

Currency of Zira-Ka

The universal currency on Zira-Ka is parts and energy packs. You can buy most things in towns if you have the parts for it, but sometimes you might have to build it yourself with the proper construction kit (see below). Coltech refers to Colonial Era technology.

Parts [P] : pieces of coltech
 parts [p] : smaller pieces of coltech
 Energy pack [E] : 10 energy cells physically linked together
 energy cell [e] : small energy source

Ratios

1 E = 10 e
 1 E = 10 P
 1 P = 10 p
 1 e = 10 p
 1 e = 1 P

Equipment slots (encumbrance)

You have 10 slots to carry items. The 10th slot can be filled with a container that adds 5 slots (for a total of 14 slots). Some items fill more than one slot (for example armor and heavy weapons), some are half-slot items (you can put two of those in a slot), and some are no-slot (you can put a hundred of those in a slot).

Energy cells (e) and parts (p) are no-slot items (you can put 100 in a slot). You can put 10 P or 10 E in a slot.

You don't have to buy and note your character's clothes unless they have some specific attribute, such as cold or heat protection. If you want to list a garment that is typical or special for your character but without mechanical effects, you can do so freely on the character sheet without it occupying any slots. Armor pieces are a different matter though—they occupy slots.

Having high Bulk affects your ability to handle overloads—i.e. when you have equipment beyond your number of slots.

At the end of each turn when you are **overloaded**, you need to pass a Bulk roll or rest for one turn before doing anything else. If you exceed your maximum load by more than your Bulk score, you need to pass the same roll to start moving at all, and then again every round.

Construction kits

Mundane items can be built with a construction kit, enough parts and a roll for Tech. The cost in Parts sets the DN up to a maximum of 20 (i.e. a 200 Part item still has DN 20) and also controls time consumption: One turn (10 minutes) for 20 Parts or less, one long turn (6 hours) for more. Tag items crafted in the field without a workshop as "provisional." The parts in a provisional item can't be salvaged through disassembly, and if you fumble when using it, it breaks.

Kits required to build items (including the kits themselves) are listed in the following lists. "B" items require a blueprint and a workshop. "M" items require a Maker which are fixed installations.

Construction kits

Item (abbreviation)	Cost (P)	Slots	Kit
Armor (A)	20	½	G
Blueprint (B)	-	½	-
Chemical (C)	90	½	B
Explosives (E)	110	½	E
General (G)	10	½	G
Maker (M)	-	-	-
Tools (T)	40	½	G
Weapons (W)	75	½	B

Gear

Item [energy consumption]	Cost (P)	Slots	Kit
Arrows or Bolts (20)	8	1	W
Autocleaner	50	1	B
B & E tools (breaking & entering)	20	1	T
Backpack (5 slots)	5	1	G
Binoculars (HUD)	40	½	B
Camera (Instagraphic)	30	½	B
Carrier Bot (10 slots) [1e/d]	120	8	B
Code breaker	180	½	B
Crowbar (included in B & E tools)	10	½	T
Cube recorder [1e/w]	20	1	B
Cube templates (5)	2	-	B
Diving equipment (full)	150	5	B

