



Spec Ops

Basic Rules

Version 2.0

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Degree of Success

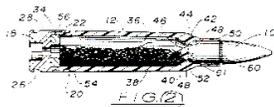
There are times when the GM will determine how efficiently a PC achieves their goal, or how terribly they mess up based on a degree of success. This could be how well they treat an injury, intimidate a foe, program a computer, etc. The degree of success (DOS) is given in generic terms, in the below table, that the GM will narratively translate based on the results.

Test Result	Degree of Success or Failure	Time Modifier (if applicable)
11+ below	Disastrous failure; the situation is now worse if possible	x 1.5
6-10 below	Complete failure; may prevent further attempts	x 1
1-5 below	Failure; may try again with an accumulative -5 penalty to the roll	x 1
Result = difficulty	Success; character achieves their basic goal	x 1
1-5 above	Complete Success; character achieves goal at this level of success	x 0.75
6-10 above	Superior Success; character achieves goal at this level of success	x 0.5
11+ above	Extraordinary Success; character achieves goal at this level of success	x 0.25

It is to be understood that a roll of a natural 20 is always a success, no matter what the target number.

Also, if the natural 20 result occurs on an attack roll, the damage dice result for said attack is doubled and all modifiers are then applied.

It is to be understood that a roll of a natural 1 is always a failure, no matter what the result of the roll.



Actions in a Combat Round

Combat is broken up into segments called a round.

Initiative is first determined for the combat by all PC's and enemies rolling their Initiative skill – the highest to lowest scores determines the order.

During their turn in the initiative order, a character may do the following actions:

Swift

This is a very quick and basic task – call out to a friend, drop an item, cock a weapon, start to aim.

Move

The PC may move a number of meters equal to their MOVE score.

Standard

This is a more complex action within the round – attack, use a skill, pick up an item, grapple a foe, etc. This is the basic action of the character's round.

Reaction

All PC's may take a reaction in a round to some actions targeting them. (*i.e. making a Dive for Cover roll when fired upon.*)

Multiple reactions in a round will degrade by a -5 after the first.

Changing an action type

Action types may be replaced with one another within a round.

A Standard, or a Move action may be changed to a Swift action, thus allowing a PC up to three Swift actions in a round.

A Standard action may be changed to a Move action, thus allowing a PC up to two movements within a round.

A Swift action cannot be changed. If it is not used, it is lost.

Full-round Actions

Sometimes the player wants to complete a task that may be quite involved or require more time. This is called a Full-round Action and it includes actions like setting explosives, running great distances, or hot-wiring an engine.

Understand, these kinds of tasks may be simply roleplayed out when time and actions are not bound to combat. The Full-round action is the tool that is used to allow for these tasks to be performed in combat.

There will be times that the GM may demand more than one Full-round action to complete a task.

When a PC uses a Full-round action to run, they can move up to 5x their standard movement.

Character Attributes and Modifiers

Each character has a set of attributes: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

The player rolls 2d6+6 six times to determine these scores and then places them in their attribute types. Once done, the player may add +2 to 1, or +1 to 2 of their final results.

Once the attributes are all placed, the player then determines the modifiers that go with each score using the table below.

Attribute Score	Modifier	Attribute Score	Modifier
6-7	-2	14-15	+2
8-9	-1	16-17	+3
10-11	+0	18-19	+4
12-13	+1	20	+5

No attribute can increase beyond 20.

Defenses

Each character has a static number that constitute their three primary defenses – Reflex, Fortitude, and Willpower.

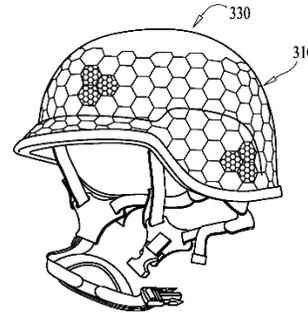
Reflex – the static score for an enemy to hit the PC or NPC. The score is generated by taking 10 + ½ the PC level + their DEX modifier.

Fortitude – the static score for a stun, poison gas, or gas attack. The attacker rolls a d20 versus the target’s fortitude score. If successful, the PC or NPC is affected by the attack based on the degree of success. The score is generated by taking 10 + ½ the PC level + their CON modifier.

