

House Rules v1.0

I-Combat

Calculation of the Success margin (SM)

To calculate the SM, we use the board of the 1th edition/3, rounded off to the inferior, minimum1.

Score	SM
1-5	1
6-8	2
9-11	3
12-14	4
15-17	5
18-20	6

Effect of the Success Margin

The margin can be used in different manners:

- increase the damages by 1 per margin. MR3=+3dmg.
- reduce the score of armor by 1 per margin.
- increase or reduce the threshold of release of the field of strength. 1 by 2SM.

It is possible to combine these options between them, for example with a SM 6, reduce the armor by 4 and increase the threshold of release by 1.

Calculation of the damages

The damages are equal to the SM plus the damages of the weapon. We do not throw any more D6 for the successes.

Protection

The protection is directly removed from the damage. An armor of 4 reduces the damage by 4, no test is necessary.

Power Fields

The power fields activate when the damages are 5 or more. If the damages overtake 10, it is deactivated for a number of rounds

Equal to the surplus damages.

Unsurpassable armor

If the armor is too important so that the aggressor imposes the slightest damage, the aggressor imposes anyway 1 point of damage on a critic. Any armor have a weak point.

Summary

Damages = SM + damages of the weapon

Lost PV = Damages - Armor

Penalties for movement during combat

A character can move of its score of movement every round. If he wants to move furthermore, he has to make a test of athletics to win 1 of movement by SM.

On the board 2 of movement = 1 tile.

A movement of one square gives no penalties.

A movement up to the movement score imposes a penalty of 2 to hit in fight.

To make a test of athletics imposes a penalty of 4 in fight.

Serious injuries

When a player or an important opponent lost all his points of vitality, he begins to pass in serious injury state, the boxes of penalties.

A number of points of damages going from 1 to the wound penalty associated is needed to check the box of severe wound, before checking the following one.

Example: I lost all my VP, I have no light wound boxes left and I lose another 7 VP.

1PV makes me check the box -1, 2VP the box -2, 3VP the box -3 and the VP remaining, the box -4.

II-Création and experience

Experience

The knowledge skills cost the level to be reached x0,5, rounded up.

This category include the skills faction, planet, training, objects, stellar roads *, systems *,

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drive and xéno lore.

Allies and contacts

Buying a contact costs 1 xp, an ally its cost in creation points. Every scenario in which the players help in a significant way a NPC reduce its cost in XP if they want to take him as an ally. Generally, the cost is divided by the number of scenarios made for him, plus 1.

Ally, contacts and psys

The psys are badly seen in the Empire of the phoenix, it is not new. To represent this, the psys see the xp cost to take allies and contacts multiplied by two.

These modifications apply to penitent, the known psys and unmasked psys. If the ally or the contact does not know that the player is a psy, the multiplier does not apply. On the other hand, if he discovers his secret, his ally becomes a contact and a contact disappears, unless the player pays 1 additional xp for a contact and 2xp for an ally, to keep him. If the contact is itself a psy or looks favorably on them - there are crazy people everywhere, the multiplier does not apply.

III-Compétences

Habit checks

A score of 3 in a skill allows to pass automatically the easy tests when it is not about an opposition test. A score of 6, certain more difficult tests. A score of 10 allows to succeed automatically in the majority of the cases.

Survival

An hostile environment has a score of hostility going from 1 to 20. This score represents the dangerousness of the environment, the aridity, the extreme temperatures, the toxic plants, the aggressive insects, the poisonous gases, the acid rains, the falling rocks, etc....

Every day spent in this hostile environment, a

player lose a number of VP equal to the score of hostility. He deducts from the lost VPV his survival score and his SM in the survival check. An adapted equipment can give a bonus from 1 to 4 for the test.

A character exceeding the necessary successes for the survival test check can share his exceeding successes with one it of his companions. He can add 1SM to a companion's check for every 2 positive successes.

For example, the hostile jungles of Severus has a score of hostility varying from 4 to 10. Mars is 4 on the pilgrimage route. Stigma varies from 1 to 20.

Knowledge planet (X)

The score of the player in knowledge planet (X) is given as a bonus to its survival checks, orientation and street knowledge when he is on the planet (X).

Physics

A test of first care intel+physics puts back 1VP lost during a recent fight. One can regain no more than 1 VP in this way. Care more elaborate in surgery dex+physics or tech +physics allows the patient to get back to a not vital VP a day during a number of equal day equal to the SM. For the vital points, durations are in weeks. The duration of hospitalization cannot exceed the TN of the hospital.

IV-Equipment

Find of the equipment

The equipment is available on all the planets having a TN exceeding or equal to the TN of the equipment.

If it is about equipment of restricted access, as weapons, some poison, forbidden technological objects, the player will have to either make a check of street knowledge, or use contacts or allies.

If it is about particularly rare objects, as the antique weapons or other products of the 2nd republic, they can be obtained only from Allies having access to this kind of equipment and if

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the GM agrees.

Elixir

A check of intelligence + physics puts back a number of VP equal the SM. For a serious injury, the elixir puts back 1PV maximum.

