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Ability Check Stats (cont.)

SISU

Your power of determination, assertiveness, and improvising. Can be used as a catch-all when not sure which stat to use.

Armor

Armor value is subtracted from any incoming damage. Total armor value can never go above 5. It is possible for armor to break and become ineffective. Armor may affect your speed.

Speed

In a single move, you can travel up to your speed value in square spaces (normally 5x5 feet). Your default speed is 6. Some environmental conditions, outside influences, or other modifiers may change this value.

Health Points (HP)

Damage causes you to lose HP. If you drop to 0 you are unconscious and dying — without healing you will die in 30 minutes. HP cannot go below 0.

A **short rest** (1 hour) lets you regain d4 HP. A **long rest** (6 hours) restores all HP.

Fatigue Points (FP)

Certain attacks, using skills, or strenuous activities can cause you to lose FP. Using a skill costs 1 FP unless otherwise stated.

If your FP falls to 0, at the start of each turn you must make a BODY (4+) ability check or suffer 1 damage to HP. While at 0 FP you also cannot use any skills. A short or long rest restores all FP.

Skills

Skills provide bonus modifiers for ability checks or combat. Every player starts with 2 skills. More may be added when upgrading. You can apply a single skill benefit to each ability check if it makes logical sense. Using a skill costs 1 FP unless otherwise stated.

Flaw

A flaw is something that may cause problems for the player. Every player starts with 1 flaw, chosen and approved by the GM. This flaw may change later or more may be added.

Inventory

A player may carry up to 9 items; the 10th causes **encumbrance**. **Bulky** items take 2 inventory slots (GM decides what is bulky). Being encumbered halves your speed and causes disadvantage on attack and ability checks. Very small items may take no slots at GM's discretion.

Example Skills (cont.)

Charmer

Prereq: SENSE ≥ d6

+2 on SENSE manipulation ability checks involving other intelligent creatures.

Craftsman

Prereq: SISU ≥ d6

+4 to SISU ability checks for crafting and repair.

Deceiver

Prereq: SENSE ≥ d6

+2 on SENSE disguise, bluffing, or deception ability checks involving other intelligent creatures.

Hacker

Prereq: MIND ≥ d6 and SISU ≥ d6

+4 to MIND ability checks for infiltrating computer systems and electronics.

Healer

Prereq: MIND ≥ d6

Gain 1 HP (for yourself or someone adjacent) every minute.

Investigator

Prereq: MIND ≥ d6

+4 to MIND ability checks when investigating a location.

Iron Resolve

Prereq: BODY ≥ d6

+2 on BODY endurance ability checks.

Lockpicker

Prereq: MIND or SISU ≥ d6

+4 to MIND or SISU lockpicking ability checks.

Martial Arts

Prereq: BODY ≥ d6 and MIND ≥ d6

Allows use of martial weapons and no disadvantage on unarmed attacks.

Precise

Prereq: BODY ≥ d6

+2 on BODY dexterity ability checks.

Quick To Act

Prereq: SISU ≥ d8

Can choose to act first when determining initiative. Recharges on short/long rest.

Range Master

Prereq: BODY ≥ d6

+2 on attack checks with all ranged weapons.

Second Wind

Prereq: BODY ≥ d6

If HP or FP falls below 2, react to roll d4 and regain that many HP or FP. Recharges on short/long rest.

Smooth Talker

Prereq: SENSE ≥ d6

+2 on SENSE ability checks when trying to convince someone to do or believe something.

Stealthy

Prereq: BODY ≥ d6

+2 on BODY sneaking ability checks.

Tracker

Prereq: MIND ≥ d6 and SENSE ≥ d6

+4 to MIND or SENSE ability checks when attempting to track someone or something.

Damage Check

Players, monsters, NPCs and breakable objects can take damage against their HP. The attacker rolls their ability die (and any weapon dice) and takes the highest result after modifiers — this is the **damage value**. The target rolls their associated ability die (usually BODY) and adds their armor value and any other modifiers — this is the **defense value**. Damage to HP = damage value – defense value.

Rolling a natural 1 on all rolled dice: weapon used is damaged (drops one die level).

Rolling the highest number on all rolled dice: target's armor is damaged (–1 defense) and may gain a lasting wound.

Unarmed melee damage checks are always at disadvantage unless specified by a skill.

Advantage / Disadvantage on Damage Checks

Roll two damage dice (weapon or unarmed), choose the highest (advantage) or lowest (disadvantage). All applicable modifiers still apply.

Other Modifiers

If a player can explain why a modifier should apply and the GM agrees it makes logical sense, it may be allowed — e.g., applying poison to a blade for +1 damage or the poisoned condition.

Short Rest

Taking a short rest requires 1 hour of relaxing activity. You regain d4 HP and all FP.

Long Rest

Taking a long rest requires 6 hours of sleep. You regain all HP and FP. If you do not have a long rest once every day, your FP will drop to 0.

Upgrading A Character

Whenever the GM sees fit — at milestones or adventure completion — you may upgrade your character with at least one of:

1. Upgrade any ability die 1 level (max d12)
2. Gain a new skill (max 10 skills)
3. Suggest improvement to an existing skill (at GM discretion)

You may also change your flaw if it makes sense. In some cases another flaw may be added. All upgrades are at the discretion of the GM.

Weapon Modifiers

Players may occasionally find improved weapons. An improved version goes up a die level to a maximum of d12. Very rarely, a weapon could be d20.

Weapons can become worn or damaged, causing them to go down a die level or take a –1 or –2 damage penalty until repaired. Armor can also become worn or broken and need to be replaced.

Example Equipment

Melee Weapons

Weapon	Requirement	Attack Die	Notes
Knife, Dagger, Club, Staff	d4 BODY	d4	—
Axe, Machete, Short Sword, Spear	d6 BODY	d6	—
Katana, Samurai Sword, Glaive	d6 BODY & Martial Arts	d8	Bulky
Long Sword, Mace, Battleaxe	d6 BODY	d8	Bulky

Ranged Weapons

Weapon	Range	Attack Die	Notes
Sling, Dart	8 spaces	d4	—
Hand gun	20 spaces	d6	—
Bow	20 spaces	d6	Bulky
Rifle	40 spaces	d8	Bulky

Armor

Armor	Armor Bonus	Speed Penalty	Notes
Shield	+1	—	Bulky
Lite armor	+1	—	—
Medium armor	+2	–1 space	Bulky
Heavy armor	+3	–2 spaces	Bulky

Miscellaneous

Item	Effect	Notes
Medkit	Restore d6 HP, 3 uses	Bulky
Adrenaline Shot	Restore d6 FP, 1 use	—
Rope with grappling hook	50 ft	—

Conditions

All condition self-recovery checks are made at the start of each subsequent turn, unless otherwise stated by the GM.

Blinded	Confused	Deafened
Can't see; auto-fails checks requiring sight. Attacks against have advantage; own attacks have disadvantage.	–2 penalty on all MIND and SENSE ability checks.	Can't hear; auto-fails checks requiring hearing.
Self-recovery: 10 min	Self-recovery: MIND (≥6) or 10 min	Self-recovery: 10 min