

IKRPG CHEAT SHEET

General abbreviations and stats

PHY- Physique (physical tests etc)

SPD - Speed (how fast you can move)

STR - Strength (how much you can lift , how hard you hit)

AGL - Agility (nimbleness , co-ordination , reflexes)

POI- Poise (hand eye co-ord , skill with ranged weapon)

PRW- Prowess (Grace , balance , conditioning , training)

INT- Intellect (wits , deduction , speed of thought , problem solving)

ARC - Arcane (magic power , skill with magic)

PER -Perception (attention to detail , awareness)

Defence - SPD + AGL + PER

Initiative- SPD + PRW + PER

Armor - PHY + Armor modifiers

Willpower - PHY + INT

MAT - PRW + Skill with weapon + weapon attack modifier

RAT- POI + Skill with weapon + weapon modifier

Command range - INT + Command skill in Inches

Jack Marshall Drives (generic)

- Boost attack roll
- Boost damage roll
- Charge
- Run

Power attacks

Power attacks are special attacks made by steamjacks. To make a special attack a steamjack must have a special rule enabling it to do so , be affected by a drive enabling it to do so or spend a point of focus.

Gaining feat points

- Incapacitate or destroy an enemy with an attack
- Score a Critical Success on an attack or skill roll
- Misc. GM awards

Spending Feat Points

- Boost a Non-Attack skill roll
- Heroic Dodge (take 1/2 damage from an attack)
- Buy an additional Quick Action
- Parry (ignore Free Strikes)
- Relentless Charge (when charging move through rough terrain without penalty)
- Re-roll failed attack/skill/willpower roll
- Run and Gun (advance 2 x SPD inches instead of SPD)
- Shake Continuous Effect/Knockdown/Stationary (ends one of those conditions)
- Sprint (make a full advance after incapacitating/destroying an enemy)
- Two-Fisted (if armed with a weapon in each hand, attack once with each with no penalties)
- Walk it Off (regain 1d3+1 vitality - cannot be used if incapacitated)

Target Numbers

Simple: No roll/automatic success

Moderate: 10-12

Complex: 13-15

Difficult: 16+

Impossible: No roll/automatic failure

Turn Structure

Maintenance Phase

- 1) Expire Continuous Effects that end
- 2) Resolve Continuous Effects that don't
- 3) Resolve any other Maintenance Phase effects

Control Phase

- 1) Allocate Fatigue/Focus to Upkeep spells
- 2) Expire Upkeep spells not allocated Fatigue/Focus
- 3) Resolve any other Control Phase effects

Activation Phase (can occur in either order)

- 1) Move (Advance/Run/Charge)
- 2) Act (2 quick actions/Attack + 1 quick action/full action)

Actions

During your turn you can

1. Perform two quick actions
2. Attack and perform one quick action
 - Quick Actions
 - Draw weapon or item
 - Stow weapon or item
 - Reload a ranged weapon
 - Pull pin on a grenade
 - Cast a spell
 - Activate a runeplate
 - Use a steamjack drive
 - Use a skill or ability that requires a quick action
 - Take Cover or go Prone

The use of some skills requires a characters full attention during his turn. A character making a full action during his turn can move but cannot also perform a quick action or make an attack.

Crippled aspects

Physique: -2 STR

Agility: -2 on all attack rolls

Intellect: -2 DEF, cannot Upkeep spells

Fear

Horrific noises haunting the night (12 vs Willpower)
Encountering the sight of recent slaughter (14 vs WP)
Witness a particularly gruesome murder (15 vs. WP)
Ally consumed alive by a rampaging beast (16 vs WP)
Witness the dead rise and turn on the living (16 vs WP)

Success = Unaffected

1st Failure = Anxiety (+1 STR, -1 to all attack or skill rolls, cannot move toward source of fear)

2nd Failure = Panic (-2 to all attack or skill rolls, cannot move toward source of fear)

3rd Failure = Flee! (Run! If you can't run, you are paralyzed with fear and cannot act)

Melee Attack Modifiers

Attacker is Prone: -2

Back Strike: +2

Free Strike: +2 and damage roll is boosted

Target Knocked Down: melee attacks automatically hit

Target Prone: +2

Target Stationary: melee attacks automatically hit

Target Taking Cover behind a terrain feature granting Solid Cover: -2

Ranged and Magic Attack Modifiers

Aiming Bonus: +2 to all ranged attacks that activation (forfeit movement/no quick actions)

Attacker is Engaged: -4

Attacker is firing from horseback: -2

Back Strike: +2

Target in Concealment: -2

Target in Cover: -4

Target Elevated: -2

Target in melee: -4 (missed attacks may hit others in the engagement)

Target Knocked Down: Target's DEF becomes 5

Target Prone: -2

Target Stationary: Target's DEF becomes 5

Magic / fatigue points

Gaining fatigue points

- Upkeep a spell - 1 fatigue point
- cast a spell - fatigue = spell cost
- Boost a magic attack or damage roll 1 fatigue point
- Increase range of spell -1 Fatigue point = 5"
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Removing fatigue points

Will weavers remove a number of fatigue points equal to their ARC each maintenance phase

Fatigue rolls and exhaustion

If fatigue exceeds arc , a will weaver must make a fatigue roll immediately after each spell he casts. Roll 2d6 if the total is equal to or over the number of fatigue points the will weaver currently has nothing happens. If the total is less than the number of fatigue points he becomes exhausted

Focusers

During the control phase of each round , a focuser receives a number of focus points equal to his ARC stat , unlike Will weavers , who gain fatigue points as a result of casting spells , focusers spend the focus points they receive to work their magic

A focuser can spend points too

- Upkeep spells
- Cast a spell
- boost attack / damage rolls
- make additional attacks
- Allocate to steamjacks

