

## FISTS AND FEET (BOOK ONE: PLAY, PAGE 64)

The attacker inflicts wounds equal to the sum of the two d10s used in percentile roll.

**Fumble:** Something screwy happens, the attacker takes up to 5 wounds.

**Matched Failure:** The attacker takes -10% on next roll or gives opponent +10% on their attack.

**Crit:** The opponent is unconscious or dead.

## MELEE WEAPONS (BOOK ONE: PLAY, PAGE 64)

The attacker inflicts wounds equal to the sum of the two d10s used in percentile roll.

- *Does it cleave?* +3 wounds, and the attacker inflicts 1 wound on a miss.
- *Is it big?* +3 wounds.
- *Heavy?* +3 wounds.

**Fumble:** The attacker hits himself, and takes 20 wounds.

**Matched Failure:** The attacker is disarmed.

**Matched Success:** The attacker inflicts wounds equal to the percentile roll.

**Crit:** The opponent dies.

## GUNS (BOOK ONE: PLAY, PAGE 65)

The attacker inflicts wounds equal to the percentile die roll up to and including the damage cap for gun.

**Fumble:** The attacker's gun jams and must be cleared.

**Crit:** The attacker inflicts maximum wounds (equal to the damage cap).

## FULLY AUTOMATIC MAYHEM (BOOK ONE: PLAY, PAGE 67)

Without full auto, the attacker can shoot two people by splitting attack % in half, rounded down.

With full auto, the attacker can hit two people with one roll, removing the damage cap, and get a +10% bonus with 3-round burst or +20% by emptying the clip.

**Fumble:** The attacker and everyone else on their side rolls 1d10 and the one with the lowest roll takes 3d10 wounds. If there is a tie for the lowest, all tied take the damage.

**Matched Failure:** The attacker's gun jams.

**Failure:** The attacker misses.

**Success:** The attacker inflicts normal firearm damage (no cap) with 3-round burst, +5 wounds with long burst, +10 wounds with emptied clip. The GM divides wounds between multiple targets.

**Matched Success:** The attacker inflicts wounds equal to the gun's damage cap unless the roll is higher, in which case use the higher one; the GM divides wounds between multiple targets.

**Crit:** The attacker inflicts 100 wounds on one target and none to any others.

## SUPPRESSIVE FIRE (BOOK ONE: PLAY, PAGE 67)

Without a Uses Firearms identity this is all the attacker can effectively do, and it uses Struggle.

The attacker uses up at least three bullets to fire wildly at a group.

**Fumble:** The attacker shoots himself or an ally. Each of them rolls 1d10, lowest takes 2d10 wounds.

**Matched Failure:** The attacker's gun jams.

**Success or Failure:** The opponents find it hard to close in on the attacker, get out from cover to attack, or remain standing if they're out in the open. Violence (2-4) stress check to try.

**Matched Success:** A random opponent takes 1d10 wounds plus suppression.

**Crit:** The attacker makes a center mass shot for 3d10 wounds plus suppression.

## TACTICAL OPTIONS (BOOK ONE: PLAY, PAGES 66-68)

- If the attacker spends a round aiming it adds +10% to an attack, or +20% if they spend two rounds.
- The attacker uses Fitness to pick up heavy things and throw them at people. This inflicts wounds like a punch.
- If the attacker picks somebody up and throws them to the ground with a Struggle -20% attack, it inflicts wounds like a punch and the opponent loses their next action getting up.
- If the attacker shoots a limb they take a -20% penalty but ignore armor; the opponent drops what they're holding or their movement is halved. A headshot is -30% and the opponent is unconscious.
- If the opponent is unconscious or disabled or restrained, the attacker may use a weapon to kill them automatically. Without a weapon, the attacker rolls Struggle: success kills, failure inflicts wounds equal to their roll. Matched failure or fumble means the attacker only thinks the opponent's dead. Doing this is a Violence (7-8) stress check, seeing it is a Violence (3-4) stress check.

## DISARMING (BOOK ONE: PLAY, PAGE 66)

The attacker rolls Struggle to get rid of a weapon in somebody's possession.

**Success:** The attacker gets rid of the weapon, but if it's pointy or edged, they take a wound.

**Matched Success:** The attacker has the opponent's weapon in their hands.

**Crit:** The attacker has the opponent's weapon and inflicts wounds like a punch to the opponent in the process.

## DODGING (BOOK ONE: PLAY, PAGE 63)

If the defender's Dodge ability or identity is *less than* the attacker's stat, -10% on the attacker's roll.

