Sufficiently Advanced Cribsheet

Core Values (Range 1-10): CVs are your character's beliefs. 2 of them come from your civilisation, and 2 more are your personal choice for your character. One of these may relate to a society of which the character is a member. As a game mechanic, you get +1 to your Capability or Profession when your Core Value is involved (+2 if CV 5+).

Themes (Plot Manipulation Devices p114): There are 6 areas which are covered by themes; Plot Immunity, Intrigue, Empathy, Magnetism, Comprehension and Romance. You invoke a theme by spending a Twist, gaining narrative control related to your character.

You gain more Twists by taking Complications. Each character has points in different Themes linked (a higher Capability score gives you a lower theme level). Each Theme's Rating is the starting point for the level of manipulation achievable by spending twists. Each extra Twist spent increases the violence your character can do to the plot. However, if the Theme isn't directly linked to the situation, you can still spend a Twist to get a +2 to any roll. If a Theme is used against a CV of 6+, it takes 2 Twists to activate the Theme.

Capabilities (unenhanced human range 1-3, p78-82): Your character is defined by 5 Capabilities;

1. Biotech (fitness, strength, endurance etc – also determines lifespan) p79.
2. Cognitech (logic, thought, memory, speed of learning) p80.
3. Metatech (Charisma, Savvy, Will, etc. – conflicts vs your CV, +CV to Metatech) p80-81.
4. Nanotech (precision, perception, co-ordination, stealth) p81-82.
5. Stringtech (raw physical power, offence, defence, – based on equipment) p82

Professions (rated 1-10 p83); based upon your experience, time to learn affected by Cognitech, provide broad area of skills related to career.
If you don't have the exact profession needed in a conflict, you can substitute a <u>closely</u> related one by spending a point of reserve, but you cannot carry out specialised tasks.
If you don't have a <u>closely</u> related one, you can use another by spending a point of reserve and taking a -2 penalty on your die roll.

Reserve (Capability x1, Profession x2, p83); Each capability and profession has a number of points of Reserve. Reserve is spent to either allow a re-roll, or to add +1 to the dice roll per point spent up to a maximum of the ability rating.

If you are in a low tech environment (Tech level <3), then you <u>cannot</u> use Reserve to boost a roll, only to re-roll, <u>unless</u> you have the Old-Worlder Civilisation benefit.

If your reserve = 0, then all associated dice rolls are at -1. Unless involved in a long term conflict, profession reserve recovers overnight, whereas capability reserve recovers to a max of 5 overnight unless additional actions (p88) are taken.

Conflicts (Use a theme or roll some dice p101); Roll 1d10 x Capability and 1d10 x Profession and take the highest result. With the exception to the CV Metatech bonus, modifiers are applied to the die roll only. Reserve can be used at any time, as can Twists. Can either be against a target number, or a roll off for highest wins. Conflicts are either simple (a single roll) or extended (multiple rolls).

You can work together by all rolling together. The highest roll is the benchmark. Any supporting roll that gets > 50% of the total of the benchmark adds +1 to the highest roll. Reserve is then spent as usual. The GM can cap the numbers involved on a 'too many cooks' basis.

Sufficiently Advanced Cribsheet

Extended Conflicts; In an extended conflict, the first person to declare the conflict acts (rolls) first and sets the timescale for the conflict as a result. With more than 2 people in the conflict, use the appropriate combined offence score to decide who goes next. If <u>surprised</u>, the defender looses 2 reserve automatically, before the rolls are made. The acting player sets the conflict type for their exchange.

