



Sample file



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TURN ORDER

Intentions: All players state intended actions for their characters.

Initiative: Director decides or D10 + Dexterity (see Fast Reaction Time, p. 39)

Action: In initiative order, characters perform actions

ADDITIONAL ACTIONS COMBO TABLE

DEXTERITY	ADDITIONAL ACTIONS	PENALTIES
1-4	0	None
5-6	1	2
7-8	2	4
9-10	3	6
11-12	4	8
2	1 per	2 per

RANGED ATTACK CHART

Throw Range	2 (2 x Strength) yards; no modifiers
Pistol Ranges	Short: 5 yards; Medium: 20 yards; Long: 50 yards
Rifle Ranges	Short: 20 yards; Medium: 100 yards; Long: 300 yards
Range Penalties	Short: none; Medium: 1; Long: 3
Multiple Shots	
Gunshots	Roll once; additional shots suffer 1 cumulative penalty, 2 for Big Pistols or larger
Bows	Use Multiple Action rules, p. 126
Crossbows	Not possible; must spend Turn reloading after each shot
Automatic Fire	
Damage	Base damage for each bullet is modified by armor, then totaled before applying Bullet type modifier
Sustained	Roll for each 10 shots; Success Levels equal number of bullets that hit; each subsequent group of 10 fired that Turn suffers 4 cumulative penalty
Suppression	Roll once for door-sized area; anyone in area is hit by number of bullets equal to Success Levels
Bursts	Roll once for three bullets; Success Levels equal number of bullets that hit; each subsequent group of 3 fired that Turn suffers 3 cumulative penalty
Reaction	Willpower (doubled) roll or spend action hugging dirt; p. 128

SPELL SIDE EFFECT TABLE

Roll a D10 and add the Spell's Power Level.

ROLL TOTAL RESULT

4 or less	Phew! Lucked out, and the spell still works.
5-7	The spell is delayed. It appears the spell failed, but it will work normally at a time of the Director's choosing (ideally, a dramatically appropriate time).
8-10	The spell works, but it's less effective than expected. The duration, damage or effect is halved (if not applicable, then the spell is delayed as above).
11-13	The spell works, but the caster is damaged by its energies. The magician takes five Life Points of damage per Power Level of the spell.
14-15	The spell affects the wrong target (Director decides who gets to be the lucky recipient).
16	Spell has a completely unexpected effect. The magical energies run rampant, often causing physical damage to the area or summoning dangerous entities from beyond our reality. This also happens if the spell is disrupted at a critical point.

FEAR TEST MODIFIERS CHART

Roll a D10 and add Willpower (doubled) (see p. 116)

Vamp with his "game face" on: 1

Hideous demon creature: Use half the creature's Attractiveness, rounded toward zero (i.e., a critter with Attractiveness 7 would impose a 3 penalty to Fear Tests).

Splatter factor: 1 for some blood; 2 for murder victim's body; 3 for R-rated gore; 4 for cult film carnage.

Sudden or unexpected encounter: Add 2 to the other modifiers

(i.e., the corpse falls out of a locker; the vampire springs from the shadows; the karaoke singer settles on Afternoon Delight).

Familiarity Factor: After seeing it often enough (third or fourth encounter), eliminate the penalty to the roll.

PANIC TABLE

ROLL RESULT

EFFECT

7-8	Startled: The character is startled but not paralyzed, and can act normally. Initiative is lost, however; the critter wins Initiative automatically on that Turn.
5-6	Freak out: The character screams and/or flinches away. Only defensive actions can be attempted on that Turn and the character cannot go on Full Defense.
3-4	Run Away!: The character takes off running for a full Turn, unless cornered, in which case he cowers in terror. Man, that's embarrassing. No attacks are possible, and defensive actions suffer a 2 penalty. After the first Turn (or handful of seconds), a new Fear Test can be rolled (reduce any penalties by one with each successive Turn, until the character snaps out of it).
2 or less	Total Terror: The character is not in control of his actions. He may lose his lunch, pass out, or suffer some other humiliating fate.

