CARGO
CANE

CORVUS BELLI
INFINITY
THE ROLEPLAYING GAME
LAUNCHING DISTRIBUTION

Welcome

TAKING ACTION

- The gamemaster and player determine the relevant SKILL and the DIFFICULTY
- Difficulty determines the number of SUCCESSES required to perform the action
- SKILL EXPERTISE is added to the base ATTRIBUTE to determine the TARGET NUMBER (TN)
- Roll 2d20, counting each die rolled separately
- Each roll equal to or less than the TN is a success
- Players can roll additional d20s by paying HEAT, spending MOMENTUM, or using RESOURCES
- A roll equal to or under the SKILL FOCUS is worth two successes
- Any extra successes become MOMENTUM
- No more than three additional d20s may be rolled for one test
- Some TALENTS allow additional dice, or re-rolls, automatic successes, or generate additional Momentum
- Results of 20 cause COMPLICATIONS. A skill test for an untrained skill becomes a Complication on a 19 or 20

TEST DIFFICULTY

NAME	SUCCESSES	EXAMPLES
Simple (D0)	0	Opening a slightly stuck door. Researching a widely known subject. Hitting a stationary archery target during practice.
Average (D1)	1	Overcoming a simple lock. Researching a specialist subject. Shooting an enemy at optimal (medium) range.
Challenging (D2)	2	Overcoming a complex lock. Researching obscure information. Shooting an enemy at optimal range in poor light.
Daunting (D3)	3	Overcoming a complex lock in a hurry. Researching basic historical information. Shooting an enemy at long range in poor light.
Dire (D4)	4	Overcoming a complex lock in a hurry, without the proper tools. Researching esoteric historical information. Shooting an enemy at long range, in poor light and heavy rain.
Epic (D5)	5	Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a battle. Researching purposefully obscured historical information. Shooting an enemy at extreme range in poor light and heavy rain.

DIFFICULTY MODIFIERS

CONDITION	EFFECT
Combinations**	If there are multiple elements that individually are not enough to warrant a penalty, the combination of conditions can collectively apply +1 difficulty.
Lighting	Increasingly dark conditions impose progressively higher difficulties to Observation tests and other tests reliant on sight. A bright, moonlit night may apply +1 difficulty, a dimly lit interior +2 difficulty, and complete darkness +5 difficulty. Conversely, extremely bright light, or moving from an area of darkness into bright light (or vice versa) can impose increased difficulties. Bright light can impose similar difficulty increases to Stealth tests.
Difficult Terrain	Moving into, within, or out of a zone with difficult terrain requires an Acrobatics or Athletics test, with failure halting the movement. Examples include slippery floors, sheer surfaces, deep snow, dense foliage, or even dense crowds. At the GM's discretion, difficult terrain can increase the Difficulty of movement-related tests.
Disruption or Distraction	The interference of enemies may impose an increased difficulty, depending on the severity of the interference.
Distance	All skill tests suffer +1 difficulty.
Deafened	If a skill is useable at a distance, each range category beyond Close will usually impose +1 difficulty.
Equipment	A character performing a task without the proper tools suffers +1 difficulty. In some cases, performing a skill test outside of a proper environment (a workshop, laboratory, archive, etc.) may also inflict +1 difficulty, but, if failed, the test can be retried within that environment later on.
Gravity Zones	High-Gravity environments inflict +1 difficulty to Acrobatics, Athletics, and Close Combat tests. Low-Gravity applies -1 difficulty to Acrobatics and Athletics tests to jump, climb, and resist falling damage, to a minimum of Average (D1). Zero-Gravity changes how a character moves. Attempting an Acrobatics, Athletics, or Close Combat test in non-standard gravity reduces Expertise and Focus to match that of Extraplanetary (if lower).
Noise	Loud noises can hinder a character's attempts to be heard or to hear other noises. Moderate noise (such as a crowd) inflict +1 difficulty, loud noise (an angry mob, a battle) +2 difficulty.
Poor Weather	A character exposed to severe weather (wind, rain, snow, fog, etc.) may suffer from +1 difficulty.
Random Motion	Being on a speeding vehicle, strong winds, crashing waves, and the like are often enough to hinder a test. Skills relying on concentration or a controlled environment suffer +1 difficulty when used in an environment of random motion, such as a ship in choppy waters.
Social Factors	Social tests when interacting with a character that does not trust you, who is of a rival faction, or who thinks you have committed some slight or social faux pas, increase in difficulty by one or more steps (refer to Psywar tables)
Unfamiliarity	Performing complex or specialized tasks, or tasks in which the character has little experience, increases the difficulty. This is subject to gamemaster's discretion and varies by situation and conditions. For example, a Tohaa diplomat may have little experience with hacking devices, while a Dog-Warrior frontiersman will struggle to decipher ancient texts