Each timeslice when you act, you roll the offence rating, the defender rolls the related defence rating. Both sides spend reserve as usual. If the defender wins, nothing happens. If the attacker wins, the defender looses reserve from the related defence score professions and capabilities split as they choose.
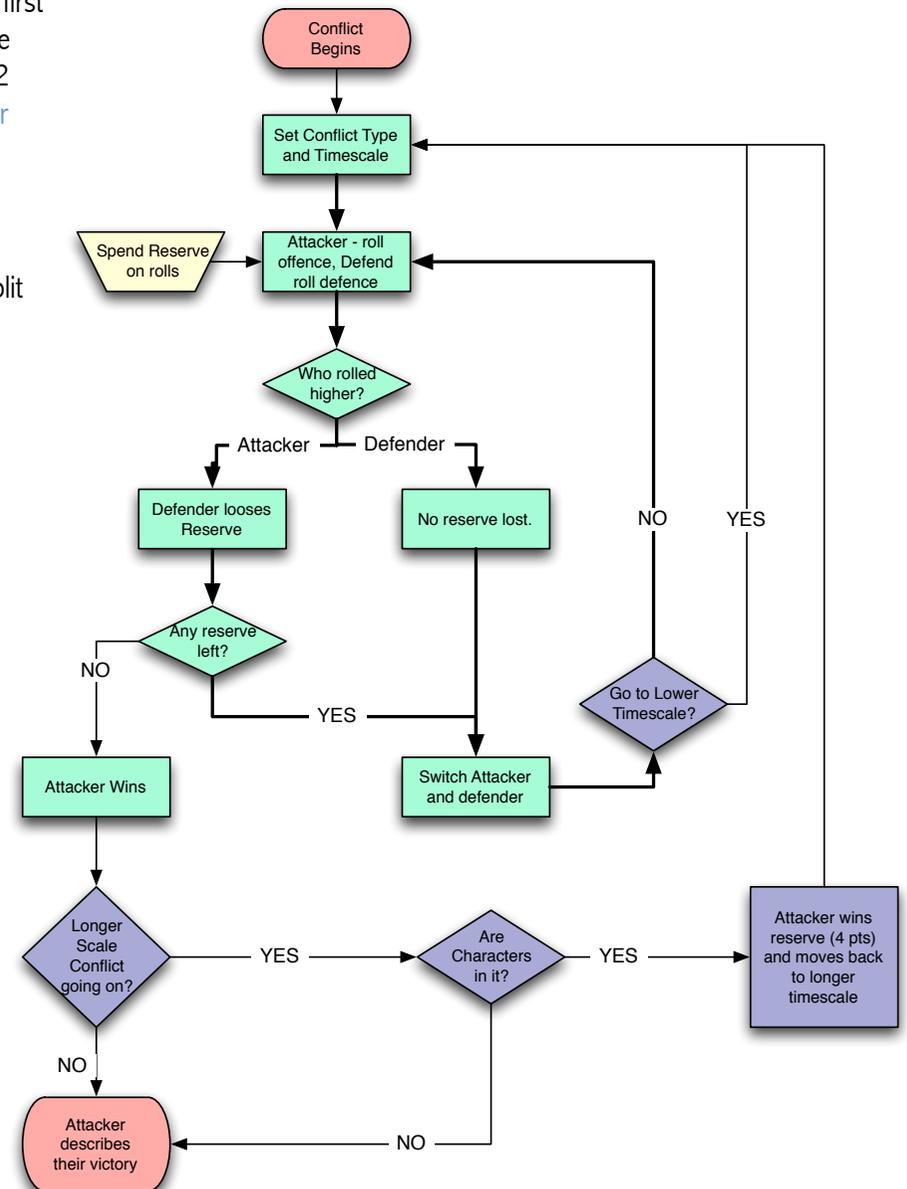
- Base loss: 2 reserve
- +1 for each multiple the defender's roll is exceeded by
- ±1 if force score is 3+ higher (+ attacker, - defender)
- +x extra if attacker's weapon does this,
- -1 subtle contest

Technology: Technology can effect the outcome of a conflict if it is relevant to the conflict. Some devices will substitute their own rating (eg stringtech) when calculating reserve loss when they represent the force score for the conflict. Devices also have descriptors which can effect the outcome of a conflict roll.

If you win a roll against an opponent with no reserve, they are at your mercy and you describe the victory. If you are loosing, you can fold to preserve your reserve but must do what the victor wants. You can escape a conflict by spending a reserve and rolling to escape. Your opponent rolls their offensive action as usual, and if you win, you get away.

A shorter timescale conflict can be initiated with an aim to gain 4 reserve. This can be done at any time by any player. A longer timescale conflict can be initiated if the current conflict is being escaped from.

Subtle Conflicts (p106); some attacks may not be noticed (eg Metatech). The attacker takes a -3 penalty on their capability/profession. The target still rolls an attack. When either side loose half their defensive reserve, the defender will become aware unless the attacker withdraws. Comprehension can be used to identify that the attack is happening.