Willpower – the static score for an enemy to deceive, orate, interrogate, or fool a PC or NPC. The score is generated by taking 10 + ½ the PC level + their WIS modifier.

Luck

A PC may use a Luck point to roll a 1d6 and add that to any failed skill or attack roll. Luck is a finite asset and may be used up, but will be restocked when the PC advances to his or her next level. The PC may never have more Luck points than their current ½ level plus 3.



Health and Damage

Each PC’s body is separated into six regions and each region may be damaged, affecting the PC’s overall health. Each PC has a number of Hit Points in each body area that are calculated using the characters Constitution score. When an attack successfully strikes a PC target, a d10 is rolled to determine where the target was hit and rules vary based on the location.

Head – the head of a character has a number of hit points equal to the CON attribute x 2. Each wound that strikes the head reduces the PC’s hit points in this area. If reduced to 0, the PC falls unconscious and must immediately commence rolling death saves – 1 per round – until they either self-stabilize or perish.

A PC’s head may never take more damage from a single attack than equal to the total hit points x 2, after reduced by armor. If this occurs, the PC’s head is essentially destroyed and there is instant death.

Torso – the torso is like the head, above, in all manner of ruling.

Arms and Legs – the arms and legs of a PC are each given their own count of hit points equal to the CON attribute x 1, for both their right and left sides. If the leg, or arm, on whichever side is hit and is reduced to 0 hit points, the PC loses all function of that appendage and will suffer wound modifiers to any future skill attempt or attack.

Also, the wound must be treated within three rounds of the attack, whether by themselves or another, or the PC must commence death saves. If they have three fails, they bleed out.

A PC’s arm or leg may never take more than 4 x the hit point value in one attack, after reduced by armor. If they do, the entire appendage is blown off and they go unconscious and must commence Death Saves.

Death Saves

If a character sustains a wound above that requires the commencement of Death saves, the player must roll 1d20 on their following turn, after being reduced to 0 hit points.

If the dice results in a 1 to 10, it is considered a failure; if the result is an 11 to 20, it is a success. The player continues to roll his Death Saves each turn until he accumulates either 3 saves or failures. The saves or failures do not need to be consecutive, just track both until three of a kind are collected.

A roll of a 1 on the D20 counts as 2 failures. A roll of a 20 immediately grants the PC 1 hit point and the Death Saves may be discontinued.

If the PC takes any damage while making the Death Saves, it immediately counts as 2 failures. If the PC is healed with a Treat Injury and is returned to a positive number for the wounded area, the Death saves may be discontinued.

See more on treating wounds below.

Armor

Armor may be worn on the various locations of the body and it has an armor value per piece. The value of the armor is used to reduce the damage rolled when an attack is successful, and the difference is applied to the hit location. If armor takes an accumulated amount of damage equal to 6 times its value, or in one hit, it has become useless.



Treating Wounds

When a PC is injured from an attack in a particular hit location, or reduced to 0 hit points in same location, they must have the wound treated. This can be done by themselves, if mildly struck, or by another if the PC has been rendered unconscious. A Treat Injury roll is made against the PC's Fortitude score and if successful, the wound has been stabilized and the PC will regain consciousness within the next round on their initiative order (if in combat), or immediately if outside of combat.

Based on the degree of success, the stabilized character is immediately returned to 1 hit point plus a number of hit points in that location, based on: ¼ their CON attribute if the roll is equal to or 1-4 greater than the Fortitude score; ½ their CON attribute if the roll is 5-10 greater than the Fortitude score; or their full CON attribute value if the roll is 11 or more than their Fortitude score.

They will recover the remainder of their hit points at a rate of 1d8 per 8 hours of undisturbed rest.

Maximum Damage Threshold

In war, there are times where a PC may be exposed to a massive amount of damage from an explosion, falling from a disabled aircraft, being hit by a vehicle, etc. The Maximum Damage Threshold score on the PC sheet represents the maximum damage a PC can take from any source in one blow. If that damage level is achieved, they are immediately killed.

Skills

Any time a PC tries to do an activity within their scope of knowledge and ability, it is a skill roll. Skill attempts are sometimes made against a predetermined difficulty level, or DC; a static defense such as a PC's Willpower score; or it may be an opposed roll between a PC and a NPC.

