

COMBAT SUMMARY

INITIATIVE

- Deal each Wild Card and group of NPCs one card.
 - Reshuffle the deck after a Joker is dealt.
- A Joker allows the character to act whenever he or she wants in a round, and adds +2 to all their trait and damage rolls this round.

MOVEMENT

- A character may move up to his Pace and perform an Action, such as making a hand-to-hand attack, firing a ranged weapon, casting a spell, or making a test of wills.
- A character may attempt additional actions, such as running (an additional 1d6"), but incurs a -2 penalty to all trait rolls for each additional action.

FIGHTING

- The attacker makes a single Fighting roll. If the roll is equal to or greater than his target's Parry, the attack hits (see Damage). Each Raise on the attack adds +2 to the damage.

SHOOTING

- The attacker makes a single Shooting roll and subtracts 2 for Medium Range, -4 for Long range. If the roll is successful (TN 4 or more), the attack hits (see Damage). Each Raise on the attack adds 2 to the damage.

DAMAGE

- If the damage is equal to or greater than the victim's Toughness, he's Shaken.
 - A Shaken Extra is knocked out of the fight.
- If the damage exceeds the Wild Card's Toughness by a Raise, he also suffers a Wound.
 - A Shaken Wild Card who receives a second Shaken result is Wounded.
 - Wild Cards can suffer up to three Wounds.
- When a Wild Card suffers more than three Wounds, he checks the Knockout Blow table for the number of Wounds suffered by the attack that put him over 3 wounds.

AFTERMATH

- A successful Healing roll on an injured Wild Card heals 1 Wound; 2 with a Raise. If the roll is failed, the Wound must heal naturally.
 - Incapacitated Extras roll Vigor to see if they are alive or dead.

ATTACK OPTIONS SUMMARY

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: Fighting roll to grapple, on a raise opponent Shaken; Defender can make

opposed Strength or Agility to break free (any other action made at -4); Attacker can make opposed Strength or Agility to damage victim

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

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

KNOCKOUT BLOW

A hero who suffers more than 3 wounds must check his 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.**

	<i>Battered & Bruised</i>
1 Wound	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	<i>Incapacitated</i> 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	<i>Bleeding Out</i> 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	<i>Mortal Wound</i> 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

3-4

5-9

10

11-12

Injury

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.

Arm

The character catches one in the left or right arm (determined randomly). The arm is rendered useless.

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).

Leg

The character's left or right leg (determined randomly) is crushed, broken, or mangled. His Pace is reduced by 1.

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).

TEST OF WILLS SUMMARY

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

STEALTH MODIFIERS

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

HEALING MODIFIERS

Modifier	Condition
-2	Rough traveling
-2	No medical attention
-2	Poor environmental conditions, such as intense cold, heat or rain

REACTION TABLE

2d6 Initial Reaction

Hostile

2 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.

Unfriendly

3-4 The NPC isn't willing to help unless there's a significant advantage to himself.

Neutral

5-9 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.

Friendly:

10-11 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.

Helpful

12 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.

TRACKING MODIFIERS

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

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

FRIGHT TABLE

1d20*	Effect
1-4	Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5-8	Shaken: The character is Shaken.
9-12	Panicked: The character immediately moves his full Pace plus running die away from the danger and is Shaken.
13-16	Minor Phobia: The character gains a Minor Phobia Hindrance somehow associate with the trauma.
17-18	Major Phobia: The character gains a Major Phobia Hindrance.
19-20	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.
21+	Heart Attack: The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

*Add the creature's Guts penalty as a positive number to this roll.

COMMON WEAPONS

Weapon	Range	Dmg	Str	notes
Battle Axe		Str+3	D8	
Dagger	3/16/12	Str+1		
Great sword		Str+4	D10	Parry -1; 2 Hands
Great Axe		Str+4	D10	AP1; Parry -1, 2 Hands
Longsword		Str+3	D6	
Short Sword		Str+2		
Bow	12/24/48	2d6	D6	
Crossbow	15/30/60	2d6		AP 2, reload 1

MONSTROUS ABILITIES SUMMARY

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.

Gargantuan Heavy Armor, +4 to be hit, add size to strength when stomping

Hardy If Shaken, further Shaken results have no additional effect

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

Infravision 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.

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

Size Size adds to a creature's Toughness.

Small/Large/Huge Small: -2 to be hit; Large: +2 to be hit; Huge: +4 to be hit.

Strength See text.

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 MODIFIER

Mod	Size of a...
-2	Cat, large rat, dog
-1	Large dog, bobcat, half-folk, goblin, small human
0	Human
+1	Chaken, Servant of Bit-Yakin
+2	Ghoul, bull, gorilla, bear, horse
+3	Grey ape, kodiak
+4	Rhino, Great White, Grey Devil
+5	Small elephant
+6	Wyvern of Zembabwei, bull elephant
+7	T-Rex, orca
+8	Dragon
+9	Blue whale
+10	Kraken, leviathan

CREATURE STRENGTH

Servants of Bit-Yakin, chaken, bear, ghoul	d12+1 to +3
Grey ape, Rhino, Great White	d12+3 to +6
Elephant, Crawler, Wyvern of Zembabwei	d12+5 to +8
Dragon	d12+9 to +12

POWERS SUMMARY

Power	Rank	Cost	Range	Duration	Effects
Armor	N	2	T	3 (1/r)	+2 Armor; +4 with a raise
Barrier	S	1/section	Smarts	3/(Spec.)	Creates barrier with a Toughness of 10
Beast Friend	N	Special	Smartsx100y	10 min.	Speak with and guide creature
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
Burrow	N	3	Smartsx2	3/2	Burrow into earth and move up to range; May attempt surprise attack
Burst	N	2	Flame Template	Instant	Targets under Flame Template suffer 2d10 damage; Heavy Weapon
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
Elemental Manip.	N	1	Smartsx2	Instant	Minor manipulations of chosen element
Entangle	N	2-6	Smarts	Special	Target -2 Pace, Strength and Agility skills; completely restrained with raise
Environ. Protection	N	2	Touch	1hour/1/h	Breathe and move normally; minor elemental protection
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
Speak Language	N	1	Touch	10m/1/10m	Speak read and write another language
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
Teleport	S	3+	Special	Instant	Teleport 10" per 3 Power Points; 15" with raise
Zombie	V	3 per corpse	Smarts	Special	Creates zombies