Dynamite (5)	10	1	W
Eternal paper	40	-	M
First aid kit (5 uses)	2	½	G
Flares (5)	5	1	W
Flashlight	2	½	G
Folding stick	5	½	B
Food & water (5 days)	3	2	-
Gas mask	20	½	A
Harpoons (5)	10	1	W
Holographic hacker interface [1e/w]	300	-	M
Hook & wire (20 dots)	8	1	T
Info visor [1e/w]	200	½	B
Info slate (general) [1e/w]	100	½	B
Lighter	5	½	T
Lockpicks	60	-	G
Mag (kinetic)	3	½	E
Mag, AP ammo (kinetic)	10	½	E
Mag, Holid ammo (kinetic)	10	½	E
Mag, Tracer ammo (kinetic)	6	½	E
Make up (beauty or disguise)	50	½	G
Map slate (3D) [1e/w]	100	½	B
Medical bag	60	1	G
Medifact-S (small)	25	½	C
Medifact-M (medium)	40	½	C
Medifact-L (large)	75	½	C
Miniature guardbot [1e/w]	150	1	B
Mirror	1	½	G
Nav equipment (heptant)	30	½	T
Net	8	1	G
Radio, short wave	16	2	G
Scroll case (10)	7	1	G
Sleeping bag	15	2	G
Stim (antidote)	15	½	M
Stim (antirad)	25	½	M
Stim (antibiotics)	15	½	M
Stylo de plume	5	-	G
Tent	15	3	G
Tool-box (various standard tools)	50	2	T
Traps	10	2	T
Travel typewriter	100	3	B
Valise (suitcase, 5 slots)	15	1	G
Voice simulator [1e/w]	120	½	M
Water flask	1	1	G
Weather detector	250	1	B
Wet suit	30	3	B

Armor Piercing: armor strength becomes regular, regular becomes weakness and doubles give normal instead of zero damage.

Holid Ammo: Holid are vulnerable, others resistant.

Tracer ammo: This ammo emits colored light. Consecutive shots after the first (at the same target) disregard Poor Light penalty.

Medifacts are first-aid stim shots used when a character is *injured*. Any medifact always stops *dying* and *bleeding*. The type of medifact affects the Bulk DN: large DN 5, medium DN 10, small DN 15.

Stims work in most cases, but not against (respectively) rarer poisons, radiation forms or infections.

Stylo de plume are sturdy, nigh infallible writing tools to be used with regular or "eternal" paper—the latter having great resilience and storage capacity. While stylos and **typewriters** carry the names of their earthen ancestors and resemble them to some degree, they are modern and not antique devices.

Vehicules, drones & helper bots

Machine	Use	Cost (P)	e/d
Cargo exo	Load cargo	5k	2
Exo-skeleton	Any, including fighting	10k	4
Float barge	Heavy transports	2k	2
Solar dingy	Personal transport	500	-
Solar junk	Trade, transports	8k	-
Submarine	Exploration, hunting	500k	30
Walker	Riding machine	3k	5
Crawler	Transportation, work	80k	10
Roller	Fast personal transports	2k	6
Copter drone	Standard propeller drone	200	1

Scorpion drone	Small, crawling drone	180	1
Eye drone	Surveillance drone	160	1
Spyfly (drone)	Spying drone	100	1
Carrier bot	Cargo bot	300	3
Assistant bot	Servant bot	400	2
Guardbot	Guard or attack bot	500	4
Recbot	Reconnaissance bot	700	4

The above vehicles, drones and helper bots all come in a staggering amount of different models with different cosmetic characteristics depending on when and where they were built. All vehicles require vehicle workshops and builder teams to manufacture. All Drones can be built with blueprints, while all bots require Makers.

Solar vessels are boats or ships that use solar panels as combined sails and generators of electricity.

Rollers are large mono-wheels that generate an antigrav center in the hub, where the driver sits.

Pet, riding & work animals

Animal	Use	Cost (P)	P/w
Babel bug	Simple translation	200	-
Monkey	Pet, helper	110	1-3
Ratxla	Pet, helper	50	-
Riding ostrich	Fast riding animal	200	3
Waku-waku	Sturdy work animal	300	4
Zotusk	Smart riding animal	150	3
Babbophant	Immense work animal	800	15

Pets and riding or work animals generally aren't as expensive as their technological counterparts, but they still cost a hefty sum, and they do have an upkeep cost (P/w in the table above).

Babel bugs are parasites that crawl into your ear and attach themselves to the language center in the brain. Over time, they attune themselves to the language that you speak and the corresponding brain activities. An older babel bug that acquires a new host will effectively let her understand the language of the previous user. The price is double for every extra language that a babel bug knows.

Ratxla are rats that live in symbiosis with the XLA (just like K'lsixla are bloods in symbiosis with the same alien life-form). They are intelligent, can be trained and have limited communication abilities in Palp.

