

| Passion Situation Modifiers | Bonus |
|-----------------------------|-------|
| Reputation at Stake | +1 |
| Friends in Danger | +1 |
| Money Involved | +1 |
| In Combat | +1 |
| Thing nearby causes Fear | +1 |
| Suffering Bigotry | +2 |
| Threat of Enslavement | +2 |
| For Love | +2 |
| Matter of Great Importance | +2 |
| Rival is Nearby | +2 |
| Lots of Money Involved | +2 |
| Thing nearby causes Terror | +2 |
| Humiliation before Peers | +3 |
| Livelihood Threatened | +3 |
| Love Spurned | +3 |
| Vendetta is Close | +3 |
| Crisis of Faith | +3 |
| Lover Threatened | +4 |
| Life Threatened | +5 |

| Attributes | |
|------------|---|
| Strength | : May lift 3 higher than stat at -1/ point over (STR+VIG) |
| Dexterity | : Characters with a high Dex are usually Slim |
| Endurance | : Characters with a high End are usually Large |
| Vitality | : When down to 1, roll (END+VIG) or fall KO'd Roll hourly to awake |
| Wits | : Characters with a high Wits are quick thinking |
| Introvert | : Characters with a high Introvert have good memories |

| Inciting Passion / Calm (lover may die or your diffusing a bomb) | |
|---|--|
| If the player has good reason, may roll Passion/ Calm only (no skill) | |
| If successful spend a wyrd, add vp's to all skills and damage | |
| Which relates to the subject of the Focus, for the whole Span | |
| Notes: | |
| All rolls are at -4 for the whole span following | |
| A critical gives no bonuses, but the player will die for this Focus | |
| A failure has no adverse effects | |
| A botch causes the loss of wyrd for no effect, and suffer (-4) | |
| Calm tests require a minimum of three rounds preparation first | |
| While Calmed, only actions pertaining to the Focus are permitted | |
| Either case GM's may force a test upon players (eg. Berserk rage) | |

| Sustained Actions | |
|-------------------|---------|
| Simple | 6 vp's |
| Complex | 9 vp's |
| Involved | 12 vp's |
| Obscure | 18 vp's |
| Arcane | 23 vp's |

| Difficulty Modifiers | |
|----------------------|---------|
| Herculean | -10 |
| Severe | -8 |
| Tough | -6 |
| Demanding | -4 |
| Hard | -2 |
| Normal | ± 0 |
| Natural | +2 |
| Easy | +4 |
| Piece of Cake | +6 |
| Childs Play | +8 |
| Effortless | +10 |

| Victory Chart | | |
|---------------|---------|-------|
| Pass* | 1 | 0 / 1 |
| Satisfactory | 2 | 0 / 1 |
| Midiocre | 3 - 5 | 1 |
| Pretty Good | 6 - 8 | 2 |
| Good Job | 9 - 11 | 3 |
| Excellent | 12 - 14 | 4 |
| Brilliant | 15 - 17 | 5 |
| Perfect | 18 | 6 |
| Fail* | 19 | - |
| Botch* | 20 | - |
| | 21 - 23 | +1 |
| | 24 - 26 | +2 |
| | 27 - 29 | +3 |
| | 30 - 32 | +4 |
| | 33 - 35 | +5 |

