

RPJ Sci-Fi General Cheat Sheet

1 Rolling (Core pp. 7, 13-14)

- You roll against **Target Numbers** set by the rules or by the gamemaster
- To roll a skill...
 - Add your base skill level and skill attribute bonus to get your **effective level**
 - Roll 4d6 and add the total to your effective level
- To roll an attribute or attribute bonus...
 - Add 4d6 to your attribute level or attribute bonus

2 Acquisitions and Prosperity (SF pp. 41-44)

- Current Prosperity recovers at 10% per month
- Roll 4d6 plus current Prosperity against TN14+ plus item Prosperity cost
- +5 cost per order of magnitude quantity
 - +7 for vehicles, +10 for voidships
- +2 cost per mechanical improvement
 - +4 for vehicles, +6 for voidships
- -1 cost per mechanical dis-improvement
- Reduce the cost by the margin of success on an opposed Barter check
- Subtract cost from current Prosperity, success or failure

3 Running and Jumping (SF pp. 35, 105)

- Athleticism determines physical prowess
- TN18+ is an athlete of average prowess for a given character's race, TN26+ is the pinnacle of achievement
- Characters walk at 60 meters per minute and run at twice that speed
 - Add 5 meters per minute to walking speed per level of Athleticism

4 Recovering From Damage (SF pp. 107, 38, 67)

- Recover 1 base damage save per 2 hours, halved if recovering in a medical facility
- Base damage saves *do not recover* if you are suffering from incapacitation penalties
 - Incapacitation penalties are removed after 8 hours, halved if recovering in a medical facility
 - When incapacitation penalties end, you recover your worst base damage save
- The Medicine skill is used to treat wounded characters
 - Take 1 hour and roll against TN20+ to remove incapacitation penalties
 - With a medical kit or medical facilities, 30 minutes and TN18+
 - Roll against TN20+ (TN18+ with a medical kit, TN16+ with medical facilities) to reduce the time a character takes to heal by 1 hour per degree of success
- Single-Use Trauma Packs may be expended to heal wounded characters
 - Roll Medicine against TN16+, restoring one base damage save to your target per degree of success
 - Or, automatically succeed on a helping hand check
 - The target gains all his base damage saves and attacks/defends at no penalty, but is incapacitated again after 30 minutes