

# XERO SUM ENGINE SRD v0.06



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# Overview

The Xero Sum Engine (or XSE) is a framework for running Tabletop Roleplaying Games (TTRPGs). The core mechanics are robust and easily adaptable to any genre or setting, while remaining streamlined and lightweight.

XSE supports games for 2-6 people. One player is the *Game Moderator* who acts as referee and storyteller, and the others are *Players* who become characters in the stories.

XSE was initially designed for the post-apocalyptic game *Distemper*. As this is a grounded, modern-day setting, the rules and equipment reflect that reality. There are no rules included in the v1.0 of the SRD for more fantastic elements, such as Magic or Psionics.

This SRD will be periodically updated as new rules are tested and added.

## Key Features of the Xero Sum Engine

### Realistic

XSE provides a grounded experience where characters are ordinary humans and not master spies, super-soldiers, or the stars of an action movie.

The XSE combat system can be brutal, unforgiving, and have lasting consequences for characters. Combat should never be entered into lightly but isn't the only potentially lethal threat to characters. Depending on the setting, starvation, sickness, or dying of exposure may be a possibility, and falling from a window might well be fatal.

To survive, players need to focus on social skills such as *Gut Instincts*, and *Negotiating*.

### Fast Paced

The Xero Sum Engine utilizes a simple d6 game mechanic that can intuitively facilitate any challenge or task resolution with ease.

XSE is designed to keep the narrative at the center of the game, prioritizing realism and momentum over needlessly complex rules.

### Story Driven

The Xero Sum Engine is fueled by collaborative storytelling and it provides players with various tools to drive the Narrative, such as *Insight Dice*, *Filling in the Gaps*, *Making The Case*, *First Impressions*, *Gut instincts*, *Negotiations*, *Recruitment*, and *Community* rules.

## Dice Conventions

d6: this means to roll a single six-sided dice.

2d6: roll 2 six-sided dice and add the scores together to get a final tally.

xd6: Sometimes there might be more than 2 dice rolled, such as 3d6 or 4d6. This find outcome is the total score of all dice added together.

d3: roll a six-sided dice and half the result (rounding down), for a result of 1-3.

# Core Mechanics

## Dice Checks

Whenever a character takes an action or task that affects the narrative, a dice check (also known as a dice roll) is necessary to clearly define the outcome.

To make a *dice check*, roll 2 six-sided dice (written as *2d6*) and add or subtract modifiers for skills, attributes, and conditions.

A total score of 9 or above is a *Success*, with higher and lower scores providing different levels of success and failure (see *Outcomes* below).

TABLE 1: OUTCOMES

<b>0-3</b>	Dire Failure
<b>4-8</b>	Failure
<b>9-13</b>	Success
<b>14+</b>	Wild Success
<b>1+1</b>	Moment of Low Insight
<b>6+6</b>	Moment of High Insight

## Modifiers

Dice checks can be influenced by up to three modifiers – *attributes*, *skills*, and *conditional*. These modifiers are cumulative and are all added or subtracted from the result of the 2d6 roll for a final total score.

### Attribute Modifiers (AMods)

Each character has five attributes – *Reason*, *Acumen*, *Physicality*, *Influence*, *Dexterity*. These range from -2 (Lame) to +4 (Human Peak). This number is the *Attribute Modifier* (or *AMod*) that is applied to any dice check that uses that attribute (when using *Reason* to solving a puzzle, for example).

TABLE 2: ATTRIBUTE MODIFIERS

<b>-2</b>	Lame
<b>-1</b>	Weak
<b>0</b>	Average
<b>+1</b>	Good
<b>+2</b>	Strong
<b>+3</b>	Exceptional
<b>+4</b>	Human Peak
<b>+5</b>	Animalistic

### Skill Modifiers (SMods)

Each character has a variety of skills that range from -3 to +4 based on their expertise. This number is the *Skill Modifier* (or *SMod*) that is applied to any dice check that uses that skill.

Each skill is linked to an attribute, such as *Physicality* being linked to *Unarmed Combat*. Modifiers are cumulative and so dice checks include both *AMods* and *SMods*.

**TABLE 3: SKILL MODIFIERS**

<b>-3</b>	Inept
<b>0</b>	Untrained
<b>+1</b>	Beginner
<b>+2</b>	Journeyman
<b>+3</b>	Professional
<b>+4</b>	Life's Work

### Conditional Modifiers (CMods)

There are multiple factors that can influence a dice check, and these variables are represented by *Conditional Modifiers* (or *CMods*) that are added or subtracted from dice checks. These CMods range from -5 (Doomed to Failure) to +5 (Divine Intervention) and are applied at the discretion of the GM or at the request of a player (see *Making the Case*). These can be wide-ranging and reflect the variety of elements that make up any given moment, such as frost making a wall harder to climb.

**TABLE 4: CONDITIONAL MODIFIERS**

<b>-5</b>	Doomed To Failure
<b>-4</b>	Improbable
<b>-3</b>	Catastrophic
<b>-2</b>	Terrible
<b>-1</b>	Bad
<b>0</b>	Average Chance
<b>+1</b>	Good
<b>+2</b>	Better
<b>+3</b>	Best
<b>+4</b>	Amazing
<b>+5</b>	Divine Intervention

### Outcomes

A total score of 9 or above is a *Success* but different scores bring gradations of success.

**TABLE 1: OUTCOMES**

<b>0-3</b>	Dire Failure
<b>4-8</b>	Failure
<b>9-13</b>	Success
<b>14+</b>	Wild Success
<b>1+1</b>	Moment of Low Insight
<b>6+6</b>	Moment of High Insight

### Dire Failure

A score of 3 or less after all modifiers are applied is a *Dire Failure*. The character not only fails at the task or action, but also suffers some kind of setback or consequence that impacts them (for example, a failed safe-cracking attempt irreparably jams the lock, preventing further attempts).

### Failure

On a score of 4 to 8, the action or task *Fails* (attempting to pick the lock on a safe is unsuccessful).

## Success

On a score of 9 to 13, the action or task is *Successful* (attempting to pick the lock on a safe succeeds).

## Wild Success

On a score of 14 or higher (after all modifiers are applied) is a *Wild Success*. The character succeeds in the task or action and there is an additional positive result that benefits the character (the safe not only opens, but there is something of great value inside).

## Moments of High and Low Insight

Characters can have a *Moment of Insight* when they perform exceptionally well or disastrously badly, giving them a deep understanding of why they succeeded or failed.

A double one is a *Moment of Low Insight*, which counts as a *Dire Failure*, in addition to the character receiving an Insight Dice.

A double six is a *Moment of High Insight*, which counts as a *Wild Success*, in addition to the character receiving an Insight Dice.

## Insight Dice

*Insight Dice* are a tool that empowers a player to affect and propel the Narrative directly.

Characters each start the game with 2 *Insight Dice* and receive an additional *Insight Dice* each time they get a *Moment of Insight*.