BASIC ATTACK TABLE

NAME	DAMAGE TYPE	RANGE	DAMAGE	QUALITIES
Intrusion	Quantronic	Reach/Close	1+2	Unforgiving 1
Threaten	Mental	Reach/Close	1+2	Stun
Thrown Object	Physical	Close	1+2	Stun, Subtle 1
Unarmed Strike	Physical	Reach	1+2	Stun, Subtle 1

SUMMARY OF ACTIONS

ACTION	EFFECT
FREE ACTIONS	
Adjust	Moving within Close range or in and out of Reach.
Drop Item	Dropping an item held in one or two hands.
Drop Prone	Dropping prone to the ground.
Simple Task	Any small task requiring no skill test or a Simple (D0) test.
Speak	Speaking without using a communication skill.
Minor Actions	
Absterge	Ridding self or an item from an ongoing condition.
Draw Item	Drawing an item or weapon.
Movement	Moving within Medium range.
Stand	Standing from prone position.
Swap Ammo	Swap between ammo types for weapons capable of doing so.
Standard Actions	
Assist	Granting an ally a bonus with a skill test.
Attack	Attacking a foe.
Brace	Steadying an Unwieldy weapon for an attack.
Exploit	Observing foe to discover a weakness, to exploit immediately.
Ready	Holding another Action to perform later.
Recover	Attempting to recover lost Vigor or Resolve.
Skill Test	Attempting a skill test.
Sprint	Moving to any point in Long range.
Treat	Treating an ally within Reach to recover Vigor or Resolve.
Withdraw	Withdrawing to Close range to avoid a Retaliate Action.
Response Actions	
Covering Fire	Expend a Reload to support an ally.
Defence	Parrying, blocking, or otherwise avoiding an attack.
Guard	Defending an ally from an attack.
Retaliate	Attacking a nearby foe when an opportunity is presented.
Return Fire	Make a ranged attack in response to being declared the target of one.

HIT LOC.

D20	LOCATION
1–2	Head
3–5	Right Arm
6–8	Left Arm
9–14	Torso
15–17	Right Leg
18–20	Left Leg

ATTRIBUTES

TYPE OF ATTACK	ASSOCIATED ATTRIBUTE
Infowar	Intelligence
Psywar	Personality
Melee	Brawn
Ranged	Awareness

BONUS DMG

ATTRIBUTE	BONUS
8 or less	None
9	+1
10–11	+2
12–13	+3
14–15	+4
16+	+5

DAMAGE TABLE

DAMAGE TYPE	PERSISTENT SOAK	CONDITIONAL SOAK	STRESS	HARM	RECOVERY	TREATMENT
Quantronic	Security	Interference	Firewall (Intelligence + Hacking)	Breach	Hacking	Tech
Physical (Creature)	Armour	Cover	Vigour (Brawn + Resistance)	Wound	Resistance	Medicine
Mental	Morale	Morale	Resolve (Willpower + Discipline)	Metanoia	Discipline	Psychology
Physical (Object)	Armour	Cover	Structure	Fault	–	Tech

COMBAT

DECLARE THE ATTACK

- Choose attack type: WARFARE (Melee or Ranged), PSYWAR, or INFOWAR
- Choose attack TARGET
- Choose a WEAPON (for WARFARE), an INTERACTION (for PSYWAR), or HACK (INFOWAR)
- Target chooses whether or not to make a DEFENSE Reaction

MAKE A SKILL TEST

Attacker makes a SKILL TEST to attack: AVERAGE (D1), or a FACE-TO-FACE if target takes a Defence Reaction
If the skill test or Struggle fails or is defeated in the Struggle, the attack ends
If the attacker succeeds, then the attacker rolls DAMAGE