If the defender's Dodge ability or identity is *equal to or greater than* the attacker's stat, -20% on the attacker's roll.

## ARMOR (BOOK ONE: PLAY, PAGE 63)

- Bulletproof turns all gun damage into melee damage.
- Helmets work like bulletproof but only once. They reduce crashes and falls by 10 wounds.
- Thick jackets or protective gear keep melee weapons from doing more damage on matched successes.

## BEING HURT (BOOK ONE: PLAY, PAGES 63-64)

All damage is in the form of wounds. The GM is responsible for tracking wounds. Every character has a wound threshold (defaults to 50).

- **At 50% of a character's wound threshold** (default of 25): they are sore and exhausted and have joint pain, headaches, etc.
- **At 75% of a character's wound threshold** (default of 38): they are badly beat up, in terrible pain, suffer loss of vision, broken bones, lacerations, etc.
- **At 90% of a character's wound threshold** (default of 45): they are unconscious.
- **When a character's wounds reach their wound threshold** (default of 50): they are dead.

## VIOLENCE

CONNECT

STRUGGLE

ATTACK THIS SHOCK GAUGE WITH **ISOLATION**  
LINKED RELATIONSHIP: MENTOR

### SAMPLE VIOLENCE CHECKS

Rank	Example
1-3	Be attacked with a weapon.
1-3	Witness an act of torture.
2-4	Get shot at random. Be tortured briefly.
3-5	Kill someone in a fight.
4-6	Be present at a massive battle, with hundreds of deaths on both sides.
5-7	Perform an act of torture.
7-8	Deliberately kill a helpless target.
8-9	Get tortured for an hour or longer.
9-10	Witness a brutal mass execution.
9-10	Watch as someone you love is tortured to death.

**Coercing Violence:** Threaten somebody with hurt and make them feel as if they're in danger. Uses **STRUGGLE**.

## ISOLATION

STATUS

PURSUIT

ATTACK THIS SHOCK GAUGE WITH **HELPLESSNESS**  
LINKED RELATIONSHIP: FAVORITE

### SAMPLE ISOLATION CHECKS

Rank	Example
1-2	Spend a day without seeing anyone you know.
2-3	Spend five hours in a sensory-deprivation tank.
2-4	Spend five days without talking to another human being.
3-5	Be institutionalized against your will by someone you love and trust.
4-6	Spend a week in solitary confinement.
5-7	See someone you thought you knew intimately behaving in a fashion completely contrary to her normal behavior.
6-8	Spend a month in a country where no one speaks your language and where you can't make yourself understood no matter how hard you try.
8-9	Be deeply, painfully, and violently betrayed by someone you love.
9-10	Be treated like a stranger by your closest friends for a week or more.
9-10	Spend a month in a sensory-deprivation tank.

**Coercing Isolation:** Convince them you can make them an outcast if they don't do what you want. Uses **STATUS**.

## HELPLESSNESS

FITNESS

DODGE

ATTACK THIS SHOCK GAUGE WITH **VIOLENCE**  
LINKED RELATIONSHIP: PROTÉGÉ

### SAMPLE HELPLESSNESS CHECKS

Rank	Example
1-2	Unintentionally humiliate yourself in public.
1-3	Get fired from a job you love.
2-4	Fail at something when it's <i>imperative</i> that you succeed.
3-5	Get dumped into a pit of maggots.
4-6	Spend a month in jail.
5-7	Watch a recording of your spouse committing adultery.
7-8	Be placed in a situation where you have to either saw off one of your limbs or die.
7-9	Watch someone you love die.
8-10	Watch someone you love die because you tried to save them and failed.
9-10	Be possessed, yet conscious, as your body commits unspeakable acts against your will.

**Coercing Helplessness:** Make them believe you can disempower them. Roll **CONNECT** or an equivalent identity.

## UNNATURAL

NOTICE

SECRECY

ATTACK THIS SHOCK GAUGE WITH **SELF**  
LINKED RELATIONSHIP: GURU

### SAMPLE UNNATURAL CHECKS

Rank	Example
1-2	Experience a preternaturally strong <i>déjà vu</i> .
2-3	See a creature or machine that cannot logically exist.
2-4	Realize that a vision you had of the future has come true.
3-5	Observe someone move impossibly — vanish from sight, go through a wall, or open a door to a basement that wasn't there a minute ago.
4-6	Be successfully attacked with magick.
5-7	Watch someone you know killed by magick, without any visible or rational cause.
6-8	Have a conversation with a loved one you know to be dead.
6-8	See an animal with human features.
8-10	Witness the dead rise.
9-10	Realize that the reason you and your husband of ten years have never had children is that he's not really a human being.

