

### Weapon Specific Difficulties

Very Easy (-8 difficulty)  
Easy (-4 difficulty)  
Hard (+4 difficulty)  
Very Hard (+8 difficulty)

Size	to hit
Bee	-20
Rat	-10
Cat	-5
Human	0
Horse	+5
Elephant	+10
House	+20

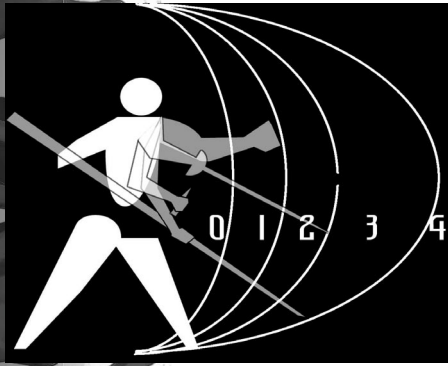
### Improvised Weapons

#### Slashing Weapons:

1 bladed damage, -8 to actions except pain/stun, blinding and slash.

**Poking Weapons:** ½ point bladed damage, -8 to actions except blinding strike, pain/stun and vital strike.

**Blunt Weapons:** 1 to 3, -8 to any actions with these weapons except strike and pain/stun.



### Combat Modifiers

Aim	+4 to roll
Blinded (Full)	-15 to roll
Blinded (Partial)	-7 to roll
Burst	-4 to roll
Extended Action	+5 to roll (-10 to next reaction)
Improvised Weapon	-8 to most rolls
Leaning	-10 to roll
Paired	-4 to roll
Simultaneous Act	-20 +WIL to roll
Split	-10 to rolls
Targeted	-4 to roll
Underwater	-8 to rolls, half damage

### Actions

Area Attack	INL+#of shots+1d20 vs. 10+area in ft. (or +3/m.)
Blinding Strike	INL+AGY+1d20 vs. 30
Crippling Attack	STH+INL+1d20 vs. 30
Disarm	STH+AGY+1d20 vs. 30
Grab	STH+AGY+1d20 vs. 25
Grab (Pain)	STH+INL+1d20 vs. 35
Grab (Strangle)	STH+AGY+1d20 vs. 25
Grab (Wrestling)	STH+INL+1d20 vs. 30
Knockaway	STH+AGY+1d20 vs. 25
Knockdown	STH+AGY+1d20 vs. 30
Knockout	STH+AGY+1d20 vs. 30
Pain/Stun	INL+AGY+1d20 vs. 25
Slash	INL+AGY+1d20 vs. 25
Stomp	SPD+STH+1d20 vs. 25
Strike (Handheld)	STH+AGY+1d20 vs. 25
Strike (Projectile)	INL+AGY+1d20 vs. 25
Tackle	SPD+STH+1d20 vs. 20
Vital Strike (Bladed)	INL+AGY+1d20 vs. 35
Vital Strike (Blunt)	INL+STH+1d20 vs. 40
Wing	INL+AGY+1d20 vs. 20

### Reactions

Dodge	AWR+AGY+1d20 vs. 25
Entangle	INL+STH+1d20 vs. 30
Flip	AGY+STH+1d20 vs. 35
Drop	AWR+AGY+1d20 vs. 20
Jump	SPD+AGY+1d20 vs. 25
Mental Block	WIL+1d20 vs. 20
Parry	STH+AGY+1d20 vs. 25

### Character Creation in Brief

**Step 1 – Character Concept:** Your idea of the character: name, appearance, drives, etc.  
**Step 2 – Psychodynamics:** Spread 80 pts. across 8 personality elements.  
**Step 3 – Attributes:** Split 80 points between 8 attributes (min 1, max 20). Choose optional sub-attributes (costs or gives 1 bonus point).  
**Step 4 – Secret Life:** Choose a source of supernatural knowledge and ability.  
**Step 5 – Day Job:** Choose occupation. Some cost or give Bonus Points. This sets income and cost for mundane skills.  
**Step 6 – Skills:** Spend 100 Skill Points, skill costs set by Day Job and Secret Life. Can buy 1 to 5 levels of any skill.  
**Step 7 – Equipment:** Buy stuff with money from Day Job. Can't buy illegal things without the Black Market skill.  
**Step 8 – Bonus Characteristics:** PC starts with neutral balance. Advantages must be balanced out by disadvantages. Max. 30 BP of disads.  
**Step 9 – Character Advancement:** Use XP to gain experience levels and improve the PC. Gaining supernatural skills require dangerous experimentation.

