

ALIEN RPG [R0.1]

Rolling

Base Dice: Attribute + Skill + Gear



Stress Dice:



Difficulty mods adjust dice; base then Stress...

1 passes; extra buy stunts.

Pushing

If no showing, may add 1 stress (and its die) then reroll all non .

Story Points

Gain 1 (≤3) by playing your agenda.

Spend to add 1 to a roll

Armor & Cover

Each reduces damage by 1

Initiative

1 card per PC, NPC or group of identical Actions from lowest to highest.

Stress Triggers

Push Skill	Ally attacks you
Fire Full Auto	Android Revealed
Take Damage	Certain Creatures
Miss food, water	Any severe gore
Miss Sleep	Allies Panic
Do Coup d' Grâce	Other as specified

Close Combat Stunts (STR)

See other side

Command Stunts (EMP)

+1 to target's roll to carry out order

Comtech Stunts (WIT)

+1 to a later related roll

Don't need to overcome this again

Half usual time

New/unexpected information

hide your tracks

you show off

Heavy Machinery (STR)

+1 to later related roll

Don't need to overcome this again

Half the usual time

Break it permanently

Act quietly

You show off

Manipulation Stunts (EMP)

Target doesn't demand return favor

Does more than asked for

Is impressed by you; will help later

Medical Aid Stunts (EMP)

None listed.

Mobility Stunts (AGL)

Give one to ally in similar Situation

+1 to late related roll

Impress ally

Observation Stunts (WIT)

Is it coming for me?

Are there more of them close by?

How do I get in/past/away

Piloting Stunts (AGL)

+1 to later related skill roll

You Show Off

Ranged Combat Stunts (AGL)

See other side

Stamina Stunts (STR)

Give 1 to PC in same situation

+1 to later related skill roll

You impress ally

Survival Stunts (OBS)

Give 1 to PC in same trouble

+1 to later related skill roll

Impress ally

Stress Recovery

1 per turn (5-10 min) resting in a safe place. No actions.

1 per session Slow Action or during rest, interaction with Signature Item.

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Slow Action		Skill	Fast Action		Skill	Close Combat Attack Stunts	
Break Grapple	⇒ Close Combat	—	Run (1 zone)	—	—	☒ +1 Damage «R»	
Crawl	—	—	Move through door/hatch	—	—	☒ Swap initiative card	
Close Combat Attack	Close Combat	—	Pick up dropped item in zone	—	—	☒ Opponent drops held item or weapon	
Don Space Suit	Mobility	—	Get up	—	—	☒ Pull object from target	
Shoot Firearm	Ranged Combat	—	Draw Weapon	—	—	☒ Grapple humanoid opponent.	
Burst of Autofire	Stress, Ranged Cbt +2d	—	Block Attack	Close Combat	—	☒ Humanoid opponent Prone	
Throw weapon	Ranged Combat	—	Pushing Attack	Close Combat	—	☒ Humanoid opponent clinched	
Reload	—	—	Grapple Attack	Close Combat	—	Close Combat Blocking Stunts	
First Aid	Medical Aid	—	Rereat (from engaged)	Mobility	—	☒ Decrease Damage: Attacker —☒ «R»	
Stop Panic	Command	—	Aim	—	—	☒ Counterattack: base damage only	
Give Orders	Command	—	Seek Cover	—	—	☒ Disarm Attacker	
Persuade	Manipulation	—	Grab the Wheel	—	—	Ranged Combat Stunts	
Enter/exit vehicle	—	—	Drive	Piloting	—	☒ +1 Damage «R»	
Start Engine	—	—	Use Item	varies	—	☒ Opponent makes Panic Roll	
Action Economy		—	Set Overwatch	—	—	☒ Swap initiative card with opponent	
[1 fast and 1 slow]—or— [2 fast]		—	Panic Check		—	☒ Opponent drops held item/weapon	
Broken		—	If you have 1 or more ☒, roll 1d6 + SL		—	☒ Opponent Prone or Pushed Back	
When at 0 Health.		—	1-6 Fine, resolve romally		—	☒ Autofire only): +1 target hit base damage.	
Each hit causes a critical hit.		—	7-9 resolve Action then Panic		—	First Aid	
Ends when health recovered to >0		—	11-12 Lose Action to Panic instead		—	Medical Aid skill.	
Coup de Grâce		—	13-14 Lose action, gain Mental Trauma		—	Treat Broken: Target Hits = total ☒	
+1 Stress. Fail Empathy roll (no stress dice) to pull the trigger.		—	15+ Catatonia & Mental Trauma		—	Target Dying: ☒ Target stabilized	
Death Check		—	Panic Ends		—		
Stamina, no stress dice, no push. ☒ or dead. Retry after same time increment as first.		—	When broken		—		
		—	One Turn (5–10 minutes) passes		—		
		—	When commanded successfully.		—		