QUICKSTART RULES FOR PLAYERS

Version 1 07.03.18



GAME SYSTEM OVERVIEW

Afterverse is a hard sci-fi tabletop roleplaying game. The goal of a roleplaying game is not to win, but to tell a great story collaboratively. It consists of equal parts storytelling and gameplay.

Dice Rolls: Most conflicts are represented by rolling a number of d6's (almost always ATTRIBUTE + SKILL), and counting the number of fives and sixes that are rolled. These are called "hits".

Threshold: For some tests, you will need to beat a threshold, which the GM will determine (and may or may not reveal to the players). Sometimes this threshold is determined by another character's test. If you get at least as many hits as the threshold, you've succeeded.

Hit Banks: Some tests allow you to bank hits for later use. Put counters on your card in the indicated amount (usually the number of hits from your test).

Action Cards: You'll be dealt several of these helpful cards which have a spot to hold your hit banks and brief reminders of what you can do with the hits or actions.

Glitches: At certain points, generally when a player does an action or rolls a test, the GM may roll two or more dice of their own. If they roll at least two 1's, you've glitched, and something bad has happened (even if you succeeded your test in the process). They may or may not reveal when you have glitched.

Motivations & Interests

Your character earns XP from Motivations, listed on the character sheet. When you do something in line with the Motivation, you earn its level in XP. Longer-term goals may be worth more.

Your character has Interests, which may be rolled like skills paired with the **INT** attribute. When you use an Interest or encounter something relevant to it, you earn its level in XP; you may only gain XP once per Interest per session.

Culture, Subculture, Contacts



Your character has a culture. The culture influences what tech you have available based on TL (tech levels), how much items cost based on **Base Cost**, how much money you have available to you based on **Base Income,** and several aspects of the character, mostly during character creation.

Your character has subcultures, groups to which they belong. These can be used to gather information, find items, etc. **Rep** is how well-regarded you are in the subculture; **Reach** is the power of the group.

You have a Contact Bank, representing how well-connected you are in general. You may spend points from this bank to attempt to find an NPC you may know that's useful in the current situation.

You may have Featured Contacts, NPCs with which you are well-connected. **Bond** is how well you know each other; **Favor** represents who owes who a favor (negative means you owe them); each Skill is a skill, just like the ones your character has.

Attributes

Characters have ten attributes:

CHA *(Charisma)* - How well-liked you are.

MAN *(Manipulation)* - How good you are at getting what you want from a given interaction.

BEA *(Beauty)* - Sexual attractiveness. Applies as a modifier in your favor if your character is within the other character's preferences.

INT *(Intelligence)* - Smarts and knowledge. Used for most technical skills.

WIL *(Willpower)* - Ability to resist other characters, or grit your teeth and push through. Used to resist stun damage and opposes certain social tests.

PER *(Perception)* - Used for Perception tests, and in initiative.

BOD *(Body)* - How big and strong you are. Used to resist damage and determines melee attack power.

AGI *(Agility)* - How nimble and dextrous you are. Used for melee and ranged attacks, and sneaking.

REA *(Reaction)* - How fast you respond to new situations. Used in initiative and for piloting/driving skills.

CTZ *(Chutzpah)* - A stat to give you a bit of an edge in specific situations. See below.

Chutzpah

Each player character has a Chutzpah Bank. At specific points (usually the beginning of a game session), this bank is set to the value of the Chutzpah attribute; from there, every time one of the following abilities are used, it is reduced by one. No single action may be affected more than once by spending Chutzpah.

Good Luck *(before any roll)*: Add 1 to the number of pips on each die rolled in the next test.

Take 2 *(after any roll)*: Re-roll all 2's, 3's, and 4's of your roll.

Adrenaline *(at any point during combat)*: Roll 1d6; add the number rolled to your Initiative Bank. Useful if you need IP to dodge.

Second Wind *(at any point except when being attacked)*: Clear your character's Stun damage bank.

Retcon: At any point, you may change something your character has done in the past, only if A) the new action is within reason for your character **and** B) changing the action does not significantly change the course of events up to this point. **Always subject to GM approval.**

Knowledge is Power: Declare a statement of fact relevant to one of your character's Interests. He spends a point of chutzpah to declare it as a fact. The GM sets a threshold (depending on just how unlikely it is to be actually true), and you roll WIL + INTEREST. If the roll succeeds, then the stated fact is true, and is now a part of the world. If the roll fails, the character believes it with absolute confidence anyway until confronted with hard evidence that it was not true.

