

# ヴェロシティシステム

零  
Mundain  
静止した時間

Fumble Area  
0  
戦闘シーンでは、フアンブルすると、そのラウンドは判定ができなくなる。

壹  
Ghost Walk  
幽霊歩き

Fumble Area  
1  
On a Fumble, you automatically fail all rolls for the remainder of the round

貳  
Shadow Run  
影走

Fumble Area  
2  
On a Fumble, you automatically fail all rolls for the remainder of the round

参  
Neuro Speed  
思考速度

Fumble Area  
3  
On a Fumble, you automatically fail all rolls for the remainder of the round

# VELOCITY SYSTEM

肆  
Sonic Speed  
音速

Fumble Area  
4  
On a Fumble, you automatically fail all rolls for the remainder of the round

伍  
Bullet Speed  
弾速

Fumble Area  
5  
On a Fumble, you automatically fail all rolls for the remainder of the round

陸  
Light Speed  
光速

Fumble Area  
6  
On a Fumble, you automatically fail all rolls for the remainder of the round

死地  
F.T.L.  
超光速

Fumble Area  
7  
戦闘シーンでは、フアンブルすると、そのラウンドは判定ができなくなる。

## Battlefield Chart

- 1 Plain No effect.
- 2 Underwater All dodge rolls take a -2 penalty.
- 3 Height When you Fumble, take 1 close combat damage.
- 4 Bad Weather All attacks gain +1 Range.
- 5 Throng You Fumble on a roll of 1 + your Plot Value.
- 6 Extreme Danger: At the end of the round, randomly choose a Plot Value; all characters on that Plot take 1 random damage.

During the Main Phase, you are out after taking 1 damage.

During the Main Phase, a Battle Scene ends after a number of rounds equal to the number of participants.

Once Plot has been revealed, a roll of 2d6 under your Plot Value will make you Fumble.

Close Combat damage is random; Ranged is not.

Players that are not participating may, once per round, apply 1 modifier to a roll.

During the Climax Phase, revealing your Secret during a Flashback Scene gets you +1 damage or +3 to a roll.