made against any character who is at Engaged range to the target. The traits list the number of rounds a burst takes, such as Automatic Burst (3), which uses 3 rounds
Blast Radius	When this detonates, it causes damage within a certain area. Characters at Engaged range when it explodes take full damage. Characters at Close range take 50%. On a map, a blast counts as Engaged within 5 ft of where it explodes and as Close within 30 ft. Each character caught in the blast reduces its damage by their own Defensive Modifier and armor, as for any hit, and still takes at least 1 WP and 1 RP
Burning	Besides the initial damage dealt, anyone hit by this weapon will suffer an additional (X) WP/RP per round for 1d3 rounds
Close-Up	This weapon hits indiscriminately, and anyone at Engaged range of the target sustains 50% of the damage to the target
Cumbersome	This weapon is big and heavy, and the character requires a Physicality of (X) in order to use it or they incur a -X CMod. This means Cumbersome (2) requires a Physicality of 2 or they incur a -2 CMod
Stunned	This deals the Resilience Point damage listed, ignoring the target's Defensive Modifier and any armor. It deals no Wound Point damage. On a Wild Success or Moment of High Insight, the target is Incapacitated for 1d6 - PHY AMod rounds, with a minimum of 1 round
Tracking	When players take a Ready Weapon action before an attack, they also track their target, which grants them a +1 CMod on their next Attack
Unwieldy	This weapon requires a level of finesse to be used correctly, and the character must have a Dexterity of (X) or incur a -X CMod when using. This means Unwieldy (2) requires a Dexterity of 2 or they incur a -2 CMod

Table 9: Skills

Skill	Attribute	Description
Animal Handling	Influence	Understanding how to work with animals, from basic obedience to herd management
Astronautics	Reason	Space vessel operations, including astrogation, jump operations, EVA/zero-G procedures, and safety protocols
Athletics	Physicality	Fitness, agility, stamina, and coordination, including climbing, jumping, swimming, and overcoming obstacles
Barter	Influence	Arranging deals, enticing buyers, appraising goods, haggling for the best outcome, and closing deals
Computers	Reason	Deep understanding of digital systems and architecture, covering troubleshooting to coding, hacking, and system control
Demolitions*	Physicality	The manufacture and use of explosives, ranging from improvised charges to precision military demolitions
Driving	Dexterity	Drive any vehicle with confidence and finesse, allowing reckless maneuvers without wrecking
Entertainment	Influence	The charisma and talent to captivate an audience through music, song, acting, comedy, storytelling, or other form of performance
Farming	Acumen	Knowing how to grow crops or raise livestock at scale to sustain large groups of people
Gambling	Acumen	The understanding of underlying mechanics behind games of chance, risk, and reward, and the confidence of knowing when to bet or fold
Heavy Weapons*	Physicality	The operation of complex, large-scale battlefield weapons like machine guns, launchers, and artillery
Inspiration	Influence	Being able to boost the morale of individuals or groups or motivate them behind a shared vision or belief
Lock-Picking*	Dexterity	Bypassing locks and security devices to open them without keys or codes
Manipulation	Influence	Getting others to think, believe, or act in ways that they may not have otherwise done
Mechanic*	Reason	Diagnose, repair, maintain, or build complex machines, tools, vehicles, and systems
Medicine*	Reason	Providing first aid, diagnosis, treatment, emergency stabilization and advanced medical care to the injured or ill
Melee Combat	Physicality	Training with melee weapons to improve close-quarters precision, accuracy and damage
Navigation	Acumen	Innately able to discern directions, remember routes, and plot accurate courses
Pilot*	Dexterity	Safely operate aircraft or spacecraft, including takeoff, landing, and basic flight procedures
Psychology*	Influence	Leveraging an understanding of human behavior to influence, predict, exploit, or manipulate outcomes
Ranged Combat	Dexterity	Accurately and safely using projectile weapons, ranging from thrown objects to sniper rifles

Table 9: Skills (Cont.)