Size Class

Entities are part of a size class, from A to E. Humans and most sentient species are class B. Class E includes the largest spacecraft and space stations.

Skills

There are 14 skills, each associated with an attribute which it is usually rolled with. Every skill has many specializations. When rolling a test, you will roll ATT + SKILL if you don't have the relevant specialization, or ATT + SKILL + 2 if you do. If you don't have the skill at all, roll ATT - 1.

Art (INT) - Creative works used to move others to emotion, or to deceive.

Athletics (AGI) - Feats of physical prowess.

Computer (INT) - Using, abusing, or misusing computer systems effectively.

Crafting (INT) - Creating or repairing items, devices, and vehicles.

Humanities (INT) - The study of human behavior en masse.

Influence (MAN) - Social influence.

Medicine (INT) - Helping the body heal.

Melee (AGI) - Punching, slapping, knifing, slicing, disarming, and ninja throws.

Pilot (REA) - Driving or flying vehicles.

Ranged Combat (AGI) - Any form of combat involving projectiles.

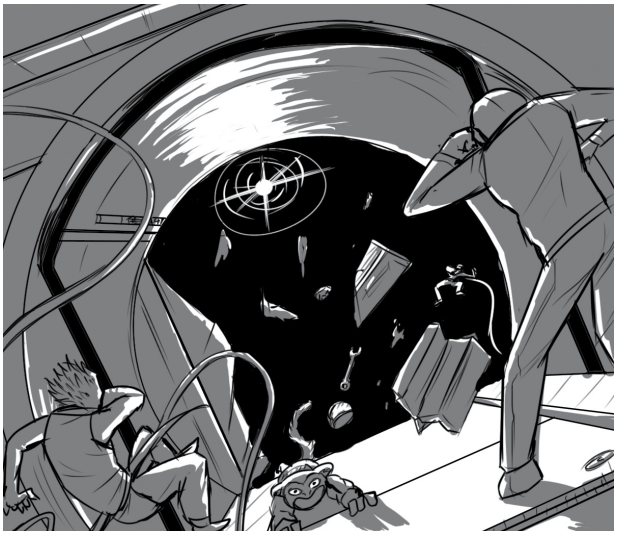
Science (INT) - Mastery of evidence-based knowledge of the way the universe works.

Stealth (AGI) - Hiding oneself, objects, or activities.

Survival (WIL) - Mustering the resources to not starve, freeze, or dehydrate.

Tactics (INT) - Sets up ambushes or take advantage of situations in combat.

Environmental Tolerances



Your species has ranges of environmental factors. When outside the range, your GM may have you take continuous damage, which may be resisted **once** by a BOD roll. Some armor may extend your environmental tolerances.

TMP - Temperature

ATM- Atmospheric Pressure

GRV - Gravity, including simulated gravity such as from a spaceship's thrust.

RAD - Ionizing Radiation.

Perception Tests

Often, when entering a situation, the GM will have players roll a perception test. The general version of this test is PER+INT, and these hits are banked into the Situational Awareness bank. Players may spend points from this bank to ask questions about the surroundings, and the GM may spend points from a given player's bank to represent the characters having noticed something. This bank persists throughout the time the characters are in that situation. When something new happens that the characters might notice, the GM may spend a point from the players' banks to have them notice it.

After a certain period of time, you may wish to make a new perception rolls for one of a number of reasons, while still in the same situation. When doing so, the hits from the new test add to the existing bank; however, anything the character had the chance to observe *before* this reroll is made, has the cost to do so doubled.

If the observations relate to something specific, the GM may choose to use a relevant Skill or an Interest in combination with the PER attribute.

COMBAT

Combat overview

Combat in Afterverse is based on a cycle of turns, each of which may be extended or interrupted by expending points from the Initiative Bank. Each character's Initiative Bank is crucial, as it determines who goes in what order, what (and how many) actions they have available, and how well targets dodge when attacked.

The Combat Round

Combat starts by rolling initiative. The result of the initiative roll is added to any existing value when rolled; characters may carry over up to INT IP between rounds. After initiative is rolled, each character takes a turn, starting with the highest Initiative Bank + Team Bank.