* a natural 1 is always a pass, but is never a critical

* a natural 19 is always a fail but never a botch

* a natural 20 is always a botch

Exact skill matches are Criticals x2 vp's

| Notes on Skills | |
|---|---|
| Complimentary Skill Rolls: Roll, add vp's to goal number of main roll | |
| Acrobatics | : Reduces Falling damage by vp's |
| | : Adds vp's to dodge rolls, roll once lasts until stopped |
| Charm | : When negotiating, each point over is a 5% change |
| Dodge | : Use Perc+Dodge if attacker is not visible |
| First Aid | : Wits + Remedy, Heals 1 wound only, 2 if criticalled |
| Hide | : Roll Calm + Sneak, opposed by Perc+Observe |
| Holding Breath | : 10rnds+End,End+Vigor(-1/rnd), Calm test extends |
| Intimidate | : Always an opposed roll against Ego+skill |
| Lockpicking | : Uses Dex, or Tech depending on tech level of lock |
| Running Jump | : 3' +(Str+Vigor vp's) vertical, 8' +(same) horizontal |
| Sneak | : Always an opposed roll against Perc+Observe |
| Standing Jump | : 2' +(Str+Vigor vp's) vertical, 4' +(same) horizontal |
| Stoic Body | : Can be used to ignore wound penalties, by vp |
| Swimming | : Vigor of 5 minimum to swim, 4 allows a doggy paddle |

| Miscellaneous Notes | |
|---------------------|---|
| Aborting | : Any PC may choose to 'borrow' an action from the coming round. Incurring a penalty in that round, and for this action ie. After all actions are used, PC may still dodge |
| Actions | : No Duplicate actions are permitted (some guns negate this) Dodge and Grapple both require an action : Max 3 actions/ rnd (including aborts from the prior round) Penalties are -4 to all actions if taking 2 actions, -6 for 3 |
| Elixir | : Average Elixir heals 5d (1-4 heals), Wits+Remedy to use it |
| Fear | : Roll Calm + Stoic Mind/ Impress to resist Fear If failed loose action appropriately (running away, etc.) May re-roll from a safe place |
| Grappling | : Roll to grapple, then immediately make a break out test Str+Vigor opposed, +2/rnd after first (max 10) vp's + to dmg |
| Initiative | : Highest Skill first, compare Wits if even, then simultaneous |
| Initiative (mine) | : Roll 1d6 + Wits, highest first, compare skills if equal |
| Knock Down | : It takes 2 actions to stand up, no roll required (see Actions) |
| Miracles | : Possible, with good cause. Roll Faith only (no skill) |
| Movement | : Base (10m) +(Dex+Vigor vp's)/ turn maximum 1m allowed while taking another action (Vigor)m if moving as part of a split action, max is Base |
| Second Chances | : Anything may be attempted a second time, at a cumulative -2 |

| Damage | |
|---|--|
| If damage taken = End, target is stunned and loses all remaining actions this turn, or next turn if they have already acted | |
| KO | |
| To KO in combat all attacks at -4 | |
| If Damage delivered = End, they make an End+Vigor roll or KO | |
| KO lasts Damage taken turns, may roll each turn to awake | |
| A botch on this roll means they are out for at least an hour | |

Stun Damage Fully healed after 1 span

fading suns GM screen : fading suns GM screen

| Combat Modifiers | |
|------------------------------|----|
| Slippery Surface | -2 |
| Fighting while Prone | -2 |
| Target Moving > 10kmh | -2 |
| Attacking from Partial Cover | -2 |
| Attacking from Full Cover | -4 |
| Attacking a Prone Target | +2 |
| Perception Modifiers | |
| Moonlight | -2 |
| Extremly Bright Light | -2 |
| Loud Noise | -2 |
| Fog/ Smoke | -4 |
| Blinding Bright light | -4 |
| Extremely Loud Noise | -4 |
| Near total Darkness | -6 |
| Well Lit | +2 |
| Utterly Silent Suroundings | +2 |

| Falling | |
|----------------|--------|
| Sharp Rocks | +2d6 |
| Soft Landing | -3 |
| Deep Water | -4 |
| Distance | Damage |
| 2 | 1 |
| 4 | 2 |
| 8 | 3 |
| 10 | 4 |
| 12 | 5 |
| 16 | 6 |
| 20 | 7 |
| 24 | 8 |
| +4 | +1 |

| Chases | |
|-----------------------------------|----|
| 10 or more and they escape | |
| Area Knowledge, a good complement | |
| Bad Roads (ground only) | -1 |
| Rough Terrain (ground only) | -2 |
| Bad Weather, Poor Visibility | -2 |
| Obstacles in the way | -3 |
| Sharp Turns | -3 |
| Unexpected Obstacle | -4 |
| Terrain Change (skimmers) | -4 |
| Cut Off from Pursuit | -5 |