Flowchart:

- Conflict Begins
- Set Conflict Type and Timescale
- Spend Reserve on rolls
- Attacker - roll offence, Defend roll defence
- Who rolled higher?
  - Attacker → Defender looses Reserve
    - Any reserve left?
      - NO → Attacker Wins
        - Longer Scale Conflict going on?
          - YES → Are Characters in it?
            - YES → Attacker wins reserve (4 pts) and moves back to longer timescale
            - NO → Attacker describes their victory
          - NO → Attacker describes their victory
      - YES → Switch Attacker and defender
  - Defender → No reserve lost.
    - Switch Attacker and defender
    - Go to Lower Timescale?
      - NO
      - YES

Sufficiently Advanced Cribsheet

Conflict Table (p104)

Conflict	Attack	Defence	Escape	Timescale
Physical Attack	Nanotech + (Police, Soldier)	**Stringtech** + (Police, Soldier)	Nanotech + (Stealth, Criminal)	Seconds
Mesh Hacking	**Cognitech** + (Programmer, Cognitech Engineer)	**Cognitech** + (Programmer, Cognitech Engineer)	Metatech + Programmer	Seconds
Fast Argument	**Metatech** + (Politics, Media, Criminal, Courtesan)	**Metatech** + (Politics, Media, Criminal, Courtesan)	Cognitech + (Politics, Courtesan)	10 Seconds
Memetic Assault	**Metatech** + (Politics, Media, Courtesan)	**Metatech** +(Politics, Media, Courtesan)	Cognitech + (Media, Courtesan)	Minutes
Nanotech Bloom	**Nanotech** + (Soldier, Nanotech Engineer)	Cognitech + Crisis Control	Biotech + Athletics	Minutes
Political Debate	**Metatech** + Politics	Cognitech + Media	Walk Away	Minutes
Manhunt	**Nanotech** + Police	**Nanotech** + (Criminal, Stealth)	Biotech + (Athletics, Stealth)	Hours
Ad Campaign	**Metatech** + Media	Cognitech + (Media, Spy, Politics)	Cognitech + Legal	Days
Interrogation	**Metatech** + Police	**Metatech** + Criminal	Nanotech + Criminal	Days
Biowarfare	**Cognitech** + (Medical, Spy, Biotech Engineer)	**Cognitech** + (Crisis Control, Biotech Engineer, Medical)	Metatech + Politics	Days
Nanowarfare	**Nanotech** + (Spy, Nanotech Engineer)	Cognitech + Crisis Control	Cognitech + Locality	Weeks
Research Blitz	**Cognitech** + Research	Metatech + Spy	Metatech + Media	Weeks
Political Campaign	**Metatech** + (Politics, Media)	**Metatech** + (Politics, Media)	**Metatech** + Finance	Months
Open Warfare	Stringtech + Soldier	**Nanotech** + Soldier	Metatech + Politics	Months
Cold War	**Metatech** + Finance	Nanotech + Spy	**Metatech** + Politics	Years
Psychohistory	**Metatech** + Metatech Engineer	Cognitech + (Politics, Metatech Engineer)	**Metatech** + Locality	Years

The core rules have a number of additional conflict examples such as 'Hide & Seek', 'Card Games', etc.

Technology Descriptors (p132)

Auxon	Self Replicating.
Dataform	Only exists in Infosphere.
Energy	Weapon firing energy not just physical matter.
Energy-Transparent	Does not defence against energy attacks.
Inheritable	Passes on to children born after tech is acquired.
Internal	Cannot be identified without Nanotech 6+ or Surgery.
Microscopic	Impossible to see with naked eye, needs Nanotech 5+.
Near-C	Near light speed attack. Loose 1 reserve before rolling defence.
Procedure	Learned technique. Can only be deactivated by drugs or rendering target unconscious.
Supersymmetric	Dark Matter based – only blocked by supersymmetric defences. Stringtech 7+ gives this to character.

Complications p114; (The cost to buy extra twists).

Import	Level	Example
9	1	Light wounds (lose ¼ Biotech & Stringtech reserves), some foes escape unharmed, public embarrassment, friends annoyed with you, your position or goals are revealed to your enemies.
8	2	Moderate wounds (lose ½ Biotech & Stringtech reserves), unconsciousness, major delays, your friends are angry with you, your character is befriended by the enemy.
7	3	Serious wounds (lose ¾ Biotech & Stringtech reserves), your character kidnapped, all your foes escape unharmed, your property destroyed, money lost, deluded by the enemy, friends lost.
5	4	Critical wounds (lose all Biotech & Stringtech reserves), friends turned against you, projects ruined, reputations altered, your character brainwashed.

You can buy more than one level of twist at once.