ARMOR TABLE

ARMOR TYPE	ARMOR VALUE	NOTES
Leather or Tweed Jacket	2	Stylish or nerdy, your call
Leather Armor	3	Breastplate, helmet and arm and leg protectors
Chain Mail	8(4)	Second value is used against Bullet attacks
Plate Armor	12(6)	Second value is used against Bullet attacks
Bulletproof Vest	10(5)	Second value is used against Slash/stab attacks
Combat Armor	12	Worn by combat soldiers and SWAT teams

BASE DAMAGE TABLE

ATTACK	BASE DAMAGE	NOTES
Axe	5 x Strength Slash/stab	Strength + 1 if two hands, p. 130
Axe (thrown)	4 x Strength Slash/stab	p. 130
Blunt Weapon—Small	3 x Strength Bash	Strength + 1 if two hands, p. 130
Blunt Weapon—Large	4 x Strength Bash	Strength + 1 if two hands, p. 130
Bow	4 x Strength Slash/stab	maximum base damage 20, use pistol ranges, p. 130
Break Neck	4 x Strength Bash	p. 121
Choke	1 x (Strength - 1) Bash	p. 121
Crossbow—Pistol	10 Slash/stab	use pistol ranges, p. 131
Crossbow	16 Slash/stab	use pistol ranges, p. 131
Hand Taser	5 Bash	unconsciousness or stun, p. 131
Head Butt	2 x Strength Bash	p. 122
Hunga-Munga	4 x Strength Slash/stab	p. 131
Hunga-Munga (thrown)	3 x Strength Slash/stab	no -1 penalty to skill roll, p. 131
Jump Kick	3 x (Strength + 1) Bash	p. 121
Kick	2 x (Strength + 1) Bash	p. 131
Knife—Pigsticker	2 x (Strength - 1) Slash/stab	p. 131
Knife—Pigsticker (thrown)	(Strength - 1) Slash/stab	p. 131
Knife	2 x Strength Slash/stab	p. 131
Knife (thrown)	2 x (Strength - 1) Slash/stab	p. 131
Knife—Big Ass	3 x Strength Slash/stab	p. 131
Knife—Big Ass (thrown)	3 x (Strength - 1) Slash/stab	requires strength 4+, p. 131
Pistol—Popgun	9 Bullet	use pistol ranges, p. 131
Pistol	12 Bullet	uses pistol ranges, p. 131
Pistol—Big	15 Bullet	uses pistol ranges, recoil -2, p. 131
Pistol—Big Ass	18 Bullet	uses pistol ranges, recoil -2, p. 131
Punch	2 x Strength Bash	p. 123
Quarterstaff	3 x (Strength + 1) Bash	uses two hands, p. 131
Rifle—Hunting	20 Bullet	uses rifle ranges, p. 131
Rifle—Assault	16 Bullet	uses rifle ranges, can autofire, p. 131
Shotgun	20 Bullet	uses pistol ranges, sawed-off -2 to hit, p. 131
Slam-Tackle	2 x Strength	Bash, p. 123
Spear	3 x (Strength + 1) Slash/stab	uses two hands, p. 131
Spear (thrown)	3 x Strength Slash/stab	p. 131
Spin Kick	2 x (Strength + 2) Bash	p. 123
Stake	2 x Strength Slash/stab	p. 131
Stake (thrown)	2 x (Strength + 1) Slash/stab	p. 131
Stake—Cannon	40 Slash/stab	uses rifle ranges, p. 131
Submachine Gun	12 Bullet	uses pistol ranges, can autofire, p. 132
Sweep Kick	1 x Strength Bash	p. 123
Sword	4 x Strength Slash/stab	Strength + 1 if two hands, p. 132
Sword—Big Ass	5 x (Strength + 1) Slash/stab	uses two hands, p. 132
Takedown	1 x Strength Bash	p. 123
Toss	1 x Strength Bash	knocks target down, p. 124
Wall Smash	3 x Strength Bash	p. 124
Tranquilizer Gun	1	puts target to sleep, p. 132

