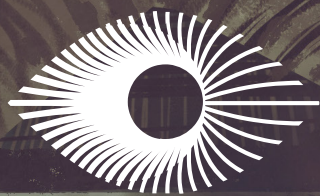


SPECTRUM

Universal Collaborative Storytelling System

Hyper Condensed Core Rules Reference Guide



spectrum

Rules Reference

Skill Test

1. Determine skill
2. Type of skill test (instant, extended, contested)
3. How long it will take to perform the skill
4. Determine difficulty
5. Determine adjustments and shifts
6. Roll dice
7. Apply adjustments and shifts
8. Determine goal points generated
9. Compare goal points to difficulty
10. Describes the success/failure

Failure

- **WHITE:** the character generates no goal points.
- **GREY:** the character generates no goal points and suffers one penalty shift on their next roll.
- **BLACK:** the character generates no goal points and suffers two penalty shifts on their next roll.

Combining Skill

1. Player details action and skills too combine
2. Both skills are rolled with 2 left shifts
3. Generated goal points are added together
4. Determine action outcome

Skill Synergy

1. Player has a secondary synergistic skill
2. Explains their rationale to the Narrator
3. Narrator says yay or nay
4. Adds Blue value as an adjustment

Steps for Assisting

1. Determine if character has the skill to assist
2. Assisting characters roll appropriate skill
3. Generated goal points are added to the skill rating of the person being assisted
4. The primary actor rolls their skill test with a skill rating equal to their skill rating plus any goal points generated by the assistant(s)

Steps for Collaborating

1. Determine appropriate skills
2. Determine the number of collaborators
3. Number of collaborators is the number of left shifts applied to everyone's skill checks
4. All collaborators make their skill checks
5. Add all the generated goal points together
6. Compare generated goal points to the difficulty to determine success or failure

Steps for Influencing NPCs

1. Determine if interaction should be done in initiative order
2. The player chooses which social skill to use
3. Roleplays the interaction
4. The Narrator determines difficulty (goal points)
5. Determine any bonuses or penalties
6. The player rolls the chosen social skill test and determines the total number of goal points generated

Wielding Metaphysics

1. Player announces they will manifest the metaphysical ability
2. Player declares the character is invoking the manifested metaphysical ability
3. Depending on the type of metaphysics involved the wielder spends points of the appropriate resource (kismet, blood, life, battery etc...) equal to the power of the manifestation.
4. Narrator determines if there are mitigating variables that would complicate invocation
5. Effects of the invoked manifestation are resolved

Kismet

Kismet is gained back during periods of rest.

Max Kismet = Current XP

- Spend 1 Kismet, before the dice are rolled, to add 2 to the roll result
- Spend 2 Kismet, before the dice are rolled, to add 2 to another's die roll
- Spend 1 Kismet, after the dice are rolled, to add 1 to the roll result
- Spend 2 Kismet, after the dice are rolled, to add 1 to another's die roll
- Spend 5 Kismet, after the dice are rolled, to re-roll your die result
- Spend 10 Kismet, after the dice are rolled, to force someone else to re-roll their die result
- Spend any 1 Kismet, at any time, to add 1 point to your initiative for one round
- Spend 1 point of kismet for every point of invoked metaphysical power

Experience Points

- Increasing a skill rating by 1 = 2 XP
- Increasing a contact rating by 1 = 3 XP
- New metaphysical ability = 5 XP
- Increasing an attribute by 1 = 7 XP
- Increasing a character's power by 1 = 10 XP

Initiative

Rounds: the three seconds during a conflict

Turns: Perform an action in a round.

Initiative Score: Starting initiative for round.
Awareness Check adjusted by Reflex value

Initiative Points: Current initiative during the round. Ties in initiative use a secondary value to determine who goes first.

Phase 1 – Declare “roll” Initiative

Phase 2 – Action Phase

Order of Operations for a Round:

1. Determine Character with highest initiative.
2. Character takes their turn.
3. Character loses 10 initiative points.
4. Still characters with initiative points > 0
Yes = go to #1
No = go to #5
5. Reset initiative points to initiative score.
6. Begin the next round.

Phase 3 – End Conflict or State Change

Concurrent Actions

Imposes a -1 adjustment and 1 left shift to any action made during the turn

Standard Actions

One Action per turn.

Readied Actions

- 1) Declares the readied action
- 2) Declare the trigger for readied action

Movement Actions

Movement is expressed in meters
Movement as a concurrent action.

Penalty

Walk: -2 adjustment and 1 left shift
Jog: -3 adjustment and 1 left shift
Run: -5 adjustment and 1 left shift
Jump: -7 adjustment and 1 left shift

Attacks

Melee Attack Hit

1. Declares melee attack
2. Determine appropriate melee skill
3. Determine shifts and/or adjustments
4. Player makes skill roll
5. If goal points generated the attack has hit

Melee Attack Damage

1. Finds the column on The Chart that corresponds to damage rating of the attack
2. Goal points generated by the attack roll are +adjustments to the damage roll.
3. Determine additional shifts/adjustments
4. The player rolls on the appropriate column
5. Goal points generated = damage dealt

Damage types

- **Sharp Damage:** subtracts Life points.
- **Blunt Damage:** subtracts Life and Will
- **Ballistic Damage:** ignores regular armor; subtracts from both Life and Will points.
- **Stun Damage:** subtracts Will points