Skill	Attribute	Description
Research	Reason	Being able to efficiently organize, distill, and absorb information to quickly become well informed on any subject
Scavenging	Acumen	Finding and evaluating missed, hidden, or discarded items that still have use for survival or trade
Science*	Reason	Practical application of scientific principles relating to research, experiments, and innovations
Sleight of Hand	Dexterity	Well practiced in performing sleight-of-hand tricks, palming, pick-pocketing, concealment, and creating subtle diversions
Specific Knowledge	Reason	Knowledge about the history, layout, and secrets of a specific area, community, person, or discipline (such as law). This knowledge should be recorded on their character sheet
Stealth	Physicality	Knowing how to move and to stick to the shadows while avoiding being detected
Streetwise	Acumen	Instinctively being able to navigate urban environments, read situations for danger, and identify underworld resources
Survival	Acumen	Knowing how to survive in the wild, live off the land, and track people or animals
Tactics*	Reason	The application of battlefield or interpersonal strategies in order to gain a situational advantage or upper hand
Tinkerer	Dexterity	Being adept at fixing, modifying, or improving machines, gear, or weapons as well as the ability to improvise inventions
Unarmed Combat	Physicality	Knowledge and practice of grappling, fist fight, bare fists or martial arts, and body control
Weaponsmith*	Reason	Crafting, repairing, and modifying weapons to ensure reliability and effectiveness

Table 14: Melee Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Traits
Baseball Bat	Melee	Engaged	Common	4+1d6	100%	1	-
Brass Knuckles	Unarmed	Engaged	Uncommon	+1	100%	0	-
Bullwhip	Athletics	Close	Uncommon	1+1d3	100%	1	Unwieldy (2)
Cattle Prod	Melee	Engaged	Uncommon	-	8 RP	1	Stunned
Club	Melee	Engaged	Common	5+1d6	100%	2	Cumbersome (1)
Crowbar	Melee	Engaged	Common	4+1d6	100%	1	-
Fire Axe	Melee	Close	Uncommon	3+2d3	50%	1	-
Hatchet	Melee	Engaged	Common	3+1d3	50%	1	-
Hunting Knife	Melee	Engaged	Common	2+2d3	50%	1	Unwieldy (1)
Katana	Melee	Engaged	Rare	4+3d3	50%	1	Unwieldy (1)
Kitchen Knife	Melee	Engaged	Common	2+1d3	50%	1	-
Machete	Melee	Engaged	Uncommon	3+2d3	50%	1	Unwieldy (1)
Makeshift Club	Melee	Engaged	Common	3+1d3	100%	1	Unwieldy (1)
Sledgehammer	Melee	Engaged	Uncommon	3+3d3	100%	2	Cumbersome (2)
Spear	Melee	Close	Uncommon	2+2d6	50%	1	Cumbersome (1)
Staff	Melee	Close	Common	2+2d3	100%	1	Unwieldy (1)
Sword	Melee	Engaged	Uncommon	3+3d3	50%	1	-
Tactical Baton	Melee	Engaged	Uncommon	4+2d3	100%	1	-
Wood Axe	Melee	Close	Common	5+1d3	50%	1	Cumbersome (1)

Table 15: Ranged Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Ammo	Clip	Traits
Automatic Rifle	Ranged	Long	Uncommon	5+2d6	50%	2	Uncommon	50	Automatic Burst (3)
Black Powder Rifle	Ranged	Long	Uncommon	5+1d6	50%	2	Uncommon	1	-
Bolt-Action Rifle	Ranged	Long	Uncommon	5+1d6	50%	2	Common	1	-
Bow	Ranged	Medium	Common	4+1d6	50%	1	Common	1	Tracking
Carbine	Ranged	Medium	Common	5+1d3	50%	2	Common	30	-
Compound Bow	Ranged	Long	Uncommon	4+2d3	50%	2	Common	1	Tracking
Crossbow	Ranged	Medium	Uncommon	4+1d6	50%	2	Uncommon	1	Unwieldy (1)
Heavy Pistol	Ranged	Close	Uncommon	3+2d3	50%	1	Uncommon	9	-
Hunting Rifle	Ranged	Distant	Common	5+1d6	50%	2	Uncommon	5	-
Light Pistol	Ranged	Close	Common	3+1d6	50%	1	Common	6	-
Revolver	Ranged	Medium	Common	4+1d6	50%	1	Common	6	-
Shotgun (Pump-Action)	Ranged	Medium	Common	5+2d6	50%	2	Common	5	Close-Up
Shotgun (Sawed-Off)	Ranged	Close	Uncommon	2+3d6	50%	2	Common	2	Close-Up
Slingshot	Ranged	Close	Common	1+1d3	100%	0	Common	30	Tracking
Sniper's Rifle	Ranged	Distant	Rare	2+3d6	50%	2	Uncommon	10	-
Taser	Ranged	Close	Uncommon	-	4 RP	1	Uncommon	1	Stunned

