# ALIENS & ASTEROIDS

## REFEREE SCREEN

# Tattered Magicks

## Referee Screen

## Actions

There are three categories of actions in combat:

- Standard Action - Any act a character attempts such as moving, firing a weapon, attempting to use a piece of equipment, or rallying the troops.
- Free Action - Any act that has become as second-nature to the character as breathing and doesn't use one of their two Actions per turn. Some Veterans and Law Enforcement officers reload so quickly that they can pop in a new clip and fire in the same turn. Note that a character can have at most ONE Free Action per turn.
- Full Action - Any act that requires the character's full and undivided attention for the duration of the turn. Taking a Full Action prevents a character from moving on their turn.

Each turn creatures and characters gain two actions and are able to combine them in different ways such as moving and firing or firing and moving.

Common standard actions include:

- Attacking with a melee weapon
- Doing an Awareness check
- Firing a ranged weapon
- Picking a lock
- Reloading a RS1 weapon

## Advantage Math

- Disadvantage + Advantage = No Advantage
- Disadvantage + Disadvantage = Disadvantage
- Advantage + Advantage = Advantage
- Disadvantage + No Advantage = Disadvantage
- No Advantage + Advantage = Advantage

## Aiming

With ranged attacks, characters can take a Full Action to Aim in one turn and fire in the next. If the target remains in the same location when firing, the shot is made at an Advantage. If the target moves, the Advantage is lost, but the shot can still be fired at no additional Advantage.

Note that:

- aiming can only be done when firing a single shot, not when firing a burst or going full auto
- a character with the Sniper trait does an additional 2d6 damage with a successful Aimed shot

## Level-up Progressions

- Each time a character levels up, it gets a new Trait
- The maximum attribute value for PCs is 18
- After one adventure, level up from level 1 to 2
- After three adventures, level up from level 2 to 3
- After six adventures, level up from level 3 to 4
- Etc.

| *Attribute* | *General Description* | *Specific Examples* |
|---|---|---|
| Accuracy | Ranged combat, Detail work, Finesse | Shoot a bow or gun, fine electronics, or mechanical work, ensuring that an object is drawn exactly, picking a lock |
| Athletics | Moving, Throwing, Melee combat | Punch or kick an opponent, attack an opponent with a knife, jump over a gap, climb a rope, sprinting away from an enemy |
| Awareness | Noticing, Listening, Sensing | See or hear the opponent sneaking up on you, notice the slight breeze giving away the position of a secret door, determining if a person is bluffing |
| Education | Knowing things, Interpreting details, Applying knowledge | Remembering something from a past adventure, knowing some obscure fact from a field of study, perceiving the right way to do surgery to relieve the pressure without causing additional damage |
| Morale | Mental state or stability | Staying calm after a teammate falls, avoiding anger or panic when confronted by a horror or someone trying to get a rise |
| Presence | Negotiating, Intimidating, Leading | Shouting orders to teammates in combat, trying to intimidate the enemy into surrendering their weapon, offering reassurance to a teammate to help them stay calm |
| Toughness | Strength, Determination | Lifting a heavy piece of debris off a teammate after a crash, breaking the hold of an opponent, continuing to function though afflicted by poison or sickness |

## Using Advantage/Disadvantage

If the character can argue that a trait assists completing a particular task, that is usually an Advantage. For instance, if a PC is trained in Guns, they are at Advantage to shoot standard firearms. However, there are cases where a Referee may give an Advantage or Disadvantage:

- Any action for which the character has an applicable Trait might be at Advantage
- Awareness checks in rough weather (rain, snow, fog) might incur a Disadvantage
- Awareness checks when seeking a figure carrying a light in the dark might be at Advantage
- Climbing in inclement weather such as rain or snow might incur a Disadvantage
- Firing a weapon that had jammed and been unjammed earlier in the combat might incur a Disadvantage
- Locating a well-hidden figure or item (perhaps hidden using the Disguise trait) might incur a Disadvantage
- Remembering an obscure fact that had not been discovered yet might incur a Disadvantage
- Swimming in extremely cold weather without additional equipment or training might incur a Disadvantage

We encourage Referees to add Advantage or Disadvantage when it makes sense and helps to make the story more epic!