On their turn, the player **declares their action**, choosing from the list of possible combat actions. (As in most role-playing

games, this list is not entirely exhaustive, and the GM should improvise rules for any actions players wish to take that are not on this list.) The player should wait a moment to give other players (or the GM) an **opportunity to interrupt**, and then allow any characters being attacked the **opportunity to dodge**. The player and GM then **resolve the action** by rolling any dice the action calls for and determining the result of the action according to the rules of the relevant action or skill. The character **subtracts the IP cost** of the action from their Initiative Bank. The character may at this point **Blitz** additional actions as well (take more actions on the same turn, at a much higher IP cost than the first action).

After this, the character with the next highest Initiative Bank takes his action, and so on down the list. Characters with no IP remaining may perform free actions, including walk actions. When the last character has acted, the combat round has ended. All Initiative Banks are at this point capped to the character's INT. When initiative is rerolled at the start of the next round, the hits are added to the bank.

Declaring your Action

The player's first perogative is to declare their action. The listed actions below are all available, and are described in the Combat chapter of the full sourcebook.

Free Actions: Walk, Communicate, Gesture, Observe, Release Object, Drop Prone, Point Weapon

Simple Actions (1 IP): Draw Weapon, Reload Weapon Clip, Fire Simple Weapon, Clear Recoil, Brace Weapon, Throw Object, Pick Up Object, Active Dodge/Parry, Take Cover, Hide, Manual Digital Macro, Stand from Prone, Clear Senses, Run

Complex Actions (2+ IP): Crawl, Quick Draw & Fire, Burst Fire, Full Auto Fire, Strike, Melee Weapon Attack, Brawl, Grapple, Call for Surrender, Use Leadership/Tactics, Derision, Wedge, Create Digital Macro

Dodging in Combat

Before an attack is rolled, the defender has a chance to set the threshold of success for that attack; this process is known as 'bidding' for your defense, and it sets the threshold which the attacker must reach in order to succeed in the attack. She may choose to spend (bid) any number of IP from her bank in order to attempt to avoid the attack. For every IP she bids, the threshold is increased by her AGI, starting from 1.

The targeted character may choose to spend Chutzpah to immediately add to her IP in order to be able to spend more IP to dodge. After the attack is rolled, the attacker counts up his hits; if they **meet or exceed** the threshold bid by the defender, the attack has succeeded.

A character may dodge behind nearby cover as a part of their dodge action as long as they are spending at least 1 IP to dodge.

Cover

There are three levels of Cover: in the open, partial cover, and full cover.

In the open: there is no modifier for either attacker or defender.

Partial cover: The defender begins her dodge threshold at 2 instead of 0, and takes a -2 dice pool modifier on any attacks or observations made from this cover.

Full cover: A character under full cover cannot make any free Observe actions, and Bracing does not persist through the act of ducking behind Full Cover. A character under full cover takes a -4 penalty to attack and any attack costs 1 extra IP. He may be targeted by Interrupt actions when he pops his head out to shoot. He may also be targeted by thrown or indirect weapons (or weapons that can penetrate his cover) at a -6 dice pool modifier.

Blitzing

If a character has enough Initiative Score, he may take an extra "Blitz" action. This action occurs immediately after his main action, before any other character's turn. A Blitz Action costs double its normal action points (or 1 IP if it was Free). All actions taken sequentially - free, simple, and complex - cause this doubling effect, and doubling is triggered even if a preceding action was interrupted.

A character during his turn may blitz repeatedly if he has enough IP, each time doubling the number of points the action requires. The primary action takes the normal amount of points; the first Blitz action takes double the amount of points; the second Blitz action takes four times the normal amount; and so on.

The Team Bank

If the group has a character that could be considered a team leader, then they also have a Team Bank. This bank starts at 0, but can be increased by the leader using a MAN + INFLUENCE (LEADERSHIP) test or an INT + TACTICS (ANY SPECIALIZATION RELEVANT TO THE SITUATION) test, and adding the number of hits to the bank. Leadership may be

used repeatedly, but it takes a negative dice pool modifier in the amount of the current value of the Team Bank - in other words, it's not possible for Leadership to increase the Team Bank beyond the size of its initial die roll, no matter how lucky.

A tactics roll also adds to the team pool, but it may be made by any strategist who is endorsed by the team leader. Any particular Tactics specialization may only be rolled once in a given situation, and only when the team's current strategy is appropriate to that specialization. The Strategy specialization of the Tactics skill is special. The strategist can roll **MAN + TACTICS (STRATEGY)** at any time, with a threshold equal to the current Team Bank; if the roll succeeds, then all the Tactic specializations are unlocked and can be used again. This action represents a shift in strategy on the battlefield, allowing for tactics to be reused.

