

COMBAT MANEUVERS

Aim: +2 Shooting/Throwing if character does not move

Area Effect Attacks: Targets under template suffer damage, treat cover as armor; missed attack rolls cause 1d6" deviation for thrown weapons, 1d10" for launched weapons; x1 for Short range, x2 for Medium range, x3 for Long range

Autofire: -2 Shooting

Breaking Things: See Obstacle Toughness Table; Parry 2; No bonus damage or Aces apply

Called Shots

Limb: -2 attack

Head: -4 attack; +4 damage

Small target: -4 attack

Tiny target: -6 attack

Cover

Light: -1

Medium: -2

Heavy: -4

Darkness

Dim: -1 attack

Dark: -2 attack; targets are not visible beyond 10"

Pitch Darkness: Targets must be detected to be attacked at -4

Defend: +2 Parry; character may take no other actions

Disarm: -2 attack; defender must make a Str roll vs. the damage or drop his weapon

Double Tap/Three Round Burst: +1 attack and damage/+2 attack and damage

The Drop: +4 attack and damage

Finishing Move: Instant kill to helpless foe with lethal weapon

Firing Into Melee: See Innocent Bystanders

Ganging Up: +1 Fighting per additional attacker; maximum of +4

Grappling: Opposed Strength roll to grapple; raise causes Shaken

Innocent Bystanders: Missed Shooting or Throwing roll of 1 (2 with shotguns or autofire) hits random adjacent target

Nonlethal Damage: Characters are knocked out for 1d6 hours instead of wounded

Obstacles: If attack hits by the concealment penalty, the obstacle acts as Armor

Prone: As Medium cover; prone defenders suffer -2 Fighting, -2 Parry in melee

Ranged Weapons in Close Combat: Pistols only; Target Number is defender's Parry

Suppressive Fire: On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage

Test of Wills

Intimidate: Opposed roll versus Spirit; +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise

Taunt: Opposed roll versus Smarts; +2 to next action against this target with a success; +2 bonus and opponent is Shaken with a raise

Touch Attack: +2 Fighting

Trick: Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a raise, the foe is -2 Parry and Shaken

Two Weapons: -2 attack; additional -2 for off-hand if not Ambidextrous

Unarmed Defender: Armed attackers gain +2 Fighting

Unstable Platform: -2 Shooting from a moving vehicle or animal

Wild Attack: +2 Fighting; +2 damage; -2 Parry until next action

Withdrawing from Close Combat: Adjacent foes get one free attack at retreating character

QUICK SUMMARY

Stealth Modifiers

| Modifier | Situation |
|----------|----------------|
| +2 | Crawling |
| -2 | Running |
| +1 | Dim light |
| +2 | Darkness |
| +4 | Pitch darkness |
| +1 | Light cover |
| +2 | Medium cover |
| +4 | Heavy cover |

Tracking Modifiers

| Situation | Modifier |
|-----------|----------------------------------|
| +2 | Tracking more than 5 individuals |
| +4 | Recent snow |
| +2 | Mud |
| +1 | Dusty area |
| -4 | Raining |
| -2 | Tracking in poor light |
| -2 | Tracks are more than one day old |
| -2 | Target attempted to hide tracks |

Healing Modifiers

| Modifier | Condition |
|----------|--|
| -2 | Rough traveling |
| -2 | No medical attention |
| -2 | Poor environmental conditions, such as intense cold, heat, or rain |
| - | Medical Attention (1940 or earlier) |
| +1 | Medical Attention (1941 or better) |
| +2 | Medical Attention (2010 and beyond) |

Load Limits

A character's load limit is equal to 5 x Strength.

Every multiple of the load limit after the first subtracts 1 from a character's:

- Agility and all linked skills
- Strength and all linked skills

QUICK SUMMARY

Fear Table

| 2d6 | Effect |
|------|--|
| 2 | Heart Attack: The hero is so overwhelmed with fear that his heart stutters. He must make a Vigor roll at -2. If successful, he's Shaken for 1d4 rounds before he can attempt to recover. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated for 2d6 hours thereafter. |
| 3 | Phobia: The character gains a phobia. |
| 4-5 | Panicked: The character is Panicked. |
| 6-8 | Shaken: The character is Shaken. |
| 9-10 | Panicked: The character is Panicked. |
| 11 | The Mark of Fear: The hero is Shaken and also suffers some cosmetic physical alteration — a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1. |
| 12 | Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all trait and damage rolls on his next action. |

Reaction Table

| 2d6 | Initial Reaction |
|-------|---|
| 2 | Hostile: The NPC is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind. |
| 3-4 | Unfriendly: The NPC isn't willing to help unless there's a significant advantage to himself. |
| 5-9 | Neutral: The NPC has no particular attitude, and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind. |
| 10-11 | Friendly: The NPC will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors. |
| 12 | Helpful: The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task. |

QUICK SUMMARY

Monstrous Edges

Aquatic: The creature is native to the water and cannot drown. Such creatures typically have a Pace in water equal to their Swimming skill.

Armor: Each point of Armor adds to the creature's Toughness.

