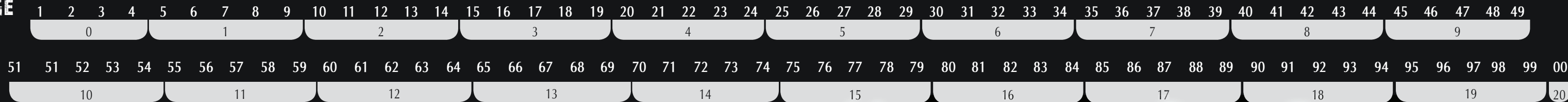


INDEFINITE INSANITY GAUGE



PHASES OF INSANITY

- 1. Bout of Madness:** For 1D10 rounds or summarize the event. Keeper creates/alters one backstory detail.
- 2. Underlying Insanity:** Further SAN loss results in another Bout of Madness; investigator is prone to delusions.

DETERMINING DIFFICULTY LEVELS

- Regular** Opposing skill/characteristic is below 50, or the task is a standard one. Roll equal to or below full value to succeed.
- Hard** Opposing skill/characteristic is equal to or above 50, or the task is very difficult. Roll equal to or below half value to succeed.
- Extreme** Opposing skill/characteristic is equal to or above 90, or this task is on the borders of human capability. Roll equal to or below fifth value to succeed.



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FULL / HALF / FIFTH VALUES TABLE

01/0/0	02/1/0	03/1/0	04/2/0	05/2/1
06/3/1	07/3/1	08/4/1	09/4/1	10/5/2
11/5/2	12/6/2	13/6/2	14/7/2	15/7/3
16/8/3	17/8/3	18/9/3	19/9/3	20/10/4
21/10/4	22/11/4	23/11/4	24/12/4	25/12/5
26/13/5	27/13/5	28/14/5	29/14/5	30/15/6
31/15/6	32/16/6	33/16/6	34/17/6	35/17/7
36/18/7	37/18/7	38/19/7	39/19/7	40/20/8
41/20/8	42/21/8	43/21/8	44/22/8	45/22/9
46/23/9	47/23/9	48/24/9	49/24/9	50/25/10
51/25/10	52/26/10	53/26/10	54/27/10	55/27/11
56/28/11	57/28/11	58/29/11	59/29/11	60/30/12
61/30/12	62/31/12	63/31/12	64/32/12	65/32/13
66/33/13	67/33/13	68/34/13	69/34/13	70/35/14
71/35/14	72/36/14	73/36/14	74/37/14	75/37/15
76/38/15	77/38/15	78/39/15	79/39/15	80/40/16
81/40/16	82/41/16	83/41/16	84/42/16	85/42/17
86/43/17	87/43/17	88/44/17	89/44/17	90/45/18
91/45/18	92/46/18	93/46/18	94/47/18	95/47/19
96/48/19	97/48/19	98/49/19	99/49/19	100/50/20

FIREARMS

- Firearm attacks are not opposed.
- Determine difficulty by weapon's range.
 - Apply modifiers.
 - Make roll.
- Target may Dive for Cover (Dodge) but cannot "Fight Back" unless they are within 1/5 DEX in feet.

Firearms Difficulty Levels

- Base range - Regular.
 Long range (2 x Base) - Hard.
 Very long range (4 x Base) - Extreme.

Sample Modifiers

- Target succeeded in Diving for Cover = -1 Penalty die.
- Target partially concealed = -1 Penalty die.
- Point-blank range (within 1/5 DEX feet) = +1 Bonus die.
- Aiming for 1 round = +1 Bonus die.
- Handgun firing 2+ shots = -1 Penalty die on all shots.