The Team Bank may be reduced by certain actions: if an ally is incapacitated or slain; if the team's original goal appears to have become impossible; if the opposing team is able to make a **MAN + INFLUENCE (WEDGE)** test to divide and conquer. A character may only take advantage of the Team Bank if he has a means of coordination with the team.

As time goes on, the Team Bank will erode. After each team member acts, remove one hit from the Team Bank. A player may avoid reducing the Team Bank by ignoring the Initiative bonus.

The Team Bank may be drawn upon by any character under the leadership (including friendly NPCs) to perform actions, as if it were a part of their own Initiative Bank.

Act As A Unit

When a leader gives a command, he can choose to order his team to act as a unit. Each teammate who has been given this command should (but is not required to) hold action until the time when the last of them would act, and all act sequentially, one immediately following the next, to achieve a specific goal. At the end of this process, add one point to the Team Bank for each character who was a part of this group action.

Range and Movement

The Afterverse combat system does not rely on specific measurements of distance or calculations of line of sight, but rather focuses on several Ranges, all of which are always relative to specific targets. Moving around within the same range is considered a Walk action; moving from one range to another requires either two Walk actions or a Run action, unless the originating range is Melee or in Cover; those require only a single Walk action to exit.

Melee Range: "Close enough to be punched". If two characters are this close to each other, their Melee Ranges will merge into one Melee Range. Ranged weapons are at a disadvantage when in Melee range. Any character attacking another character within Melee Range with any ranged weapons take a -2 dice pool penalty on the attack test (-4 if Braced).

Standard Range: Short range for projectile weapons. At this range, attacks with ranged weapons take no penalty.

Long Range: Starts at around 30 meters from a target and extends to a few hundred meters. Attacks with ranged weapons that are not braced are at a -4 dice penalty.

Sniper Range: Starts a few hundred meters from a given target and extends up to several kilometers. At this range, attacks with ranged weapons that are not braced are not possible; attacks with ranged weapons without a sight or some other form of aim assistance are at a -4 dice pool penatly.

Cover: Cover is a special "range" that is a modifier on top of other ranges. There may be many "cover" ranges, one for every section of cover that is separated by an open area. What constitutes a given Cover range may shift as enemies move around. Moving into Cover is a Run action as normal, but moving out of Cover is a Walk action; moving from one cover area to another nearby one is a single Run action. By and large, if multiple characters are in the same Cover, they are also within Melee range of each other.

Melee Combat



Striking: The standard unarmed melee attack uses an **AGI + MELEE (STRIKING)** roll. This includes a free Run action, allowing the character to move into Melee range from Standard range before attacking. If the attack succeeds, the damage code for the "weapon" (fists, etc) is **(BOD) I**, dealing impact damage.

Melee Weapons: All of the weapon-based melee specializations are treated the same way Striking is, giving a free Run action.

Brawling: If the character is already within Melee range of the target, he may use an AGI + Melee (Brawling) roll. This does not allow the character to move anywhere, but the attack's base damage is (BOD × 2) I

Martial Momentum

All melee attacks, successful or otherwise, against a single target contribute (SPENT IP) to the Martial Momentum bank, which is capped at the character's BOD attribute. This bank adds its value to the first value of any attack's damage code (just like surplus hits do). The bank is cleared if you do not attack during a combat turn or switch targets.

Grappling

When attempting to take down or incapacitate the target, a character may use the Grapple action. The attacker rolls AGI + MELEE (GRAPPLING), resolved like a normal melee attack. If the attack succeeds, rather than damaging the target, the target is grappled, and cannot take any physical actions other than attempting to break free of the grapple. The attacker's surplus hits are placed into a Grappling Bank.

The target may attempt an Escape Grapple complex action on his turn. This action is resolved like an attack against the grappler. The grappler may "defend" by spending IP to add BOD to the defense threshold (much like spending IP to add REA to the defense threshold in a normal attack). Every surplus hit by the grappled character on this test reduces the Grappling Bank by one; if it is reduced to zero, the character is free from the grapple.