A PC will always get ½ their PC level plus the relevant attribute modifier to attempt a skill check. If they are trained in the skill, they gain a +5 to the roll. If they specialize within a trained skill, they gain an additional +1 to the roll. Finally, there are times that they might get a bonus to the skill attempt of +2 that comes from an outside source (*i.e. using a computer to research a Knowledge skill check, having a superior set of lock picks on a Manipulation check, etc.*)

Against a determined difficulty

The PC will roll their skill attempt using the following formula: 1d20 + ½ PC level + Attribute Modifier + training + specialty + any miscellaneous bonus modifier.

If the modified roll is equal to, or greater than the difficulty level, the attempt is a success.

Against a target's Defense score

The PC will roll their skill attempt using the same formula above. If the modified roll is equal to, or greater than the target's defense score, the attempt is a success.

I.E. a PC attempts to persuade an enemy guard to reveal some information. They make a Persuasion (Intimidation) check against the target's Willpower score. The GM will determine the level of intimidation based upon the degree of success.

Opposed actions

The PC will roll their skill attempt using the formula above. The opposing character will also roll and the results are compared, the victory going to the higher roll. Degree of

Success may also be applicable in determining how well the winner achieves his or her goal over the other.

I.E. The PC is trying to sneak into a compound. He rolls his Stealth skill and the enemy makes a Perception check. If the PC rolls a higher result than the enemy, he has achieved his goal. If not, the enemy has become aware of his activity. The level of awareness may be determined by the degree of success.

Difficulty Challenge (DC) levels are:

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

Attacking an Enemy

The use of weapons, whether ranged, melee, or unarmed fists, is determined by a PC's OODA score and the handling and accuracy of their weapon.

OODA stands for Observe, Orient, Decide, and Act. It is a attribute score determined by adding ½ the PC level + their Wisdom modifier + Dexterity modifier for ranged attacks, and Strength modifier for melee attacks.

OODA (ranged) = ½ PC level + Wisdom modifier + Dexterity Modifier

OODA (melee) = ½ PC level + Wisdom modifier + Strength Modifier



To this score, the PC adds his weapon's handling, accuracy, the rate of fire modifier, any range modifier and rolls a d20. If the result is higher than the target's Reflex score, the attack is a success.

The target may then attempt a Dive Fore Cover (DFC) / Dodge roll to escape being harmed. The target rolls a d20 and adds their base OODA (ranged) to the result and if the score is higher than the attack roll, they evade any damage.

If the DFC / Dodge is not successful, the location of the hit is then determined by rolling a d10 and looking at the chart on the character sheet.

The weapon's damage is then determined. If any armor is present, the damage is reduced by that amount and the remainder is applied to the available hit points for the area affected.

The effect of any wounds is determined as described above in the *wounds and hit points section*.

Cover

A PC or an enemy may take advantage of their surroundings by using cover. Cover comes in three levels – half, ¾ cover, and full. The amount and type of cover available is determined by the GM.

Half cover

The target gains the benefit of the cover, which increases his Reflex score by +3.

¾ cover

The target gains the benefit of the cover, which increases his Reflex score by +5.

Full cover

The target gains the benefit of the cover, and is unable to be attacked.



Aiming

Some weapons gain better advantage when aimed, instead of being sprayed from the hip. If a PC or enemy spends 2 SWIFT actions in a round, or two consecutive rounds, the attack gains a +3 to hit and damage and any cover is reduced by 1 step (except Full cover – target cannot be seen).

Night vision

There are electronic vision enhancers in the game that allow for greater distance, but also to see at night. If a PC or enemy is wearing Night Vision Goggles (NVG), they may see up to 20m as if it were day/dusk. Without the goggles, vision penalties will apply to any skill or attack roll, determined by the GM.

Stun Damage

Some weapons are meant only to stun an opponent – they can be a baton, a sap, or even a flash-bang grenade. To use these weapons, standard attack rolls are made against the characters Reflex score, or against a DC 10 area target number.

If successful, the attacker rolls 4d6 (add Strength modifier on a melee strike, or Dexterity modifier on a ranged strike) and compares the result to the target's Fortitude score. If the result is higher, the target is stunned for a number of rounds equal to the difference between the result and the Fortitude score.

