

CORE GAME MECHANICS SUMMARY

TASKS & TESTS

- **Task:** any action you perform requiring a test
- **Test:** A roll of the dice to determine the outcome of your task

TEST TYPES

- **Simple Test:** Made against a fixed Target Number
- **Opposed Test:** Comparing two test results
- **Face-off:** Condensing a series of Tests into one; use this for duels of all types

Task Difficulty	Dice Pool	Target Number
Very Simple	2	7
Simple	3	11
Easy	4	14
Average	5	18
Tough	6	21
Challenging	7	25
Hard	8	28
Impossible	9+	32+

MATCHES AND MISHAPS

Matches and Mishaps influence the outcome of a test to the positive and/or negative (see p.29), adding side-effects (see below).

- **Matches:** Three or more dice showing the same face. Face=Match Value, Size=Number of dice (Skill Boosts increase Size).
- **Mishaps:** Three or more dice showing a 1. Size=Number of Dice.
- List of Side-Effects (examples on p.30!):
 - ✗ A suitable narrative effect
 - ✗ You regain or lose a point of Exertion
 - ✗ Your attack causes an additional Wound or Tag
 - ✗ Your task takes 10% less or more time
 - ✗ You use 10% less or more material
 - ✗ You gain or lose 1 Action Point
 - ✗ You gain an Advantage or Disadvantage to a related task
 - ✗ Modify a Characteristic by ± 1 until your next turn

RETRIES

Use Karma or change the situation before trying again.

SUPPORT

Assisting characters may add an Advantage to your test.

MODIFIERS

Bonuses are positive modifiers that add to the test result or dice pool, while penalties subtract from them.

- **Straight Modifiers** (e.g., +2 or -3) just affect the test result or a Characteristic.
- **Pool Modifiers** (e.g., +2D or -1D) add or subtract dice from your dice pool for a test.
- **Match Modifiers** (e.g. +1M or -2M) alter the Match Size of a test. Penalties may result in Mishaps (p.29)!

ADVANTAGES AND DISADVANTAGES

Advantages and **Disadvantages** are categories that require you apply modifiers within a specific range to your characteristics, dice pools, and test results. These can be **Minor**, **Considerable**, or **Major**. They stack up and negate each other, so you always end up with a single, net Advantage or Disadvantage to your test.

Type	Straight	Pool
Minor	± 1 to ± 4	$\pm 1D$
Considerable	± 5 to ± 8	$\pm 2D$
Major	± 9 to ± 12	$\pm 3D$

SKILL BOOSTS

Increase the Match Size of any Match scored in the test by their rating. Mishaps are not affected.

RISK AND CAUTION

- **Taking a Risk:** Increase all Match and Mishap sizes of your test result by one.
- **Using Caution:** Decrease all Match and Mishap sizes of your test Result by one.

Physical Skills	Mental Skills	Social Skills
Athletics	Construction	Command
Dexterity	Durability	Deception
Fighting	Healing	Insight
Piloting	Interface	Etiquette
Shooting	Memory	Influence
Stealth	Perception	Networking

FACE-OFFS

A way to condense longer, but minor encounters or duels into a single roll. It involves a series of bets and reveals of dice (First Bet, Reveal Attribute Dice, Roll Belt Die, Second Bet, Reveal Skill Dice, Final Bet, Reveal Bonus Dice, Determine Outcome).

- **First Bet:** The character who initiated the face-off places his bet. All other participants must either *fold* (give up) or *call* (place the same bet).
- **Roll the Dice:** If there is more than one participant left, everyone rolls his dice as normal, but keeps them

hidden from the opponent's view. If there is only one participant at this stage, he wins because everyone else shied away from the confrontation.

- **Reveal Attribute Dice:** Each participant reveals as many dice as his Attribute Rank.
- **Roll the Belt Die:** The gamemaster or another player not involved in the Face-Off rolls one die in front of everyone, called "The Belt". The Belt die is a common or community die and its result can be used by all participants to create or improve Matches or Mishaps in their roll, introducing some uncertainty into the process.
- **Second Bet:** Starting with the same player, all participants can *check* (not increase their bets; only possible if no one has *raised* before), *raise*, or *fold*. If a bet has been raised, all other opponents must either *call* or *fold*. Participants folding at this stage lose their bets—meaning they might take an amount of damage, lose whatever they put up, or have to keep the promises they made so far.
- **Reveal Skill Dice:** If there is more than one participant left, each participant reveals as many dice as his Skill Rank.
- **Final Bet:** As with the Second Bet, above. This (and the next) step are skipped if there are no remaining dice.
- **Reveal Remaining Dice:** If there is more than one participant left, each participant reveals his remaining dice (if he has any).
- **Determine Outcome, Apply Effects:** The roll with the highest number of Matches wins—yes, plural. In a Face-off, all Matches count (even Size 2 Matches), and the total number of Matches determines who wins. Match Sizes and then Values are compared to break any ties (see p.29). The test result is only used as a last tie-breaker. The number of matches is usually referred to using the following names:

Number of Matches	Name
1	Crewman's Hand
2	Lucky Couple
3	Crew Covenant
4+	Full Station

CONFLICTS SUMMARY

INITIATIVE ORDER

Set up at the beginning of a combat, in descending order of each combatant's Initiative Rating. The character triggering the conflict starts at the top.