Burrowing: The creature can burrow underground a distance equal to its Burrow ability. It can surprise attack at +2 to attack and damage (+4 with a raise) by making an opposed Stealth vs Notice.

Construct: +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to disease and poison; Wild Cards do not suffer wound penalties.

Ethereal: The creature is immaterial and cannot be harmed by physical weapons.

Fear: Anyone who sees the monster must make a Guts check minus the creature's Fear modifier.

Fearless: The creature never makes Guts checks and cannot be Intimidated.

Infection: Failed Vigor roll after a Shaken or wound result results in an infection of some sort.

Infra-vision: The creature can see heat and halves penalties for bad lighting when attacking living targets.

Immunity: The creature is immune to damage from the listed attack form, such as heat, cold, etc.

Invulnerability: The horror suffers wounds only from a particular source (its Weakness). It can be Shaken normally.

Low Light Vision: The creature ignores all penalties for bad lighting except in pitch darkness.

Paralysis: A target who is Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.

Poison: A target who is Shaken or wounded must make a Vigor roll or suffer the effects of the poison.

Regeneration, Fast: The creature makes a natural healing roll every round.

Regeneration, Slow: The creature makes a natural healing roll once per day.

Size: Size adds to a creature's Toughness. Small: -2 to be hit; Large: +2 to be hit; Huge: +4 to be hit.

Stun: A target who is hit must make a Vigor roll or be Shaken, even if he was not damaged by the attack. He cannot attempt to recover for 1d6 rounds after the attack.

Undead: +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Arrows, bullets, and other piercing attacks do half-damage; Undead Wild Cards never suffer from Wound Modifiers; Immune to disease and poison.

Wall Walker: The creature can walk on horizontal surfaces or even upside down at its normal Pace.

Weakness: The creature suffers additional effects from its Weakness; see the individual creature's description.

Toughness Modifiers

| Mod | Size of a... | | |
|-----|---|-----|----------------------|
| -2 | Cat, fairy, pixie, large rat, dog | +3 | Ogre, kodiak |
| -1 | Large dog, bobcat, half-folk, goblin, small human | +4 | Rhino, Great White |
| 0 | Human | +5 | Small elephant |
| +1 | Orc | +6 | Drake, bull elephant |
| +2 | Bull, gorilla, bear, horse | +7 | T-Rex, orca |
| | | +8 | Dragon |
| | | +9 | Blue whale |
| | | +10 | Kraken, leviathan |

VEHICLE TABLES

Out of Control

| 2d6 | Effect |
|-------|---|
| 2 | Roll Over: The vehicle performs a Slip and rolls over 1d6 times in that direction. Roll collision damage for the vehicle and everyone inside. Any exterior-mounted weapons or accessories are ruined. |
| 3-4 | Spin: Move the vehicle 1d6" in the direction of the maneuver, or 1d6" away from a damaging blow. Roll a d12, read it like a clock facing, and point the vehicle in that direction. |
| 5-9 | Skid: Move the vehicle 1d4" left or right (in the direction of a failed maneuver, or away from a damaging attack). |
| 10-11 | Slip: Move the vehicle 1d6" left or right (in the direction of a failed maneuver, or away from a damaging attack). |
| 12 | Flip: The vehicle flips end over end 1d4 times. Move it forward that many increments of its own length. Roll collision damage for the vehicle, its passengers, and anything it hits. Slow and heavy vehicles such as tanks (GM's discretion) don't flip but suffer a Slip or Skid instead. |

Critical Hits

| 2d6 | Effect |
|------|--|
| 2 | Scratch and Dent: The attack merely scratches the paint. There's no permanent damage. |
| 3 | Engine: The engine is hit. Oil leaks, pistons misfire, etc. Acceleration is halved (round down). This does not affect deceleration, however. |
| 4 | Locomotion: The wheels, tracks, or whatever have been hit. Halve the vehicle's Top Speed immediately. If the vehicle is pulled by animals, the shot hits one of them instead. |
| 5 | Controls: The control system is hit. Until a Repair roll is made, the vehicle can only perform turns to one side (1-3 left, 4-6 right). This may prohibit certain maneuvers as well. |
| 6-8 | Chassis: The vehicle suffers a hit in the body with no special effects. |
| 9-10 | Crew: A random crew member is hit. The damage from the attack is rerolled. If the character is inside the vehicle, subtract the vehicle's Armor from the damage. Damage caused by an explosion affects all passengers in the vehicle. |
| 11 | Weapon: A random weapon on the side of the vehicle that was hit is destroyed and may no longer be used. If there is no weapon, this is a Chassis hit instead. |
| 12 | Wrecked: The vehicle is wrecked and automatically goes Out of Control. |