Each round, the stunned opponent may attempt to save from their misfortune by making a d20 roll + their CON modifier against their Fortitude.



Weapons and their Stats

Each weapon in the game has stats that determine how reliable it will be in combat.

Base Weapon modifier

This score reflects how well the weapon's ability is to hit. All weapons start at a 0-base level, but can be modified by adding various components (i.e. foregrip, scope, etc.) Some weapons are master-crafted and may start with a higher modifier.

Damage

This is the dice rolled after a successful hit is made, plus any modifiers. The damage dice will also be rolled multiple times for each bullet that is fired. Damage dice can range from d6 to d12 at the base level of the weapon, but can be modified by adding various components.

To the damage dice is added the attacker's STR modifier, if it is a melee attack, or their DEX modifier on ranged.

Rate of Fire

Unless specifically stated, all weapons fire one bullet with the pull of a trigger. Some weapons can fire 3 rounds, or a full auto burst based on their type. Consumption of bullets from the magazine is affected by the number of rounds fired with each pull of the trigger.

Penetration

Penetration is the value that any armor is reduced by the strength of the fired shot. Once the penetration has reduced the armor, the armor balance remaining reduces the damage and hit point loss is then applied.

3-round burst

This fire mode will trigger three rounds to be shot automatically at a single target. The three-round burst increases the damage dice by a multiple of three – so 1d8 becomes 3d8.

The attack expends 3 bullets from the magazine for each pull of the trigger.

Autofire

This fire mode will cause the gun to spray rounds at a deadly level and the attacker is able to fire on an area, or an individual target,

If attacking an area, the attacker rolls their OODA (ranged) attack roll with all applicable modifier, along with the d20. The attack affects a 2x2 area on the map grid. The result must at least equal 10 to be effective, and if it exceeds any Reflex scores of targets within the area, it has a potential for greater damage. Targets in the area are allowed their DFC rolls, to try and mitigate any potential threats.

If the attack result is at least 10, but does not exceed any target's Reflex defense score:

- all eligible targets within the 2x2 area take ½ of the rolled damage. If they succeed at their DFC evasion, the damage is reduced to 0.

If the attack result exceeds any, or all, of the Reflex scores of eligible targets:

- targets take full damage if their Reflex score was achieved in the attack roll. The damage is reduced to half if they succeed at their DFC evasion.

Damage on Autofire attacks is rolled at 5x the dice type. No DEX modifier is included in the damage roll. Damage is evenly distributed to all hit locations and each is adjusted for applicable armor.

The Autofire attack expends 10 rounds from the magazine.

Burst

A burst-fire works both like a 3-round burst and an autofire attack.

The Burst fire attack targets only one opponent and the attack dice are rolled. If the attack succeeds with at least a 10 result, the target takes half of the rolled damage. If the result is their Reflex score or greater, then full damage is applied.

The target may take their opportunity to roll a DFC evasion – if successful, the damage is reduced to 0 or half, respectively.

Damage on Burst fire attacks is rolled at 4x the dice type. No DEX modifier is included in the damage roll. Damage is evenly distributed to all hit locations and each is adjusted for applicable armor.

The Burst fire attack expends 5 rounds from the magazine.

Range

Each weapon has an optimum or effective range that is considered medium (or normal) in game. Closer in at one half the effective range, the band is called short and closer still, within 10m or less, the band is called Close.

Weapons may also be fired beyond their effective range, but this can be more difficult to hit depending on the type of the weapon and how it has been modified. These bands are called Long – which is double the effective range – and Extreme which is any measure beyond Long.

Some range bands are not available for certain weapons – such as a hand gun or shot gun shooting at Extreme range.

An attack at the different range bands will be affected by a Range Modifier for every weapon, which is then modified based on how the gun has been adapted.

The Range Modifiers are as follow:

Range	Modifier
Close (10m or less)	+0
Short (½ effective range)	-1
Medium (effective range)	-3
Long (2x effective range)	-5
Extreme (2x effective range +)	-10

Weapon Components

Most weapons have hard-points where attachments can be added to increase performance. The modifications to a weapon can be made to the following areas: Stock, Scope, Sight, Magazine, Underbarrel, Rail, and Muzzle.

