

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

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

Stun Damage Fully healed after 1 span

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)

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 penaty 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 form 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 immdiately 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 looses 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

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
Extremely 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 Surroundings	+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
Lying down	+1
Partially Covered	+2
Behind a thick Hedge	+2
Fully Covered	+3

Fire	Damage/ Turn
Candle Flame	1
Torch	3
Bonfire	4-6
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 separately 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	

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 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 / Uncontrolable sweating / Growling form the back of the throat	Bedlam
Shadows Darken nearby / Image fades slightly, slmost 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
Uncontrolable Whispering / Eyes go pure black and head jerks back suddely (calm to shut eyes)	Psyche
Uncontrolable 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 eminates, 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	no
Associating with Clan Foes	Wits+Focus (1)	no	no	yes
Banishment from the Clan	Faith+Stoic Mind (2-3)	no	no	yes
Declaring a Vendetta	Passion+Focus (1)	yes	no	no
Dishonouring the Banjak Tradition	Ego+Stoic Mind (1)	no	no	yes
Exposure to Alien Occult Powers	Extr/Intr+Stoic Mind (1)	yes	no	yes
Exposure to an Evil artifact	Extr/Intr+Stoic Mind (1-3)	yes	yes	no
Exposure to Anothers Urge	Psi+Stoic Mind (1)	yes	yes	yes
Exposure to Malevolent occult powers	Extr/Intr+Stoic Mind (1)	yes	yes	no
Forced Conversion to Alien Belief	Faith/Wits+Stoic Mind (1-3)	yes	yes	yes
Fumbling a Psychic Power	Psi+Stoic Mind/Focus (1)	yes	yes	yes
Missing Confession for a Year	Ego+Focus (1)	yes	no	no
Missing Guided Meditation for a Year	Ego+Focus (1)	no	yes	no
Murder	Passion+Focus (1-2)	yes	(1-3)	no
Murder (unwarranted)	Passion+Focus (1-2)	yes	(1-3)	yes
Rape	Passion+Focus (1-2)	yes	yes	no
Rebellion	Wits+Focus (1)	yes	(1-2)	yes
Refusing Sacrement	Ego+Stoic Mind (1)	yes	no	no
Stealing	Wits+Focus (1)	yes	(1-3)	no
Suffering Excommunication	Faith+Stoic Mind (2-3)	yes	no	no
Suffering Torture	Calm+Stoic Mind (1-2)	yes	yes	no
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)

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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 Inability to Lie in any form	Lextius the Knight (Orthodox)
Tears run down cheek at Innapropriate 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 conversaions	Ven Lohji the Ur-Obun (Hesycast)
Pure White Eyes (not pink) and Hair / Angelic voice even when speaking normally	Saint Daveed Laurenze (Choral)

Componants Liturgy (speaking), Gestures, Prayer (Meditation) are the three main componants It costs -3 Goal to ignore one.

Vestments The correct Vestment can offer a +1 Goal bonus if used

Type of Rite	Item
Wisdom (divine revelation, tongues of babel)	Mitre (rank 4 only)
Command / Leadership (devotional liturgy, exorcism)	Crosier (rank 3 only)
Protection (armour of the pancreator)	Robes
Cleansing (cleansing, consecration)	Censor
Morale / Avert (dispersing the darkness, fearsome majesty)	Jumpgate Cross
Healing (laying on hands, healing hand of amalthea)	Holy Water
Concentration / Meditation (righteous fervour)	Rosary Beads

Multiple Rituals Any number of ritual may be cast simultaneously
It costs -2 Goal and -2 to Hubris tests, per extra Ritual,

Group Rites

There is no limit to the group size
All in the group must know the ritual
For each Sect present after the first, apply -1 Goal
Each additional priest present may either:
Double the number of targets, taken once only
Multiply the number of targets by one more
Increase Range by one level
Each option costs the option selector 1 wyrd
All but the leader then make complimentary rolls
Then the Rite Leader makes the Activation roll
This is when the Wyrd is spent
Botched rolls are at the GM's discretion

Taboo	
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)

Deeds	
Pilgrimage	Faith+Vigor (1)
Church Mercy (absolution for sins)	Faith+Focus (1-2)
Performing a Church Mission	Faith+Focus (1)
Exposure to a Soul Shard	Faith+StoM/Focus (1-2)
Exposure to a Philosophers Stone	Faith+StoM/Focus (1)
Selfless Sacrifice	Passion+Empathy (1-2)
Forsaking Theurgy for 1 year*	Faith+Focus (3)
Converting new Faithful	Faith+Empathy (1-2)
Converting other Sects or Orders	Faith+Charm/Impress (1)
Renewing the Faith of one who has lost it	Faith+Empathy (1-3)
Exposure to a Relic (once per relic)	Faith+Focus (1)

* lose one level of theurgy