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## Common Armor (AR/AP)

Armor is listed with one or two values. Armor Resistance (AR) and Armor Points (AP).

AR is the number of points that your Armor will resist from each attack before it actually takes damage. If you take 5 points of damage and are wearing AR2 armor, only 3 points go through to the AP or HP beneath.

AP is the number of damage points Armor can absorb before it allows damage points to affect the character's HP. If the armor has 15 AP to start and takes 3, it goes down to 12 and will continue to absorb damage until there are zero points left.

- Bulletproof Vest (Level I) - AR1/AP5
- Bulletproof Vest (Level II) - AR2/AP10
- Bulletproof Vest (Level III) - AR3/AP15
- Bulletproof Vest (Level IV) - AR4/AP15
- Chain Mail Armor (Medieval) - AR3/AP15
- Environment Suit - AR0/AP5
- Exoskeleton (Uncommon) - AR2/AP30, Grants +2 Toughness
- Kevlar Body Armor - AR2/AP10
- Leather Armor (Medieval)- AR2/AP10
- Mechanized Armor (Uncommon) - AR5/AP40, grants +1 Accuracy and +2 Toughness
- Plate Mail Armor (Medieval) - AR4/AP20 (Move Speed: -10')
- Shield - provides additional +1 AR when used and +1 AR further if trained with Shields trait
- Standard Combat Armor - AR4/AP20

## Death

- Base Rule: If a character's HP drops to the negative of the Toughness attribute or below (-10 HP for Toughness 10, -11 HP for Toughness 11, etc.), that character dies and may no longer be healed.
- Optional Rule: If a character's HP drops below their negative Toughness value, they are technically "dead" but may be able to be brought back through extraordinary means. Skills as an EMT or ER doctor or nurse plus a field medical kit/medikit, specially formulated potions, or other magickal means can be used to bring a character "back" from death.

## Movement

- Each character has a Speed that they can move in one standard action and still be able to perform another standard action.
- A character can choose to do a Double Move -- moving twice their speed -- but this becomes a Full Action, and they can do nothing else this turn except move.

## Common Weapons

### Improvised Weapons (d3)

- Chair, d3
- Frying Pan, d3
- Rock, d3

### Special Weapons

- Shock Stick, 1 damage, Save vs. Morale or stunned d6 turns
- Sonic Ray, 1d6 damage, Save vs. Presence or knocked prone
- Stun Gun, 1 damage, Save vs. Morale or stunned d6 turns

### Basic Weapons (d6)

- Baton, d6
- Battle Axe, d6
- Club, d6
- Combat Knife, d6
- Mace, d6
- Pistol, d6 single
- Quarterstaff, d6
- Short bow: RS1/Single shot/20 arrows 1d6
- Shortsword, d6
- Warhammer, d6

### Improved Weapons (d6+)

- Compound Bow, d6+1
- Large Sword, d6+2
- Laser Knife, d6+1
- Laser Pistol, d6+1 single
- Laser Rifle, d6+2 single
- Laser Sword, d6+3
- Longbow: RS1/Single shot/20 arrows 1d6+2
- Longword, d6+1
- Pulse Rifle, d6 single, 3d6 burst (Disadvantage), 6d6 full auto (with 1 turn cooldown)
- Rifle, d6+1 single
- Skaali Expanding Sword, d6+2, can change length from 1m to 2m
- Sniper Rifle, d6+3 single

### Superior Weapons (Xd6)

- Crossbow: RS2/Single shot//20 bolts 2d6
- Minigun, 2d6 short burst (Disadvantage), 5d6 long burst (Disadvantage), 10d6 full auto (with cooldown of 2 turns)
- Shotgun, 2d6 single, 4d6 burst (Disadvantage)
- Two-handed Sword, 2d6

### Improved Superior Weapons (Xd6+)

- Laser Gatling Gun, 2d6+3 short burst (Disadvantage), 5d6 long burst (Disadvantage)

## Opposed Checks

Opposed Checks look at the quality of two rolls to determine which side was successful. For instance, breaking a Grab or Grapple may require a Save vs. Toughness if the target succeeds the roll. In such cases, compare the margins of success. The side with the greater margin wins the challenge.