Stock: A weapon’s stock can be changed to offer better handling.

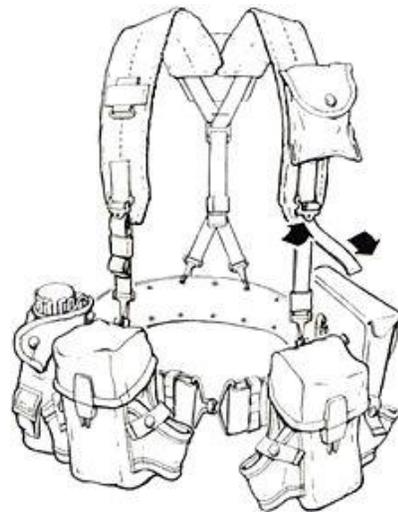
Scope: A weapon may have a scope attached to it to reduce the range penalties. Understand that range penalties may never be reduced below 0.

Sights: A weapon has a standard iron sight, but a more affective one can be attached. The sights reduce the range penalties and give a modifier to the weapon. Understand that range penalties may never be reduced below 0.

Magazine: A weapon’s magazine can be changed to offer more ammunition at the cost of handling.

Underbarrel and Rail: A weapon may have either an underbarrel hardpoint, or a rail to add attachments that can improve its performance.

Muzzle: A weapon’s muzzle can be modified to allow for silencing or recoil compensation.



Standard Soldier Issued Gear

- MRE x10
- 3 8-packs of batteries
- Canteen
- Water purifier capsules x25
- backpack
- primary weapon
- secondary / heavy weapon
- sidearm
- ammo for each weapon x 4 mags (heavy weapons number by type)
- 3 frag grenades
- 3 flashbangs
- binoculars
- tac-com
- tac-light
- tac-vest
- nvg headset

XP	Level	Attribute increase	OODA, Defenses, Luck, Skill bonus	Feat	Talent
0	1	1 st , 2 nd	+1	1 st	1 st
300	2		+1		
900	3		+1	2 nd	
2,700	4		+2		2 nd
6,500	5	3 rd	+2		
14,000	6		+3		
23,000	7		+3	3 rd	
34,000	8		+4		3 rd
48,000	9	4 th	+4		
64,000	10		+5		
85,000	11		+5	4 th	
100,000	12		+6		4 th
120,000	13	5 th	+6		
140,000	14		+7		
165,000	15		+7	5 th	
195,000	16		+8		5 th
225,000	17	6 th	+8		
265,000	18		+9		
305,000	19		+9	6 th	
355,000	20		+10		6 th

Non-Player Characters

Any NPC that is not a named antagonist will work on a simpler health system. The NPC will be given a total number of hit points of 1 to 4 x their CON, representing the strength of the NPC. Also, the NPC may be given a fixed armor rating that protects their life.

No matter the level or if they have armor, there is no need to roll on a location chart to see where they NPC has been struck – unless the player attacking wants the information for narrative purposes only. If struck, the damage is applied to the NPC after armor and this will determine whether an NPC lives or dies.

The only exception to this rule is if the PC attacking is not shooting to kill, but to impede the NPC, or to make them immobile.

This type of NPC is nicknamed a Mook.

All named characters and major antagonists will be written up like a standard character and ruled as such.

Character Advancement

A PC accrues experience awarded by the GM for defeating enemy opponents, solving skill challenges, and completing a mission. The amount awarded is up to the GM, but the accumulated points provide the PC with benefits.

The advancement table below tells a player what is needed to attain a new level and what reward comes with that level.

The rewards listed are earned when the PC increases a level, but they also enhance their OODA, Luck, static defenses, and their skill abilities with each level gain.



Along with the bonus increases, the PC may also be rewarded a feat or a talent.

Feats are generic abilities that enhance a character's performance.

Talents are more specified to a unique profession, such as a commander or scoundrel. A player may want to move his character along a formal profession as they advance.

Talents and Feats are listed in the tables below.

