

NEON CITY OVERDRIVE

Portray cool cyberpunks, dressed in chrome and lit in neon. Create a gritty world of hard choices, high risks and limitless danger.

CHECKS

Create a dice pool: Start with one \oplus and add further \oplus and \ominus based on the situation and action.

Add \oplus for:

- A single relevant trademark
- Each relevant edge the trademark has
- Each tag that can be exploited
- Having a better position
- Each relevant tag on special gear

Add \ominus for:

- Every trauma a character has
- Each hindering condition
- Each tag that increases the difficulty
- A poor position / being rushed
- Not having necessary gear
- Facing an obstacle of a greater scale

Roll the dice pool: Each \ominus cancels out a matching \oplus . The highest remaining action die is your result

6: Success. Additional 6's are boons.

4 OR 5: Partial success.

3 OR LESS: Failure.

Botch: If all action dice are canceled, or the only remaining action dice are 1's, you have critically failed.

Boon: Each boon lets you to increase the effect of an action, grant a bonus to an ally, cause +1 hit or make a declaration.

Extended checks: Three successes are required to complete extended tasks.

Helping: Each helper makes a check. Success / partial successes and boons add \oplus to the leader's roll.

STUNT POINTS

Spend a stunt point to:

- Use a second trademark in a check
- Soak all hits from a single source
- Change a die roll by +/- 1, or
- Add a detail / tag to the scene

Refresh: When a flaw causes significant trouble refresh all your spent stunt points.

COMBAT

Combat occurs in turns. Roll a D6 at the start of each turn. 1-3 the enemy go first, 4-6 the players go first.

Ranges: Close, Near, Far & Distant

Minions: defeated with a single hit. Boons deal harm to nearby minions.

Bosses: Require 3x their hits to defeat.

HARM

When injured you might mark a hit or suffer a condition. If you cannot mark a hit (all hit boxes are filled) write a trauma.

Traumas: A serious injury. When you suffer a trauma roll a D6 - on a 1 you are dying.

Dying: A character will die in D6 turns. A successful check will stabilise them.

HEALING

Clear one hit box when you rest in safety. Traumas can only be healed in downtime.

First aid: A successful check will clear one hit box, +1 for each boon rolled.



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