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## Healing

- Eight hours of sleep (No medical training) heals 1d6 HP or 1 point of Attribute damage
- Eight hours of sleep with the Meditation trait heals 2d6 HP or 2 points of Attribute damage
- A character with no medical training and a Field Medical Kit or Medikit can use a Full Action to heal 1d6 HP
- A character with the Bandages trait and a Field Medical Kit or Medikit can use a Standard Action to heal 2d6 HP
- A character with the Combat Healing trait and a Field Medical Kit or Medikit can use a Free Action to heal 3d6 HP
- A character with the Surgery trait and access to a surgical suite can surgically correct major wounds and heal 3d6 HP
- Attribute healing can also be done during Downtime through physical training, therapy, yoga, etc. with a Referee's approval

## Miscellany

- Falling. Falling damage is incurred at roughly 1d6 per 3m/10 feet. Falling from a one story building (roughly 3m), would incur 1d6 damage. Falling from a ten story building would incur 10d6.
- Full cover. If a PC is hiding behind full cover, the cover will have 1d6 AP per 1/3 meter (roughly 13 inches). A bunker wall roughly 1-3 feet thick would confer anywhere from 2d6 to 6d6 AP. If it's made of more solid material such as concrete or metal, it also gains an AR per 1/3 meter.
- Full cover gives attacker a Disadvantage. Partial cover will be up to the Referee whether it does similar.
- Jumping requires an Athletics check. A PC attempting to jump with a running start can jump a number of feet up to their Toughness score if they do a standard move action before it (running jump is a full turn action). A standing jump can leap half as far. If the roll fails, note the number of points below the target and subtract that from the PC's Toughness score (they cannot jump less than zero).
- (Optional) Athletics jumping distance modifier: 14 +1, 15 +2, 16 +3, 17 +4, 18 +5
- (Optional) Toughness damage modifier for melee and hand-to-hand damage: 14 +1, 15 +2, 16 +3, 17 +4, 18 +5

## Purchase Rolls

- For each successful adventure, each character should get at least one PR
- For grander adventures, more PRs could be given
- Purchase Rolls can be used to requisition special equipment or other things with referee approval
- To determine success, roll against Presence. If successful, the character gets what the player negotiated. If failed, the PR is lost
- If the character has the Rich trait, all PRs are at an Advantage, otherwise they are at No Advantage

## Quick Adversary/Creature Creation

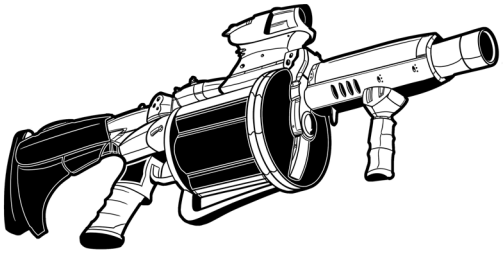
- Choose a difficulty 1-10
- Add that to 8 to determine the base Attribute score
- Choose a number of creature or character traits equal to the strength score
- If a single creature is too easy, choose a "number appearing" multiplied by the difficulty
- If that number still feels easy, add the concept of "waves" of opponents, starting with 1d3, then going up to 1d6, 2d6, etc

## Reload Speed (RS)

Weapons with ammunition require time and effort to reload. We denote this with a Reload Speed (RS) number, indicating how many actions in combat it takes to reload them.

### Common RS:

- Crossbow RS1
- Grenade Launcher RS3
- Longbow RS1
- Minigun RS4
- Pistol RS1
- Rifle RS2
- Short bow RS1
- Shotgun RS3
- Sniper Rifle RS3



Note that a character specializing in a particular weapon (i.e. taking the Guns trait, then taking Guns: Specialization for a weapon such as a Pistol) reduces the Reload Speed by 1 for pistols. In that case, it essentially reduces reloading to a Free Action.