POWERS SUMMARY

| Power | Rank | Cost | Range | Duration | Effects |
|-------------------|---------|--------------|----------|------------|--|
| Armor | N | 2 | T | 3 (1/r) | +2 Toughness; +4 with a raise |
| Barrier | S | 1/section | Smarts | 3/(Spec.) | Creates barrier with a Toughness of 10 |
| Blast | S | 2-6 | 24/48/96 | Instant | Targets within a Medium Template suffer 2d6 damage; double Power Points increases template to Large or damage to 3d6 |
| Bolt | N | 1-6 | 12/24/48 | Instant | 1 to 3 bolts at 2d6 damage; double Power Points for 3d6 damage |
| Boost/Lower Trait | N | 2 | Smarts | 3/1 | Raise or lower any trait by 1 die type; 2 die types with a raise |
| Deflection | N | 2 | Touch | 3/1 | -2 penalty to be hit; -4 with a raise |
| Det/Con Arcana | N | 2 | Sight | Special | Detects/conceals supernatural beings, items, & effects |
| Dispel | S | 3 | Smarts | Instant | Dispels magical effects |
| Fear | N | 2 | Smartsx2 | Instant | All within Large Burst Template must make Guts check; at -2 with a raise |
| Fly | V | 3/6 | Touch | 3/1 | Allows character to fly. |
| Greater Healing | V | 10/20 | Touch | Instant | Heals older wounds and crippling injuries |
| Healing | N | 3 | Touch | Instant | Heals a wound suffered within the last hour, or 2 with a raise |
| Invisibility | S | 5 | Self | 3/1 | -4 to be detected or attacked; -6 with a raise |
| Light | N | 1 | Touch | 10 min. | Creates Large Burst Template of clear light |
| Obscure | N | 2 | Smarts | 3/1 | Large Burst Template of total darkness |
| Puppet | V | 3 | Smarts | 3/1 | Controls another being |
| Quickness | S | 4 | Touch | 3/2 | Two actions per round; a raise also allows character to discard initiative cards of 8 or lower each round and redraw |
| Shape Change | Special | Special | Self | 1m./1m. | Allows caster to change into various animals |
| Smite | N | 2 | Touch | 3/1 | +2 bonus to melee weapon damage; +4 with a raise |
| Speed | N | 1 | Touch | 3/1 | Basic Pace is doubled; raise negates running penalty |
| Stun | N | 2 | 12/24/48 | Special | Targets within a Medium Burst Template must roll Vigor (at -2 with a raise) or be Shaken |
| Telekinesis | S | 5 | Smarts | 3/1 | Moves creatures or objects; see text |
| Wave Runner | N | 2 | Touch | 1 hour/1/h | Allows recipient to function freely underwater |
| Zombie | V | 3 per corpse | Smarts | Special | Creates zombies |

WOUNDS & INJURIES

Knockout Blow

A hero who suffers more than 3 wounds must check this table to determine his fate. Remember that you're checking the number of wounds caused by the blow that sent the hero to this table—not the total number of wounds he has. Don't forget to subtract wound modifiers from any rolls required by the table.

1 Wound-Battered & Bruised

If your hero was previously Incapacitated, this result has no further effect. Otherwise, your hero's had the wind knocked out of him. Make a Spirit roll at the beginning of each round. If the roll is successful, he becomes Shaken and can return to the fight.

2 Wounds-Incapacitated

Your hero is beaten badly enough to take him out of this fight. He's Incapacitated and must roll on the Injury Table.

3 Wounds-Bleeding Out

Your hero is bleeding out and Incapacitated. Roll on the Injury Table and make a Vigor roll at the start of each combat round. A failure means the hero has lost too much blood and becomes mortally Wounded (see below; begin rolling for the Mortal Wound in the next round). With a success, he keeps bleeding and must roll again next round. With a raise, or a successful Healing roll, he stops bleeding and is Incapacitated.

4+ Wounds-Mortal Wound

Your hero has suffered a life-threatening wound and will not recover without aid. He is Incapacitated and must roll on the Injury Table. He must also make a Vigor roll at the start of each round. If the roll is failed, he passes on. A Healing roll stabilizes the victim but leaves him Incapacitated.

Injury Table

Roll 2d6 on the table below, then make a Vigor roll. If the Vigor roll is failed, the injury is permanent regardless of healing. If the roll is successful, the effect goes away when all wounds are healed.

If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

2d6 Wound

- 2 Unmentionables:** The hero suffers an embarrassing and painful wound to the groin. If the injury is permanent, reproduction is out of the question without miracle surgery or magic.
- 3-4 Arm:** The character catches one in the left or right arm (determined randomly). The arm is rendered useless.
- 5-9 Guts:** Your hero catches one somewhere between the crotch and the chin. Roll 1d6 on the sub-table below:
1-2 Broken: His Agility is reduced by a die type (min d4).
3-4 Battered: His Vigor is reduced by a die type (min d4).
5-6 Busted: His Strength is reduced by a die type (min d4).
- 10 Leg:** The character's left or right leg (determined randomly) is crushed, broken, or mangled. His Pace is reduced by 1.
- 11-12 Head:** Your hero has suffered a grievous injury to his head. Roll 1d6 on the sub-table below:
1-2 Hideous Scar: Your hero now has the Ugly Hindrance.
3-4 Blinded: One or both of your hero's eyes was damaged. He gains the Bad Eyes Hindrance.
5-6 Brain Damage: Your hero suffers massive trauma to the head. His Smarts is reduced one die type (min d4).