FEATS

Acrobatic Strike	You may tumble into an attack, or jump upon an enemy and gain a +5 bonus to your melee attack; <i>Prerequisite:</i> must be trained in Acrobatics
Alert	You are always sensitive to danger. Gain a +1 to initiative and you cannot be surprised while conscious.
Armor Master	You are used to wearing armor and vests. Gain +2 to your armor protection rating.

Braced Fire	You brace your weapon against a wall or surface to reduce the amount of recoil. The -5 penalty for autofire or burst is reduced to -3. <i>Prerequisite:</i> must have at least a 13 Strength
Charging Fire	If you run into combat while firing your weapon, you panic your intended target and reduce his Reflex defense by -3. <i>Prerequisite:</i> must be trained in Persuasion
Cleave	If you reduce an opponent to 0 hit points with a melee attack, you may immediately attack the next closest target with a melee attack. <i>Prerequisite:</i> new target must be within 5 meters of the first target
Coordinate	You may give a +2 bonus to any ally by performing an Aid Another action to suppress an enemy; <i>Prerequisite:</i> target must be within Close range and you must roll a successful attack roll DC 10
Damned Lucky	When you spend a Luck point, you may roll a d8 instead of a d6
Deadeye	If you aim before making a ranged attack and the attack hits, you may add an additional die of damage. This cannot be used with Autofire or Burst or any area effect weapons.
Dual Weapon 1	When you attack with two weapons in melee, or ranged with small arms, you do not suffer the off-hand penalty to your off-hand attack. You do not gain your Strength or Dexterity modifier with the off-hand attack.
Dual Weapon 2	Like Dual Weapons 1, but you now gain the Strength or Dexterity modifier to the off-hand attack, as well. <i>Prerequisite:</i> must have Dual Weapons 1
Marksman	You have worked long with your weapon – gain a +1 bonus to your Primary, Secondary, Heavy, or Sidearm. This feat can be taken multiple times, but cannot be used on the same weapon type.

Martial Adept	You are always assessing the battle. Gain one additional Standard action in any chosen round during an encounter.
Martial Arts 1	You are adept at fighting unarmed. Damage dealt by your unarmed attacks is increased by one die step – d3 becomes a d4; a d4 becomes a d6; etc. You may make two unarmed melee attacks in the round. <i>Prerequisite:</i> must have a Dexterity of at least 13
Martial Arts 2	You are adept at fighting unarmed. Damage dealt by your unarmed attacks is increased by one die step – d3 becomes a d4; a d4 becomes a d6; etc. You may make three unarmed melee attacks in the round. <i>Prerequisite:</i> must have a Dexterity of at least 13, and Martial Arts 1
Martial Arts 3	You are adept at fighting unarmed. Damage dealt by your unarmed attacks is increased by one die step – d3 becomes a d4; a d4 becomes a d6; etc. You may make four unarmed melee attacks in the round. <i>Prerequisite:</i> must have a Dexterity of at least 13, and Martial Arts 2
Precise Shot	You may fire a ranged weapon into a melee with one or more of your allies without fear of hitting them, even if the result is a natural 1
Quick Draw	You may draw or ready a weapon as a Swift action.
Savage Attacker	Once per turn, you can reroll the melee damage you cause and use the best of the two rolls.
Sniper	If you aim and fire a ranged weapon at Long range or greater, you may decrease the range modifier by -2.
Toughness	Whether it is quick evasion or some other quality, you gain a natural armor of +1 to all areas of your body.
Trained	Add a new trained skill.
Vehicular / Heavy Weapons	You are trained in using mounted heavy weapons in a vehicle. You