TURNS

All combatants take turns in descending Initiative Order, round-robin-style. On his turn, a character's Action Points refresh to the maximum he has available.

STANCE

How your character approaches a fight. Stance can (only!) be changed at the beginning of a character's turn (1 AP).

Stance	Attack Test Modifier	Defense Modifier
Reckless	+1M	-3
Neutral	-	-
Defensive	-1M	+3

ACTIONS

You can perform as many different actions as you have AP.

- If your Action requires a Test, it costs 2 AP.
- If you perform a Reaction, or if your Action does not require a Test, it costs 1 AP.
- A Continuous Action can be spread across several turns. If interruption is not possible, at least 1 AP needs to be spent per turn to keep it going.

REACTIONS

- Any Actions taken outside a character's turn are Reactions.
- Delaying an Action to perform it outside your turn requires a trigger to be defined on your turn (1 AP for the trigger, 1 AP for the Reaction).

RANGE

There are several Ranges, displayed by tokens. To alter the range (i.e. remove or add one token), you have to spend as many AP as the total number of tokens between you and your target.

Range	Tokens	Meaning
Point-blank	0	Within reach.
Short	1	A few meters away.
Medium	2	About a dozen meters away.
Long	3	Several dozen meters away.
Extreme	4+	Things at Extreme Range are still within line of sight, but usually outside hearing distance.

RANGE PENALTIES

Ranged weapons have the best accuracy at the range(s) listed in their game statistics. Using them at a different range subtracts -1D per level of difference.

ENVIRONMENT

Environments add special rules applying to all characters in a designated area, in addition to Tags (see p.157 for making tests (see p.157 for details).

ATTACKS

Make an Attack Test (usually Agility + Shooting or Agility + Fighting) vs the target's defense (Agility + Athletics or Agility + Fighting or Agility × 3). Mental and mystic Attacks use different combinations (see p.151).

ATTACK OPTIONS

- ✖ **Called Shot:** hit an intended location at a Disadvantage (see p.151).

Target	Advantage/Disadvantage
Chest	Minor
Arms, Legs	Considerable
Head, Hand, Foot, Weapon	Major

- ✖ **Grapple:** Inflict the *Grappled* Tag instead of inflicting a Wound (p.151).
- ✖ **Knockdown:** Inflict the *Prone* Tag instead of inflicting a Wound (p.151).
- ✖ **Stun:** Inflict the *Stunned* Tag instead of inflicting a Wound (p.153). Matches inflict additional Exertion (see p.153).
- Cover incurs an Advantage on the target's defense (Meager: Minor, Defensible: Considerable, Complete: Major).

DEFENSE

- **Active Defense:** Physical (Agility + Athletics), Social (Presence + Insight), Mystical (Tenacity + Perception)
- **Passive Defense:** Physical (Agility × 3), Social (Presence × 3), Mystical (Tenacity × 3)
- **Collateral Damage:** A target's defense (p.151) is increased by the number of opponents fighting him at Point-blank range. If the attack test result is equal or higher than the target's original defense, but lower than the new one, the attack hits one of the opponents.

WEAPON MISHAPS

Mishaps on an Attack Tests:

Mishap Size	Effects
3	Annoying: Weapon locks up, gets stuck, or is out of ammo. The weapon can't be used until 1 Action Point has been spent to ready/unstick/reload it again.
4	Harmful: Weapon breaks and becomes virtually useless until repaired.
5	Dangerous: The weapon breaks irreparably.
6+	Fatal: The weapon breaks irreparably, but also hurts the wielder.

DAMAGE

Armor Rating is subtracted from the Damage Rating. The difference determines the result:

Value	Formula
Damage Rating	Threat Rating* + Attack Skill Rating
Armor Rating	Protection Rating* + Resistance Rating

- **Zero or less:** Target suffers no Wounds, only 1 Exertion.
- **1 or more:** The target suffers a Wound (and 1 Exertion)! Difference equals Severity Rating, Match Size increases Severity. Check Severity off the Wound Track. Note down a tag representing the injury:

Wound Severity	Tag Example
1	<i>Bleeding Cut, Gut Cramps, Everybody here knows I'm an Idiot, Intense Pain</i>
2-3	<i>Broken Arm, Paralyzed Limb, Bad Reputation</i>
4-5	<i>Blinding Concussion, Tormenting Pains, Burning Desire for Revenge</i>
6+	<i>No one believes I survived that!</i>

HEALING & RECOVERY

Health Status recovers quickly, Wounds need medical care, Tags depend (see p.154).

POWERS & SPELLS SUMMARY

MYSTIC FIELD LEVEL AND CORRUPTION

Mystic Field Levels are described on p.68 of the Equinox Setting Guide. For Corruption, see p.XX.