| The Cost of the Thing | | Cost/ Bonus |
|------------------------------|------|-------------|
| Premium (2nd Republic) | +30% | / +3 |
| Master Guildcraft | +20% | / +2 |
| Superior Artisan | +10% | / +1 |
| Average | ±0 | |
| Poor Workmanship | -10% | / -1 |
| Unreliable | -20% | / -2 |
| In Disrepair | -30% | / -3 |

| Jumpgate Reset Times | | d20 roll |
|-----------------------------|-------|----------|
| 1 minute | 1-5 | |
| 10 minutes | 6-10 | |
| 30 minutes | 11-14 | |
| 1 hour | 15-17 | |
| 1 day | 18-19 | |
| 1 week | 20 | |

| Cover | Dodge Bonus | Fire | Damage/ Turn |
|----------------------|-------------|---------------|--------------|
| Lying down | +1 | Candle Flame | 1 |
| Partially Covered | +2 | Torch | 3 |
| Behind a think Hedge | +2 | Bonfire | 4-6 |
| Fully Covered | +3 | Chemical Fire | 5 |

| Collisions | |
|-------------------|--|
| Head On | Add up total speed of both vehicles, damage 1d per 10kmh Each vehicle takes this damage, and soaks with its armour Passengers then must soak remaining damage |
| Rear End | Find the difference in the speeds, damage 1d per 10kmh Add ramming vehicles armour, deduct defending vehicles Defending vehicle soaks, then attacking vehicle soaks the damage soaked by the defender only Passengers then must soak remaining damage |
| Side On | Impacting vehicle speed only, damage 1d per 10kmh Vehicle soaks, then passengers soak remaining damage Also use this when Impacting on a solid object |

| Technology | |
|--|--|
| Most things of Tech 4 or higher utilise Think Machines in some form | |
| This means that several Engineers are usually required | |
| Roll seperately to repair each division by skill, ie. It takes longer solo | |
| Tech level required to understand tech properly, and recreate it is +2 | |
| To invent Tech, the same 2 levels over the intended device is required | |
| Inventing is a sustained roll, made over a long period | |
| A barely functional Prototype is produced first (7 vp's required) | |
| This is a complementary roll for a fully functional Model (11 vp's) | |
| That becomes a complement for a complete design (17 vp's) | |
| Unfamiliar tech may be Identified and used after a successful study | |
| Roll Tech+Skill -(difference in Tech if PC has lower tech than the item) | |

| Jumpgates | |
|--|--|
| To open a portal you need a key, it remains open for about 30 seconds | |
| If caught partially in roll a d20, 1-9 on one side, 10+ the other, 20 lost | |
| After a passage through a gate the gate shuts down to reset for a time | |
| If a reset key is used this happens in the minimum time (1 min) | |
| Reset Keys are specific to each gate and are even rarer than Jumpkeys | |
| They can be used to disrupt travel, but roll a d20 as above for effect | |

fading suns GM screen : fading suns GM screen
 Max Psi power level it is possible to learn is equal to Psi stat, All paths must be learned in order from level 1 up
 It takes 1 Action to use any power, unless otherwise stated, Botched rolls cause the Wyrd to be spent and an Urge gain test to be rolled. Most Psi powers are opposable, use Psi+Stoic Mind or Ego+Stoic Mind whichever is higher
 Physical attacks are resisted using Str+Vigor instead, Psychic powers are not detectable unless by a power designed to detect them. With prior preparation a complementary roll of Wits+Focus may be made to assist all psychic defenses
 The Badge and the Gloves : The Phavian Institute psychic members are considered penitents by the church, however the church has no power over them, and therefore may not hold a member who displays his insignia to Inquisitorial trial.
 P Rating: an historic remnant from the 2nd republic phavian Psi's P ratings are double their Psi stat. +1 if highly experienced