HORROR ON THE ORIENT EXPRESS

SCENARIO	TYPE	WHERE	WHEN	ITEM(S) RECOVERED
"Dancers in an Evening Fog"	Core	London	1923	1893 diary
"The Doom Train"	Option	London	1923	Doom Gate
"The Blood Red Fez"	Option	London	1893	--
"Les Fleurs du Mal"	Core	Paris	1923	Left Arm
"The Dreamlands Express"	Option	Dreamlands	1923	Lovers' Heart
"Nocturne"	Core	Lausanne	1923	Scroll of the Head
"Note for Note"	Core	Milan	1923	Torso
"Love (and Death) in a Gondola"	Core	Venice	1923	Left Leg, Devil's Simulare
"The Dark Crusader"	Option	Constantinople	1204	--
"Cold Wind Blowing"	Core	Trieste	1923	Right Leg
"In a City of Bells and Towers"	Option	Dream-Zagreb	1923	--
"Bread or Stone"	Option	Vinkovci	1923	Mims Sahis, Tillius Corvus
"Sanguis Omnia Vincet"	Option	Constantinople	330	--
"Little Cottage in the Woods"	Core	Belgrade	1923	Right Arm
"Repossession"	Core	Sofia	1923	Head
"By the Skin of the Teeth"	Core	Constantinople	1923	--
"Blue Train, Black Night"	Core	Across Europe	1923	Scrolls: Belly, Legs, R.Hand
"The Fog Lifts"	Core	London	1923	Scroll of the Left Hand
"The Simulacrum Unbound"	Option	Istanbul	2013	--

FIGHTING RULES FOR CLOSE-QUARTERS COMBAT

- Combat**
- Establish order of attacks (High to Low DEX)
 - Resolve each attack in DEX order
- Each participant may initiate an attack.
 - Defender chooses to react (Fight Back or Dodge).
 - Both make opposed roll to determine who wins the combat.
- When attacked, a character may choose to "fight back" (opposed Fighting vs. Fighting roll) or "dodge" (opposed Fighting vs. Dodge roll). Both attacker and defender roll percentage dice and compare their levels of success:

If you are fighting back: use your Fighting skill; you need to achieve a higher level of success than your attacker (if draw, the initiating attacker wins).

If you are dodging: use your Dodge skill; your attacker needs to achieve a higher level of success than you (if draw, the dodging character wins).

- Combat rolls cannot be pushed.
- Outnumbered**
Once a character has Dodged or Fought Back in a round, all subsequent attacks on them receive one Bonus die. Does not apply for those with multiple attacks (who may Dodge/Fight Back as many times as they have attacks before being outnumbered).

COMPARING RESULTS

(worst) FUMBLE — FAIL — REGULAR SUCCESS — HARD SUCCESS — EXTREME SUCCESS — CRITICAL (best)

If a tie: side with the higher skill or characteristic wins.

Opposed rolls: Best level of success wins (opposed rolls cannot be pushed).

PUSHING THE ROLL

A second and final attempt to achieve a goal, only allowed if justified by player. If failed, Keeper may bring dire consequences.

BONUS AND PENALTY DICE

- Bonus die:** Roll additional 'tens' die alongside the usual pair of percentage dice. Use the 'tens' dice that yields the better (lowest) result.
- Penalty die:** Roll additional 'tens' die alongside the usual pair of percentage dice. Use the 'tens' dice that yields the worse (highest) result.

WOUNDS AND HEALING

- If the damage from a single attack is:
- Less than half the character's maximum hit points: Regular Damage
 - Equal to or more than half the character's maximum hit points: Major Wound
 - More than the character's maximum hit points: Death

ORIENT EXPRESS STAFF

- Aboard the train, all staff are uniformed.
- BRIGADIER-POSTIER**
In charge of the fourgon or van.
- CLEANER**
In charge of all clean-up aboard train.
- CHEF DE BRIGADE**
The Chef de Brigade is in charge of the dinner staff under the Maitre d'Hotel, and of the sleeping car conductors.
- CHEF DE CUISINE**
The magician in actual charge of the kitchen; among the greatest chefs of Europe.
- CHEF DE TRAIN**
In overall charge of the train of sleeping cars—the commander-in-chief.
- CONDUCTOR (CONDUCTEUR)**
The most famous job on the Orient Express. Conducting is hard work and the men picked by Wagons-Lits for the Orient Express are the very best in the trade.
- CONTROLLER (CONTROLEUR)**
Aboard train, he is the Chef de Brigade's assistant.
- HEAD WAITER (SERVEUR-RECEVEUR)**
Manages the moment-to-moment service in the dining car.
- MAITRE D'HOTEL**
Chief of the dining car. He is responsible for the quality of staff, the orderliness of the car, and the service.
- WAITER (SERVEUR)**
Dining car attendant under the Head Waiter.