ROLL DAMAGE

- Roll COMBAT DICE based on the attack type and bonus damage
- Each 1 or 2 rolled applies that much DAMAGE
- Each 6 rolled creates an EFFECT. Effects activate QUALITIES
- Qualities might cause additional damage or other conditions
- Momentum can be spent to increase damage by +1 per point
- Total the damage

ARMOR AND SOAK

- The defender determines SOAK when damage is determined
- Soak is a combination of fixed value (Armour, Morale, or BTS) and dice (Cover, Morale, or Interference)
- Roll any Soak and add the total rolled to the fixed value
- Reduce Soak by any effects rolled by the PIERCING Quality
- The result is the character's total Soak
- Subtract Soak from the attack's damage

STRESS AND HARM

- Any damage remaining is removed from STRESS
- Remove physical damage from VIGOR, mental from RESOLVE, quantronic from FIREWALL
- For every 5 points of Stress, the target takes 1 HARM (Wound, Metanoia, or Breach)
- Suffering 5 Breaches or Wounds destroys a quantronic system or kills a character
- Suffering Metanoia may result in panic or flight

ACTION SCENE MOMENTUM

SPEND	COST	EFFECT
Bonus Damage	1	A character can increase the damage inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds +1 damage.
Confidence	1	The character gains 1 Morale Soak per Momentum spent (maximum 4), until the start of his next turn.
Penetration	1	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Reroll Damage	1NR	The player may reroll any number of damage dice from the current attack.
Second Wind	1	The character chooses a type of damage, and recovers one point in the associated capability for each Momentum spent.
Secondary Target	2	A second target within Reach of the primary target is also affected by the attack, and suffers half the attack's damage, rounding down (to a random hit location, if physical)
Subdue	1	The attack gains the Nonlethal quality.
Stealthy	2	Reduce noisy action to sneaky or sneaky action to silent.
Swift Action	2NR	The character gains an additional Standard Action, increasing the difficulty by one step on any skill test that action requires. This may only be done once per round.
Withdraw	1	The character leaves the Reach of an enemy without triggering any Retaliate Reactions.

ATTACK TABLE

ATTACK	SKILL	RANGE	DAMAGE TYPE	DEFENCE REACTION
Infowar	Hacking	Reach/Close	Quantronic	Hacking
Melee	Close Combat	Reach	Physical	Close Combat or Acrobatics
Psywar	Persuade	Reach/Close, +1 difficulty per additional range category	Mental	Discipline
Ranged	Ballistics	Per weapon, +1 difficulty per range category in either direction	Physical	Acrobatics

CHARACTER CONDITIONS

CONDITION	EFFECT
Bleeding	3 physical damage, ignoring Soak, at the beginning of each of their turns.
Blind	3 mental damage when blinded. Skill tests reliant on vision suffer +2 difficulty.
Burning	Duration equal to Effects rolled on the attack, listed duration, or 1 round. At the end of each turn, the character suffers X physical and mental damage with the Incendiary quality (roll once, apply to both). Effects rolled extend the duration.
Checked	Movement halted in a specific direction by an exterior force.
Dazed	All skill tests suffer +1 difficulty.
Deafened	3 mental damage when blinded. Skill tests reliant on hearing suffer +2 difficulty.
Fatigued	+1 Complication range to all skill tests. Multiple instances stack. Cannot be cleared with Absterge. 8 hrs rest allows an Average (D1) Resistance test to remove the condition, which can be assisted with Medicine. Each Momentum spent can remove one additional instance.
Helpless	Unable to take Reactions. Exploit actions against the characters are at -1 difficulty and gain one additional Momentum.
Hindered	Move one fewer zone than normal and unable to move as a Free Action. Terrain tests suffer +1 difficulty.
Marked	Characters can reroll any d20s used for the attack test against the Marked opponent. Weapons with the Guided quality may be used against Marked targets.
Prone	Prone characters are also considered Hindered. Ranged attacks against Prone characters from Medium range or beyond suffer +2 difficulty and the Prone character gains +2 Soak for each Effect from Cover Soak (if any). Melee attacks and ranged attacks at Close range gain two bonus Momentum.
Staggered	Pay one Momentum to take a Standard Action. Pay an Infinity Point to take a Reaction (additional to the Heat cost).
Stuck	Unable to move from current object or location.
Unconcious	Also considered Helpless. Unable to take any actions.