Weapons and Armors

Hard: ignore 2 Armor points (AP)

Fire: ignore 4 AP

Laser: ignore 2 AP

Plasma: ignore 6 AP

Impact: ignore 4 AP, temporary damages

Shock: the SM is put in penalty to the opponent for this round instead of increasing the damages. The target can make a test of endurance+toughness to reduce the penalties by his SM.

Accessories

Points: +1 in intimidation

Circuit breaker: allows to move the upper threshold of the shield by 1 by SM instead of 1 / 2SM. Illegal. Reduce the initiative by 2.

Electro weapons: the weapon gains the property shock. On a fumble, the user electrocutes himself. Reduce the initiative by 2.

Vibrating blade: -1/-1 at the threshold of the shield and -1 weapon dmg.

The damage reduction is there even when the vibrating blade is not activated. Imposes a -10 for the tests of discretion when the weapon is activated.

Armors

The armors giving 2 to 4 points of protection are reduced by 1. Those offering from 5 to 8 points are reduced by 2 and those offering more than 8 points by 3.

Example, a sythesilk protects 3.

Loading time of accessories

Accessories need 3 rounds to charge before being effective. The penalties of the equipment apply during the charge.

Weapons

Rapier dmg5, initiative +1, allows fencing maneuvers

Large sword dmg 6

Saber dmg6, +1 to hit, no bonus of 6 of STR

Ax dmg7, -2 to hit

2 hands Ax: dmg8, -2 to hit, -2 initiative

Claymore: dmg8, +1 to opponent defense, -2 initiative

V-Techniques of fencing

Unless the opposite is specified, only the rapier is usable with the fencing techniques.

Florentine (rapier-left hand)

Posture unstable Steel: +1 in defense

- **off hand:** if the attack is made with the off hand, -2 in the touch besides the penalties of left hand, but the opponent reduces his defense by 2

- **double attack** : the score of defense of the character falls to 0 for the round. In exchange he can make two attacks, one with each hand, by counting the penalties of left hand for the left hand and multiple action. Dice are separately launched.

- **wall of steel:** give up 2 of the damages until his next round and in exchange gains 2 in defense.

Kraxi (knife)

Posture fumes concentrated: the character adds 1 to the damages of knives and improvised weapons of size S and XS.

- **Point blow:** within the framework of a normal movement (not requiring a movement check) during the fight, the character has no penalties due to the movement.

Besides the character adds 1 damage for the sharp weapons, as knives.

- **fast attack:** the character considers knives as having a pace of 3. The character can make 3 attacks in an action, against several adjacent targets or just one. A single check is made and the SM is distributed between attacks, minimum 1 by attack if it is possible. An attack of 2 hits is made at -2 on hit, of 3 hits at -4. If several attacks aim at the same target, its defense is reduced by 1 by attack after the first one.

- **deathblow:** the character can ignore 2 points

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of armor by SM instead of one.

Serpentis (rapier)

Posture hidden Fangs: the character ignores the penalty of -2 of the movement in fight and gains 3 in Initiative.

- **attack by unsheathing:** If the weapon is in the sheath and that the character has the initiative on his opponent, he considers the opposite defense inferior by 2 against the attack by unsheathing.

- **compound attack:** Attack at -2 to hit, normal damages. If the attack is a success, the next attack has a bonus of 3 for the damages and the opponent loses in 2 of his defense score.

- **Stop blow:** You need to have the initiative on the opponent, but let him attack first. The player makes an attack check and compares his result with the opponent's SM. The loser loses a number of VP equal the net SM plus the damages of the weapon, that is SM+5 for a rapier. Armor and the power shield are ignored.

Torero (rapier-cape)

Posture Faena: once a round, you can counter with the cape with an athletics check. The SM of the check reduces that of the attack.

- **masked blow:** attack at -2 to hit to gain +2 damages.

- **cape:** jet of disarmament, but the opponent has -4 to resist.

- **mess :** if a projection is made a success, the character can make a free attack action with -4 penalty of multiple actions.

Family fencing maneuvers (boot)

These boots are taught only within the concerned family. Every boot is a 2 points advantage or 4 xp advantage.

It is possible for a person outside the family to learn the boot, but it will incur the wrath of the despoiled family, he gains then the concerned family as enemies. They are compatible with the postures of schools.

Al Malik second striking (wits 6, weapon 6, observation 6)

If the player makes only an action which has to be an attack, he can relaunch the attack check if he misses.

The basic attack check is made at -1, the second

check at -5.

Decados diversion (Fast talking 6, Weapon 6, Presence 6)

The player makes a check of presence + fast talk.

SM is subtracted from the attack of the opponent until next round.

Hawkwood advance (Endurance 6, toughness 6, weapon 6)

The player makes an opposite check of Endurance+toughness, every point of net SM makes the opponent move a meter back in the direction of its choice. Both protagonists have a penalty of 2 in their actions because of the movement. If somebody is forced to fall because of this operation, he can make a check of dex + toughness not to fall.

The Hawkwood advance is a free action.

Hazat Hammer (Strength 6, weapon 6, Athletics 6)

Every point of SM reduces by 2 the opposite armor instead of 1. No effect on shields. Must be made in posture of assault. Usable with 2 hands weapons and axes, not rapiers.