INJURY TABLE

10 or fewer Life Points	2 penalty to combat rolls
5 or fewer Life Points	4 penalty to combat rolls
0 or fewer Life Points	Consciousness Test, p. 133
-10 or fewer Life Points	Survival Test, p. 133

BASE MODIFIERS TABLE

Easy: 5
Moderate: 3 to 4
Average: 1 to 2
Challenging: No modifier
Difficult: -1 to -2
Very Difficult: -3 to -5
Heroic: -6 to -9
Superheroic: -10 or worse

RULES C

Attribute (doubled) roll	D10 + (2 x Att)
Attribute (not doubled) roll	D10 + Attribute
Skill roll	D10 + Attribute
Hacking	Intelligence +
Investigation	Intelligence +
Research	Intelligence +
Movement	(Dexterity + C)
Leaping	(Dexterity + C)
Climbing	See Jump Table
Attacking from behind	Dexterity + A
Drawing a weapon	Dexterity + A
Full Defense	Defense roll is
Full Offense	Counts as an
Getting Up	+3 to all defen
Knockdown	without penal
Knocked Down	+2 to all attac
Multiple Actions	Takes full Turn
Multiple Opponents	in Dexterity an
Grappled limb	Maneuver resu
Grappled body	Strength x 3 (d
Both arms grappled	-4 to all defen
Getting ungrappled	-2 per action,
Bound legs	+1 per additio
Bound arms in front	-2 to all action
Getting unbound	-1 to all action
Bash damage	-4 to most act
Bullet damage	Strength (dou
Fire damage	No kicks
Slash/stab damage	-2 to Punch a
Suffocation	Dexterity + A
Falling	No modifiers;
Poison	Apply armor/S
Disease	3 points of da
Consciousness Test	Apply armor/S
Survival Test	After 12 Turn
Stabilization	penalty each 7
Resuscitation	with cumulat
Healing	After 1 yard, 4
	points of dam
	fallen by 1 pe
	Poison Streng
	Like Poison br
	Roll Willpowe
	below 0; repe
	Roll Willpowe
	points below 0
	Intelligence +
	Intelligence +
	Test with bon
	and -1 penal
	1 Life Point pe

BREAKING STUFF TABLE

Interior Door: Three Success Levels

Reinforced Wooden Door: Four Success Levels, and the first Success Level in any one roll is ignored (there're just that tough)

Metal Door: Six Success Levels, and the first two Success Levels in any one roll (bad for shoulders)

Reinforced Metal Door: Eight Success Levels, and the first five Success Levels in any one roll (don't even think about it)

Interior Wall: Armor Value 4; 20 points of damage

Brick Wall: Armor Value 6; 40 points of damage

Concrete: Armor Value 10; 80 points of damage

TOSSED ITEM CHART

ROUGH WEIGHT	DAMAGE	SAMPLE
up to 100 lbs.	2 x Strength	Chair
up to 200 lbs.	3 x Strength	Person
up to 400 lbs.	4 x Strength	Heavy
up to 1000 lbs.	5 x Strength	Motor
up to 2000 lbs.	6 x Strength	Small
up to 2 x previous	(+1 previous) x Strength	

CHEAT SHEET

Attribute); p. 109
 Attribute; p. 109
 Attribute + Skill; p. 109

Power + Computers, p. 116
 Power + Influence, or Intelligence + Crime, p. 116
 Power + Occultism/Knowledge/Science, p. 116

(+ Constitution) x 5 yards per Turn;
 (+ Constitution) x 2 miles per hour, p. 115
 Table, p. 115

Acrobatics, or Combat Score; surface modifiers
 Success is Success Levels in yards, p. 115

Roll is 0 or suffers -2 against attack; p. 125
 Action (unless fancy gadget used); p. 127
 Defense actions; two defense actions possible
 Penalty; no attack actions; p. 125
 Attack actions; no defense actions; p. 125
 Turn; can be done in 1 action with 2 Success Levels
 Power and Acrobatics roll; p. 125
 Result or blow that inflicts damage > target's
 (damage type or bonuses not counted); p. 125
 Defense actions; no attack actions; p. 125