WARFARE MOMENTUM SPENDS

SPEND	COST	EFFECT
Called Shot	2	The character can choose the hit location struck by a physical attack.
Change Stance	1	The character either goes prone or stands up.
Disarm	2	One item or weapon held by the target of a successful attack is knocked away and falls to the ground within Reach.
Knockdown	2+	The target must make an Athletics test (difficulty equal to half the Momentum spent) to avoid being knocked prone.

OTHER FORMS OF MOVEMENT

Broadly, different forms of movement are treated the same – they are means of crossing particular types of hindering terrain or obstacles.

Climbing is any movement where a character traverses a steep slope or sheer vertical surface. These are normally obstacles – walls, cliffs, and similar barriers – but some situations may have whole zones where climbing is the only way to move around. Climbing movement requires a terrain test using the Athletics skill. The more challenging the climb, the higher the difficulty – a rough cliff face with plentiful hand-holds has a difficulty of Average (D1), as is a moderately steep slope that requires some effort to climb. Attempting to climb a vertical surface without tools – rope, hooks, and so forth – increases the difficulty by one step. Attempting to climb upside down underneath a horizontal surface, such as a ceiling, increases the difficulty by two steps.

Jumping is any movement across a gap or space, controlled movement down to a space below, or movement in an attempt to reach something above. Jumping uses the Acrobatics skill, and it can be used in a variety of ways. Jumping across a small gap or over a small barrier – counting as an obstacle – is an Average (D1) Acrobatics test. Jumping down from a height uses the same rules as falling, but reduces the difficulty of the Acrobatics test by one step. Jumping up to grasp something within the character's normal reach requires an Average (D1) Acrobatics test, increasing as the upward distance increases.

Swimming is movement through a body of water, typically defined in game terms as one or more zones of Hindering terrain. Zones filled with water must be traversed by swimming, and all Swimming uses the Athletics skill for terrain tests. The rougher the water being crossed, the greater the difficulty, with calm water requiring an Average (D1) Athletics test to cross quickly. Remaining stationary in the water – treading water – requires a Simple (D0) Athletics test.

Flight is movement through the air. Only creatures specifically noted as being able to fly are able to do so. A creature capable of flight can move freely through any zone (above the ground), including through "empty" zones above the ground that are not normally accessible. Flying creatures don't typically suffer the effects of difficult terrain, though tall structures (such as the tops of buildings) can serve as Obstacles, and strong winds can serve as Hindrances, while particularly stormy weather might well count as a hazard – hailstones and lightning are risks for high-flying creatures.

ADDITIONAL TERRAIN RULES

Drowning and Suffocation: If a character begins drowning or is otherwise being deprived of oxygen, they must make an Average (D1) Resistance test. Failing this test inflicts one Wound. Every successive turn the character is deprived of oxygen, the test difficulty increases by one.

Falling Damage: A fall deals physical damage equal to 1+2 (Stun, Vicious 1) per zone fallen, including the zone the fall originated in. A character jumping down deliberately can count the fall as one range category less (such that a Close fall inflicts no damage). A character about to suffer falling damage can attempt an Acrobatics (D0) test as a reaction, gaining 1 Soak per Momentum spent.

Panicking Crowds: Crowds are uncertain and unpredictable at the best of times, and they'll mill around making scared noises if weapons are fired in their direction… but if someone is shot in a crowd, it becomes a whole other matter. If one or more Effects are rolled when rolling the for the Cover the crowd provides, someone in the crowd in that zone has been hit by the attack, the crowd panics, and every creature in the zone must attempt an Average (D1) Acrobatics test. Failure means the creature immediately suffers 1+3 (Knockdown, Stun) physical damage, as they are shoved, struck, and trampled by the crowd.

WOUND EFFECTS

WOUND	EFFECT
Bleeding	Target gains the Bleeding condition. Can be removed with Absterge, ending the Wound Effect.
Cripple	Target suffers +1 difficulty on all Agility-, Brawn-, or Coordination-based attacks.
Dazed	Target gains the Dazed condition. If Dazed, they become Staggered. Can be removed with Absterge, ending the Wound Effect.
Horrific Wound	Target suffers 1+2 resolve damage with the Vicious 1 quality.
Knockout	Target must make a Resistance test to avoid being rendered unconscious, with a difficulty equal to the number of Wounds they are currently suffering from. The target still suffers the Wound if successful, though they avoid this Wound Effect.