*Insight Dice* can be used in any way that a GM and player agree upon, but common uses are:

- Adding an additional dice to the pool prior to making a dice check, for a 3d6 check
- Adding +3 Conditional Modifier (CMod) to a dice check before the dice are rolled.
- After a dice check, a player can remove one or both of the original dice and replace them with an *Insight Dice*, which are then rolled fresh and added to the total.
- *Insight Dice* can be exchanged for a missing piece of required equipment, clue, or whatever the players can successfully *Make The Case* for
- Players can give up all their *Insight Dice* to recover 1 Wound Point and 1 Resilience Point per dice and save their character from *Dying*. Players cannot choose how many dice to use in this method, it costs all of their available *Insight Dice*

Once an *Insight Dice* is used it is surrendered back to the GM.

*Insight Dice* cannot be transferred from character to character.

*Insight Dice* carry over from session to session.

## Filling In The Gaps

*Filling In the Gaps* is a GM tool that has the group help with world building and stage setting.

GMs should prompt players to provide additional context and *Fill in The Gaps* during gameplay about what their character is seeing or experiencing.

## Making The Case

Similar to *Filling in the Gaps*, a character may also *Make The Case* and provide additional context how their actions are affecting the outcome of a dice check. If the GM agrees that what they are saying makes sense, they might add a CMod to the dice check, decided at the GMs discretion.

## Attribute Checks

Players can use a character's attributes for checks that don't require a specific skill, such as arm-wrestling or puzzle-solving. In these situations, only the AMod is applied to any dice check.

## Group Checks

Multiple players attempting to undertake the same task can work together to increase their chances of success.

To take part in a *Group Check*, everyone must be using the same attributes or skill (even if they have a 0 in that skill). The player with the highest relevant AMod or SMod makes the check and they apply any AMods or CMods the other characters taking part in the check have.

Insight Dice cannot be used as part of a *Group Check*, although if the outcome of the dice check is a Moment of Insight, all members taking part receive an Insight Dice.

*Group Checks* are at GM discretion and must make logical sense within the narrative.

## Opposed Checks

When multiple characters are directly involved in a task against each other, they make an *Opposed Check*.

Unlike all other checks in the game, there are no degrees of outcome with an *Opposed Check*. The result is based purely on the total score of each participant.

In the event of a draw, neither side gained the upper hand, and the check might need to be re-rolled.

## Perception Checks

If a GM wants to know if a character is aware of subtle details or has picked up on subliminal queues, they may request a *Perception* check. They use the Secondary Stat, *Perception* (see page x).

## First Impressions

The first time a character meets a non-player character (NPC) they should make a *First Impressions* check to see the impression they make. This dice check uses *Influence*, *Inspiration*, *Intimidation*, or *Manipulation*, and the result determines future interactions.

- On a *Success*, the NPC has no strong feeling and there is a 0 CMod to all future interactions.
- On a *Failure*, they made a terrible impression and get a -1 CMod to all future interactions.
- On a *Dire Failure* or *Moment of Low Insight*, they came across as threatening or hostile and get a -5 CMod to all future interactions.
- On a *Wild Success* or *Moment of High Insight*, they made a favorable impression and get a +1 CMod to all future interactions.

## Gut Instincts

Characters can make *Gut Instinct* checks when they first meet NPCs to see what kind of an impression they get from this person. Characters can also make a *Gut Instinct* check when talking to an NPC to see if they believe what

they are being told. This is an *Acumen*, *Psychology\**, *Survival*, or *Tactics\** check with the results determining what a character feels.

- On a *Success*, the player gets some insight from the GM into how the NPC is coming across.
- On a *Failure*, the player gets no good read on the NPC.
- On a *Dire Failure* or *Moment of Low Insight*, the player takes everything the NPC says at face value.
- On a *Wild Success* or *Moment of High Insight*, the player feels like they understand the NPC's motivations.

## Negotiations

*Negotiations* take place between players and NPCs and involve a process of *Gambits* and *Rebuttals*.

### Gambits

The side leading the *Negotiation* makes an opening *Gambit*. This is an *Influence*, *Barter*, *Inspiration*, *Intimidation*, *Manipulation*, *Psychology\**, or *Tactics\** check.

- On a *Success*, the *Gambit* has gotten the other party intrigued and they get a -1 CMod to their *Rebuttal* check.
- On a *Failure*, the attempt falls short, and the NPC gets a +1 CMod to their *Rebuttal*.
- On a *Dire Failure* or *Moment of Low Insight*, the *Gambit* is unsuccessful, and *Negotiations* are over.
- On a *Wild Success* or *Moment of High Insight*, the *Gambit* was so successful that the NPC gets a -3 CMod to their *Rebuttal* check.

### Rebuttals

The other side now makes a *Rebuttal* that determines how the *Negotiations* resolve themselves. A *Rebuttal* is an *Influence*, *Barter*, *Inspiration*, *Intimidation*, *Manipulation*, *Psychology\**, or *Tactics\** check.

- On *Success*, the *Rebuttal* has potentially swayed the other side, who may well consider this offer.
- On a *Failure*, the *Rebuttal* is poorly received, and *Negotiations* are over.
- On a *Dire Failure* or *Moment of Low Insight*, the *Rebuttal* is so unsuccessful that the situation now becomes tense, possibly even hostile.
- On a *Wild Success* or *Moment of High Insight*, the *Rebuttal* was so successful that the other side is very likely to consider the proposal.

If a *Negotiation* fails, another attempt cannot be made until either the circumstances or the offer being made are different.



# Character Overview

A *player character*, often referred to as a *PC* or just a *character*, is a players' representation or avatar in the game world. A character functions as their eyes, ears, hands, and mouth.

When they interact with other characters, the Game Moderator voices them as Non-Player Characters.

Although a player only has one primary character at a time, they may take an *Apprentice* (see page x).

In game terms, a character is comprised of their physical and mental attributes, the skills that they have learned throughout their lives, and the secondary statistics derived from those attributes and skills.

## RAPID Range Attributes

Each character has attributes – Reason, Acumen, Physicality, Influence & Dexterity. These are referred to as the RAPID Range.

Attributes start -2 (Lame) and go as high as +4 (Human Peak). Characters start at 0 (Average).

Attributes can go up to +5 (Animalistic) in the case of animals and machines.

A character's RAPID Range attribute is also their Attribute Modifier (AMod), which applies to any dice check that involves that attribute.

The RAPID Range attributes are:

- Reason: The ability to process data, think critically, and make logical assumptions.
- Acumen: The instinct and cunning required for good situational awareness.
- Physicality: A measure of athleticism, discipline, self-control.
- Influence: A combination of charisma and physical beauty.
- Dexterity: Agility, reflexes, and hand-eye coordination.

TABLE 2: ATTRIBUTE MODIFIERS

-2	Lame
-1	Weak
0	Average
+1	Good
+2	Strong
+3	Exceptional
+4	Human Peak
+5	Animalistic

## Skills

Characters have a variety of skills available to them based on their life experiences. The skill level for these skills ranges from -3 (Inept) to +4 (Life's work). This skill level is also known as the *Skill Modifier* (or *SMod*) and is added to any dice check using that skill.

