

>> Don't Roll Dice

...if things are calm and under control.

How Much Skill Does the Task Require?

Only a little training; a hobbyist	20%+
Basic training or a college minor	30%+
Years of experience or a college major	40%+
Decades of experience or graduate degree	60%+
A lifetime's mastery	80%+

Or How Much Stat Does It Require?

Anyone could do it	3+
Nearly anyone could do it	5+
An average person could do it	9+
Only an unusually gifted person could do it	13+
Only a prodigy could do it	17+

>> Roll Dice

...if it's a crisis and things are out of control.

Bonuses and Penalties

Most of the time...	No modifier applies
In unusual circumstances...	+20% or -20%
Rarely...	+40% or -40%

Success and Failure

Critical success	A success that rolls matching dice or 01.
Success	Roll equal to or lower than the skill or statx5 rating.
Failure	Roll higher than the chance of success.
Critical failure (fumble)	Failure with matching dice.

The Luck Roll: 50%

Not skill or talent but blind luck—a flat 50/50 chance.

>> Opposed Tests

Circumstance	Outcome
No roll required	Highest rating wins
Both rolls succeed, neither critical or both critical	Highest roll wins
Both rolls fail, neither critical or both critical	Lowest roll wins

>> Pursuit

Type of Pursuit	Successes Required
Typical	1 more than opponent
Long	2 more than opponent
Exceptional	3 more than opponent

>> Skill List

Combat Skills

- » Alertness
- » Artillery
- » Demolitions
- » Dodge
- » Firearms
- » Heavy Weapons
- » Melee Weapons
- » Unarmed Combat

Communication Skills

- » Art
- » Foreign Language
- » HUMINT
- » Persuade
- » Psychotherapy

Investigation Skills

- » Alertness
- » Criminology
- » Disguise
- » Forensics
- » Search
- » Stealth
- » Survival

Medical Skills

- » First Aid
- » Medicine
- » Pharmacy
- » Psychotherapy
- » Surgery

Professional Skills

- » Art
- » Accounting
- » Bureaucracy
- » Craft
- » Heavy Machinery
- » Law
- » Military Science

Pursuit Skills

- » Athletics
- » Drive
- » Navigate
- » Pilot
- » Ride
- » Swim

Research Skills

- » Anthropology
- » Archeology
- » Computer Science
- » Criminology
- » History
- » Occult
- » Science
- » SIGINT



>> Combat Actions

Combatants act in order of DEX, highest to lowest. Each can take one action per turn.

Action	Effect	Does It Serve As a Defense Roll?
Aim	Add +20% to the next attack roll.	No
Attack	Inflict damage.	Only vs. Melee Weapons or Unarmed Combat
Called Shot	Inflict damage; ignore cover or armor; at -20% to hit or -40% if especially hard.	Only vs. Melee Weapons or Unarmed Combat
Disarm	Force target to drop something. Uses Unarmed Combat.	Only vs. Melee Weapons or Unarmed Combat
Dodge	Defend against an attack. Uses Dodge.	Yes
Escape	Break free of being pinned. Uses STR or Unarmed Combat.	Yes
Fight Back	Defend against an attack; includes a counterattack. Uses Melee Weapons or Unarmed Combat.	Yes
Move	Jog 10 m., run 20 m., or sprint 30 m. (Usually an Agent can go about 3 m. as part of another action.)	No
Pin	Hold a target down. A pinned character can take no actions except attempting to escape.	Yes
Wait	Act immediately after someone else's action this turn.	Varies
Anything else	Something that takes a moment's concentration instead of taking some other action.	No

>> Defense Rolls

A defense roll opposes attack rolls.

Dodging

- » Opposes **MELEE WEAPONS** and **UNARMED COMBAT**.
- » Allows ducking behind nearby cover (3 m.).
- » Never inflicts damage.

Attacking or Fighting Back

- » Opposes **MELEE WEAPONS** and **UNARMED COMBAT**.
- » No effect on ranged attacks unless the Handler says so.
- » Includes an **OFFENSIVE ACTION**: *attack, called shot, disarm, or pin.*

>> Reacting to Attacks

An Agent who is attacked can Dodge or fight back even before his or her time to act in a turn. That becomes the Agent's action. An Agent who has already acted cannot Dodge or fight back.

>> Combat Modifiers

Bonuses and penalties apply only in unusual circumstances.

Modifiers can go no higher than +40% and no lower than -40%. Unless the Handler says otherwise, a roll of 01 always hits and a roll of 00 always misses.