Zotusks are smart fur lizards with tusks, common as riding animals amongst explorers.

Babbophants are immense and usually very docile animals that look like crossbreeds between earthen elephants and baboons.

Armor

Item (strength/weakness) special	Cost (P)	Slots	Kit
Shield (as per material) armor 2	50	½	A
Helmet (avoid extra crit damage/-) armor 2	50	½	A
Leather (bludgeoning/energy)	80	3	A
Aramid (kinetic/slashing)	100	1	A
Force armor (energy/bludgeoning, slashing)	200	½	B
Implant armor (energy, kinetic/bludgeoning) armor 2	12k	-	M
Shellock plate (slashing/energy, bludgeoning)	140	5	A
Tank cuirass (All except AP ammo/AP ammo)	300	9	A
Worm hide (kinetic, blugeoning/energy)	1k	3	A
Battle suit (all except EMP/EMP) [2e/day]	8k	7	M
Shadow armor (all except weakness/æonic?)	-	-	-
Æonic plate (all except weakness/shadow?)	-	5	-

Only the **Prime** can use armors below force armor without losing important abilities. Armors below implant mean half rolls in the Speed contest to determine combat order.

Helmets often have info displays, if they do they require 1e/w. **Leather** is made of hardened leather. **Aramid** is made of synthetic fiber. **Force armor** comes in a belt or harness versions. An **implant armor** secretes and hardens armor on the skin. **Shellock** is a mispronunciation of the material "shollock" which is a kind of bakelite (amber-like plastic compound) made from seashells. Shellock armors come in various colors. **Tank cuirass** is made of bulky frontanium. **Worm hide** is very tick and tough. A **battle suit** is a small exo-skeleton and requires energy cells. **Shadow armor** is parasitic and necrotic. **Æonic plate** is hard and fluid at the same time.

Force armor, implant armor and shadow armor fit any **size**, but the other armors need to be fitted before use, using an Armor Kit and a Tech roll.

Armor that you buy from the start are considered to have been fitted for the character's size already, without such a roll.

Strength & Weakness: If the damage type is an armor weakness, it bypasses armor. If it is a strength, half rolls apply to crit damage as well. If it is neither, half roll (pairs means 0) for damage on regular or special success (but not crit) if armored.

Helmets: In addition to avoiding the extra exploding die for crit damage, use half rolls on the crit table. Doubles mean no table based critical effect.

Armor 2: These be worn with other armor, adding strengths and removing weaknesses as per material.

Unarmed: Unless you do non-Injuring damage, all armors except Force Armor count as Strong against unarmed attacks.

Shields are strong against one damage type. Without armor, shields give regular protection against one more type. Shields give over all strong protection with the Defending action (see combat rules below).

Close weapons

Item (damage/type) special	Cost (P)	Slots	Kit
Blade (d6/slashing)	50	1	W
Blade, 2h (d8/slashing)	75	2	W
Bludgeon (d4/bludgeoning) can deal non-injuring damage	5	1	W
Chuka stick (d4/bludgeoning) no-shield	30	1	W
Fascine (d4/slashing) concealable, throwable 10 dots	7	½	W
Jitte (d4/slashing) disarm	10	½	W
Nano-edge blade (d10/slashing, piercing)	1k	1	M
Nano-edge blade, 2h (d12/slashing, piercing) reach	1.5k	2	M
Stick (d4/bludgeoning)	7	1	W
Staff, 2h (d6/bludgeoning)	10	2	W
Unarmed (d4/bludgeoning)	-	-	-

Blades are elegant, slightly curved and with kissaki points. **Fascinés** are machete-like, shorter and heavier tools. **Nanoedges** are blades which have nanite honing and self-repairing qualities.

Disarm: Disarm with an attack roll that beats the defender's DN 10 Close roll in a comparison. Disarm weapons give the defender DN 15 instead.

No-shield weapons disregard shields completely.

Bludgeoning and **sound** weapons can deal **non-Injuring** damage, which can only achieve a knock-out.