## Saving Throws

- Save vs. Athletics to avoid falling damage. Critical Success: 1 point of damage per foot fallen or three points per meter. Success: half damage. Failure: take d6 per ten feet fallen. 20ft/7m fall = 2d6+1. 30ft/10m fall = 3d6+2. 50ft/17m = 5d6+4. Critical Failure: add Save vs. Shock on landing.
- Save vs. Athletics to evade a grab/grapple. Failure: target is prone or grabbed (immobile). Critical Failure: target also takes d6 damage.
- Save vs. Presence or be Stunned. Success: character is unaffected. Failure: stunned d6 turns and at Disadvantage until the effect ends. Critical Failure: fall prone and are unconscious for d6 turns.
- Save vs. Morale when a party member falls in combat or when experiencing a horrible event beyond what the mortal mind can bear. Failure: Morale drops by d6 points and target is Shaken. Any action is at a Disadvantage. Next turn, can attempt to save again to "shake it off." Morale cannot drop below 1. At 1, the target becomes Panicked and roll against the Panic Reaction table.
- Save vs. Toughness to break free of a grab/grapple. Failure: victim remains immobile. Success: target also rolls a Save vs. Toughness. Compare the results (see Opposed Checks).

## Throwing Failures

- If the die roll was even, the object lands closer to the thrower by an amount equal to the difference x3m/10ft.
- If the die roll is odd, the object lands further from the thrower by an amount equal to the difference x3m/10ft.

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## Panic Reaction Table

| d6 Roll | Panic Reaction |
|---|---|
| 1-2 | Character goes catatonic and cannot move until a party member spends an action to snap them out of it. |
| 3-4 | Character flies into a frenzy to escape the battle. Any enemy or ally blocking the quickest path to a perceived safe zone will be attacked along the way. |
| 5-6 | Character goes into fight mode and attacks the first target they see (enemy or ally) with the full fury of whatever force they can bring to bear. |

## Task Resolution

- Determine target attribute
- Determine if a trait can be applied for Advantage
- Determine if there are any conditions conferring Disadvantage
- Apply Advantage Math
- If at No Advantage, roll 1d20 and compare to target attribute. 1 or directly on the target attribute = Critical Success. 20 = Critical Failure. Between 1 and the target attribute = success. Between the target attribute and 20 = failure
- If at Advantage, roll 2d20 and take the better result.
- If at Disadvantage, roll 2d20 and take the worse result
- If an Opposed Check, compare Roll Quality of results

## Turns of Combat

- Combat uses a straightforward "Players, then Enemies" approach. Let the players choose which order they wish to go in during their turn and deal with the effects of each action individually.
- Each "Turn" covers about 6 seconds of time in-game, so it's roughly 10 turns per minute of combat.

**Critical Success** **Critical Failure**

or

**Advantage** **Disadvantage**

**No Advantage**

or

## Temporary Conditions

Some traits are more than "Stunned" or "Unconscious", they are ongoing effects that must be dealt with.

- Blinded characters can't see and are at a Disadvantage for any activity requiring sight.
- Burning characters are on fire and taking 1 point of damage each turn until the fire is put out. If the character has AP, the damage goes to AP; but otherwise damage is taken to HP.
- Calmed characters are at an Advantage for all Save vs. Morale checks.
- Charmed characters cannot take harmful action against the charmer. Save vs. Presence to break free.
- Confused is a state when the character is unable to think clearly and must Save vs. Presence to break free. Confused characters only get one action per turn and will suffer from a panic condition.
- Deafened characters can't hear and are at a Disadvantage for any activity requiring hearing.
- Frightened characters are at a Disadvantage for any activity so long as the creature that frightened them is visible to them. Save vs. Presence to overcome the fear.
- Frozen characters are immobilized and unable to move or speak. Save vs. Presence to overcome being frozen.
- Immobilized characters are unable to move and must try to break free with a Save vs. Toughness check. While immobile, they only get one action per turn instead of the normal two.
- Panicked is a state when the character's Morale drops to 1. See earlier in this chapter for panic reactions.
- Prone characters are down on the ground and must use an action to stand again. Attackers facing prone characters are at an Advantage to hit.
- Shaken is a state entered after a failed Save vs. Morale when a party member goes down in combat or the character experiences a situation beyond what a mortal mind can bear. See "Save vs. Morale" earlier in this chapter for details.
- Stunned is a temporary condition incurred usually by an explosion, electric shock, or a Critical Hit on a blow to the head. Target makes a Save vs. Presence or is reduced to a single action each turn until a Save vs. Presence is successful. Note that Improved Stun does the same but puts any action (including a Save) at a Disadvantage. Critical Failure on a Stun or Improved Stun and the target falls unconscious for d6 turns.

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