Circumstance	+20% Bonus	-20% Penalty	-40% Penalty
Very long or very short range	Shooting at point-blank range (3 m.)	Beyond base range (up to 2x)	Beyond 2x base range (up to 5x)
Unusual target concealment or visibility	Using laser sight & unhurt since last turn	Terrible visibility due to smoke or darkness	Almost no visibility
Called shot or explosive attack	Explosive weapon	Target half covered or smaller than a human body	Target mostly covered or very small
Unusual target condition—ranged attack	Target standing still	Target prone or running	Target moving as fast as a speeding car
Unusual target condition—melee attack	Target pinned down or standing still	Target in a vehicle or running	Target moving as fast as a speeding car
Unusual attacker condition	Carefully aiming for a full turn	Suffering from pepper spray; shocked by a stun gun; exhausted or excessively encumbered	Suffering from tear gas; staggered by a stun grenade

Wounds & Ailments //

>> Damage Ratings

Weapon	Damage
Bare hands	1D4-1
Knife; hatchet	1D4
Dagger; nightstick	1D6
Light pistol	1D8
Typical pistol	1D10

Weapon	Damage
Rifle; carbine	1D12
Heavy rifle	1D12+2
Shotgun	2D10
Automatic fire	10% Lethality
Grenade	15% Lethality

>> Protection in Combat

Protection	vs. Lethality	vs. HP or Failed Lethality
Body armor	no effect	reduces damage
Cover	Lethality automatically fails	reduces damage

>> Poison

If Lethality fails, roll CON×5 to halve HP damage (critical: only 1 HP damage; fumble: ×2 damage). Hospitalization grants +20% to the CON test.

Poison	Entry Route	Speed	Lethality	Symptoms	Antidote?
Scorpion or rattlesnake venom	Bite or sting	1D6 hours	10%	Pain, weakness, hemorrhaging, convulsions	Yes
Phosgene gas	Inhalation	2D6 hours	15%	Blistering, coughing blood, asphyxiation	No
Hydrogen cyanide gas	Inhalation	1D6 turns	20%	Asphyxiation	Yes

>> Disease

Roll CON×5 to halve damage and recover from the disease (critical: only 1 HP damage; fumble: ×2 damage). Hospitalization grants +20% to the CON test. A disease victim recuperates no HP.

Disease	Route	Speed	Con Test Penalty	Damage	Symptoms	Cure
Bacterial meningitis	Airborne	1D6 days	-40	1D4	Nausea, confusion	Antibiotics
Bacterial pneumonia	Inhalation	1D6 days	None	1D6	Cough, fever, chills	Antibiotics
Ebola virus	Contact with infected blood, bodies, meat	1D6 days	-40	1D6	Fever, diarrhea, nausea, bleeding, shock	None

Damage

- » **LOSE ½ CURRENT HP:** Roll CON×5 to avoid being stunned. Roll again each turn to recover.
- » **AT 1-2 HP:** Unconscious. Roll CON×5 to avoid being permanently crippled.
- » **AT 0 HP:** Dead unless the Handler says otherwise. HP never go below 0.
- » **STUNNED:** No actions. Roll CON×5 to recover.

Antidotes

Roll Medicine or Pharmacy to apply a poison's antidote or a disease's cure.

- » If applied **BEFORE** the ailment takes effect, the ailment does no harm.
- » If applied **AFTER** the ailment takes effect, halve the ailment's Lethality and HP damage.

Lethality Rating

The chance the target instantly drops to 0 HP.

If the Lethality roll **FAILS**, add up the two percentile dice as D10s. The target takes that much HP damage.

A **HUGE** target (much larger than human) takes the Lethality rating as HP damage instead of rolling.

Kill Radius

+20% to hit if it's an explosion.

- » **HIT:** Roll Lethality for each target (unless Handler says otherwise). All survivors are suppressed.
- » **MISS:** Everyone who would have been in the radius if it had hit is suppressed.
- » **SUPPRESSED:** Must hide or go prone for the next action or lose 1 SAN. Ignore if adapted to Violence.

>> Fire

Moderate fire or larger: roll DEX×5 or catch fire, taking half damage each turn.