TABLE 3: SKILL MODIFIERS

-3	Inept
0	Untrained
+1	Beginner

+2	Journeyman
+3	Professional
+4	Life's Work

Each skill is tied to an attribute (such as the *Barter* skill being tied to the *Influence* attribute), and a dice check uses both of the associated AMods and SMods.

A handful of skills require very specific training and start *at -3 (Inept)* instead of *0 (Untrained)*. As soon as a character has 1 level in that skill, they move from *-3 (Inept)* to *+1 (Beginner)*. These skills are marked with an asterisk, such as *Psychology\**.

## Secondary Stats

Characters have a series of *Secondary Statistics* that are derived from their attributes and skills. *Secondary Stats* play a significant role in gameplay, affecting combat, social interactions, and the character's part in the narrative.

These Secondary Stats are:

- *Wound Points (WP)* determine how much damage a character can take before they become *Mortally Wounded*, and then *Die*. Characters start with 10 Wound Points + Physicality AMod + Dexterity AMod.
- *Resilience Points (RP)* are a measure of how much damage or stress it takes to *Incapacitate* a character. Each character starts with 6 Resilience Points + Physicality AMod.
- *Defensive Modifiers (DMs)* lower the chances of a character getting hit and decrease damage before it affects their health. A characters' *Melee Defensive Modifier* is their Physicality AMod, and their *Ranged Defensive Modifier* is their Dexterity AMod.
- *Initiative* determines the order in which a participant acts in combat. Each character has an *Initiative Modifier* that is the sum of their Acumen and Dexterity AMods and is added to an *Initiative check*.
- *Encumbrance (ENC)* is how much weight a character can carry before needing to stop and rest or drop something. Characters start with an *Encumbrance* value of 6 + Physicality AMod.
- *Perception* reflects both how well a character picks up on subtle clues and how tuned in they are to their environment. The *Perception* modifier is the sum of a character's Reason and Acumen AMods.
- *Morality* reflects how aligned a character is to their *Motivations* and *Complications* (see below). *Morality* starts at 3 for each character and can fluctuate during gameplay based on how a character acts. See *Morality* on page xx.
- During combat or particularly stressful situations, characters may lose *Resilience Points*. If they lose enough, they hit their *Panic Threshold* and have an adverse reaction. See *Panic* on page xx.
- Similar to their Panic Threshold, each character has a *Breaking Point* before they have some kind of breakdown or psychotic episode. See *Breaking Point* on page x.

TABLE 5: SECONDARY STATS

<b>Wound Points</b>	Characters start with 10 Wound Points + Physicality AMod + Dexterity AMod
<b>Resilience Points</b>	Characters start with 6 Resilience Points + Physicality AMod
<b>Ranged Defensive Modifier</b>	A characters' Melee Defensive Modifier is their Physicality AMod
<b>Melee Defensive Modifier</b>	A characters' Ranged Defensive Modifier is their Dexterity AMod
<b>Initiative Modifier</b>	The sum of Acumen and Dexterity AMods
<b>Encumbrance</b>	Characters start with an Encumbrance of 6 + Physicality AMod
<b>Perception</b>	The sum of Reason and Acumen AMods
<b>Morality</b>	Characters start with a Morality of 3
<b>Panic Threshold</b>	The Panic Threshold is half of a character's Resilience Points, rounded down
<b>Breaking Point</b>	Each character starts with a Breaking Point of 5

## Three Words, Complications & Motivations

Each character has several narrative elements to help bring them to life. This includes three character-describing words, their *Motivation* and *Complication*, and any other details.

### Three Words

When creating a character, players pick three words that describe their core behaviors. These words should act as a touchpoint when roleplaying the character.

### Complications & Motivations

Each character has both a *Complication* and *Motivation* that drive them. These serve both as a roleplay and narrative tool, but also tie into *Morality* (see *Morality* on page xx).

Players can choose to roll 2d6 for a random *Complication & Motivation*.

TABLE 6: COMPLICATIONS

<b>2</b>	Addiction
<b>3</b>	Betrayed
<b>4</b>	Code of Honor
<b>5</b>	Criminal Past
<b>6</b>	Daredevil
<b>7</b>	Dark Secret
<b>8</b>	Family Obligation
<b>9</b>	Famous
<b>10</b>	Loss
<b>11</b>	Outstanding Debt
<b>12</b>	Personal Enemy

TABLE 7: MOTIVATIONS

<b>2</b>	Accumulate
<b>3</b>	Build
<b>4</b>	Find Safety
<b>5</b>	Hedonism
<b>6</b>	Make Amends
<b>7</b>	Preach
<b>8</b>	Protect
<b>9</b>	Reunite
<b>10</b>	Revenge
<b>11</b>	Stay Alive
<b>12</b>	Take Advantage

# Character Creation

Xero Sum Engine offers three methods to create a character: *Backstory Generation*, customizing a *Paradigm*, or picking a *Pregenerated Character* (Pregen).

## Backstory Generation

Players use 20 Character Development Points (CDP) to create their character at different stages of their life.

Players spend 5 CDP on raising RAPID Range attributes and 15 CDP on skills. Players may not raise attributes or skills above level 3 during *Backstory Generation*.

Players should write 1-2 sentences about what happened to during each step and how it affected them. At the end of this process, combining these sentences captures their backstory.

### Step Xero: Who Are they?

Players should define as much of their concept as possible. They should pick 3 words that describe their character.

### Step One: Where They Grew Up

This covers the first 10-15 years of a character's life.

Players spend 1 CDP on raising a RAPID Range attribute from 0 (Untrained) to 1 (Good), and 2 CDP on skills. They may spend both points on 1 skill and raise it from 0 (Untrained) to +2 (Journeyman) or take 2 skills from 0 (Untrained) to +1 (Beginner).

If they take a skill marked with an asterisk (such as *Mechanic\**), this moves the skill from -3 (Inept) to +1 (Beginner).

### Step Two: What They Learned

This covers the educational stage of a character's life and players spend 1 CDP on raising a RAPID Range attribute and 3 CDP on skills.

They may not raise a skill above +2 (Journeyman) during this step.

### Step Three: What They Liked To Do

This step gives a player 1 CDP to spend on raising a RAPID Range attribute and 3 CDP raising skills to reflect the things that they did in their spare time.

They may not raise skills above +2 (Journeyman) during this step.

### Step Four: How They Made Money

This step 3 covers what a character did for work or to make money. Players get 2 CDP to spend on raising RAPID Range attributes and 5 CDP to spend on raising skills.

During this step, players can raise skills to +3 (Professional).

XSE has a set of *Professions*, which is a loose collection of thematically similar *vocational skills*. Players can either choose a *Profession* and raise the associated skills, or just choose the skills they feel matches their concept.