Reach weapons: You can hit enemies that are just out of regular melee range (2 dots).

Ranged weapons

Item (damage/clip/type/range in dots) special/options	Cost (P)	Slots	Kit
Blowpipe (d3/1/piercing/10) poison	50	1	W
Bola, net (sp./1/bludgeoning/10) 2h, snare	75	2	W
Bow, crossbow (d6/1/piercing/30) 2h, silent	5	1	W
Grenade (d8/1/varies/10 dots diameter) timer	10	2	W
Kin-gun (d6/5/kinetic/20) burst, full auto, silencer	50	½	W
Kin-rifle (d8/5/kinetic/30) burst, silencer	75	1	W
Gauss gun (d8/5/energy/20)	800	1	B
Gauss rifle (d10/5/energy/30)	1.2k	2	B
Harpoon rifle (d10/1/piercing/10)	20	2	W
Maser gun (d6/5/energy/20) always silent	1.2k	2	B
Maser rifle (d8/5/energy/30) always silent	1.8k	3	B
Palm gun (d4/2/kinetic/10) concealable	40	½	W
Plasma gun (d8/7/energy/30)	700	1	B
Plasma rifle (d10/7/energy/40)	1.2k	2	B
Pulse gun (d8/7/energy/30) burst	900	1	B
Pulse rifle (d10/7/energy/40) burst	1.4k	2	B
Shotgun (d6/5/kinetic/20) Close up, burst	60	2	W
Sniper rifle (d8/2/kinetic/40) scope, night vision, laser sight	150	2	W
Sound gun (d6/5/non-injuring/10) non-injuring	600	1	B
Spear or trident (d6/1/piercing/20)	10	2	W

Dots is the standard unit of length. 1 dot is equal to 4 feet.

Energy weapons use 1 e as clip, 2 e if 2-handed (rifles) and 3 e or more if stationary. **Silent** weapons make very small sounds, like a bow. **Concealable** weapons can be kept under clothes.

Kinetic guns are standard and exist in a huge variety. The typical handgun frequently has burst or even full auto capability. Kin-guns found in the field are often home made and quirky.

Gauss weapons have electro-magnetic firing mechanisms and project slightly radioactive ammunition. **Maser** guns produce silent microwave energy bursts. **Plasma** guns fire small bits of very hot plasma, giving nasty

burns to the targets. **Pulse** weapons fire laser pulses and may have burst functionality.

Snare weapons: Enemies hit must pass a Speed roll or fall prone. **Close-up** weapons: Hit two adjacent opponents.

Reloading: You don't keep track of single shots *unless* it is a weapon with a clip value *below* 5. Clip values of 5+ work like stack scores in inverted ammo rolls. *After combat*, if the character fired her weapon, roll to see if a clip was consumed. But see also *burts* and *full auto* below.

Burst: Step up damage once if the weapon has this functionality. The ammo roll after combat gets its DN raised to 20. **Full Auto:** Step up damage twice if the weapon has this functionality. This consumes the clip in the same round, and allows for no other actions (even moving) during that round. You need a round to reload after using full auto. See also **spray** (special combat rules).

Grenades: Grenades have 10 dots radius area effects. Make a clean DN 10 roll to lower damage 1 step if the character tries to avoid the effect. You can lower it two steps if you find partial cover or remove it altogether if there is full cover nearby.

Attack Conditions

Target & Attacker conditions	Shifts
Target in Cover or within double range	2↑
Target is beyond 20 dots without scope	1↑
Target is within melee reach / shooting range	—
Target is Busy, Dizzy or Confused	1↓
Target is Blind, Prone, Unaware or Held	2↓
Attacker is Blind (melee)	2↑
Attacker is Dizzy, Confused or has Poor Lighting	1↑
Attacker is Mounted or Flanking	1↓

Other Special Combat Rules

Called Shot: Spend two rounds aiming to shift DN down once and ignore any armor. If the enemy isn't wearing armor, use a double damage roll. Called shot requires concentration (see Using a Formula).