Power, cumulative; limited by Dexterity; p. 127
 Additional attacker; maximum 4; p. 127

Actions with that limb
 Actions

Actions; cannot Dodge
 (doubled), or Muscle Score vs another Grapple action

Action

Acrobatics; variable penalties from -1 to -6

Power; can knock out; p. 130
 Power/Success Levels/other modifier, double result; p. 130
 Damage per Turn; half normal healing rate; p. 130
 Power/Success Levels/other modifier, double result; p. 130

Turns, Consciousness Test with cumulative -1
 Each Turn; Survival Test each 30 seconds (6 Turns)
 Relative -1 penalty
 Roll, 3 points of damage per yard up to 51 yards (150
 Damage); Dexterity + Acrobatics roll reduces yards
 per Success Level

Length resisted by Constitution (doubled)
 Roll but less frequent and usually only incapacitate

Power + Constitution with penalty of -1 per point
 Repeated if further Life Points lost, p. 133
 Power + Constitution with penalty of -1 per 10
 Roll 0; repeated every minute if not stabilized, p. 133
 Power + Doctor, or Brains Score, p. 133
 Power + Doctor, or Brains Score; victim makes Survival
 Bonus equal to Success Levels of resuscitation roll
 Penalty per five minutes dead, p. 133
 Power per Constitution per day under medical care, p. 133

DRAMA POINTS USAGE CHART

Heroic Feat	10 to roll, p. 127
I Think I'm Okay	Heals half of damage taken,
Plot Twist	Gains plot break, p. 128
Righteous Fury	5 to attack actions; costs 2 D
Back From the Dead	Resurrection!; cost varies, p.

COMBAT MANEUVERS REFERENCE TABLE

NAME	ROLL BASICS	DAMAGE	NOTES
Aiming	Perception + shooting skill, or Brains Score	None	Adds Success to shooting
Bow Shot	Dexterity + Getting Medieval - 2, or Combat Score - 2	(4 x Strength) Slash/stab (to maximum of 20)	Ranged attack; apply (see p. 120)
Brain Shot	Combat Maneuver - 4, or Combat Score - 4	Bash damage doubled; Slash/stab damage tripled; bullet damage quadrupled	p. 120
Break Neck	Strength + Kung Fu, or Muscle Score	(4 x Strength) Bash	Must Grapple; at -10 Life Points or neck broken
Catch Weapon	Dexterity + Kung Fu - 5, or Combat Score - 5	None	Very slick; p. 121
Choke	Strength + Kung Fu, or Muscle Score	(Strength - 1) Bash	Must Grapple; asphyxiating; -2 to all actions
Crossbow Shot	Dexterity + Getting Medieval, or Combat Score	16/10 Slash/stab	Ranged attack; apply (p. 120)
Decapitation	Dexterity + Getting Medieval - 5, or Combat Score - 5	Varies by weapon	Total damage; if defender dies or decapitated
Disarm	Dexterity + Getting Medieval - 2, or Dexterity + Kung Fu - 3, or Combat Score - 2	None	Resisted by Combat Score
Dodge	Dexterity + Acrobatics, or Combat Score	None	Getting hit; could be avoided
Double Jump Kick	Dexterity + Kung Fu - 4, or Combat Score - 4	3 x (Strength + 1) Bash	Acrobatic; add Success to two targets
Feint	Intelligence + combat skill, or Brains Score	None	Adds Success to action; Resisted by combat skill
Grapple	Dexterity + Kung Fu + 2, or Combat Score + 2	None	Resisted by Strength; varies; p. 120
Groin Shot	Combat Maneuver - 3	Varies by attack	That's got to hurt
Gunshot	Dexterity + Gun Fu, or Combat Score	Varies by weapon	Ranged attack; apply (p. 120)
Head Butt	Dexterity + Kung Fu - 2, or Combat Score - 2	(2 x Strength) Bash	If target grapples; defend; if attacker is grappled