**TABLE 8: PROFESSION & VOCATIONAL SKILLS**

<b>Academic</b>	Farming, General Knowledge, Medicine, Psychology*, Research, Tactics*, Survival
<b>Driver</b>	Animal Handling, Driving, Mechanic*, Navigation, Scavenging, Sleight of Hand, Tinkerer
<b>Entrepreneur</b>	Barter, General Knowledge, Inspiration, Manipulation, Psychology*, Sleight of Hand, Tinkerer
<b>Law Enforcement</b>	Athletics, Survival, Intimidation, Manipulation, Ranged Combat, Stealth, Tactics*
<b>Mechanic</b>	Athletics, Barter, Demolitions*, General Knowledge, Mechanic*, Scavenging, Tinkerer
<b>Medic</b>	Athletics, General Knowledge, Inspiration, Medicine, Psychology* , Research, Sleight of Hand
<b>Military</b>	Athletics, Demolitions*, Ranged Combat, Stealth, Survival, Tactics*, Unarmed Combat
<b>Outdoorsman</b>	Animal Handling, Farming, Melee Combat, Navigation, Ranged Combat, Stealth, Survival
<b>Outlaw</b>	Intimidation, Manipulation, Psychology*, Ranged Combat, Sleight of Hand, Stealth, Unarmed Combat
<b>Performer</b>	Athletics, Barter, Inspiration, Manipulation, Psychology*, Sleight of Hand, Stealth
<b>Politician</b>	Barter, General Knowledge, Inspiration, Intimidation, Manipulation, Psychology*, Tactics*
<b>Trader</b>	Barter, General Knowledge, Inspiration, Manipulation, Scavenging, Sleight of Hand, Tinkerer

**Step Five: What They Learned After**

During this step, players get 2 CDP to spend on skills to round out their character. Players can raise skills to +3 (Professional) during this step.

**Step Six: What Drives Them?**

Players should choose a *Complication* and a *Motivation* that drive them, or roll 2d6 and compare to Table 5: Complications and Table 6: Motivations. Players can create their own *Complications* and *Motivations*, at the GMs discretion.

**TABLE 6: COMPLICATIONS**

<b>2</b>	Addiction
<b>3</b>	Betrayed
<b>4</b>	Code of Honor
<b>5</b>	Criminal Past
<b>6</b>	Daredevil
<b>7</b>	Dark Secret
<b>8</b>	Family Obligation
<b>9</b>	Famous
<b>10</b>	Loss
<b>11</b>	Outstanding Debt
<b>12</b>	Personal Enemy

**TABLE 7: MOTIVATIONS**

<b>2</b>	Accumulate
<b>3</b>	Build
<b>4</b>	Find Safety
<b>5</b>	Hedonism
<b>6</b>	Make Amends
<b>7</b>	Preach
<b>8</b>	Protect

<b>9</b>	Reunite
<b>10</b>	Revenge
<b>11</b>	Stay Alive
<b>12</b>	Take Advantage

### Step Seven: Secondary Stats

Each character has a series of Secondary Statistics, or Secondary Stats, that are derived from their attributes.

TABLE 5: SECONDARY STATS

<b>Wound Points</b>	Characters start with 10 Wound Points + Physicality AMod + Dexterity AMod
<b>Resilience Points</b>	Characters start with 6 Resilience Points + Physicality AMod
<b>Ranged Defensive Modifier</b>	A characters' Melee Defensive Modifier is their Physicality AMod
<b>Melee Defensive Modifier</b>	A characters' Ranged Defensive Modifier is their Dexterity AMod
<b>Initiative Modifier</b>	The sum of Acumen and Dexterity AMods
<b>Encumbrance</b>	Characters start with an Encumbrance of 6 + Physicality AMod
<b>Perception</b>	The sum of Reason and Acumen AMods
<b>Morality</b>	Characters start with a Morality of 3
<b>Panic Threshold</b>	The Panic Threshold is half of a character's Resilience Points, rounded down
<b>Breaking Point</b>	Each character starts with a Breaking Point of 5

### Step Eight: What They Have

Characters start with both a primary and secondary weapon picked from tables x-x on page xx. They get 1d3 reloads of ammunition for any weapons that require it.

Characters also get 1 item from table x: equipment on page xx and an incidental item. Depending on the setting, character may also start with a Survival Kit that includes a tent, a sleeping bag, and 2 days of rations.

### Step Nine: Final Flavor

Players should review their character and add or tweak any details before starting play.

## Paradigms

*Paradigms* represent a trope, stereotype, or role within a group, and each comes predefined with the attributes and a skill set to match the concept.

To start, players just select a *Paradigm*, give it a name, provide a 3-word description, and choose a Complication and Motivation (see page x).

*Paradigms* have their RAPID Range, skills and Secondary Stats defined, and a player can make adjustments at the GMs discretion.

A full list of *Paradigms* can be found in *Appendix C: Paradigms*.

## Pregens

The Xero Sum Engine comes with multiple *Pregenerated Characters*, or *Pregens*, that are available for download.

The *Pregens* come with pre-defined RAPID Range Attributes, Skills, Complications, Motivations, and Secondary Stats, along with a semi-complete Backstory that provides an easy starting point while allowing plenty of room for customization.

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The library of Pregens is available at [xerosumgames.com/pregens](https://xerosumgames.com/pregens).

# Combat

## Combat Rounds

Combat is divided into rounds which last between 6-10 seconds. Each round is divided into three phases - *Initiative, Actions, Resolution*

### Initiative

*Initiative* determines the order in which combatants act. Each participant makes an *Initiative Check*, adding their *Initiative Modifier* (from their Secondary Stats) to the 2d6 roll.

The character with the highest *initiative score* goes first and then it proceeds in order to the lowest score.

In the event of a draw, PCs always beat NPCs. PCs with the same *initiative score* act simultaneously.

Characters may choose to defer their turn until later in the combat round.

In the second and each subsequent round of combat, any participant that neither attacked nor was attacked receives a +1 modifier on their next *Initiative check*.

### Actions

Each participant gets 2 combat actions per round. They may choose to take the same action twice or take two separate actions.

