

		= 1 Damage
		= 2 Damage
		= No result
		= No result
		= 1 Damage + Effect
		= 1 Damage + Effect

DANGER	DAMAGE
One floor fall	1
Two floor fall	2
Three floor fall	3
Hard Martian sand / beach of small rocks	n/a
Needle-like spines	+1
Cooling lava	+2
Next to bubbling lava	+4
Into the caldera of an active volcano	+10

CONDITIONS	DIFFICULTY/ DIFFICULTY INCREASE
Lighting	Dim light: +1 Low light: +2 Darkness: +3 Bright light: -1 to +3 <i>Bright light can make stealth-related tests harder or even blind characters, but can make searching for things easier.</i> <i>Lower light conditions can also give bonuses to stealth-related tests</i>
Distance	Each range beyond Near imposes +1 to difficulty
Equipment	Lack of proper equipment: +1 Using proper equipment: -1
Language	Character does not understand the language spoken or written: +1
Noise	Crowds: +1 Battles/ angry mobs: +2
Weather	Severe weather: +1 Extreme weather: +2 to +3
Social	Character does not trust you: +1 Character is of a rival faction: +1 - +3 Character commits a social <i>faux pas</i> : +1 - +2

TERRAIN	DIFFICULTY/ DIFFICULTY INCREASE
City street or Martian sands	0
The rocky wastes	1
Spires and mountainside	2
Any terrain during a sandstorm	3

WEAPON AND EQUIPMENT QUALITIES

DISHONORABLE

Dishonorable weapons impact the renown of the character. Using such a weapon can lead to serious consequences such as censure from allies, loss of rank, and sometimes imprisonment or death. Weapons that break the standard of Martian Honor usually have this quality.

EXPLOSIVE

For each effect rolled the weapon inflicts an additional 1 damage to the Fear and Injury stress trackers. If the target does not have these stress trackers, each icon rolled deals 2 damage.

The narrator can spend 1 Threat to force any character at Near range to the target to roll a (D2) test to evade the blast, or take 1 damage.

Players using weapons with the Explosive quality can spend 1 Momentum to force a narrator character at a Near range to the blast to roll the same test.

FEARSOME

For each effect rolled the weapon inflicts an additional 1 damage to the Fear stress tracker. If the target does not have this stress tracker, it simply deals damage.

PSYCHIC

For each effect rolled the weapon inflicts an additional 1 damage to the Confusion stress tracker. If the target does not have this stress tracker, it simply deals damage.

QUIET

When you use a weapon with the Quiet quality, you gain 1 bonus

Momentum to use on a test to keep your position hidden, providing you haven't already been spotted.

SHARP

For each effect rolled the weapon inflicts an additional 1 damage to the Injury stress tracker. If the target does not have this stress tracker, it simply deals damage.

POISON

If a weapon is coated in poison, such as the venom of a sith, it gains the Fearsome and Dishonorable qualities.

If poison is slipped into food or drink it does 2 damage with the Fearsome quality. If a character is discovered to have used or is caught using poison, they suffer the consequences of using a Dishonorable weapon.

MOMENTUM SPEND	EFFECT
Create Opportunity	For each Momentum spend, roll an additional d20 for test. You must spend Momentum before you roll.
Create Obstacle	For each 2 Momentum spent, increase difficulty of another character's action by 1. Cannot increase difficulty more than 3 steps.
Counterstrike	Spend 3 Momentum after defending in an opposed test to immediately take a Conflict action against the other character in an opposed test. You cannot Counterstrike a Counterstrike.
Obtain Information	Spend 1 Momentum to ask 1 simple question about a character, situation, or scene. Narrator must answer truthfully.
Increase Quality of Success	Make effect of success more dramatic or useful. Cost often varies with type and amount increase.
Increase Scope of Success	Make effect of success affect more characters or a wider area. Cost often varies depending on how much the scope increases.
Reduce Time Required	Reduce normal time needed to accomplish a task. Cost varies based on circumstances and length of time reduced.

LUCK POINT SPEND	EFFECT
Bonus d20	For 1 point of Luck a player can add a bonus d20 that has already rolled a 1.
Preform an Additional Conflict Action	A player may spend 1 Luck point to gain one additional Conflict action. This may only be done once per turn.
Second Wind	A player may spend 1 Luck point to remove all stress from 1 stress track.
Overcome a Weakness	For 1 Luck point a character may ignore the effects of all afflictions for a single Conflict action.
Influence the Story	A player may spend 1 Luck point to introduce a fact or add a detail to the current scene. If the detail is particularly important or gives a distinct advantage, more than one point may be needed.