Table 16: Explosive Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Clip	Traits
Flashbang Grenade	Athletics	Medium	Uncommon	-	-	1	1	Stunned; Blast Radius
Grenade	Athletics	Medium	Uncommon	2+2d6	100%	1	1	Tracking; Blast Radius
Mortar	Demolitions*	Distant	Rare	5+3d6	100%	2	1	Blast Radius
Rocket Launcher	Demolitions*	Distant	Rare	3+3d6	100%	3	1	Blast Radius
Smoke Grenade	Athletics	Medium	Uncommon	-	-	1	1	Blast Radius

Table 17: Special Weapons

Name	Skill	Range	Rarity	Damage	RP	ENC	Clip	Traits
Flame-Thrower	Demolitions*	Close	Rare	3+2d6	100%	2	10	Burning (3)
Flare Gun	Ranged	Close	Uncommon	1+1d3	50%	1	1	Burning (1)
Molotov Cocktail	Athletics	Medium	Uncommon	1+1d3	100%	0	1	Tracking; Burning (1)
M60 (Mounted)	Heavy Weapons*	Long	Rare	4+3d6	50%	3	100	Automatic Burst (5); Cumbersome (2)
Tranquilizer Gun	Ranged	Medium	Rare	-	2d3 RP	1	3	Stunned

Table 18: Equipment

Name	Rarity	ENC	Notes or Traits
55 Gallon Drum	Common	2	Install on a vehicle to add 1 day of fuel storage
Angler's Kit	Uncommon	1	+2 to Survival Checks when Fishing
Backpack	Common	0	+2 Encumbrance
Basic Survival Kit	Common	2	Tent, Sleeping Bag
Bicycle	Common	6	Pedal transport; faster than on foot over roads, silent, no fuel
Bicycle Repair Kit	Common	0	+1 CMod when using Mechanic* or Tinkerer to repair a bike
Binoculars	Common	1	+1 Perception Check when at Long or Distant Range
Bolt Cutters	Common	1	Cuts chains and padlocks; +2 to forcing locked gates or chained doors
Canteen	Common	0	Holds water for one day
Climbing Gear	Uncommon	1	Includes ropes, carabiners, and harnesses. Can be used to scale heights
Compass	Common	0	+1 Navigation Checks
Criminal Lockpicks	Rare	0	+3 to Lock-Picking* checks
Crowbar	Common	1	+1 Phy when opening doors and crates. Can be used as a Makeshift Club
Doctor's Bag	Uncommon	1	+2 to any Medicine* check
Fire-Starting Kit	Common	0	+1 CMod to Survival checks when starting a fire
First Aid Kit	Common	1	+1 to any Medicine* check
Fishing Kit	Common	1	+1 to Survival checks when Fishing
Flashlight	Common	0	Lights up to Close range
Grappling Hook	Uncommon	1	+1 to Athletics checks when climbing
Handcuffs	Uncommon	0	-
Horseshoe Tools	Uncommon	1	+1 to Animal Handling checks when reshoeing a horse
Hunting Traps	Common	1	+2 CMod when using Survival to set traps
Instant Camera	Uncommon	1	6 Charges, +1 Manipulation when used on people in pictures
Lantern	Common	1	Lights up to Close range
Loudspeaker	Uncommon	1	+1 Manipulation or Inspiration checks
Military Backpack	Uncommon	0	+2 Encumbrance
Multitool	Common	0	+1 Tinkerer checks
Night Vision Goggles	Uncommon	1	Allows the wearer to see clearly at night
Radio Scanner	Common	0	Allows the user to listen for broadcasts and communication
Road Flare	Common	1	Single-use chemical-fire sticks that burn bright red for around 3 minutes
Rope	Common	1	50 ft length
Shovel	Common	1	Used for digging; can be used as a Makeshift Club
Standard Lockpicks	Uncommon	0	+1 to Lock-Picking* checks
Survivalist's Kit	Uncommon	2	Waterproof Tent, Sleeping Bag, Fire-Starting Kit
Toolkit	Common	1	+1 Mechanic* checks
Walkie-Talkies	Uncommon	1	Allows characters to communicate up to a range of 20 miles
Water Filtration Kit	Uncommon	1	Allows for purification of water
Weapons Toolkit	Uncommon	1	Required for Weapons maintenance and repairs
Workman's Toolkit	Uncommon	1	+2 Mechanic* checks