TABLE 9: COMBAT ACTIONS

<b>Aim</b>	+2 CMod to the next Attack on their target. The character's next action must be an Attack, or the Aim is lost.
<b>Attack</b>	An attack using Unarmed, Ranged or Melee Combat. If this is used for both actions against the same target, there is a +1 CMod to the second use, as the first attack helped them narrow in on their target.
<b>Charge</b>	This uses both actions, but allows a character to move twice and end their action with either a Melee or an Unarmed Combat Attack.
<b>Coordinate</b>	If a character can see the target and makes a Successful Tactics* check, any character within Close range of them gets a +2 bonus when attacking that target. On a Wild Success, this carries over to the next round as a +1 CMod.
<b>Cover Fire</b>	Each person/group targeted requires a separate Attack. Successful Attacks give -2 CMod to the target's next action, skill, or attribute check.
<b>Defend</b>	This action adds +2 to the character's Defensive Modifiers for the next incoming attack. This does not carry over into the next round.
<b>Dice Check</b>	An action can be used to make an Attribute or Skill.
<b>Distract</b>	A Successful Intimidation, Psychology* or Tactics* check Distracts a target who then loses one of their next Combat Actions.
<b>Fire From Cover</b>	Characters who have <i>Taken Cover</i> can use both actions to come out of cover, fire their weapon, and return to cover without losing their Defensive Modifier on incoming attacks.
<b>Grappling</b>	A character can make an Opposed Check (see Opposed Checks on page xx) using Unarmed Combat to pin an enemy in place.
<b>Inspire</b>	On a successful Inspiration check, a target at Close range gains an additional Combat Action this round. A character can only be Inspired once per round.
<b>Move</b>	Players can change Range bands (see Range on page XX)
<b>Rapid Fire</b>	A character can make two rush shots per round. The first one suffers a -1 CMod, the second has a -3 CMod. If a character uses this for both Combat Actions, they suffer a -2 CMod and -4 CMod to those attacks.



<b>Ready Weapon</b>	Unless a weapon is ready to use, it must be readied. This action must also be taken to reload or if a weapon becomes jammed.
<b>Reposition</b>	This action takes place at the end of a round in the Resolution phase, allowing a character to get situated for their next attack.
<b>Sprint</b>	Sprint uses box actions to cover 3 times the normal amount of ground in a single move. If the character fails to pass an Athletics check at the end of the round, they'll become winded and lose a Combat Action in the next round.
<b>Subdue</b>	When attempting to Subdue another character, full Resilience Point damage is done but Wound Point damage is dealt at 50% (see Damage on page xx). Can only be used with Unarmed or Melee attacks.
<b>Take Cover</b>	Taking Cover gives a +2 Defensive Modifier for all attacks that take place against that character during that combat round.

## Resolution

The resolution phase of the Combat Round takes into account delayed effects from actions and weapons, such as Repositioning or hand-grenades.

Once each character has taken both of their actions and any delayed effects are resolved, the round is over, and the next round begins with an Initiative check.

Remember, in the second and each subsequent round of combat, any participant that neither attacked nor was attacked during that round receives a +1 modifier on their next Initiative check.

## Getting The Drop

Before combat starts, one character (including NPCs) can *Get the Drop*, preempting the Initiative check and taking a single combat action before anyone else rolls for initiative.

Only one character can *Get The Drop*, and if multiple characters attempt it, the one with the highest Dexterity and Acumen Amods wins.

If there is a tie and no clear winner, no one *Gets The Drop* and combat moves directly to the Initiative phase.

Any character who *Gets The Drop* automatically incurs a -3 CMod on their next Initiative Roll.

## Range

Rather than have absolute distances that require measurement, each character's position to another is relative.

The Range bands are *Engaged*, *Close*, *Medium*, *Long* and *Distant* and each band has a value that ranges from 1-5, as laid out on Table 11 Range Bands and described below.

To move between bands takes the same number of combat rounds as the sum of the bands being covered. This means it takes:

- 1 Round to move from Engaged to Close
- 3 rounds to move from Engaged to Medium
- 6 rounds to move from Engaged to Long
- 10 rounds to move from Engaged to Distant

TABLE 10: RANGE

<b>1</b>	Engaged	+1 CMod to Melee attacks and a -1 to Ranged attacks.
<b>2</b>	Close	Melee combat suffers a -1 CMod penalty. Any type of Ranged Weapon gets a +1 Range CMod to an attack.
<b>3</b>	Medium	No modifiers.

4	Long	-5 CMod to any pistol shot but a +1 CMod to a Rifle shot.
5	Distant	Only a Hunting Rifle equipped with a score or a Sniper's Rifle can strike from this range.

## Engaged

Close enough to wrestle, Engaged combat gives a +1 CMod to Melee attacks and a -1 to Ranged attacks.

## Close

If you can still taunt and threaten your opponent, then combat is at Close range. Melee combat can only take place with a weapon that has an Extended Melee Attack (such as a Spear) and suffers a -1 CMod penalty.

Close Range is ideal for Pistols, although any type of Ranged Weapon gets a +1 Range CMod to an attack.

## Medium

Far enough away that a pistol shot would be wasted without taking aim but close enough to throw a grenade, Medium range gives no Modifiers to any attack and is perfect for carbines or a bow.

## Long

Too far for an accurate pistol shot but perfect for Rifles, being at long range gives a -5 to any pistol shot but a +1 to a Rifle shot.

## Distant

Far enough away that characters will not be able to hear each other without radio equipment and may not even be able to see one another clearly. Only someone with a Hunting Rifle equipped with a score or a Sniper's Rifle can strike from this range.

## Damage

### Weapon Damage

Attacks deal two types of damage that affect the *Wound Point* and *Resilience Point* totals of the target.

That amount of damage inflicted is weapon specific and has both a consistent and a random value, such as  $5+1d6$ .

When using *Melee Weapons* or *Unarmed Combat*, the Physicality AMod of the user is added to the damage done and written in the format  $4+1d6 + \text{Physicality AMod}$ .

For most ranged and slashing weapons, *Resilience Point* damage is 50% of the *Wound Point* damage, rounded down.

Attacks inflicting blunt force trauma (such as fists or clubs or batons) may do the same amount of *Resilience Point Damage* as *Wound Point damage*. These weapons are marked with *100% RP*.

For any character fighting with just their fists, the damage done is  $1d3 + \text{Physicality AMod} + \text{Unarmed Combat SMod}$ .

### Subsistence Damage

A character can go without food and water for one day without harm, but after that, they will lose 1 *Wound* and *Resilience Point* per day from Subsistence Damage.

If they drop to 0 *Resilience Points*, they become too weak to move and become Incapacitated. At 0 *WP*, they must be fed to be Stabilized, otherwise they will Die, and any character that becomes Incapacitated through *Subsistence Damage* will need to be tended to and fed by another character until they heal enough to look after themselves.

A character with a regular food and water supply will heal at a rate of 1 WP and 1 RP per day.

### Falling Damage

Characters suffer 3 points of Wound Point and Resilience Point damage for each 10' that they fall.

### Drowning

Characters can hold their breath in water for 6 + Physicality Modifier rounds. For each subsequent round, they must make a successful Physicality check or suffer 3 points of Wound Point and Resilience Point damage each round.

If they are reduced to 0 Resilience or Wound Points, they will Die unless another character saves them.

### Incapacitation

If a character is reduced to 0 Resilience Points, they become *incapacitated* for 4 rounds minus their Physicality AMod, with a minimum of 1 round.

The character regains consciousness with 1 Resilience Point and recovers 1 additional Resilience Point per round if they are not in combat.

### Mortal Wounds

If a character is reduced to 0 Wound Points, they are *Mortally Wounded* and must be *Stabilized*, or they will *Die* within 4 + Physicality AMod rounds.