**Coercing the Unnatural:** Persuade them to think the world isn't what they thought it was. Uses **SECRECY**.

## SELF

### KNOWLEDGE

### LIE

ATTACK THIS SHOCK GAUGE WITH THE **UNNATURAL**  
LINKED RELATIONSHIP: RESPONSIBILITY

#### SAMPLE SELF CHECKS

Rank	Example
1-2	Break a minor promise.
2-4	Be confronted with proof that your self-image is incorrect. "I'm very responsible; I'm sure I've called you back every time I said I would." "Actually, you've blown me off so many times I started keeping track in my journal. Lessee, November 19, December 3... again on December 17... January 9..."
2-4	Secretly gratify an urge that is unacceptable to your upbringing and background. Spit on a cross if Christian, date a person of another race if raised by bigots, have a same-sex affair if you come from a homophobic background, etc.
3-5	Lie to conceal some aspect of your personality from a close friend or loved one who trusts you implicitly.
4-6	Decide not to act on an impulse from your noble passion because it's too dangerous.
5-7	Deliberately deceive someone you love in a way that is certain to cause them terrible pain if they find out.
6-7	Discover that you have inadvertently committed an act of cannibalism.
7-10	Deliberately act completely contrary to your noble passion.
9-10	Kill someone you love.
9-10	Deliberately destroy everything you've risked your life to support.

**Coercing Self:** Cause them to feel they're not acting true to their nature if they don't do what you say. Use this to plead for your life. Uses **KNOWLEDGE**.

## COERCION

### COERCION CHECKLIST (BOOK ONE: PLAY, PAGES 57-59)

- The coercer establishes a credible threat against the target.
- Roll the relevant identity, relationship, or ability. If it fails, the target doesn't believe the coercer is serious. The coercer can carry out their threat and inflict consequences on the target, but they're unfazed until the coercer succeeds.
- If the roll succeeds, the target has a choice. They either acquiesce and keep their shock gauge intact, or they don't and take a stress check.
- The rank of the stress check depends on what the coercer rolls.

**Success:** Yields a rank 1 check.

**Matched Success or Crit:** Yields a rank 2 check.

- Add +1 for each of the coercer's passions in play.
- Add +1 for each of the target's passions in play.

## THE GRIDIRON

### GRIDIRON CHECKLIST (BOOK ONE: PLAY, PAGES 70-72)

- Is the conflict compressed or open-ended?
- What's at stake for each side?
- What abilities are in play?
- Where does the conflict token start on the gridiron?
- Roll the dice!**

**Fumble:** Move one step in the opposite direction.

**Matched Failure:** No change, but the character takes 1d10 wounds or -10% on their next roll.

**Failure:** No change.

**Success and Matched Success:** Move one step closer.

**Crit:** Move two steps closer to their end zone.

- Repeat, taking turns, until there's a winner or final outcome.

### GRAPPLING (BOOK ONE: PLAY, PAGES 68-69)

Use the gridiron, probably with Struggle. Each character starts in the middle space; they move one step toward their end zone with a success, two with a crit, or backwards one step with a fumble.

- While the attacker has advantage**, they can do 1d10 wounds to the defender or disarm them.
- While the defender has advantage**, they can choose to switch roles and become the attacker, moving both back to the balance step (in the middle).
- If the attacker reaches their end zone**, they can put the defender in restraints, kill them, etc.
- If the defender reaches their end zone**, they get free and deal damage like a punch on the way out.
- If either party is holding an edged or pointy weapon**, they can deal 1d10 wounds to their opponent each round until they're disarmed.
- If either party is holding a gun**, they can attack with it if they have advantage or are in their end zone.

## OBJECTIVES

### OBJECTIVES CHECKLIST (BOOK TWO: RUN, PAGES 13-23)

- What is the scale?
  - Local.
  - Weighty.
  - Cosmic.
- What is the path?
  - Milestones 1, 2, 3, etc.
- What does closure look like?

### OBJECTIVE EXAMPLES (BOOK TWO: RUN, PAGE 15-16)

**Local:** "We're going to invent our own school of magic!"

**Weighty:** "Our cult is going to be active in four cities with at least 2,000 members."

**Cosmic:** "The next president of the USA is going to be a Buddhist."