Li Halan Holy parade (Weapon 6, Faith 6, Strength of mind 6)

When he is in total or partial defense position, the player keeps his bonus of school posture.

VI-Psy Powers

Number of targets

The number of targets can be increased by one by additional anima point spent, until a maximum equal to its psy score. The check is made at -1 by additional target.

Reach

By increasing the anima cost, the character can increase the reach of the remote powers. Psy score gives the max reach.

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Cost	Reach	Psy needed
1A	1km	3
2A	5km	4
3A	10km	5
5A	25km	6
6A	100km	7
7A	1000km	8
8A	Same planet	9
9A	Solar system	10

Duration

By additional step of duration, spend one anima. We can increase the duration of a power by one step, with a psy score from 3 to 5, two steps from 6 to 8 and three steps with 9. The activation check is made at -1 by additional step.

The spells having temporary duration are replaced by vast durations.

Limits of the improvement of a power

One can never spend more anima points than his psy score for a power.

Improvement of a power with the experience

If a player is learning the same power at an upper level, as it is the case in the way of the dervish or the invisible hand for example, he pays the difference between the power which he already possesses and the new one, multiplied by 2 to get it.

Doppelganger

The malefic double gains 1 pt of anima every time the player spends a point of anima to redo a check of failed psy power and two if they involves a fumble.

Dark points (Urges)

If the player makes an action deserving several points of urge in full knowledge of the

facts, he gains a point of urges automatically and makes the check of resistance not to take the other points.

If the player is in collusion with the action, he makes a check as if he was the perpetrator.

If the player witnesses the action and does not make anything to stop it, he makes the check at +4.

Invisible hand

The duration of these powers can not be increased.

Hand of the porter (N1, Will / force of soul, Sensory,vast,1A)

Lift or push a 25 kg object by pt of intelligence+25 by anima spent.

Hand of the thrower (N2, will + strength of mind,sensory,vast,1A)

Lift and propels an object / person. 10Kg/ Intel +10 by anima. To aim at a person one make a jet of perception + throwing weapon, reach 10m.

Hand of the pugilist (N3, will + strength of mind,sensory,vast,1A)

Can make a grip by using the activation check instead of the check of force+toughness. From the second round, the target undergoes damages Equals in the SM + 3. If he wants to release himself, he has to beat the SM.

Hand of the duelist (N4, will + strength of mind,sensory,vast,1A)

Perception + weapon to attack.

Invisible wall (N6, will + strength of mind, sensory,vast,1A)

Set up an equivalent wall as a power shield, with a score of urge / 10+SM. It has no charges and remains as long as the power makes effect. It disappears if it overloads.

Air walking (N7, will + strength of mind, one, spread(widened),1A)

Flight with 10m / round +5m / SM. Can increase the duration by 10rd by anima.

Destructive hand (N8, will + strength of mind, sensory,immediate,1A)

Impose damages equal Intel +SM as stun damages which ignore shields.

If the target take damages, it makes a check of endu+toughness against the damages or is

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stunned this round and the next one.

Air dance (N9, will + strength of mind, sensory, immediate,1A)

This power is an improvement of the power level 7.

Can fly a number of persons equal to the score of wits, as with the power air walking. It is the psy who controls their trajectories, but it take him a point of anima by trajectory. One can resist the power with a check of Dexterity + toughness.

Soma

The spells of soma allow to improve its characteristics up to the racial maximum or +2 if one are already close to the maximum. The maximal bonus gained is equal to the psy score.

Insensitivity (N1, will+toughness, spread, 1A)

The psy adds his SM+2 to his score of endurance. The effects of this spell are visible.

Strengthening (N2, will+toughness, spread, 1A)

The psy adds his SM+2 to his score of strength.

The effects of this spell are visible.

Acceleration(N3,will+toughness,spread(widened),1A)

The psy adds his SM+2 to his score of dexterity.

The effects of this spell are visible.

Shell (N4, will+toughness, spread(widened), 1A)

The shrink creates an armor equal to his SM+2 having the property hard. The effects of this spell are visible. This armor does not put penalties, but cannot be accumulated with another armor.

Change of size (N5, will+toughness, Spread(Widened), 1A)

This spell allows to change size of +/-10 % by SM, until 50 %. He also allows to throw the spells 1 and 2 at the same time as this one during an increase of size for 1A by spell. A single activation check is made for all powers. One can throw acceleration at the same time as a shrinkage of size.

Mask (N6, perception + strength of mind, extended,1A)

Can modify a feature of the face by SM. Gains a +1 by SM for disguise checks.

Regeneration (N7, will+toughness, immediate,

1A)

Regenerate 1VP by SM. This power come into effect during a night of sleep or a few hours of rest and does not allow to heal serious injuries.

Slowing down (N8, faith+toughness, 1 scene(stage),1A)

Slowed down the metabolism to escape death.

As long as the character stays in this state, he is considered as having died and have no needs.

Isolation (N9, will+force of soul, spread, 1A)

Immunized to the hostile environment. Reduced the level of hostility of the environment of 1 by SM.