### Stabilizing

If a character becomes *Mortally Wounded*, they must be *Stabilized* with a *Successful Reason* or *Medicine* check, or by getting a *Wild Success* with a *General Knowledge* check.

Once *stabilized*, the character remains *Incapacitated* for 1d6 rounds – *Physicality AMod*, with a minimum of 1 round.

### Healing

Injured characters who weren't Mortally Wounded heal at the rate of 1 Wound Point per day if they are resting.

If the character was Mortally Wounded, they heal at the rate of 1 Wound Point for each two days they are resting.

Resilience Points are recovered at the rate of 1 per hour if the character is resting.

### Lasting Wounds

A character who is Mortally Wounded must make a successful Physicality check to avoid taking *Lasting Damage*. If they fail the check, they must roll 2d6 and suffer the corresponding injury listed on *Table 11: Lasting Wounds*.

These wounds are permanent and cannot be healed.

TABLE 11: LASTING WOUNDS

2	<b>Lost Eye</b>	-1 on checks using Dexterity
3	<b>Minor Brain Injury</b>	-1 Reason
4	<b>Lame</b>	-1 Dexterity
5	<b>Shaken</b>	-1 Maximum Resilience Points
6	<b>Weakened</b>	-1 Maximum Wound Points
7	<b>Hearing Loss</b>	-1 Acumen
8	<b>Scarring</b>	-1 Influence

9	<b>Fragile</b>	-1 Physicality
10	<b>Skittish</b>	-1 Initiative Modifier
11	<b>Crippled</b>	-1 Perception
12	<b>Shell Shock</b>	-2 Dexterity

## Panic

If a character is reduced to 50% of their Resilience Point total (rounded down) then they must make a successful *Reason*, *Psychology*\* or *Inspiration* check to flying into a *Panic*.

If they fail, they roll 2d6 and check against table 11 to see what form their panic takes.

TABLE 12: PANIC

2	<b>Babbling</b>	The character's fear manifests as nonsensical speech for 1d3 rounds
3	<b>Loose Grip</b>	The character drop whatever are holding and must spend an action to picking it up
4	<b>Twitchy</b>	Unable to control their spasms, -2 CMod on all actions for 1d3 rounds
5	<b>Rattled</b>	Unable to focus properly, -2 on next Initiative Roll
6	<b>Frozen</b>	Character loses both of their actions for 1d3 rounds
7	<b>Escape</b>	The character disengages and attempts to get out of range of combat
8	<b>Intimidated</b>	Character receives a -2 CMod on attacks for the next 1d3 rounds
9	<b>Scream</b>	Character spends the next 1d3 rounds screaming, oblivious to everything
10	<b>Tunnel vision</b>	The character can only focus on the immediate threat in front of them for 1d3 rounds
11	<b>Berserk</b>	The character attacks the closest NPC
12	<b>Faints</b>	Character falls to the ground unconscious for 1d3 rounds

## Breaking Point

Each character starts with 5 *Breaking Point* stress boxes. When faced with stress or trauma, they should make a dice check using Reason & Acumen AMods to see if they can work through it. If they fail the check, they fill in one of the stress boxes.

If all 5 stress boxes get filled in, the character has hit their *Breaking Point*. The player should roll 2d6 and consult *Table 13: Breaking Point* to see how they react.

Once they have reached their *Breaking Point* and reacted to it, all the stress boxes are cleared.

Characters can spend time alone or doing things they enjoy in order to clear one of the stress boxes.

TABLE 13: BREAKING POINT

2	<b>Uncontrollable Fear</b>	Fear overwhelms the character and they are in a state of intense panic. Unable to focus or calm themselves, they suffer a -3 CMod on all dice checks until a stress box is cleared.
3	<b>Paralyzing Anxiety</b>	The character freezes in place, unable to trust their judgement or make decisions. They cannot move or act without prompting. Must make another Breaking Point check to undertake any action until a stress box is cleared.
4	<b>Irrational Outburst</b>	The character becomes verbally abusive to anyone and everyone around them. They cannot be reasoned with or calmed and will remain angry and combative until a stress box is removed, or they fall unconscious.
5	<b>Sudden Flight</b>	The character attempts to flee the situation and anyone around them, regardless of their safety and without a direction in mind. They will stop when they are nowhere near anyone else. They can remove a stress box with a night's rest away from others.

<b>6</b>	<b>Unfocused Rage</b>	The character unleashes their anger on a random object or person and is unable to calm themselves. They will continue to attack until their target is beaten, until they <i>Subdued</i> , or until if someone makes a successful Inspiration or Psychology* check to calm them down.
<b>7</b>	<b>Intense Paranoia</b>	The character becomes suspicious of everyone around them and won't trust anything anyone says until a stress box is cleared. They will actively think people are working against them and may feel they need to act before they are acted upon.
<b>8</b>	<b>Self-Harm</b>	The characters inflict harm upon themselves as a mechanism to release their stress. They will do 1d3 WP damage to themselves unless stopped. This action will clear one stress box as they realize what they are doing.
<b>9</b>	<b>Emotional Shutdown</b>	The character withdraws and refuses to engage with others in any way. They may even become catatonic. A night's rest will clear one stress box.
<b>10</b>	<b>Delusions</b>	The character hallucinates, seeing and hearing things that aren't there. They cannot connect to reality and may appear to be in a completely different space until they fall unconscious, and a stress box is cleared.
<b>11</b>	<b>Hysterics</b>	The character laughs or weeps relentlessly, unable to stop themselves. They will be oblivious to their surroundings or danger and will make a significant amount of noise. This continues until they fall unconscious, and a stress box is cleared.
<b>12</b>	<b>Reckless Abandon</b>	The character acts recklessly, aggressively, and obnoxiously. They will ignore potential dangers to them and those around them until a Sstress box is cleared.

# Weapons & Equipment

Each character starts the game with both a primary and secondary weapon from tables x-x. If their weapon requires ammunition, they start with 1d3 reloads.

They also start with 1 piece of equipment from *table x: equipment*, and an Incidental item that provides no combat value but helps flesh out the character.

All items must be written on the character sheet, or it doesn't exist in the game.

## Condition & Upkeep

Items are all in one of 5 condition states – *Pristine, Used, Worn, Damaged, or Broken*.

Regular usage will cause no change of condition to the item but if there is heavy, sustained, prolonged, or rough use of them item, it will require an *Upkeep check*.

A successful Mechanic\* or Tinker check means the item remains in its current condition.

A Wild Success or Moment of High Insight raises the condition by a level (to a maximum of used).

On a Failure, the item drops a level of condition.

On a Dire Failure or Moment of Low Insight, the item breaks immediately.

If an item is *Broken*, it can only be returned back to *Damaged*.

TABLE 14: ITEM CONDITION

<b>Pristine</b>	In perfect working order
<b>Used</b>	In good working order
<b>Worn</b>	Works ok
<b>Damaged</b>	-1 CMod when used
<b>Broken</b>	Cannot be used unless repaired back to <i>Damaged</i>

## Characteristics

Certain weapons and pieces of equipment have *Characteristics*. These are specific to the item, and items can have multiple *Characteristics*.