| Stigma | Highest Path |
|---|--------------|
| A trail stretches from the Psychic / Uncontrollable sweating / Growling form the back of the throat | Bedlam |
| Shadows Darken nearby / Image fades slightly, almost ghostlike / Caster blurs, many 2" off images | Cloaking |
| Left hand raises up and sweat appears on brow / Psychic raises form the ground slightly | Far Hand |
| Voice Deepens and becomes gravelly / Another voice from just behind is heard speaking tongues | Omen |
| Uncontrollable Whispering / Eyes go pure black and head jerks back suddenly (calm to shut eyes) | Psyche |
| Uncontrollable Tick / Ears prick up, and eyebrows grow longer, brow furrows and looks unnatural | Sixth Sense |
| Inescapable yelps, and sharp outtakes of breath / All muscles tense and stand out overdeveloped | Soma |
| An unnatural warm glow increases attractiveness briefly / eyes go pure white and hair shimmers | Sympathy |
| Skin hardens and goes patchy, mottled or veins rise up / A breeze blowing from behind can be felt | Turning |
| Static build up causes small sparks to emanate / Everyones hair stands on end Bar the Psychics | Vis Craft |
| Hand waving over air which shimmers like heat haze / Little stars trail from hands, briefly | Visioning |
| Eyes go blue and a gentle flow of ether emanates, shade is optional / A deep echoing noise is heard | Sathra |

| Additional targets | +1 wyrd, -1 goal per target |
|--------------------|---|
| Range | Basic levels of touch, sight, sensory (without tech) May be increased at +1 wyrd, -1 goal per level Powers with it unlisted or 'distance' listed are unlimited Powers are used combining these, with Range mods |
| Duration | Basic levels of instant (1 turn), temporary (10 turns), Prolonged (1 span) and perpetual (fades with time) May be increased at +1 wyrd, -1 goal per level No power may become Perpetual if it isn't already Prolonged may be extended to additional Spans |

| Goal | Wyrd | Range |
|------|------|---------------|
| ±0 | ±0 | up to 1km |
| -1 | +1 | up to 5km |
| -2 | +2 | up to 10km |
| -3 | +3 | up to 25km |
| -4 | +4 | up to 50km |
| -5 | +5 | up to 100km |
| -6 | +6 | up to 1000km |
| -7 | +7 | Planetwide |
| -8 | +8 | Solarsystem |
| -9 | +9 | Interstellar* |

* Most psychics go insane trying this

| Gestalt |
|---|
| The maximum members in the Gestalt equals the Focal Psychics Psi rating |
| All the gestalt must be bonded together |
| All the gestalt must know the power they intend to cast together |
| All the Gestalt first make complementary rolls, as if casting it themselves |
| The Focal Psi then makes the actual power activation roll |
| Wyrd is spent in sections (unless a coven bond is active) |
| Sections are: Activation, Additional targets, Range and Duration |
| With a coven bond any balance of spending is permitted |
| Botched rolls are at the GM's discretion |

| Human Deeds | |
|-----------------------------|--------------------------|
| Church Mercy (penitent) | Faith+Focus (1-2) |
| Do a Church Mission | Faith+Focus (1) |
| Exposed (Philosopher Stone) | Ext/Int+StoM/Focus (1) |
| Exposed (Sathra Effect) | Int+Focus (1-3) |
| Exposed (Soul Shard) | Ext/Int+StoM/Focus (2-3) |
| Go on a Pilgrimage | Faith+Vigor (1) |
| Healing from a Psi Clinic | Int+StoM/Focus (1-2) |
| Selfless Sacrifice | Passion+Empathy (1-2) |

