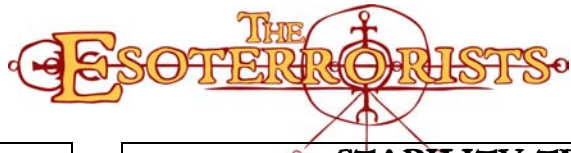


# GM Quick Reference for



## TESTS

|                     |                                                                                                                           |
|---------------------|---------------------------------------------------------------------------------------------------------------------------|
| <b>Normal</b>       | Ability pool + d6, difficulty 2 (easy) to 8 (impossible)                                                                  |
| <b>Piggybacking</b> | Lead spends pool and rolls, other players add 1 pool (no benefit to roll), + 2 difficulty for each player not paying pool |
| <b>Cooperation</b>  | Lead spends pool and rolls, each player adds pool (+1 for each added beyond 1)                                            |
| <b>Contests</b>     | First to act, first to test; first to fail, loses                                                                         |

## FIGHTING

- Scuffling vs. Scuffling or Shooting vs. Shooting
- Higher current fighting *pool* goes first
- Hit Threshold (HT) is 3 (4, if Athletics *rating* 8+)

## FREE FOR ALL COMBAT

|                        |                                                                                       |
|------------------------|---------------------------------------------------------------------------------------|
| <b>Order of action</b> | Determined by highest fighting <i>pool</i> (Scuffling or Shooting) at start of combat |
| <b>Tie-breaker 1</b>   | Ability <i>rating</i>                                                                 |
| <b>Tie-breaker 2</b>   | PCs over enemies                                                                      |
| <b>Tie-breaker 3</b>   | Player arrival time                                                                   |

## WEAPON TABLE (Damage: d6 + Damage Modifier)

| Weapon Type                                  | Damage Modifier |
|----------------------------------------------|-----------------|
| Fist, Kick                                   | -2              |
| Small improvised weapon, police baton, knife | -1              |
| Machete, heavy club, light firearm           | 0               |
| Sword, heavy firearm                         | +1              |

## ARMOR (Subtract From Damage)

|                            |                                      |
|----------------------------|--------------------------------------|
| <b>Light Body Armor</b>    | -2 from bullets, -1 cutting/stabbing |
| <b>Military Body Armor</b> | -3 from bullets. -1 cutting/stabbing |

## COVER (Reduces/Increases HT)

|                                                 |    |
|-------------------------------------------------|----|
| <b>Exposed</b> (No barrier)                     | -1 |
| <b>Partial Cover</b> (Half body exposed)        | 0  |
| <b>Full Cover</b> (Barrier completely protects) | +1 |

## EXHAUSTION INJURY AND GRUESOME DEATH

| Health Pool | Effect                                                                                                                                                                     |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Below 0     | Consciousness Roll vs. absolute negative Health <i>pool</i> (can spend Health; reduces <i>pool</i> )                                                                       |
| 0 to -5     | <b>Hurt</b> – No Investigative abilities can be used; +1 difficulty to all tests                                                                                           |
| -6 to -11   | <b>Wounded</b> – Make a Consciousness Roll; no Investigative abilities can be used; can no longer fight; till First Aid is given, lose 1 Health <i>pool</i> per 30 minutes |
| -12 or more | <b>Dead</b> – Make a new character                                                                                                                                         |

## MEDIC

|                |                                                                                                                                                                                                                         |
|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Hurt</b>    | Each point spent by another player, add 2 Health <i>pool</i>                                                                                                                                                            |
| <b>Wounded</b> | Another player may spend 2 points to stabilize; no Health regained. Character must convalesce 1 day per negative Health <i>pool</i> ; day 1 at 0 Health, go to half <i>pool</i> ; day 2, regain full Health <i>pool</i> |

## STABILITY TESTS

Difficulty 4, or lose Stability *pool*

| Incident                                                                           | Loss |
|------------------------------------------------------------------------------------|------|
| A human opponent attacks you with evident intent to do serious harm                | 2    |
| You are in a car or other vehicle accident serious enough to pose a risk of injury | 2    |
| A human opponent attacks you with evident intent to kill                           | 3    |
| You see a supernatural creature from a distance                                    | 3    |
| You see a supernatural creature up close                                           | 4    |
| You see a particularly grisly murder or accident scene                             | 4    |
| You learn that a friend or loved one has been violently killed                     | 6    |
| You are attacked by a supernatural creature                                        | 7    |
| You see a friend or loved one killed                                               | 7    |
| You see a friend or loved one killed in a particularly gruesome manner             | 8    |

## LOSING IT

| Stability Pool                                                                                                                            | Effect                                                                                              |
|-------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| 0 to -5                                                                                                                                   | <b>Shaken</b> – Seem distracted: no Investigative abilities can be used; +1 difficulty to all tests |
| -6 to -11                                                                                                                                 | <b>Mental Illness*</b> – Like Shaken; permanently lose 1 Stability <i>rating</i> point              |
| -12 or more                                                                                                                               | <b>Permanently Insane</b> – May commit one last crazy act; make a new character                     |
| * If mental illness from mundane cause, then Post-Traumatic Stress Disorder (PTSD). If mental illness from supernatural cause, see p. 47. |                                                                                                     |

## PSYCHOLOGICAL TRIAGE

- For each Shrink point spent by another player, player can regain 2 Stability points.
- If mental illness, another player can spend 2 Shrink points to give temporary lucidity for remainder of current scene.

## HEAD GAMES

|                            |                                                                                                                                                                                                                                                                     |
|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Mental Illness Cure</b> | <ul style="list-style-type: none"> <li>▪ During prologue to a case, Shrink test (difficulty 4)</li> <li>▪ Three consecutive cases with success and Stability stays above 0, then cured</li> <li>▪ If mental illness again, regains condition permanently</li> </ul> |
| <b>Suppress Symptoms</b>   | <ul style="list-style-type: none"> <li>▪ Successful Shrink test suppresses symptoms till next Stability loss.</li> </ul>                                                                                                                                            |

## REGAINING POOL POINTS

|                                                |                                      |
|------------------------------------------------|--------------------------------------|
| <b>All Investigative abilities</b>             | End of case                          |
| <b>Stability</b>                               | Between cases                        |
| <b>Health</b>                                  | 2 points per day of restful activity |
| <b>Athletics, Driving, Scuffling, Shooting</b> | 24 hours from last expenditure       |
| <b>All other abilities</b>                     | End of case                          |