RPJ Sci-Fi General Cheat Sheet

1 Rolling (Core pp. 7, 20-25)

- 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 2d6 and add the total to your effective level
- To roll an attribute or attribute bonus...
  - Add 2d6 to your attribute level or attribute bonus
- To make an **assisted check**…
  - Pick an assistant, who rolls the same skill at a lesser difficulty
  - For an **easy assistance check**, your assistant rolls at one third the difficulty, and reduces your difficulty by 1
  - For a **hard assistance check**, your assistant rolls at one half the difficulty, and reduces your difficulty by his degree of success
- To make a **group check**…
  - Pick a leader, who should be good at the task, then roll individually
  - At least half the group must succeed
  - If the leader succeeds, anyone who failed can spend a Lucky Break to succeed

2 Countdowns (Core pp. 26-30)

- Countdowns represent tasks or obstacles over time: understanding a technological wonder, or the alert status of palace guards
- A countdown starts at its **difficulty** and trends toward zero
  - When it reaches zero, it is **resolved**
- Its current value is called its **value**
  - **Advancing** a countdown toward zero reduces its value
  - **Reversing** a countdown toward its difficulty increases its value
- Countdowns come in a number of flavors
  - **Success countdowns** are advanced by successful checks
  - **Tug-of-war countdowns** are advanced by player actions and reversed by opponent actions
    - They start midway between 0 and their difficulty, and have negative consequences if they are reversed to their difficulty before they are advanced to 0
  - **Failure countdowns** are advanced when players fail tasks, and have negative consequences when resolved
  - **Dueling countdowns** are paired success and failure countdowns, racing to completion

3 Recovering From Damage (SF pp. 66-67, 131-132, 238)

- 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 11+ to remove incapacitation penalties
    - With a medical kit, 30 minutes and 10+
  - Roll against 12+ (11+ with a medical kit, 10+ 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 9+, 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

4 Coin and Wealth (SF pp. 72-78)

- To buy an item, make an **acquisition check**: roll your Coin against the item's cost, provided you have a supplier
  - The item's cost is listed in the rulebook alongside its rarity
- Your Wealth generates Coin over time
  - For every 5 Wealth, gain 1 Coin at the end of each month, up to as many Coin as you have Wealth

5 Inventory (SF p. 231-232)

- You have a **load limit** of 6 plus your Strength bonus
- Items have a **load weight**
  - 0 for small items (comm beads, screwdrivers), 1 for handheld items (pistols, skepsis tablets), 2 for large items (rifles, two-handed items)
- You may carry items up to your load limit
- Your other items are in your **stash**, stored somewhere safe but inaccessible

6 Lucky Breaks (Core pp. 12-13, SF p. 232)

- Use one Lucky Break to roll an extra d6 on a 2d6 roll, choosing two of the three dice at your preference
- Use two Lucky Breaks to…
  - Flash back to prepare a way around a present obstacle
  - Put a piece of equipment into free load limit