

Alien RPG

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

Close Combat Blocking Stunts

- ⊕ Decrease Damage: Attacker -⊕
- ⊕ Counterattack: base damage only
- ⊕ Disarm Attacker

Close Combat Attack Stunts

- ⊕ +1 Damage
- ⊕ Swap initiative card
- ⊕ Opponent drops held item or weapon
- ⊕ Pull object from target
- ⊕ Grapple opponent.
- ⊕ Humanoid opponent Prone
- ⊕ Humanoid opponent clinched

Command Stunts

- ⊕ +1 to target's roll to carry out order

Comtech Stunts

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

Heavy Machinery

- ⊕ +1 to later related roll
- ⊕ Don't need to roll again for this exact situation
- ⊕ Half the usual time
- ⊕ break it permanently
- ⊕ You show off

Manipulation Stunts

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

Medical Aid Stunts

None listed

Mobility Stunts

- ⊕ Give one ⊕ to someone in similar Situation
- ⊕ +1 to late related roll
- ⊕ Impress someone

Observation Stunts

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

Piloting Stunts

- ⊕ +1 to later related skill roll
- ⊕ You Show Off

Ranged Combat Stunts

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

Stamina Stunts

- ⊕ Give 1⊕ to PC in same situation
- ⊕ +1 to later related skill roll
- ⊕ don't need to roll again for this exact situation
- ⊕ You impress someone

Survival Stunts

- ⊕ Give 1⊕ to PC in same trouble
- ⊕ +1 to later related skill roll
- ⊕ Impress someone

Slow Actions

Break Grapple	First Aid	Shoot Autofire
Crawl	Give Orders	Start Engine
Close Combat. Attack	Persuade	Stop Panic
Don Space Suit	Reload	Throw weapon
Enter/exit vehicle	Shoot Firearm	

Fast Actions

Aim	Get up	Rereat/Disengage
Block Attack	Grab the Wheel	Run
Cross Hatchway	Grapple Attack	Seek Cover
Draw Weapon	Pick up item	Set Overwatch
Drive	Pushing Attack	Use lem