| Taboo | Human | Obun | Ukar |
|--------------------------------------|---|------|-------|
| Acting against another Obun | Wits+Focus (1) | no | yes |
| Associating with Clan Foes | Wits+Focus (1) | no | yes |
| Banishment from the Clan | Faith+Stoic Mind (2-3) | no | yes |
| Declaring a Vendetta | Passion+Focus (1) | yes | no |
| Dishonouring the Banjak Tradition | Ego+Stoic Mind (1) | no | yes |
| Exposure to Alien Occult Powers | Extr/Intr+Stoic Mind (1) | yes | no |
| Exposure to an Evil artifact | Extr/Intr+Stoic Mind (1-3) | yes | yes |
| Exposure to Another's Urge | Psi+Stoic Mind (1) | yes | yes |
| Exposure to Malevolent occult powers | Extr/Intr+Stoic Mind (1) | yes | yes |
| Forced Conversion to Alien Belief | Faith/Wits+Stoic Mind (1-3) | yes | yes |
| Fumbling a Psychic Power | Psi+Stoic Mind/Focus (1) | yes | yes |
| Missing Confession for a Year | Ego+Focus (1) | yes | no |
| Missing Guided Meditation for a Year | Ego+Focus (1) | no | yes |
| Murder | Passion+Focus (1-2) | yes | (1-3) |
| Murder (unwarranted) | Passion+Focus (1-2) | yes | (1-3) |
| Rape | Passion+Focus (1-2) | yes | yes |
| Rebellion | Wits+Focus (1) | yes | (1-2) |
| Refusing Sacrement | Ego+Stoic Mind (1) | yes | no |
| Stealing | Wits+Focus (1) | yes | (1-3) |
| Suffering Excommunication | Faith+Stoic Mind (2-3) | yes | no |
| Suffering Torture | Calm+Stoic Mind (1-2) | yes | yes |
| Urge | If a roll is botched, Urge gets to act for a span without opposition | | |
| Resisting | Make a Calm+Stoic Mind/Focus vs Pasion+Impress each span If Urge wins it gets to act, a Wyrd can stop it but it keeps the Wyrd | | |

| Obun Deeds | |
|------------------------------|--------------------------|
| 3 mths Extreme Meditation | Faith+Focus (1) |
| Aiding a group of Obun | Passion+Empathy (1) |
| An Ordeal | Int+StoM (1-2) |
| Do a Church Mission | Faith+Focus (1-2) |
| Exposed (Philosopher Stone) | Ext/Int+StoM/Focus (1) |
| Exposed (Sathra Effect) | Int+Focus (1-3) |
| Exposed (Soul Shard) | Ext/Int+StoM/Focus (2-3) |
| Go on a Pilgrimage | Faith+Vigor (1) |
| Healing from a Psi Clinic | Int+StoM/Focus (1-2) |
| Selfless Sacrifice | Passion+Empathy (1-2) |
| Ukar Deeds | |
| A Pilgrimage to Nadakira | Faith+Vigor (1) |
| Aiding those in need | Passion+Empathy (1) |
| Do a Banjak priests mission | Faith+Focus (1) |
| Exposed (Philosopher Stone) | Ext/Int+StoM/Focus (1) |
| Exposed (Soul Shard) | Ext/Int+StoM/Focus (2-3) |
| Fulfilling a Vow | Faith+Focus (1-2) |
| Guarding the Defenseless | Passion+Empathy (1) |
| Healing from a Psi Clinic | Int+StoM/Focus (1-2) |
| Join a Living Scapegoat rite | Faith+Empathy (1-2) |
| Join Obun Meditation | Int+StoM/Focus (1) |
| Recover an Ur Artifact | Faith+Focus (1-2) |
| Selfless Sacrifice | Passion+Empathy (1-2) |

fading suns GM screen : fading suns GM screen
 Max Theurgy power level it is possible to learn is equal to Theurgy stat

Any ritual may be learned in any order

It takes 1 full turn to activate a ritual, sometimes longer. But, it takes only an action to utilise it

Botched rolls cause the Wyrd to be spent and an Hubris gain test to be rolled

Most Theurgy powers are opposable, use Theurgy+Stoic Mind or Faith+Stoic Mind whichever is higher

Physical attacks are resisted using Str+Vigor instead

Theurgic rituals are not detectable by any means other than powers designed to detect them

With prior preparation a complementary roll of Faith+Focus may be made to assist all theurgic defenses

Theurges in 4550 are shut away or forgotten about, but the church is still good to them