Charge. Step damage up once if there is room to charge an opponent. You count as Busy.

Circle Attack. Attack all opponents around you if you have a weapon that does slashing damage. Shift difficulty up twice and roll for each opponent.

Climb & Stab. Roll Speed to climb and grab onto the enemy. In consecutive rounds, you may shift Close attacks down 1 shift as long as you hold on by repeatedly succeeding at a Speed roll.

Cover Fire: As a full round action that uses up a clip, shoot at an area. Anyone wanting to act within the area that round must roll Ghost in a contest vs. the Cover Fire attack roll.

Cover to Cover: Ready an action to shoot at someone who runs from cover to cover. You are exposed while waiting.

Defending: In close combat, you may defend without trying to hurt your opponent. Any attack against you must be resolved as a comparison (method 3), where you get Close DN 10.

Disengaging & Free Attacks: Roll Speed to move away without each melee enemy getting a free, extra attack against you regardless of combat order. Each combatant can only make 1 free attack/round.

Free actions: Saying something brief, switching a weapon or dropping something to the ground are free, "no-time" actions.

Gash: Shift DN up once to forsake regular slashing damage for a bleeding wound, 1 H/round.

Grapple. First make a successful melee attack to grab the enemy, then win a Bulk vs. Bulk or Speed to make the enemy Held (see the Attack Conditions table). In consecutive rounds, you only need to win the contest to hold on to your enemy. If you want to also damage the enemy through your grip, you need to make a regular Close attack roll as well.

Spray: Attack targets in a 8'x8' size area with a FA weapon. Shift the DN up once and roll for each target. FA reloading applies, but don't step damage.

Trip. Make a melee attack and compare the roll to the enemy's Speed roll, DN 10, in a contest. If you succeed, there is no damage, but the enemy falls prone.

Using a Formula: Using a formula means that you are "busy with another action"—see Attack Conditions. If hit while using nanites, roll Ghost or have your concentration broken, losing the action.

Vulnerabilities & Resistances: Anyone vulnerable or resistant to a damage type steps it up or down one step, respectively. Some may have stronger

versions of either condition, designated by a number of steps (as in "Resistant to Fire 2").

Zealous Attack. You can step melee damage up once by focusing on a particularly forceful attack. You need to pass a Bulk roll in addition to the attack roll, and if you fail, the attack fails too.

Combat Order

Do a Speed contest at the start of combat. The winner acts first and chooses who goes next—friend or foe—who then does the same, and again, until everyone has acted. Last one out chooses who starts the next round, and may choose herself.

Grouping: The AI may group, split and re-group enemies, but this must be declared in between rounds. If the enemies have dissimilar Speed scores, you use the lowest score for the Speed contest.

Ready Action: A readied action is executed on a predefined condition.

Effect Duration: 1 round effects last until the next round ends.

Armor Penalty: Armor below Implant Armor in the armor table means half rolls in the Speed contest.

Different DNs: The AI may assign different DNs for combatants that initiate combat, have readied ranged weapons vs. melee, or similar.

Surprised: Surprised combatants aren't part of the Speed contest and may only move in the first round.

Passing: If you do nothing when selected to act, you skip that round.

Long Turn (6 hours)

- Travel a day's distance.
- Search archives or a library.
- Get a night's sleep.
- Re-load one space.
- Build something that requires a blueprint.
- Go through resurrection.
- Use a Maker machine.
- Search and gather rumors in a city, village, stronghold or similar.
- Figure out an artifact using Tech.
- Begin or end figuring out an artifact using Archive (i.e. it takes two long turns in total).
- Rest after installing an implant, unless you get a special or critical success.

Turn (10 min)

- Fight *and* Rest + Downtime + Loot. Unless you explicitly move on right away and face the consequences (see Injuries & Patching Up below) of that course of action, it takes 1 turn to fight and get in order after combat.
- Finish first aid.
- Search a room.
- Crawl (explore and map) 120 ft (30 dots).
- Search an item, door or spot for traps.
- Disarm a trap.
- Break a computer system (see Hacking).
- Digitize, as in entering a cyber system, backing up neural patterns, etc.
- Pick an average lock, either a mechanical one or an electronic code lock.
- Bash open a container (noisy, fragile items break if a DN 10 clean roll fails) or door (noisy).