Distemper Paradigms

School Teacher 31010
WP 10 RP 6 MDM 0 RDM 0
Init 1 Enc 6 Per 4 Stress 4
Academic:
Research (RSN) 3, Entertainment (INF) 2, Psychology* (INF) 2, Tactics* (RSN) 2, Tinkerer (DEX) 2, Athletics (PHY) 1, Barter (INF) 1, Medicine* (RSN) 1, Specific Knowledge (RSN) 1

Biker 01103
WP 14 RP 7 MDM 1 RDM 3
Init 4 Enc 7 Per 1 Stress 1
Driver:
Driving (DEX) 3, Mechanic* (RSN) 2, Melee Combat (PHY) 2, Navigation (ACU) 2, Survival (ACU) 2, Gambling (ACU) 1, Ranged Combat (DEX) 1, Streetwise (ACU) 1, Unarmed Combat (PHY) 1

Bar Owner 03020
WP 10 RP 6 MDM 0 RDM 0
Init 3 Enc 6 Per 3 Stress 3
Entrepreneur:
Barter (INF) 2, Entertainment (INF) 2, Streetwise (ACU) 2, Athletics (PHY) 1, Gambling (ACU) 1, Inspiration (INF) 1, Ranged Combat (DEX) 1, Research (RSN) 1, Scavenging (ACU) 1, Sleight of Hand (DEX) 1, Specific Knowledge (RSN) 1, Unarmed Combat (PHY) 1

Rural Sheriff 02102
WP 13 RP 7 MDM 1 RDM 2
Init 4 Enc 7 Per 2 Stress 2
Law Enforcement:
Driving (DEX) 2, Manipulation (INF) 2, Ranged Combat (DEX) 2, Research (RSN) 2, Animal Handling (INF) 1, Inspiration (INF) 1, Melee Combat (PHY) 1, Streetwise (ACU) 1, Survival (ACU) 1, Tactics* (RSN) 1, Unarmed Combat (PHY) 1

Hot Rod Mechanic 20102
WP 13 RP 7 MDM 1 RDM 2
Init 2 Enc 7 Per 2 Stress 2
Mechanic:
Mechanic* (RSN) 3, Driving (DEX) 2, Scavenging (ACU) 2, Tinkerer (DEX) 2, Demolitions* (PHY) 1, Melee Combat (PHY) 1, Ranged Combat (DEX) 1, Specific Knowledge (RSN) 1, Unarmed Combat (PHY) 1, Weaponsmith* (RSN) 1

EMT 20120
WP 11 RP 7 MDM 1 RDM 0
Init 0 Enc 7 Per 2 Stress 2
Medic:
Medicine* (RSN) 3, Driving (DEX) 2, Athletics (PHY) 1, Inspiration (INF) 1, Navigation (ACU) 1, Psychology* (INF) 1, Research (RSN) 1, Scavenging (ACU) 1, Specific Knowledge (RSN) 1, Stealth (PHY) 1, Tinkerer (DEX) 1, Unarmed Combat (PHY) 1