MOMENTUM SPEND	EFFECT
Roll Extra Damage	After succeeding on an attack, but before you roll for damage, you can spend Momentum to roll extra combat dice. Each point of Momentum spent provides 1 bonus combat dice.
Send Their Weapon Flying	Three points of Momentum can send an enemy's weapon flying to where an ally might get it. Two points might knock it to your enemy's feet.
Dispatch a Minion	Every extra point of Momentum spent when fighting minions will dispatch an additional minion.
Additional Movement	Spend 1 Momentum to move an additional range between the character and a target if not hindered or blocked by another character or obstacle. Spend 3 Momentum to move an additional range between you and a target, ignoring any obstacles (characters in your way can still attempt to stop you).

UPGRADE	XP COST
Add a talent	5xp per grade of talent
Change a flaw	10xp per grade of talent
Increase one of your attributes a first time	10xp
Increase one of your attributes a second time	20xp
Increase one of your attributes a third time	40xp*
Add a piece of core equipment (hand held)	5xp Per Item

**Every additional increase doubles this cost.*

ACTION TYPE	DESCRIPTOR
Conflict	The main focus in an action scene. Conflict actions are normally used to make attacks. Conflict actions normally require attribute tests and characters may only have one Conflict action per turn.
Free	A Free action is used to accomplish a minor activity within a turn that does not warrant the use of a Conflict, Spoken or Movement action, such as moving anywhere within Near range (as long as there is no obstruction to your movement) or picking up an object. A Free action never involves an attribute test.
Movement	A character takes this action during an action scene. A character can move to any point within away range.
Spoken	With this action, a character can use simple speech that requires little to no effort. Spoken actions never include attribute tests.

ATTRIBUTE	DESCRIPTOR
Cunning	Used whenever a character wants to weaken another. Cunning is used for all attacks, insults, and thefts.
Daring	Comes into play whenever a character is at risk and movement is important. Daring covers movement, piloting, and defense actions of all sorts.
Empathy	Used whenever a character seeks to understand or heal another. Empathy is used to heal all types of afflictions and to understand what your senses might be telling you about a person.
Might	Used to apply force to inanimate objects. It is used outside of combat to lift, bend, and break items.
Passion	Governs any attempt to lead, love, or entertain. It is used whenever another character needs to be convinced to attempt an action.
Reason	Supports any action that applies the mind or senses to work out a problem.

DAMAGE TYPE	STRESS	AFFLICTIONS	RECOVER WITH
Confusion	Empathy or Reason	Madness	Empathy + Reason
Fear	Daring or Passion	Trauma	Daring + Reason
Injury	Cunning or Might	Wounds	Might + Reason

RANGE	DESCRIPTOR
Immediate	The state of Immediate is when an object or character is within arm's length of the acting character. Immediate is something that the player can declare when the character is moving.
Near	Not immediately adjacent to but close enough to reach a target fairly easily. Characters can shoot at, speak with, and generally interact with anyone Near.
Away	Away distances place a target apart from others. This includes places that can only be reached by dramatic actions such as leaping and climbing.
Far	Reachable only by the most long-distance attacks or methods of interaction. Most firearms have a range of Far, and this generally covers the furthest a character can see.
Too Far	Targets that are Too Far may be visible or otherwise detectable, but they are beyond the ability to interact with physically. Communication requires special technology.

FLIER PURPOSE	MOMENTUM ADVANTAGE
Cargo	Cargo vehicles gain no Momentum advantage
Civilian	Civilian vehicles gain a 1 Momentum advantage against Cargo vessels.
Military	Military vessels gain a 1 Momentum against Civilian vessels and a 3 Momentum advantage against Cargo vessels.

FLIER SIZE	MOMENTUM ADVANTAGE
Lumbering	Lumbering vehicles are slow and steady craft and offer no advantage in chase or combat.
Capable	Capable vehicles gain a 1 Momentum advantage when trying to avoid or engage Lumbering crafts.
Graceful	Graceful craft gain a 1 Momentum advantage in similar circumstances when engaging or avoiding Capable craft or a 3 Momentum advantage against Lumbering vehicles.

SIMPLE (Do) 0 Successes

- * Opening a slightly stuck door.
- * Researching a widely known subject.
- * Hitting a stationary ranged target during rifle practice.

AVERAGE (D1) 1 Success

- * Overcoming a simple lock.
- * Researching a specialist subject.
- * Shooting an enemy within a weapon's range.

CHALLENGING (D2) 2 Successes

- * Overcoming a complex lock.
- * Researching basic historical information.
- * Shooting an enemy within a weapon's range in bad light.

DAUNTING (D3) 3 Successes

- * Overcoming a complex lock in a hurry.
- * Researching obscure information.
- * Shooting an enemy at Far range in poor light.

