

ALIEN RPG [r0.1]

Rolling

Base Dice: Attribute + Skill + Gear



Stress Dice:



Difficulty mods adjust dice; base then Stress...

1 passes; extra buy stunts.

Pushing

If no showing, may add 1 stress (and its die) then reroll all non .

Story Points

Gain 1 (≤ 3) by playing your agenda.
Spend to add 1 to a roll

Armor & Cover

Each reduces damage by 1

Initiative

1 card per PC, NPC or group of identical Actions from lowest to highest.

Stress Triggers

Push Skill	Ally attacks you
Fire Full Auto	Android Revealed
Take Damage	Certain Creatures
Miss food, water	Any severe gore
Miss Sleep	Allies Panic
Do Coup d' Grâce	Other as specified

Close Combat Stunts (STR)

See other side

Command Stunts (EMP)

+1 to target's roll to carry out order

Comtech Stunts (WIT)

+1 to a later related roll
 Don't need to overcome this again
 Half usual time
 New/unexpected information
 hide your tracks
 you show off

Heavy Machinery (STR)

+1 to later related roll
 Don't need to overcome this again
 Half the usual time
 Break it permanently
 Act quietly
 You show off

Manipulation Stunts (EMP)

Target doesn't demand return favor
 Does more than asked for
 Is impressed by you; will help later

Medical Aid Stunts (EMP)

None listed.

Mobility Stunts (AGL)

Give one to ally in similar Situation
 +1 to late related roll
 Impress ally

Observation Stunts (WIT)

Is it coming for me?
 Are there more of them close by?
 How do I get in/past/away

Piloting Stunts (AGL)

+1 to later related skill roll
 You Show Off

Ranged Combat Stunts (AGL)

See other side

Stamina Stunts (STR)

Give 1 to PC in same situation
 +1 to later related skill roll
 You impress ally

Survival Stunts (OBS)

Give 1 to PC in same trouble
 +1 to later related skill roll
 Impress ally

Stress Recovery

1 per turn (5-10 min) resting in a safe place. No actions.
1 per session Slow Action or during rest, interaction with Signature Item.

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Slow Action	Skill
Break Grapple	⇌ Close Combat
Crawl	—
Close Combat Attack	Close Combat
Don Space Suit	Mobility
Shoot Firearm	Ranged Combat
Burst of Autofire	Stress, Ranged Cbt +2d
Throw weapon	Ranged Combat
Reload	—
First Aid	Medical Aid
Stop Panic	Command
Give Orders	Command
Persuade	Manipulation
Enter/exit vehicle	—
Start Engine	—

Action Economy

[1 fast and 1 slow]—or— [2 fast]

Broken

When at 0 Health.
Each hit causes a critical hit.
Ends when health recovered to >0

Coup de Grâce

+1 Stress. Fail Empathy roll (no stress dice) to pull the trigger.

Death Check

Stamina, no stress dice, no push. ☒ or dead. Retry after same time increment as first.

Fast Action	Skill
Run (1 zone)	—
Move through door/hatch	—
Pick up dropped item in zone	—
Get up	—
Draw Weapon	—
Block Attack	Close Combat
Pushing Attack	Close Combat
Grapple Attack	Close Combat
Rereat (from engaged)	Mobility
Aim	—
Seek Cover	—
Grab the Wheel	—
Drive	Piloting
Use Item	varies
Set Overwatch	—

Panic Check

If you have 1 or more ☒, roll 1d6 + SL

1-6	Fine, resolve normally
7-9	resolve Action then Panic
11-12	Lose Action to Panic instead
13-14	Lose action, gain Mental Trauma
15+	Catonia & Mental Trauma

Panic Ends

When broken
One Turn (5–10 minutes) passes
When commanded successfully.

Close Combat Attack Stunts

- ☒ +1 Damage ⌊R⌋
- ☒ Swap initiative card
- ☒ Opponent drops held item or weapon
- ☒ Pull object from target
- ☒ Grapple humanoid opponent.
- ☒ Humanoid opponent Prone
- ☒ Humanoid opponent clinched

Close Combat Blocking Stunts

- ☒ Decrease Damage: Attacker —☒ ⌊R⌋
- ☒ Counterattack: base damage only
- ☒ Disarm Attacker

Ranged Combat Stunts

- ☒ +1 Damage ⌊R⌋
- ☒ Opponent makes Panic Roll
- ☒ Swap initiative card with opponent
- ☒ Opponent drops held item/weapon
- ☒ Opponent Prone or Pushed Back
- ☒ Autofire only): +1 target hit base damage.

First Aid

Medical Aid skill.
Treat Broken: Target Hits = total ☒
Target Dying: ☒ Target stabilized