Round (6 s)

- Move 40 ft (10 dots) and shoot or attack someone in melee.
- Move 80 ft (20 dots).
- Run 120 ft (30 dots) with no free actions (see left) other than a brief shout.
- Use a formula (unless its description says otherwise) or open a nanite can.
- Kick in a door.
- Bash open a padlock.
- Inject a stim, imbue a concoction, take a pill.
- Take something from a container.
- Reload a gun or crossbow.
- Eject an e-pack and insert a new one.
- Begin or finish listening at a door, reading a scroll or pushing open a stuck door. These actions take a minimum of two rounds as a whole.
- Begin first aid. This stops someone from dying but needs to be continued for 1 turn, or the person starts dying again.

Harm

The damage output becomes Harm (H) when it hits the character. Physical harm points go to the left on the harm meter. Harm above 20 is always disregarded.

On a hit, roll for damage after considering target armor and specials. There may also be a crit, special attack or vulnerability/resistance involved. All stepping conditions stack. Adds the resulting harm to any previous harm that the target has taken.

Regular enemies: If the accumulated harm exceeds the enemy's Bulk score, she is in the ended state (usually dead).

Major enemies & Player characters: If the accumulated harm exceeds the enemy's Bulk score, she can be forced to make a clean roll with the accumulated harm as DN. If the current nanite harm count is higher, it is used as a DN instead. This is called an **end roll**.

If the **end roll succeeds**, the accumulated harm goes away and any previous hits count as insignificant scratches, flesh wounds and close calls.

If the **end roll fails**, however, the enemy is ended (see **Ended State** below).

Alternatively, the end roll can be **suspended** (*attacker's decision*) to accumulate more harm. This option is only available until damage reaches 20, in which case the roll *must* be made, and the only way to escape ending is the use of a Gunta (to turn the clean roll into a Bulk action roll).

Scaled Bulk & Weapons: Enemies with Bulk on an adjacent higher scale count as major and shift the end roll difficulty down 2 shifts. Anyone who gets hit by a weapon on an adjacent higher scale shifts the end roll difficulty up 2 shifts, but only if the end roll is made directly after the hit from a scaled weapon. Non-adjacent scales either have no effect or kill instantly, at the AI's discretion.

Ended State

If physical harm is less than 20, the character is **injured** and *knocked out* for the rest of the combat. If it equals 20, the character is also **dying**.

True Grit: If the character is ended but not dying, and wants to stay in action, the player may opt to make a **standard Ghost roll**. This is an option to be used at critical points in combat. Perhaps you don't want to leave your comrades alone against large number of opponents, or perhaps you are afraid that your enemies will give you a coup de grace while you are still out. Some characters are all grit. They may have very low Bulk and get ended often, but due to their high Ghost they can still stay in combat.

A **regular success** means that the character is injured but only knocked down. She may get up and continue the battle. The harm count remains, though.

A **special success** means that the character is only injured, i.e. still standing. Harm remains as per above.

A **critical success** means that the character is neither injured nor knocked down, but still harmed.

Failure means that the character is dying.

Fumbling means that the character dies on the spot from the effort to ignore her condition. Sometimes you should just stay down!

Dying & Coma

An unintended dying character gives up her last breath in d20 rounds, Prime characters in d20 minutes. The d20 roll is to be treated with some ceremony: The AI rolls it hidden but leaves the die covered by a paper, a mug, a bag etc., without touching it after reading the result. It is there for the players to check later, when the character has either made it or is dead.

A dying character who is bleeding dies either at the above d20 point or when she has bled more than her Bulk score, whichever comes first. A dying character who gets stimed with a medifact or gets a completed First Aid (see p. 47) is injured and knocked out, but no longer dying.