Ranged Combat



Recoil

Every firearm has a Recoil value. For every bullet the character fires from a weapon, that weapon's Recoil value is added to the character's Recoil Bank. If a weapon is braced, then (BRACING) points of Recoil in one firing action may be ignored before adding to the bank.

Whenever Initiative is rerolled, all characters with a Recoil Bank remove 1 point from it. The Clear Recoil action may be used to completely clear the recoil bank. If the Recoil Bank exceeds a character's BOD, the surplus is applied as a negative dice pool modifer on all physical actions.

If a character's weapon has a Bracing attribute, he may use a Bracing action (1 IP) to set up his shot before firing and add the Bracing attribute to his dice pool, in addition to the reduction in recoil noted above. Bracing lasts until the character stops training the weapon on a target, including when using a Clear Recoil action or dodging. A character may continually hold their Bracing modifier as they move only by duck-walking. This causes the Walk action to be a Simple Action (costing 1 IP), rather than a free action.

Automatic Weapons

Some weapons have an Auto attribute; if so, the weapon can fire multiple rounds with a single action, all resolved as a single attack. The threshold of the defender is reduced by 1 for each bullet fired beyond the first (or in other words, by AUTO – 1). If the target is behind partial cover, this reduction is halved (round down).

If a character, during his dodge, hits the deck or ducks behind full cover, then most subsequent bullets are wasted (unless the cover can be destroyed by them, of course). The defense threshold in this situation is reduced by 1 instead, and the character cannot be directly targeted by further attacks.

If the attack succeeds, the defender takes damage as if from a single bullet, with surplus hits adding to the damage code as normal.

Design Attribute & Weapon Maintenance

Many weapons have a Design attribute. If this attribute is positive, this value acts as a dice pool bonus anytime the weapon is used. Weapons with a positive Design attribute must be maintained after each combat situation in which they are used or this bonus will be reduced.

If the weapon's original Design attribute is negative, the weapon is simply unwieldy, and incurs a negative dice pool modifier.

Thrown Weapons & Scatter

SA character has three options for throwing an object: **Toss, Throw,** and **Hurl**. In any case, they roll AGI + ATHLETICS (THROWING) to determine their accuracy.

Toss allows the character to throw an object up to AGI meters; the threshold is 1, and it is a free action. Throw allows the character to throw up to AGI × 4 meters; the threshold is 2, and it costs 1 IP. **Hurl** allows up to AGI × 10 meters; the threshold is 4, it costs 2 IP, and adds 1 to the GR of the test (it is easy to lose your balance when throwing as hard as you can). The object being thrown must be at least one size class smaller than the thrower.

If a character fails this roll, then the object lands in a random position a bit away from the intended point. The number of meters away is generally the same as the AGI multiplier for the given throw action (1, 4, or 10) for each hit short of the threshold, and the direction is randomly chosen.

Size Classes

Any given encounter with initiative has a **Time Class**, which is directly tied to the smallest **Size Class** entity involved in the battle. When a large entity is performing an action, the IP cost of that action is doubled for each level above the Time Class of the battle. Anytime IP is capped, the cap is likewise modified. (This does not apply if the character is acting as crew for a larger starship; the crew operates as part of the ship's sie class.)

Similarly, when damage crosses a Size Class threshold, it is doubled or halved appropriately. Thus, larger objects act slower, but are more powerful.

Perception checks are generally not affected by the size class of either the observer or the entity being observed.

In the case of hacking, hacking or operating a system of a large object should be treated as the size class of that object, while general-purpose computer tasks may be handled on the scale of the computer user.

In general, a character is assumed to be using weapons of the same size class. They may also use smaller weapons without penalty, though the smaller weapon still deals the lesser damage of its own class. A character may use a weapon one size class larger using the Heavy Weapons specialization. If the weapon is not mounted, the user will take a dice pool penalty of (10 - BOD) on the attack test as well as any movement test while carrying it. Any recoil effect from the weapon is doubled. Using larger-class melee weapons is not possible.

Damage, Damage Codes, & Healing

Damage is tracked by a set of damage banks. A biological entity generally has two banks, a physical damage bank and a stun damage bank. Many drones and vehicles have just a physical damage bank, while large ships have a system damage bank for each system plus a Waste Heat bank. In each case, a given type of damage is represented by adding more hits to the appropriate bank. Death or destruction will generally occur when a physical damage bank exceeds BOD × 2 hits, and unconsciousness occurs when the stun damage bank exceeds WIL × 2.

