

./FSCK-US - Gears and Wheels

All the information and rules for character creation. Primarily characters are made up of two things: Ratings and Knacks. They also have Knowledge and Cool, but these are less important than Ratings and Knacks.

The role of the GM

The SCP Foundation

Actions

Combat and Damage

DAMAGE

Damage is rating with a power, like Ratings and Knacks. But it works to reduce either Toughness or Health. To get the damage of an attack, or anything causing injury you look up its effect power (reduce by armor/defense) on the follow table with the roll of a die. If the result is a six and the attack is brutal you can re-roll for more damage (same roll again, adding cumulatively).

Damage Rolls						
Roll	1-2	3-4	5-6	7-8	9-10	11+
1	-	-	1	1	1	1
2	-	-	1	1	2	2
3	-	1	2	2	2	3
4	1	1	2	3	3	4
5	1	2	3	3	4	5
6	1	2	3	4	5	6

If the damage is 11 or more, the health/toughness lost is: $1d6 + (\text{damage} - 10)$. In this way a shotgun doing 18 damage as close-range is $1d6 + 8$ (18-10). Damage with a ! after it is piercing and had as impact rating. Impact is how much damage goes to toughness before it skips right to health.

Common attack damages:

- Fist: STR
- Kick: STR + 3
- Club: STR x 2 + 1
- Sword: STR x 2 + 3! - Impact 6
- Light Pistol: 12! Impact 2
- Heavy Pistol: 14! Impact 3
- Modern Rifle: 16! Impact 1

INJURY

Injury is loss of Toughness or Health. Toughness is like armor for health. It comes back pretty quick (1d3 a day) and doesn't have any effect except when Toughness is gone Health is lost instead. When Health is lost, it comes back slow (1d3 per week, without medicine). When all health is lost, the character is down and out and may die. Health lost below zero is counted up as: Mortal Injury. Every time that increases a 2d6 roll must match or beat it to remain alive at all.

Story Mechanisms

Penalty

Hazard

Peril

Dark Twist

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