



QREBS-1

Despite the uniformity which mass production techniques impart to their output, individual pieces of equipment can vary widely due to the differences between manufacturers, and the different emphases that they give to design and quality.

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THE QREBS EQUIPMENT EVALUATION SYSTEM

The QREBS (pronounced "krebs") system evaluates pieces of equipment for five essential characteristics: Quality, Reliability, Ease Of Use, Bulk (or Burden) and Safety.

Objects. Any item which is subject to QREBS is called an **object**. It may alternatively be called a device, a piece of equipment, a machine, an item, or an apparatus. While QREBS is primarily concerned with devices and machinery, it can also be used (judiciously omitting some parts of the system) with plants and animals, artwork, even books, drama, or music.

Multi-Component Objects. Where several objects are combined into a larger item (for example, components combined to become a groundcar), the proper use of the QREBS system is to treat each major subsystem separately.

Q QUALITY

2D-2	Description	Mod	Period
0	Very bad	- 5	Minutes
1	Bad	- 4	Hours
2	Poor	- 3	Days
3	Lesser	- 2	Weeks
4	Below average	- 1	Months
5	Average	0	Six Months
6	Better than some	+1	One Year
7	Better than many	+2	Two Months
8	Very good	+3	Three Years
9	Better than most	+4	Four Years
10	Excellent	+5	Ten Years
11	Superb	+6	Twenty Years
12	Masterpiece	+7	Centuries

Quality is a measure of the workmanship of an object. It directly reflects the Period between reliability downgrades.

Quality = 2D-2. Or as specified otherwise.

Quality Mod = Q minus 5.

Converted to Flux for use as a Mod.

When an Object fails, reduce its Quality by -1.

Period is the time between Reliability downgrades.

As each Period ends, reduce Reliability for the object by -1.

For example, an Average quality object with a Period of One Year is reduced in Reliability -1 every Year.

When an Object fails, reduce its Period -1.

R RELIABILITY

Value	Description
- 5	Very unreliable
- 4	More unreliable
- 3	Unreliable.
- 2	Somewhat unreliable
- 1	Slightly unreliable.
0	Reliability neutral.
+1	Better than some.
+2	Better than many.
+3	Reliable.
+4	More reliable.
+5	Very reliable.

Reliability measures the dependability of an object.

Reliability = Flux. Or as specified otherwise.

Reliability Degrades.
Reliability degrades -1 per Period.

E EASE OF USE

Value	Description
- 5	Very difficult to use
- 4	More difficult to use
- 3	Hard to use.
- 2	Somewhat hard to use
- 1	Slightly difficult to use.
0	Ease of use neutral.
+1	Better than some.
+2	Better than many
+3	Easy to use.
+4	Easier to use
+5	Very easy to use.

Ease of Use measures the facility with which a piece of equipment can be put into operation.

Ease of Use = Flux. Or as specified otherwise.

Large Equipment: Ease of Use refers to individual systems rather than to the craft or vehicle or assembly as a whole.

B BULK / BURDEN

Value	Description
- 5	Very easy-to-carry.
- 4	Easier to carry
- 3	Easy to carry.
- 2	Better than many
- 1	Better than some.
0	Burden neutral.
+1	Slightly un-ergonomic.
+2	Somewhat hard to carry
+3	Difficult to carry.
+4	More burdensome
+5	Very burdensome

Burden measures the difficulty of carrying or using a piece of equipment. It expresses how ergonomically well-fitted to use the item is. Alternatively, it measures the bulk or unwieldiness of an object.

Burden = Flux. Or as specified otherwise.

S SAFETY

Value	Description
-5	Very hazardous.
-4	More hazardous
-3	Hazardous.
-2	Somewhat hazardous.
-1	Slightly hazardous.
0	Safety neutral.
+1	Better than some.
+2	Better than many
+3	Safe to use.
+4	Safer to use
+5	Very safe.

Safety measures the inherent danger presented by an object when in use.

Safety = Flux. Or as specified otherwise.

Reliable / Unreliable

EaseOfUse / HardToUse

Burden/Ergonomic
Bulky/Compact

Safe / Hazardous