Mercenary 01301
WP 14 RP 9 MDM 3 RDM 1
Init 2 Enc 9 Per 1 Stress 1
Military:
Athletics (PHY) 2, Heavy Weapons* (PHY) 2, Ranged Combat (DEX) 2, Tactics* (RSN) 2, Demolitions* (PHY) 1, Melee Combat (PHY) 1, Navigation (ACU) 1, Pilot* (DEX) 1, Stealth (PHY) 1, Unarmed Combat (PHY) 1, Weaponsmith* (RSN) 1

Farmer 02300
WP 13 RP 9 MDM 3 RDM 0
Init 2 Enc 9 Per 2 Stress 2
Outdoorsman:
Farming (ACU) 3, Animal Handling (INF) 2, Mechanic* (RSN) 2, Survival (ACU) 2, Barter (INF) 1, Medicine* (RSN) 1, Melee Combat (PHY) 1, Ranged Combat (DEX) 1, Stealth (PHY) 1, Weaponsmith* (RSN) 1

Petty Criminal 01202
WP 14 RP 8 MDM 2 RDM 2
Init 3 Enc 8 Per 1 Stress 1
Outlaw:
Lock-Picking* (DEX) 2, Sleight of Hand (DEX) 2, Stealth (PHY) 2, Streetwise (ACU) 2, Athletics (PHY) 1, Gambling (ACU) 1, Manipulation (INF) 1, Mechanic* (RSN) 1, Melee Combat (PHY) 1, Ranged Combat (DEX) 1, Unarmed Combat (PHY) 1

Preacher 11030
WP 10 RP 6 MDM 0 RDM 0
Init 1 Enc 6 Per 2 Stress 2
Performer:
Inspiration (INF) 3, Entertainment (INF) 2, Manipulation (INF) 2, Athletics (PHY) 1, Farming (ACU) 1, Medicine* (RSN) 1, Psychology* (INF) 1, Research (RSN) 1, Sleight of Hand (DEX) 1, Specific Knowledge (RSN) 1, Survival (ACU) 1

Small Town Mayor 20030
WP 10 RP 6 MDM 0 RDM 0
Init 0 Enc 6 Per 2 Stress 2
Politician:
Manipulation (INF) 3, Inspiration (INF) 2, Psychology* (INF) 2, Specific Knowledge (RSN) 2, Tactics* (RSN) 2, Barter (INF) 1, Gambling (ACU) 1, Ranged Combat (DEX) 1, Streetwise (ACU) 1

Antiques Dealer 12020
WP 10 RP 6 MDM 0 RDM 0
Init 2 Enc 6 Per 3 Stress 3
Trader:
Barter (INF) 3, Research (RSN) 2, Scavenging (ACU) 2, Tinkerer (DEX) 2, Driving (DEX) 1, Entertainment (INF) 1, Lock-Picking* (DEX) 1, Sleight of Hand (DEX) 1, Specific Knowledge (RSN) 1, Weaponsmith* (RSN) 1

Displaced Paradigms

Navigation Analyst 31010
WP 10 RP 6 MDM 0 RDM 0
Init 1 Enc 6 Per 4 Stress 4
Academic:
Research (RSN) 3, Astronautics (RSN) 2, Computers (RSN) 2, Science* (RSN) 2, Barter (INF) 1, Manipulation (INF) 1, Navigation (ACU) 1, Scavenging (ACU) 1, Specific Knowledge (RSN) 1, Tinkerer (DEX) 1

Long Hauler 02102
WP 13 RP 7 MDM 1 RDM 2
Init 4 Enc 7 Per 2 Stress 2
Pilot:
Pilot* (DEX) 3, Astronautics (RSN) 2, Mechanic* (RSN) 2, Athletics (PHY) 1, Barter (INF) 1, Gambling (ACU) 1, Inspiration (INF) 1, Lock-Picking* (DEX) 1, Manipulation (INF) 1, Navigation (ACU) 1, Unarmed Combat (PHY) 1