Stigma is keyed to Theurgy, so that the lower the Theurgy stat the lesser the effects of the Stigma, these Stigma are Permanent

| Stigma | Sympathy |
|---|--------------------------------------|
| Lash marks appear on Arms and Back | The Prophet |
| Regularly Sleepwalks | Paulus the Traveller (Escatonic) |
| Total Innability to Lie in any form | Lextius the Knight (Orthodox) |
| Tears run down cheek at Inappropriate Times / Choked Breathing if a creature Dies nearby (-4) | Amalthea the Healer (Sanctuary Aeon) |
| All clothing eventually turns Blood Red (Brother battle wear this colour anyway though) | Mantius the Soldier (Brother Battle) |
| Burns appear on Arms and Legs / Awake Screaming during the night for No Reason | Maya the Scorned Woman (Avestite) |
| An unnaturally long beard is grown, which returns even when cut / Premature aging & long life | Horace the Learned Man (Orthodox) |
| Occasionally speaks in Tongues / Develop a common Skin condition which can never be healed | Hombre the Beggar (Hesycast) |
| Commonly utter Obscure Obun proverbs (humans only) / Restless Sleep re-living conversations | Ven Lohji the Ur-Obun (Hesycast) |
| Pure White Eyes (not pink) and Hair / Angelic voice even when speaking normally | Saint Daveed Laurenze (Chorali) |

| | | |
|--|--|--|
| Components | Liturgy (speaking), Gestures, Prayer (Meditation) are the three main components. It costs -3 Goal to ignore one. | Group Rites |
| Vestments | The correct Vestment can offer a +1 Goal bonus if used | There is no limit to the group size |
| Type of Rite | Item | All in the group must know the ritual |
| Wisdom (divine revelation, tongues of babel) | Mitre (rank 4 only) | For each Sect present after the first, apply -1 Goal |
| Command / Leadership (devotional liturgy, exorcism) | Crosier (rank 3 only) | Each additional priest present may either: |
| Protection (armour of the pancreator) | Robes | Double the number of targets, taken once only |
| Cleansing (cleansing, consecration) | Censor | Multiply the number of targets by one more |
| Morale / Avert (dispersing the darkness, fearsome majesty) | Jumpgate Cross | Increase Range by one level |
| Healing (laying on hands, healing hand of amalthea) | Holy Water | Each option costs the option selector 1 wyrd |
| Concentration / Meditation (righteous fervour) | Rosary Beads | All but the leader then make complimentary rolls |
| Multiple Rituals | Any number of ritual may be cast simultaneously It costs -2 Goal and -2 to Hubris tests, per extra Ritual, | Then the Rite Leader makes the Activation roll This is when the Wyrd is spent Botched rolls are at the GM's discretion |

| Taboo | Deeds |
|---------------------------------|-----------------------------|
| Refusing Sacrement | Ego+Stoic Mind (1) |
| Missing Confession for a Month | Ego+Focus (1) |
| Suffering Torture | Calm+Stoic Mind (1-2) |
| Suffering Excommunication | Faith+Stoic Mind (2-3) |
| Fumbling a Theurgy Rite | Theurgy+Focus (1) |
| Exposure to Alien Occult Powers | Faith+Stoic Mind 1) |
| Exposure to an Evil artifact | Faith+Stoic Mind (1-3) |
| Declaring a Vendetta | Passion+Focus (1) |
| Murder | Passion+Focus (1-2) |
| Stealing | Wits+Focus (1) |
| Rebellion | Faith+Focus (1) |
| Inventing Proscribed Tech | Ego+Focus (1) |
| Rape | Passion+Focus (1-2) |
| Starting your Own Sect | Faith+Focus (1-3) |
| | * lose one level of theurgy |
| | Faith+Vigor (1) |
| | Faith+Focus (1-2) |
| | Faith+Focus (1) |
| | Faith+StoM/Focus (1-2) |
| | Faith+StoM/Focus (1) |
| | Passion+Empathy (1-2) |
| | Faith+Focus (3) |
| | Faith+Empathy (1-2) |
| | Faith+Charm/Impress (1) |
| | Faith+Empathy (1-3) |
| | Faith+Focus (1) |