If the character has reached 20 nanite harm, she is comatose for ed6 days and must pass a DN 20 Ghost roll every day to not die.

Injuries & Patching Up

Characters who have been harmed or just knocked out in combat without any injury need no medical aid, but they are exhausted, have flesh wounds and bruises and take a 1 shift up penalty on all actions until they have rested for one turn. Any physical harm from damage during that combat is then wiped from the harm meter.

Characters who have been injured need 1 long turn, medical aid and pass a Bulk roll (see the difficulties based on aid form below) before the above can happen. Otherwise, they can only act with support from others, and harm

goes away naturally by d6 points every other long turn. If they get ended again before full recovery, they are automatically dying.

Nanite harm can only be recovered naturally. Core characters restore d6 points every long turn, while Apt and Prime characters restore d6 points every other long turn.

Medical aid, regardless of form, can only be attempted once per long turn. This means that injecting several medifacts in a row has no effect on recovery. However, any medifact always stops dying and bleeding.

Aid Form	Bulk DN
Large (major) medifact	5
Medium medifact	10
Small (minor) medifact	15
Manual aid (Tech tied to "Medecine," regular)	20
Manual aid (Tech tied to "Medecine," special)	15
Manual aid (Tech tied to "Medecine," crit)	5
Manual aid (Tech tied to "Medecine," fumble)	death
Auto Clinic	5

The character has the option to forego medical aid and still have her physical harm restored after one long turn and provisional care (no roll required), if the player agrees to note a detrimental keyword or phrase under a stack which can be deemed suitable for what caused the harm, such as "limp" under Speed or "two lost fingers" under Tech. This keyword or phrase can later be invoked by the AI to force the player to make a half roll or nullify a double roll.

Detrimental keywords can normally only be removed with implants or powerful regeneration formulæ. The player is free to invent exactly what has happened and to describe it in a way that relates to the damage source. Mechanically, doing, moving, breathing, thinking, vision or hearing should be impeded.

Using Keywords

Keywords stand for experience, knowledge, training, information etc. in special areas of expertise. There are three ways that you can use them:

- An action may be **barred** by a relevant or even specific keyword— roll as normal if you have one written somewhere, otherwise don't roll at all.
- An action may be **tied** to a relevant keyword. When this is the case, you must make a half roll unless you have one written somewhere, in which case you roll as normal.
- An action may be **boosted** by a relevant keyword. If you have one written under the most appropriate stack for the task at hand, make a double roll. Otherwise roll as normal.

Barred and tied actions are also boosted: If operating an old mainframe is barred by the "Hacking" keyword, and you have it written under Archives when attempting to sift through a database, you get a double roll.

Gunta

Gunta Coins (GC) represent a special currency in the game system. Named after a popular form of divination brought to Zira-Ka by colonists, they can be used to bend the rules a bit. More than one Gunta Coin can be spent in a single situation, but you can't stack the same effect by doing so. One Gunta Coin lets you:

- Transform** a clean roll into an action roll.
- Perform 1** extra action during the time unit currently used.
- Cut** in ahead of someone in combat order.
- Promote** a regular success to a special success.
- Lower** DN 21–25 to DN 20.
- Emulate** the presence of a keyword, noted under a stack of your choice, for one action.
- Establish** a minor and plausible fact in the game world, such as the presence of an iron bar on the factory floor or a zotusk merchant conveniently around the corner when you need to buy a riding animal.

Types of Rolls

An action roll is an **inverted roll** associated with a stack. Roll d20. If the roll is *equal or less* than the stack, it's a **regular success**. If it's *higher* than the DN, it's a **special success**. Otherwise it's a **failure**. If it's **13** and the DN is *above* 12, it's a **fumble**. If it's **20** and the DN is *19 or lower*, it's a **crit**. **DN defaults to 15**.

A **clean roll** is a straight d20 vs DN without a stack.

In a **double roll** you roll two dice and use the **best** result.

In a **half roll** you roll two dice and use the **worst** result.