Clawback Operative 12110
WP 11 RP 7 MDM 1 RDM 0
Init 2 Enc 7 Per 3 Stress 3
Entrepreneur:
Barter (INF) 3, Manipulation (INF) 2, Psychology* (INF) 2, Research (RSN) 2, Tactics* (RSN) 2, Entertainment (INF) 1, Gambling (ACU) 1, Specific Knowledge (RSN) 1, Streetwise (ACU) 1

Frontier Marshal 02021
WP 11 RP 6 MDM 0 RDM 1
Init 3 Enc 6 Per 2 Stress 2
Law Enforcement:
Ranged Combat (DEX) 2, Athletics (PHY) 1, Barter (INF) 1, Computers (RSN) 1, Manipulation (INF) 1, Navigation (ACU) 1, Psychology* (INF) 1, Sleight of Hand (DEX) 1, Stealth (PHY) 1, Streetwise (ACU) 1, Survival (ACU) 1, Tactics* (RSN) 1, Unarmed Combat (PHY) 1, Weaponsmith* (RSN) 1

System Tech 11102
WP 13 RP 7 MDM 1 RDM 2
Init 3 Enc 7 Per 2 Stress 2
Mechanic:
Mechanic* (RSN) 3, Computers (RSN) 2, Scavenging (ACU) 2, Tinkerer (DEX) 2, Athletics (PHY) 1, Demolitions* (PHY) 1, Lock-Picking* (DEX) 1, Melee Combat (PHY) 1, Streetwise (ACU) 1, Weaponsmith* (RSN) 1

Sickbay Surgeon 31001
WP 11 RP 6 MDM 0 RDM 1
Init 2 Enc 6 Per 4 Stress 4
Medic:
Medicine* (RSN) 3, Psychology* (INF) 3, Manipulation (INF) 2, Entertainment (INF) 1, Inspiration (INF) 1, Ranged Combat (DEX) 1, Research (RSN) 1, Scavenging (ACU) 1, Sleight of Hand (DEX) 1, Streetwise (ACU) 1

Private Contractor 01202
WP 14 RP 8 MDM 2 RDM 2
Init 3 Enc 8 Per 1 Stress 1
Military:
Demolitions* (PHY) 2, Ranged Combat (DEX) 2, Survival (ACU) 2, Tactics* (RSN) 2, Unarmed Combat (PHY) 2, Athletics (PHY) 1, Heavy Weapons* (PHY) 1, Manipulation (INF) 1, Melee Combat (PHY) 1, Stealth (PHY) 1

Colonist 02201
WP 13 RP 8 MDM 2 RDM 1
Init 3 Enc 8 Per 2 Stress 2
Outdoorsman:
Farming (ACU) 3, Athletics (PHY) 2, Scavenging (ACU) 2, Survival (ACU) 2, Barter (INF) 1, Inspiration (INF) 1, Mechanic* (RSN) 1, Ranged Combat (DEX) 1, Streetwise (ACU) 1, Tinkerer (DEX) 1

Pirate 01112
WP 13 RP 7 MDM 1 RDM 2
Init 3 Enc 7 Per 1 Stress 1
Outlaw:
Pilot* (DEX) 2, Streetwise (ACU) 2, Astronautics (RSN) 1, Athletics (PHY) 1, Gambling (ACU) 1, Mechanic* (RSN) 1, Melee Combat (PHY) 1, Ranged Combat (DEX) 1, Scavenging (ACU) 1, Sleight of Hand (DEX) 1, Stealth (PHY) 1, Tactics* (RSN) 1, Unarmed Combat (PHY) 1

Influencer 11030
WP 10 RP 6 MDM 0 RDM 0
Init 1 Enc 6 Per 2 Stress 2
Performer:
Entertainment (INF) 3, Manipulation (INF) 3, Barter (INF) 2, Inspiration (INF) 2, Computers (RSN) 1, Psychology* (INF) 1, Specific Knowledge (RSN) 1, Streetwise (ACU) 1, Tactics* (RSN) 1