TABLE 15: CHARACTERISTICS

<b>Automatic Burst</b>	The weapon can fire multiple rounds in one go. Besides spending ammo, the shooter must make an Attack at any character who is at Engaged Range to the target to see if they are also hit. The number of rounds a burst takes is listed after the characteristic, such as Automatic Burst (3).
<b>Blast Radius</b>	When this detonates, it causes damage within a certain area. Characters at Engaged range take Full damage. Characters at Close range take 50% of the damage, and those at Close take 25% of the damage.
<b>Burning</b>	Besides the initial damage dealt, anyone hit by this weapon will suffer an additional (X) WP/RP per round for d3 rounds.
<b>Close-Up</b>	This weapon hits indiscriminately, and anyone at Engaged Range of the target sustains 50% of the damage to the target.
<b>Cumbersome</b>	This weapon is big and heavy, and the character requires a Physicality of (X) in order to use it or they incur an -X CMod

<b>Stunned</b>	Although this deals no Wound Point damage, on a Wild Success or Moment of High Insight, the target is Incapacitated for 1d6 - PHY Mod rounds, with a minimum of 1 round.
<b>Tracking</b>	When <i>Readying the Weapon</i> before an attack, it is assumed the player is also tracking their target and the Ready Weapon action confers a +1 Aim on their next Attack.
<b>Unwieldy</b>	This weapon requires a level of finesse to use correctly and the character must have a Dexterity of (X) or incur a -X Mod when using.

# **Appendix A: Tables**

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TABLE 2: ATTRIBUTE MODIFIERS

TABLE 3: SKILL MODIFIERS

TABLE 4: CONDITIONAL MODIFIERS

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## Appendix B: Skills

Each character has a number of skills that are reflective of the training or expertise they received in their lives prior to the game beginning.

Although most skills start at 0 (Untrained) and go up to +4 (Life's Work), there are a handful which require specialized training and start at -3 (Inept). These are marked with an asterisk, such as Mechanic\*.

If a character reaches level 4 (Life's Work), there is an additional benefit or trait associated with it.

The following skill list is not exhaustive and will grow as more settings are published.

TABLE 16: SKILLS

Skill	Attribute	Level 4 Trait	Description
<b>Animal Handling</b>	Influence		An understanding of both the science and art behind understanding, working with, and training animals ranging from basic tricks, to breaking in stubborn Colts, to caring for herds of livestock
<b>Athletics</b>	Physicality		In addition to being fit, graceful, and coordinated, this is also reflective of how well a character can climb, jump and react to other physical challenges and obstacles
<b>Barter</b>	Acumen		An understanding of how to arrange deals or trades, appraise goods, and haggle for the best outcome
<b>Demolitions*</b>	Physicality		The art of blowing things up, ranging from creating improvised Molotov cocktails to the precision use of military grade compounds and weaponry
<b>Driving</b>	Dexterity		The ability to drive any vehicle with confidence and finesse, allowing a character to act recklessly and drive dangerously while reducing the chances of getting into a wreck
<b>Farming</b>	Acumen		A practical understanding of how to work the land in order to tend crops or raise livestock (or both), and provide for a large number of people
<b>General Knowledge</b>	Reason		Knowing a lot about a lot of random things, coupled with the ability to recall minute and useful facts at opportune moments
<b>Inspiration</b>	Influence		Being able to motivate groups and individuals towards a collective goal by sharing a vision or evoking specific emotions
<b>Intimidation</b>	Influence		Being able to get information out of someone through psychological or physical coercion, sometimes both
<b>Manipulation</b>	Influence		Being able to get others to think, believe, or do what the character wants, often by making it seem like that it's what they want or is in their own best interest
<b>Mechanic*</b>	Reason		An understanding of the intricacies of how things work and knowing how to fix them when they're broken. This can apply to weapons, items, or equipment
<b>Medicine</b>	Reason		From basic first aid to surgery and pharmacology, Medicine covers a spectrum of knowledge and abilities essential to remaining healthy
<b>Melee Combat</b>	Physicality		Becoming like an extension of the body, this skill increases both the accuracy and damage done when wielding a melee weapon
<b>Navigation</b>	Acumen		The ability to navigate with few tools and remember directions with uncanny accuracy.

<b>Psychology*</b>	Influence		Understanding what makes someone tick and being able to use that knowledge both against and to help them, this skill can also help with understanding and manipulating group dynamics
<b>Ranged Combat</b>	Dexterity		Proficiency with various forms of Ranged Combat, from slings to bows to pistols to shotguns to sniper rifles. If it can be propelled, this skill can make it more accurate.
<b>Research</b>	Reason		The ability to keep tidbits of information and prove a hypothesis to a conclusion, this also allows for someone to ingest large amounts of data and quickly become a relative expert on specific subjects
<b>Scavenging</b>	Acumen		Knowing where and how to search for items in ordinary places, how to look for specific items, and evaluating the condition and value of the found items
<b>Sleight of Hand</b>	Dexterity		Misdirection and deftness that ranging from simple card tricks, to being able to hide something in plain sight, to picking a pocket in clear view
<b>Stealth</b>	Physicality		Knowing how to move and to stick to the shadows while avoiding being detected
<b>Survival</b>	Acumen		Being able to use a hostile environment to their advantage, knowing how to survive in inhospitable terrain, how to live off the land, and how to follow tracks
<b>Tactics*</b>	Reason		An understanding of how to apply military and interpersonal theories to a situation to get the upper hand or an advantage. Can be used in or out of combat situations
<b>Tinkerer</b>	Dexterity		The inclination and ability to make something out of nothing, to fix seemingly unfixable things, or to take something that works and make it work better
<b>Unarmed Combat</b>	Physicality		From pugilism to martial arts, the right training proves that a fist is as deadly as any weapon

# Appendix C: Weapons & Equipment

TABLE 17: MELEE WEAPONS

Name	Skill	Range	Rarity	Damage	RP	Enc.	Characteristic
Baseball Bat	Melee	Engaged	Common	4+1d6	100%	1	-
Brass Knuckles	Unarmed	Engaged	Uncommon	1	100%	0	-
Bullwhip	Athletics	Close	Uncommon	1+1d3	100%	1	Unwieldy (2)
Club	Melee	Engaged	Common	5+1d6	100%	2	Cumbersome (1)
Fire Axe	Melee	Close	Uncommon	3+2d3	50%	1	-
Hatchet	Melee	Engaged	Common	3+1d3	50%	1	-
Hunting Knife	Melee	Engaged	Common	2+2d3	50%	1	Unwieldy (1)
Kitchen Knife	Melee	Engaged	Common	2+1d3	50%	1	-
Machete	Melee	Engaged	Uncommon	3+2d3	50%	1	-
Makeshift Club	Melee	Engaged	Common	3+1d3	100%	1	-
Sledgehammer	Melee	Engaged	Uncommon	3+3d3	100%	2	Cumbersome (2)
Spear	Melee	Close	Uncommon	2+2d6	50%	1	Cumbersome (2)
Staff	Melee	Close	Common	2+2d3	100%	1	Unwieldy (1)
Sword	Melee	Engaged	Uncommon	3+3d3	50%	1	-
Tactical Baton	Melee	Engaged	Uncommon	4+2d3	100%	1	-
Taser	Melee	Engaged	Uncommon	0	200%	1	Stunned
Wood Axe	Melee	Close	Common	5+1d3	50%	1	Cumbersome (1)