DIRE (D4) 4 Successes

- * Overcoming a complex lock in a hurry, without the proper tools.
- * Researching historical information in a deserted ruin.
- * Shooting an enemy at Far range, in poor light and heavy rain.

EPIC (D5) 5 Successes

- * Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a battle.
- * Researching historical information from the Time of Seas.
- * Shooting an enemy at Too Far range in poor light and heavy rain.

TITLE	DESCRIPTION
Jeddak/ Jeddara	Leader of a nation, horde, or city state. Akin to an emperor or king.
Jed	Leader of a city or settlement that is part of a greater nation or horde. Akin to a lesser king, duke or baron.
Prince/ Princess	Member of the royal or ruling family of a nation or city-state.
Chieftain	Noble, equivalent to an Earth duke or baron. Part of an influential family or faction. Often used by green Martians.
Jedwar	Great leader within a city-state or nation. Also known as lord-officer or marshal.
Odwar	A general or commander of an army or armada.
Teedwar	A major, commands a battalion or a major warship with escorts.
Dwar	A captain of a ship, company, or similar group.
Padwar	Lieutenant, commands a small group of soldiers or serves under a dwar of a ship as an officer.
Than	Lowest rank of navy or army.
Utan	100 warriors commanded by a dwar.
Dar	1,000 warriors.
Umak	10,000 warriors commanded by an odwar.
Dator	Prince of the First Born. Unique title to First Born nations.
Master/ Mistress	Leader or high-ranking member of a guild.
Guildsman/ Guildswoman	Member of a guild, such as the assassin's guild.

EFFECT	COST
Complication	2 Threat
Danger	1 Threat per ☐ of damage.
Reinforcements, minion	1 Threat
Reinforcements, monster	Threat equal to monsters menace rating.
Dividing the Group	Threat equal to the largest of the groups. 1 Threat per scene to maintain the split.
Seize Initiative	1 Threat
Villain Using Luck	3 Threat per Luck point.
Narrator Character to Win a Drawn Opposed Test	1 Threat
Narrator Forces Character to Black Out	Narrator must pay character 1 Luck point.
Character Voluntarily Blacks Out	Character must pay all remaining Luck points. Character removes 1 affliction from all stress tracks in next scene.
Voluntary Failure	Player failing pays narrator 1 Threat and gains 1 Luck point.

BARSOOMIAN DISTANCES

	MEASURE	IMPERIAL	METRIC
Sofad	10 sofs	11.694 inches	0.2967 m
Ad	10 sofads	9.7 feet	2.97 m
Haad	200 ads	1,949.05 feet	594.07 m
Karad	100 haads	36.92 miles	59.407 m

BARSOOMIAN TIME

The Barsoomian day is slightly longer than an Earth day at 24 hours and 37 minutes long. Their day starts at the equivalent to our 6:00am, and is divided into 10 equal parts. Each of these is then again divided in 50 shorter parts, and so on as explained below:

	MEASURE	EARTH EQUIVALENT
Tal		.89 seconds
Xat	200 tals	2 minutes, 57.7 seconds
Zode	50 xats	2 hours, 28 minutes, 4.8 seconds
Padan	10 zodes	1 Barsoomian day
Teean	67 padans	1 Barsoomian month
Ord	10 teeans	1 Barsoomian year

TOTAL RENOWN REPUTATION AND EFFECTS

0-9	Obscure and unknown, reduce all difficulties to disguise yourself or travel unrecognized by 1.
10-20	Known in some circles or regions. No modifiers.
21-35	Known in your city or immediate region but generally unknown elsewhere.
36-50	Famous in your city or immediate region and known to your homeland's neighbors and rivals.
51-60	Famous in your entire nation and among its closest allies and enemies. Well-known in more remote lands with regular contact with these places.
61-75	Among the great heroes, jeddaks, and other champions of Barsoom. Known across most of the planet, save isolated enclaves and faraway lands.
76+	One of the most famous faces on Barsoom, like the great John Carter. Likely a jed or jeddak with many allies. Recognized by name or reputation everywhere on Barsoom.



60 80 100 120 140 160 180

150

120

Duhor Artolian Hills

Throxheus Ocean

River Iss

Ptarch

Forest of Lost Men

Invak

Onvak

Korad

G-Helium

Helium Forest

L-Helium

Korvas

Zodanga

Torquas

Mountains of Torquas

Hastor

Zor

Lotharian Hills

Bay of Torquas

Lothar

Atmosphere Plant

Aaanthor

Sea of Korvas

Thark

Warhoon Expanse

120

150

150

150

Ota Val
Sea of Omean
Southern Snow

120

Circumference of Barsoom

360 korads

10 sofs --- 1 sofad
10 sofads --- 1 ad







-  Okar Martians
-  First Born
-  Red Martians