Dodging (Concurrent Action)

1. Player has a readied dodge action
2. Trigger condition is met
3. Dodging character rolls an instant skill test using their Dodge skill applying an relevant shifts or adjustments
4. Goal points generated by the dodge are subtracted from the attacker's hit roll

Blocking (Concurrent Action)

1. Player has a readied block action
2. Trigger condition is met
3. Before they roll for damage, the hit character rolls their relevant block skill applying an relevant shifts or adjustments
4. Goal points generated by the block are subtracted from the attacker's damage roll

Armor

1. Damage roll yields damage dealt
2. The character rolls their Armor Rating
3. Goal points generated reduces the amount of damage the character would sustain

Ranged into Melee

1. Adding 1 for each other character within 2 meters of the target.
2. Applies all relevant shifts and adjustments.
3. Makes their attack roll
4. If the attack hits determine damage per usual. If the attack misses all other characters or creatures involved in the melee perform an instant Kismet test. The character or creature that fails to generate any goal points is hit by the attack. In the event of a tie, the Narrator decides who, if anyone, is hit by the attack.

Stealth Actions

a stealth action is a concurrent action

1. Declares doing something stealthily.
2. The Narrator determines if the target is unaware of a potential deception.
3. Narrator determines difficulty of the action and applies any shifts and/or adjustments.
4. The character makes a stealth test roll. If the character achieves a number of goal points, they or their action go unnoticed.
5. If the character fails their stealth test, the opponent may:
 - if the target that is not actively looking for some form of deception they may make an awareness check to detect the character's failed stealth action
 - if the target that is actively looking for some form of deception they make a contested search skill test vs the character's generated stealth goal points.

A hidden character gains the ability to ignore a target's declared Dodge or Block action.

Incapacitated, Death, and Dying

Incapacitated

When a character's Life point total reaches 0, they are incapacitated. An incapacitated character is unable to move or interact with the world around them.

Dying

- Dying occurs when Life points < 0.
- Will immediately becomes 0
- A dying character loses 1 Life point on each initiative turn. They can spend 1 Kismet to prevent the loss of 1 Life point. The character stops dying when Life points reach or exceed 0.
- A character at 0 Life points is still incapacitated.
- A character with > 0 Life points still has a Will of 0 and must recover from LoC as normal.

Dead (mostly)

- Occurs when negative Life > negative Endurance value.
- The character continues to lose 1 Life point on each initiative turn.

Dead (completely)

- Occurs when negative > 3x negative endurance.
- The character is no longer recoverable through mundane intervention.

Loss of Consciousness (LoC)

- Will drops to 0 = possible LoC
- Prevent LoC (Rally) with Resolve test. If goal points generated, add them to willpower.
- First time in a scene a character may rally without spending Kismet.
- Each subsequent LoC requires 1 Kismet to attempt to rally.
- If a character fails to rally, chooses not to, or cannot, they experience LoC
- While unconscious, a character cannot perform any actions.

During conflict

At the end of the round, an unconscious character's Initiative Score becomes 0.

1. On subsequent turns, a character must attempt to revive from LoC by performing an extended Toughness check.
2. Once the 10 goal points have been obtained, the character will gain consciousness on their following turn with Will points equal to their Toughness rating.

Difficulty

Instant Test

Extended Test

Difficulty	GPs	Difficulty	GPs
Simple	1	Simple	5
Very Easy	2	Very Easy	7
Easy	3	Easy	10
Moderate	5-7	Moderate	13-17
Challenging	10-13	Challenging	22-28
Difficult	17-22	Difficult	35-50
Very Difficult	28-35	Very Difficult	70-100
Unlikely	50-70	Unlikely	150-250
Improbable	100-150	Improbable	375-600
Inconceivable	250+	Inconceivable	1,000+

Rest and Revitalization

Rest requires:

1. The character receives high-quality sleep for at least 4 consecutive hours
2. The character undertakes no activity more strenuous than light chores
3. The character receives an adequate amount of food and water
4. The character has adequate shelter from weather and other stressful environmental conditions

Successful rest:

1. Life is restored by 1/2 the character's current Life points with a minimum of 1
2. Will is restored by 1/2 the character's maximum Will points with a minimum of 1
3. Kismet is restored by half of the deficit with a minimum of 1

Rating	Relationship Quick Reference
-250+	Loathes the character and will abandon reason in an effort to destroy them.character.
-100 to -249	The character's enemy, is willing to hurt themselves in order to hurt them.
-99 to -35	The target will try to sabotage the character.
-34 to -17	The target will actively seek to not interact with the character.
-16 to -7	The target dislikes the character.
-6 to -2	The target finds the character tedious to deal with.
-1 to 1	The target is neither overtly positively nor negatively influenced.
2	The target has a minor interest in the character.
3-4	The target enjoys interacting with the character.
5-6	The target genuinely likes the character.
7-12	The target is the character's friend.
13-21	Trusts the character, and is happy to do favors that are "reasonable" and convenient.
22-49	Will help even if this represents some amount of risk to themselves.risk to themselves.
50-99	Will help them even if it represents a significant risk to themselves.risk to themselves.
100-249	Will help them in any endeavor despite the risk involved.
250+	The character is effectively the center of the target's universe.