Walk your Fire / Lead your Target	gain a +1 attack bonus when using the mounted weapon. You are adept at using tracer rounds to walk your fire into a target, or to lead your target with fire. You can reduce your Autofire / Burst penalty by 2.
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TALENTS	
<i>Command Presence</i>	May re-roll a persuasion roll when you exert influence on another, but must take the new roll.
Demand Surrender	Once per encounter, you may make a Persuasion roll versus the Will defense of an opponent who has suffered at least 50% of their hit points to demand surrender. If the opponent is higher level than you, they gain a +5 bonus to their Will defense. If you, or any of your allies attack the opponent after they surrender, they will no longer submit. <i>Prerequisite:</i> must have Presence
Bolster Ally	Once per encounter, you can bolster any one ally that is within visual and aural range of you. The ally gains a +2 bonus to Reflex defense for a number of rounds equal to your Charisma modifier. <i>Prerequisite:</i> must have Presence
Weaken Resolve	Once per round, when you deal an opponent damage of one half their total or more, you may immediately make a Persuasion roll against their Will defense. If successful, they will flee in terror. <i>Prerequisite:</i> must have Presence
Inspire Confidence	As a standard action, you can inspire confidence in one ally that is within visual and aural range of you. The ally gains a +2 bonus to all skill checks for a number of rounds equal to your Charisma modifier. <i>Prerequisite:</i> must have Presence
Born Leader	Once per encounter, as a swift action, you grant all allies within your line of sight a +1 bonus to all attacks. It lasts as long as the ally remains within line of sight.

Coordinate	As a standard action, you may grant all allies within your line of sight an additional +1 bonus on any Aid Another action they take. The affect lasts as long as the ally within line of sight.
Rally	Once per encounter, you can rally your allies to fight on even if despaired. Any ally that has lost at least half of their hit points gain a +2 bonus to Reflex and damage for the remainder of the encounter. <i>Prerequisite:</i> must have Born Leader
Trust	You may give up your standard action to an ally within your line of sight that they must use before the end of their next turn. <i>Prerequisite:</i> must have Born Leader
<i>Fortune</i> Fool's Luck	As a standard action, you may spend one Luck point to gain one of the following benefits for the rest of the encounter: +1 to all attacks; +5 to all skill checks; or +1 to all defenses.
Fortune's Favor	Whenever you score a critical hit with a melee or ranged weapon, you gain a free standard action that must be used before the end of your turn.
Knack	Once per day, you may reroll any skill check and take the better result.
Lucky Shot	Once per day, you may reroll any attack roll and keep the better result.
Sneak Attack	Any attack on an unaware enemy gains an additional die of damage.
Gimmick	You can issue a routine command to a computer as a swift action.
Slicer	You may reroll any Use Computer check to improve access on a computer, and keep the better result.
Trace	You can substitute your Use Computer skill for any Gather Information check as long as there is a computer accessible.

<i>Scout</i>	
Acute Senses	You may choose to reroll any Perception check, but the new result must be accepted.
Uncanny Dodge	Once per encounter, you may add a +5 bonus to any Dive for Cover roll.
Jury-rigger	You may reroll any Mechanics check to jury-rig, but must accept the new roll.
Evasion	Once per encounter, you may avoid damage from an area attack. If you are hit by the area attack, you take half. If you are missed, you take no damage.
<i>Soldier</i>	
Battle Analysis	As a swift action, you can make a Knowledge (tactics) DC15 roll. On a success, you know which allies and opponents have been reduced to one half their hit points or less.
Cover Fire	When you make a ranged attack, all allies within 6 meters gain a +1 Reflex defense bonus until the start of your next turn.
Demolitionist	When you use Mechanics skill to place an explosive device, the explosion deals an additional +2 dice of damage.
Draw Fire	You distract opponents and convince them to focus on you. Make a Persuasion check against the Will defense of all opponents within line of sight of you. If successful, they will not attack any other ally or person within 6 meters of you – although they might attack you.
Harm's Way	Once per round, you may spend a swift action to shield an ally within 6 meters of you from attacks, taking the damage to yourself that they might have sustained.
Second Wind	Once per day, if you have been reduced by half or more in hit points, you may spend a standard action restore hit points to the wounded area equal to your Constitution modifier x 4.

<i>Medic</i>	
Triage	You are very quick at assessing wounds. Gain a +3 bonus to any Treat Injury rolls.
Fast Work	Your skill at healing leaves your patient in a much better state upon completion. Recovery of hit points is increased to 1d12 per hour, instead of the standard 1d8.
Rx	Your use of Medicine quickly helps the patient and reduces the effects of poisons, gas, or other toxins. [tbd]
Defibrillate	You draw the dead back from the brink. On a successful Treat Injury TN 20, you give the dead character another round of Death Saves.

Final Notes

These rules are subject to change as we play our game. If it works, it stays. If it is broken, we will fix it through a consensus.