Intensity	Example	Damage
Minor	Candle	1/turn
Moderate	Flaming brand; momentary exposure to a larger fire	1D6/turn
Large	Campfire	2D6/turn
Major	Scalding steam; bonfire; blast furnace	Lethality (10%) each turn

>> Falling

Distance	Damage
1-3 m.	1D6 damage, or 2D6 for a particularly uncontrolled fall
Beyond 3 m.	1% Lethality per meter

>> Sample San Losses

Suffering Violence	Loss
Ambushed by gunfire	0/1
Find a corpse or a mangled carcass	0/1
Find mutilated corpse of infant or Bond	0/1D4
Stabbed, strangled or shot	0/1D4
Suffer a permanent injury	0/1D6
Set on fire	0/1D6
Reduced to 2 HP or fewer	0/1D6
Tortured	0/1D8

Inflicting Violence	Loss
Incapacitate or cripple an innocent	0/1D4
Shove teammates' bodies into an incinerator to thwart an investigation	0/1D4
Kill in defense of oneself or another*	0/1D4
Kill a murderous enemy in cold blood*	0/1D6
Torture a victim	0/1D8
Accidentally kill an innocent	0/1D8
Kill an innocent in cold blood, even for a very good reason*	1/1D10

* For a failure, add 1 per victim beyond the first up to the maximum: 4 for 1D4, 6 for 1D6, etc.

The Unnatural	Loss
Attempt Psychotherapy of a character who lost SAN to the Unnatural	0/1
Witness a supernatural effect that's apparently benign	0/1
Witness a violent supernatural effect	0/1D6
See a corpse walk	0/1D6
Suffer an overtly supernatural effect	0/1D6
Suffer a violent supernatural assault	1/1D8 or more

Helplessness	Loss
Get fired	0/1
Nearly get a Bond hurt or killed	0/1
Informed of unexpected bankruptcy	0/1
A Bond score is reduced to 0	0/1D4
Sentenced to a prison term	0/1D4
Wake up paralyzed or blind	0/1D4
Find a friend's remains	0/1D4
A Bond goes indefinitely insane or suffers a permanent injury	1/1D4
Flung into a pit of corpses	0/1D4
See or hear a friend gruesomely killed	0/1D6
Learn a Bond has been killed	1/1D6
See or hear a Bond gruesomely killed	1/1D8

How to Reduce SAN Loss

- » **ADAPTATION TO VIOLENCE:** Automatically succeed at SAN tests for Violence.
- » **ADAPTATION TO HELPLESSNESS:** Automatically succeed at SAN tests for Helplessness.
- » **PROJECT THE TRAUMA:** Reduce WP, a Bond, and the SAN loss by 1D4.

How to Go Insane

- » **TEMPORARY INSANITY:** Lose 5 or more SAN from a single event.
- » **GAIN A DISORDER:** When SAN hits the Breaking Point.

How to Repress Insanity

Reduce WP and a Bond by 1D4, then test SAN. If the SAN test succeeds, the temporary insanity or disorder effects can be stifled.

HOME SCENES
 - Bonds
 - Permanent injuries
 - New disorders
 - Work repercussions
 - Prosecution
 - Personal Pursuits

>> Low Willpower

Amount	Effect
1 or 2 WP	All actions are at -20%, including SAN rolls.
0 WP	Unconscious or emotionally incapacitated. Automatically fail all tests, including SAN rolls.

Recovering Willpower Points

- » **GET A FULL NIGHT'S SLEEP:** Recover 1D6 WP.
- » **FULFILL A PERSONAL MOTIVATION:** Recover 1 WP

Getting to Sleep

After **TEMPORARY INSANITY** or hitting the **BREAKING POINT**, an Agent must succeed at a SAN test to get a full night's sleep. Drinking or taking sleeping pills gives a +20% bonus.*

Exhaustion

- Suffer a -20% penalty to all tests, including SAN rolls.
- » **WORK FOR CON IN HOURS STRAIGHT:** Lose 1D6 WP; become exhausted until after a full night's sleep.
 - » **A NIGHT WITHOUT SLEEP:** Lose 1D6 WP, become exhausted.
 - » **USE STIMULANTS OR CHAIN-SMOKE:** Offset penalty by 10% for 2D6 hours.*
 - » **USE HARD DRUGS:** Offset penalty by 20% for 2D6 hours.*

*Frequent use makes addiction likely for the next disorder.

Temporary Insanity

- Handler chooses one:
- » **FLEE:** Run away incoherently.
 - » **FIGHT:** Mindlessly attack anyone in sight.
 - » **SUBMIT:** Curl into a helpless ball.

Mental Disorder

Triggered any time the victim loses SAN or faces a trauma directly related to the disorder. *Test SAN.* If it fails, the disorder takes over.