TABLE 18: RANGED WEAPONS

Name	Skill	Range	Rarity	Damage	RP	Enc.	Ammo	Clip	Char.
Automatic Rifle	Ranged	Long	Uncommon	5+2d6	50%	2	Uncommon	30	Automatic Burst
Black Powder Rifle	Ranged	Long	Uncommon	5+1d6	50%	2	Uncommon	1	-
Bow	Ranged	Medium	Common	4+1d6	50%	1	Common	1	Tracking
Carbine	Ranged	Medium	Uncommon	5+1d6	50%	1	Uncommon	30	Automatic Burst
Compound Bow	Ranged	Long	Uncommon	4+2d3	50%	2	Common	1	Tracking
Crossbow	Ranged	Medium	Uncommon	4+1d6	50%	2	Uncommon	1	Unwieldy (1)
Heavy Pistol	Ranged	Close	Uncommon	3+2d3	50%	1	Uncommon	9	-
Hunting Rifle	Ranged	Long	Common	5+1d6	50%	2	Uncommon	12	-
Light Pistol	Ranged	Close	Common	3+1d6	50%	1	Common	6	-
Shotgun (Pump-Action)	Ranged	Medium	Common	5+2d6	50%	2	Common	5	Close-Up
Shotgun (Sawed-Off)	Ranged	Close	Uncommon	2+3d6	50%	2	Common	2	Close-Up
Slingshot	Ranged	Close	Common	1+1d3	100%	0	Common	30	Tracking
Sniper's Rifle	Ranged	Distant	Rare	2+3d6	50%	2	Uncommon	10	-

TABLE 19: EXPLOSIVE WEAPONS

Name	Skill	Range	Rarity	Damage	RP	Enc.	Ammo	Clip	Char.
<b>Grenade</b>	Athletics	Close	Uncommon	2+2d6	100%	1	-	1	Tracking; Blast Radius
<b>Smoke-Grenade</b>	Athletics	Close	Uncommon	-	-	1	Uncommon	1	Stunned
<b>Flash-Bang Grenade</b>	Athletics	Close	Uncommon	-	-	1	Uncommon	1	Stunned
<b>Mortar</b>	Demolitions*	Distant	Rare	5+2d6	100%	2	Uncommon	1	Blast Radius
<b>Rocket Launcher</b>	Demolitions*	Distant	Rare	3+3d6	100%	3	Uncommon	1	Blast Radius

TABLE 20: SPECIAL WEAPONS

Name	Skill	Range	Rarity	Damage	RP	Enc.	Ammo	Clip	Char.
<b>Flame-Thrower</b>	Demolitions*	Close	Rare	3+2d6	100%	2	Uncommon	1	Burning (3)
<b>Molotov Cocktail</b>	Athletics	Close	Uncommon	1+1d3	100%	0	Common	1	Tracking; Burning (1)
<b>Tranquilizer Gun</b>	Ranged	Medium	Rare	0	100%	1	Uncommon	1	Stunned

TABLE 21: EQUIPMENT

Name	Rarity	Enc	Notes
<b>Angler's Set</b>	Uncommon	1	+2 to Fishing attempts
<b>Backpack</b>	Common	0	+2 Encumbrance
<b>Basic Survival Kit</b>	Common	2	Tent, Sleeping Bag
<b>Bicycle Repair Kit</b>	Common	0	
<b>Bolt Cutters</b>			
<b>Binoculars</b>	Common	1	+1 Perception Check when at Long or Distant Range
<b>Canteen</b>			
<b>Climbing Gear</b>	Uncommon	1	Includes ropes, carabiners, and harnesses, and can be used for scaling buildings or cliffs
<b>Compass</b>	Common	0	+1 Navigation Checks
<b>Crowbar</b>			
<b>Doctor's Bag</b>	Uncommon	1	+2 to any First Aid or Surgery Check; heals 1+2d3 over a 24-hour period
<b>Fire-starting Kit</b>	Uncommon	0	
<b>First Aid Kit</b>	Common	1	+1 to any First Aid Check; heals 1+1d3 over a 24-hour period
<b>Fishing Kit</b>	Common	1	+1 to Fishing attempts
<b>Flare</b>			
<b>Flashbang</b>	Uncommon	1	Affects all characters at Close range, requires a Physicality check or target is blinded for 1d3 rounds
<b>Flashlight</b>	Common	0	
<b>Grappling Hook</b>	Uncommon	1	+1 to Athletics checks when climbing

<b>Handcuffs</b>	Uncommon	0	
<b>Instant Camera</b>	Uncommon	1	6 Charges, +1 Charm when used on people in pictures
<b>Horseshoe Tools</b>	Uncommon	1	
<b>Lantern</b>			
<b>Loudspeaker</b>	Uncommon	1	+1 Intimidate or Inspiration checks
<b>Military Backpack</b>	Uncommon	0	+2 Encumbrance
<b>Multitool</b>			+1 Tinkering or Mechanic* check
<b>Night Vision Goggles</b>	Uncommon	1	Allows the wearer to see clearly at night
<b>Radio Scanner</b>	Common	0	Allows the user to listen in for emergency broadcasts or communications between other survivors
<b>Road Flare</b>	Common	1	
<b>Rope</b>	Common	1	
<b>Shovel</b>			
<b>Smoke Grenade</b>	Uncommon	1	Characters at Close range to the explosion must make a PHY check or be blinded for 1d3 rounds
<b>Survivalists Kit</b>	Uncommon	2	Waterproof Tent, Sleeping Bag, Fire-starting Kit, 3 days of rations
<b>Standard Lockpicks</b>	Uncommon	0	+1 to Lock Picking Attempts
<b>Criminal Lockpicks</b>	Uncommon	0	+2 to Lock Picking Attempts
<b>Hunting Traps</b>	Common	1	
<b>Toolkit</b>	Common	1	+1 Mechanics* check
<b>Walkie-Talkies</b>	Uncommon	1	Allows characters to communicate up to a range of 20 miles
<b>Water Filtration System</b>	Uncommon	1	Allows purification of water
<b>Weapons Toolkit</b>	Uncommon	1	Required for Weapons maintenance and repairs
<b>Workman's Toolkit</b>	Uncommon	1	+2 Mechanics* check

## **Appendix D: Paradigms**