EP2 OPTIONAL RULES

This is a collection of optional rules that you can consider adopting for your own *Eclipse Phase Second Edition* game. Many of these were rules that we considered during the development process of *EP2,* but opted not to include. However, every group prefers different styles of play, so some of them may work for you. Check with your gaming group to see which rules everyone can agree on. Some of these (and other optional rules) may appear in future *Eclipse Phase* supplements.

POOL USE

These optional rules affect your use of pools.

Critical Successes

On a critical success roll, you may opt to regain 1 expended Insight, Moxie, or Vigor point rather than another critical success effect.

Recharge Timing

Recharging pools is currently limited to 24-hour periods. For a looser or more dynamic style, base recharges on game scenes or sessions instead.

Teamwork Pools

Allow other characters who are engaging in teamwork (p. 31, *EP2*) to spend pool points to affect the roll (not just the character making the roll). We suggest, however, that only one PC be allowed to affect the roll.

Trying Again

To limit re-rolls, if you fail a test, you may not try again unless you spend a pool point. Either Flex or a pool point appropriate to the skill may be used.

PSI

A variation on handling psi:

Stronger Infection

For a tougher version of the infection, do not allow Moxie to be used to negate the roll for Infection Tests.

GEAR

We considered some options for gear upgrades, as noted here.

Improving Gear

At the GM's discretion, you can put your Hardware skills to use improving your gear. This requires a Hardware task action using an appropriate field and a timeframe of 60 hours. If you succeed, you upgrade one of your equipment items; apply a +10 gear quality modifier to tests involving it. You may increase this modifier by +10 per superior success. This represents the improvements made to the gear's functions, catching up to the state-of-the art, software upgrades, and so on. This modifier is temporary, reducing by 10 every 1d6 weeks. You may only improve gear items once, though once the modifier degrades to 0 you may improve it again.

Apps and software may also be upgraded with Program skill.

At the GM's discretion, you could also use Insight pool for a temporary gear "upgrade" effect. Spend 1 point of Insight (which remains spent until your next long recharge) to upgrade a piece of gear by +10 for that duration. You may only upgrade gear for which you have an appropriate Hardware or Program skill of 40+.

No gear can provide a modifier that exceeds +30.

COMBAT

These changes will have small impacts on how combat runs.

Ammunition Failures

Rather than tracking spent ammo, treat a superior failure (or critical failure) on an attack test as running out of ammunition and needing to reload. We still recommend keeping track of seekers and other special ammo.

Critical Hits to Reduce Armor Value

Normally a critical success lets you double the damage you inflict in combat. Against a particularly well-armored opponent, however, you can instead opt to have a critical reduce their Armor Value by half.

In this case, a critical hit combined with an armor-piercing attack (which also reduces AV by half) will reduce the AV to 0, bypassing armor entirely.

Defender Superior/Critical Fails

Normally superior or critical fails on Fray and other defense rolls are ignored—getting hit is punishment enough. Under this rule, however, a superior fail will increase the damage inflicted by +1d6, just like a superior success on the attack. Likewise, a critical failure on the Fray roll results in the defender automatically being knocked prone.

Melee Opportunity Attacks

To increase the effectiveness of melee fighters, give them a free attack against anyone that moves away from their immediate reach, or that passes through that area.

Multiple Frays

Dodging multiple attacks in a single turn is challenging. For each Fray roll made after the first, apply a cumulative –10 modifier until your next action.

Shock Attacks

Many players do no like attacks that incapacitate Pcs—we get it, sitting out and not being able to act is not very fun, despite that this is how stun weapons work in real life. As an alternative, treat shock attacks (and any other incapacitating attacks) as providing a –30 modifier and halving movement rather than incapacitating the character.

The trade-off, of course, is that it should work this way for NPCs as well. However, this is left to GM discretion; such attacks may still incapacitate NPCs as normal.

HACKING

These options apply to the mesh and hacking.

No Teamwork Hacking

To keep things simple, do not allow teamwork bonuses on Hacking Tests and other Infosec rolls.

Zeroing In

Under normal rules, if the system defender wins, the intruder becomes spotted. Under this optional rule, if the hacker succeeds in their roll but the defender still wins, the hacker is bumped to Covert status instead. However if the hacker fails their roll and the defender wins, they become Spotted as normal.