DISTANCES

Reach: Within arm's length. Characters can move within Reach of a target as part of any movement action that ends in the same zone as the target. Moving out of an enemy's Reach leaves characters open to the Retaliate Reaction unless they take a Withdraw Action.

Close: The character's current zone. Moving within Close range is a Free Action.

Medium: Any zone adjacent to the character's current zone. Moving to a point within Medium range is a Minor Action.

Long: Any point two zones away from the character's current zone. Moving to a point within Long range is a Standard Action, but the Difficulty of all tests increases by one step until the start of the next turn.

Extreme: Any point three or more zones away from the character's current zone. A character cannot move to Extreme range in a single action.

PSYWAR TECHNIQUES

NAME	SKILL	DAMAGE
Coax	Persuade	1+4
Deceive	Persuade	1+4
Influence	Persuade	1+4
Intimidate	Persuade	Per unarmed attack / weapon
Negotiate	Persuade	1+4
Order	Command	1+4
Rumour	Lifestyle	1+4
Seduce	Persuade	1+4

METANOIA EFFECTS

METANOIA	EFFECT
Break Social Connection	Remove a dyadic link from a social network map.
Create Social Connection	Forge a dyadic link between the target and a new social zone.
Emotional State	Create an emotional state in the target (panic, suspicion, trust, lust, etc.)
Force an Action	Directly access and manipulate the target's files.
Forge Friendship	Forge a friendship between the target and someone else.
Gain Information	Gain information through bluff, social research, etc.
Gain/Lose Access	Gain or lose access to a dyadic link
Influence Belief	Convince the target that something is true.
Monitor	Learn the target's actions and movements through gossip, tracking, research, etc.

PSYWAR MOMENTUM SPENDS

SPEND	COST	EFFECT
Confidence	1	Character gains +1 Morale Soak until start of their next turn
Inspire	2	Allies of the character within Close range gain +1 Morale Soak until start of their next turn; 1 Momentum can be spent to affect an additional zone.
Stubborness	3	Intransigence for a given Metanoia Effect increases by 1.

BREACH EFFECTS

BREACH	EFFECT
Blind	Force a target using Neural equipment to make a Resistance or Tech test or become Blind, with a difficulty equal to the number of Breaches they are currently suffering from. The target still suffers the Breach if successful, though they avoid this Breach Effect. Can be removed with Absterge, ending the Breach Effect.
Brain Blast	If the target is using Neural equipment, inflict a Wound instead of a Breach.
Command System	Target gains the Dazed condition. If Dazed, they become Staggered. Can be removed with Absterge, ending the Wound Effect.
Data Manipulation	Directly access and manipulate the target's files.
Disable Function	One program or piece of equipment ceases to function.
Lock Connection	Target cannot disconnect from the current system. Can be removed with Absterge, ending the Breach Effect.
Revoke Authentication	One authentication possessed by the target is permanently revoked.
System Disruption	Target suffers +1 difficulty to actions requiring equipment with Comms Equipped or Expert qualities.
Spoof/Sniff	Duplicate a system ID of the target, gaining access to one system.
Tag	Tag the target, allowing tracking and use as a repeater.

INFOWAR ACTIONS

ACTION	EFFECT
MINOR ACTIONS	
Transmit	Send information across a datasphere the character is connected to.
STANDARD ACTIONS	
Access System/ Terminate Connection	Connect to any known access point, appearing within Reach at the end of the action. Can alternatively be used to terminate a connection.
Reset	An Average (D1) Hacking test to hard reset the character's system, fully recovering Firewall. Subsequent actions with comlog or augmented reality suffer +4 difficulty. Each Momentum can reduce the penalty by one, which also decreases by one each turn.
Use Program	Using a program, unless otherwise noted.
REACTIONS	
Link	Useable against enemies that move out of Reach without using Withdraw. Requires an Average (D1) Hacking test. Hacker moves with the enemy (even into Secured Zones). Link dissolves at the end of the enemy's turn.