MYSTIC FIELD LEVEL

- ◻◻◻◻◻ Void
- ◼◻◻◻◻ Low
- ◼◼◻◻◻ Standard
- ◼◼◼◻◻ Medium
- ◼◼◼◼◻ High
- ◼◼◼◼◼ Extreme

CORRUPTION

- ◻◻◻◻◻ Clean
- ◼◻◻◻◻ Befouled
- ◼◼◻◻◻ Poisoned
- ◼◼◼◻◻ Ruined
- ◼◼◼◼◻ Polluted
- ◼◼◼◼◼ Warped

POWERS

- **Determine Energy:** Determine at what Energy (E) the power will be used at (default is its Shielding Rating, unless Mystic Field Level is lower).
- **Make Activation Test:** Use a suitable Attribute + Skill pair to activate the power. If the power is enhancing (i.e. you'd make the test anyway), the AP cost is 0. If the power is separate, i.e. the test is only made for activation, the AP cost is 2. TN is Average by default.
- **Stacking Powers:** +1 AP/Power, +1 Taint/Power, use highest Energy Rating and lowest Shielding Rating.
- **Multiple Targets:** compare result to all defenses, only targets with a lower defense are affected.
- **Apply Taint:** Only if the activation was successful. DR = Energy + Corruption Rating, increased by Mishap on Activation Test (see below). Subtract Shielding + Spirit, difference is used to determine damage. Mishaps on Activation also incur a Scar (see p.102).
- **Resolve Effects:** Resolve the effects as noted in the respective description, Matches incur positive side-effects as normal. Duration can be shortened at will.

SPELLS

- **Determine Energy:** Determine at what Energy (E) the spell will be used at (default is its Shielding Rating, unless Mystic Field Level is lower).
- **Determine Parameters:** Basic spell pattern costs 1 AP. Listed Parameters are set at the Energy used, all others at 1. Increasing additional Parameters cost 1 AP per increase (up to Energy). Forming the spell is a Continuous Action that cannot be interrupted (p.148).

Energy (E)	Range	Duration	AoE (Sel. Targets)
◼◻◻◻◻	Pb	Instant	Point-blank (1)
◼◼◻◻◻	S	E Rounds	Point-blank (2-4)
◼◼◼◻◻	M	E Minutes	Short (5-10)
◼◼◼◼◻	L	E Hours	Short (11-20)
◼◼◼◼◼	E	E Days	Medium (21+)

- ✘ **Special Parameters:** Range (+2 AP if target outside LOS), Duration (+3 when going from Instant to Energy Rounds), and Area of Effect (making targets selectable costs +1 AP).
- **Make Casting Test:** Use a suitable Attribute + Skill pair to cast the spell, cost is 1 AP. Not being able to perform **gestures** and **incantations** incurs Disadvantages (Minor/Considerable). Casting is usually an Opposed Test (physical or mental dodge, or an appropriate resistance), or made against a Target Number (Average by default).
- ✘ **Multiple Targets:** compare result to all defenses, only targets with a lower defense are affected.
- **Apply Taint:** Only if the casting was successful. DR = Energy + Corruption Rating, increased by Mishap on Activation Test (see below). Subtract Shielding + Spirit, difference is used to determine damage. Mishaps on Activation also incur a Scar (see p.130).
- **Resolve Effects:** Resolve the effects as noted in the respective description, Matches incur positive side-effects as normal. Spell effects work as cast, and are independent once released. They *cannot* be ended at will.

GEAR SUMMARY

ASSETS RATINGS

Assets Ratings are described on p.164 of the Traits chapter.

- ◻◻◻◻◻ Broke
- ◼◻◻◻◻ Poor
- ◼◼◻◻◻ Average
- ◼◼◼◻◻ Prosperous
- ◼◼◼◼◻ Thriving
- ◼◼◼◼◼ Loaded

COST RATINGS

Cost Ratings are described on p.113 of the Equinox Setting Guide.

- ◻◻◻◻◻ Cheap
- ◼◻◻◻◻ Inexpensive
- ◼◼◻◻◻ Costly
- ◼◼◼◻◻ Expensive
- ◼◼◼◼◻ Very Expensive
- ◼◼◼◼◼ Precious

ESTABLISHING NEW ITEMS

- Gamemasters can establish as many items as they want, players can only introduce a number of items equal to their Assets Rating per session. Establishing the item must be plausible and approved by the gamemaster.
- A player character cannot buy stuff that has a Cost Rating higher than his Assets Rating!
- Established items are purely descriptive until realized (see below).

REALIZING NEW ITEMS

- Realized Items receive proper game statistics and can be used as normal.
- Gamemasters can realize as many items as they want, players can only realize established items (see above).
- Permanent Realization costs CP (equal to Cost Rating), the item is added to the Character Sheet.
- Temporary Realization costs a point of Karma, the item can be used as normal for the remainder of the scene before it becomes descriptive again.
- Losing Realized Items may cause a re-evaluation of your Assets Rating.
- Selling Realized Items may temporarily increase your Assets Rating (+1 until the session ends).
- Trading Realized Items with Gamemaster Characters: always possible for items of lower Cost. Equal Cost requires an Opposed Hagglng Test (see p.81).
- Trading Realized Items with Player Characters: compare CP costs, difference must be paid by the character receiving the higher-cost item. Receiver of the lower-cost item receives difference in Karma Points.