Colony Administrator 21020
WP 10 RP 6 MDM 0 RDM 0
Init 1 Enc 6 Per 3 Stress 3
Politician:
Inspiration (INF) 3, Manipulation (INF) 3, Tactics* (RSN) 2, Barter (INF) 1, Computers (RSN) 1, Entertainment (INF) 1, Psychology* (INF) 1, Research (RSN) 1, Sleight of Hand (DEX) 1, Streetwise (ACU) 1

Lane Runner 12020
WP 10 RP 6 MDM 0 RDM 0
Init 2 Enc 6 Per 3 Stress 3
Trader:
Barter (INF) 3, Manipulation (INF) 2, Entertainment (INF) 1, Psychology* (INF) 1, Research (RSN) 1, Scavenging (ACU) 1, Sleight of Hand (DEX) 1, Specific Knowledge (RSN) 1, Stealth (PHY) 1, Streetwise (ACU) 1, Survival (ACU) 1, Tinkerer (DEX) 1

XERO SUM GAMES SRD

For use with Xero Sum Engine v1.2

Personal Details

Name:

Gender:

Profession:

Height: Weight:

Complication:

Motivation:

Word 1:

Word 2:

Word 3:

Notes:

Rapid Range

- ⬡ Reason (RSN)
- ⬡ Acumen (ACU)
- ⬡ Physicality (PHY)
- ⬡ Influence (INF)
- ⬡ Dexterity (DEX)

Secondary Stats

Wound Points:	10 + Phy + Dex
Resilience Points:	6 + Phy
Ranged Def. Modifier:	Dex AMod
Melee Def. Modifier:	Phy AMod
Initiative Modifier:	Dex + Acu AMod
Encumbrance:	6 + Phy
Perception:	Rsn + Acu AMod
Morality:	3
Stress Modifier:	Rsn + Acu AMod
Breaking Point:	0 1 2 3 4 5

Lasting Wounds & Notes:

Insight Dice: 0 1 2 3 4 5 6 7 8 9

CDP: 0 1 2 3 4 5 6 7 8 9

Skills

Notes:

- 0 Animal Handling (INF)
- 0 Astronautics (RSN)
- 0 Athletics (PHY)
- 0 Barter (INF)
- 0 Computers (RSN)
- -3 Demolitions* (PHY)
- 0 Driving (DEX)
- 0 Entertainment (INF)
- 0 Farming (ACU)
- 0 Gambling (ACU)
- -3 Heavy Weapons* (PHY)
- 0 Inspiration (INF)
- -3 Lock-Picking* (DEX)
- 0 Manipulation (INF)
- -3 Mechanic* (RSN)
- -3 Medicine* (RSN)
- 0 Melee Combat (PHY)
- 0 Navigation (ACU)
- -3 Pilot* (DEX)
- -3 Psychology* (INF)
- 0 Ranged Combat (DEX)
- 0 Research (RSN)
- 0 Scavenging (ACU)
- -3 Science* (RSN)
- 0 Sleight of Hand (DEX)
- 0 Specific Knowledge (RSN) _____
- 0 Stealth (PHY)
- 0 Streetwise (ACU)
- 0 Survival (ACU)
- -3 Tactics* (RSN)
- 0 Tinkerer (DEX)
- 0 Unarmed Combat (PHY)
- 0 Weaponsmith* (RSN)

Unarmed: 1d3 + Phy AMod + Unarmed Combat SMod

Weapon 1: _____

Type: _____ WP: _____

Range: _____ RP: _____

Cond: _____ Enc: _____

Traits: _____ Clip: _____

Ammo: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Weapon 2: _____

Type: _____ WP: _____

Range: _____ RP: _____

Cond: _____ Enc: _____

Traits: _____ Clip: _____

Ammo: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Equipment:

Relationships/CMod:

www.XeroSumGames.com

www.XeroSumStudio.com

www.DistemperVerse.com



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SYSTEM REFERENCE DOCUMENT

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