Every weapon's Damage Code tells you how it deals damage, often in multiple ways. Each number-letter pair in the damage code is handled in sequence; surplus hits on the attack hits are added to the value of the first component only.

The letter in the pair indicates the type of damage. The vast majority of attacks will deal Impact (I) or Piercing (P) damage; to learn how other kinds of damage are handled, reference the full sourcebook.

		IMPACT	PIERCING
Armor Resist		**Armor x2**	**Armor**
Life	**Effect**	Take I Stun damage	Take P Physical Damage. All subsequent damage values are unresisted by armor.
	Critical	Convert I to Physical Damage	*For slicing weapons:* Dismemberment. *For non-slicing weapons:* Permanently reduce Armor by P/2

Applying Damage

When damage is received, add surplus hits (any hits above the threshold) to first item in damage code. Then, do the following for each type of damage in the damage code:

1. Adjust damage value based on size classes

2. Find appropriate box in the Damage Types chart based on the kind of target (Life, Machine, Vehicle) and type of damage.

3. Apply armor resistance - subtract the value described in "Armor resist" from the damage amount (unless Armor has already been negated by Piercing damage) 4. If any damage remains here, apply "Effect" as described.

5. If the attack could have succeeded using only 6's (rather than 5's and 6's), then ALSO apply the "Critical" effect. 6. Damage overflows according to rules in combat chapter.

Dismemberment: If the damage description has the "Dismemberment" quality and 4 or more damage was dealt, the character loses a limb; if the damage dealt was less, they lose something smaller, like a finger.

Stun Damage

Stun damage represents any sort of damage that is easy to recover from and does no lasting damage. When a character's Stun damage bank reaches **WIL × 2**, the character falls unconscious; any further Stun damage received (including the remainder of the immediate damage) will then overflow to the physical damage bank. If a character's Stun damage bank is not empty, the bank is added to the Glitch Risk of any mental action they attempt to perform.

Stun damage is recovered every time initiative is rerolled; the character may roll **(WIL)** dice, and remove that result from their Stun damage bank. It can also be recovered by using the Second Wind Chutzpah action. If the character was unconcscious, the character does not regain consciousness until the Stun damage bank is completely empty.

Physical Damage

Physical damage is potentially life-threatening. If the character's Physical Damage Bank exceeds the character's **BOD × 2**, the character is considered to be "Bleeding Out". If an entity's Physical damage bank is not empty, this bank is added to the Glitch Risk of any physical action they attempt to perform.

Physical damage heals more slowly than Stun damage. After one day's worth of rest (a full night's sleep in a proper bed), physical damage may be healed by rolling **(BOD)** dice, and removing the roll result from the Physical damage bank.

Bleeding Out

When Bleeding Out, the character immediately falls unconscious if not already. Two hits per minute (or 1 hit per combat round as long as combat lasts) are added to this bank until he either dies or is healed enough to be out of overflow damage. The character dies, and is beyond resuscitation, when this bank exceeds **BOD + (MED TL × 2)**, where MED TL is any given doctor/medic's culture's MED tech level. A medic (with even basic training) can keep a dying patient stable using the Stabilize action (see below). Cryogenics and stasis stop additional hits from being accrued into this bank, and thus may prolong a character's life long enough to get them to proper medical facilities.

Using the Medicine Skill

When Physical damage is being treated by a doctor or medic, the Medicine skill is used. Stun damage cannot be treated with Medicine, and must simply be allowed to recover naturally (which, fortunately, happens quickly).

First Aid

Triage (6 IP) may be used only once on a given set of injuries. The doctor rolls **INT + MEDICINE (FIRST AID)**, and the patient removes the result from the patient's Physical damage bank.

Stabilize (6 IP) is the action a doctor takes when her patient is Bleeding Out. The test is **INT + MEDICINE (FIRST AID)**; the number of hits removed from the patient's Bleeding Out bank is equal to the number of hits rolled. This action may be repeated indefinitely until the patient is no longer in Overflow.

The Field Medic specialization indicates a greater ability to manage injuries quickly in the field; thus, if used in place of the First Aid specialization for any of these tests during combat, the required IP for each test is halved.

A First Aid Kit (which is species-specific) may add its rating to the dice pool of the healer.

After Triage has been used on a particular set of injuries (e.g. injuries from the same attack action), only Long-term Care (see the full sourcebook) and the character's own healing ability can (slowly) heal more damage.

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