### Spending BP/XP

3 skill pts.	= 1 BP	=10 XP
1 attribute pt.	= 1 BP	=10 XP
1 BLD/BDY/INCY pt.	= 3 BP	=30 XP
\$500	= 1 BP	N/A

### Sample Difficulties

0- Automatic Success  
5- Walk down stairs briskly. (AGY)  
10- (Easy) Notice a mosquito on PC's skin. (AWR)  
15- (Easy-Moderate) Paint ceiling from flimsy ladder. (AGY)  
20- (Moderate) Win a game of mah-jongg. (INL)  
25- (Moderate-Hard) Catch paper flying in the wind. (AGY)  
30- (Hard) Get burned and not flinch. (WIL)  
40- (Legendary) Lift a pony over PC's head. (STH)

### Save vs. Psychological Shock Difficulties

10: Seeing a small child driving a car.  
20: Seeing a dog driving a car.  
30: Seeing a mass of spiders driving a car.  
40: Seeing floating globs of congealed blood connected by chains driving a car.

### Kick Damage

SPD	1-5	6-15	16-19	20-30	31-40	41-50	51+
DMG	½ blunt	1	1½	2	3	4	5

### Plus to Damage With Blunt Weapons

STH	1-5	6-10	11-15	16-25	26-30	31-40	40+
+ to DMG	-1	0	+1	+2	+3	+4	+5

### Punch Damage

STH	1-5	6-10	11-15	16-20	25-30	31-40	40+
DMG	0	½	1	2	3	4	5

### Save vs.

Disease Contraction	END
Disease Progression	END
Fall/Skid Damage	AGY
Fear	WIL
Heat Exhaustion	END
Hypothermia	END
Loss of Balance	AGY
Nausea	WIL
Pain	WIL
Paralysis	WIL
Physiological Addiction	END
Physiological Drug Effects	END
Physiological Shock	END
Psychological Addiction	WIL
Psychological Drug Effects	WIL or INL
Psychological Shock	WIL
Unconsciousness	END/WIL

### Rolled on

### Other Types of Damage

**Burn:** When a person is burned, 4 effects happen:  
-BLD damage (1 pt. per pt. of burn damage).  
-Pain (WIL+1d20 vs. 10/pt. of damage).  
-Physiological Shock (END+1d20 vs. 5/pt. of damage).  
-Increased chance of infection (-5 to save vs. disease contraction/pt. of damage).

**Cold:** Make saves vs. hypothermia hourly. 1<sup>st</sup> failure halves all attributes, each additional failure does 1 BLD damage.

**Dropped Objects:** Does blunt damage = weight (divided by 10 lbs or 5 kg) times number of stories. E.g. 20 lb. object dropped 5 stories does 10 blunt damage.

**Electricity:** When harmful levels of electricity run through a person, four effects happen:  
-Paralysis (WIL+1d20 vs. 20/pt. of damage), paralysis only lasts while the electricity is running.

-Unconsciousness (WIL/END+1d20 vs. 10 per pt. of damage)  
-Heart Attack (END+1d20 vs. 5/pt. of damage), see Symptoms/Effects (p.133).

-Burn Damage: 1 pt. of burn damage for every 4 pts. of electrical damage.

**Explosion:** Explosions can do one, two or all three of the following:

-Incendiary Damage (same as Burn damage)  
-Concussion Damage (same as Blunt damage)  
-Shrapnel (same as Bladed damage, the amount is usually expressed as a dice roll and typically pierces armor)

**END Damage:** Some toxins do END damage. Every pt. of damage takes away 1 pooled END. When pooled END is at 0, damage is done to BLD.

**Falling:** 2 blunt damage for each story fallen (a story is ~10 ft). Armor typically cannot protect from this damage.

**Heat:** Make saves vs. heat exhaustion hourly. 1<sup>st</sup> failure halves all attributes, each additional failure does 1 BLD damage.

**Hunger:** For every day without food: -1/4 BLD, -2 END.

**Radiation:** For every pt. of damage: 1 BLD damage, Vomiting (10), Headache (10), fatigue (-2 END), confusion (-1 INL, AWR). Effects develop over 24 hours. BLD damage is permanent (unless bone marrow transplants are given). Strong likelihood (25% per pt. of damage) of developing cancer and cataracts within the next year.

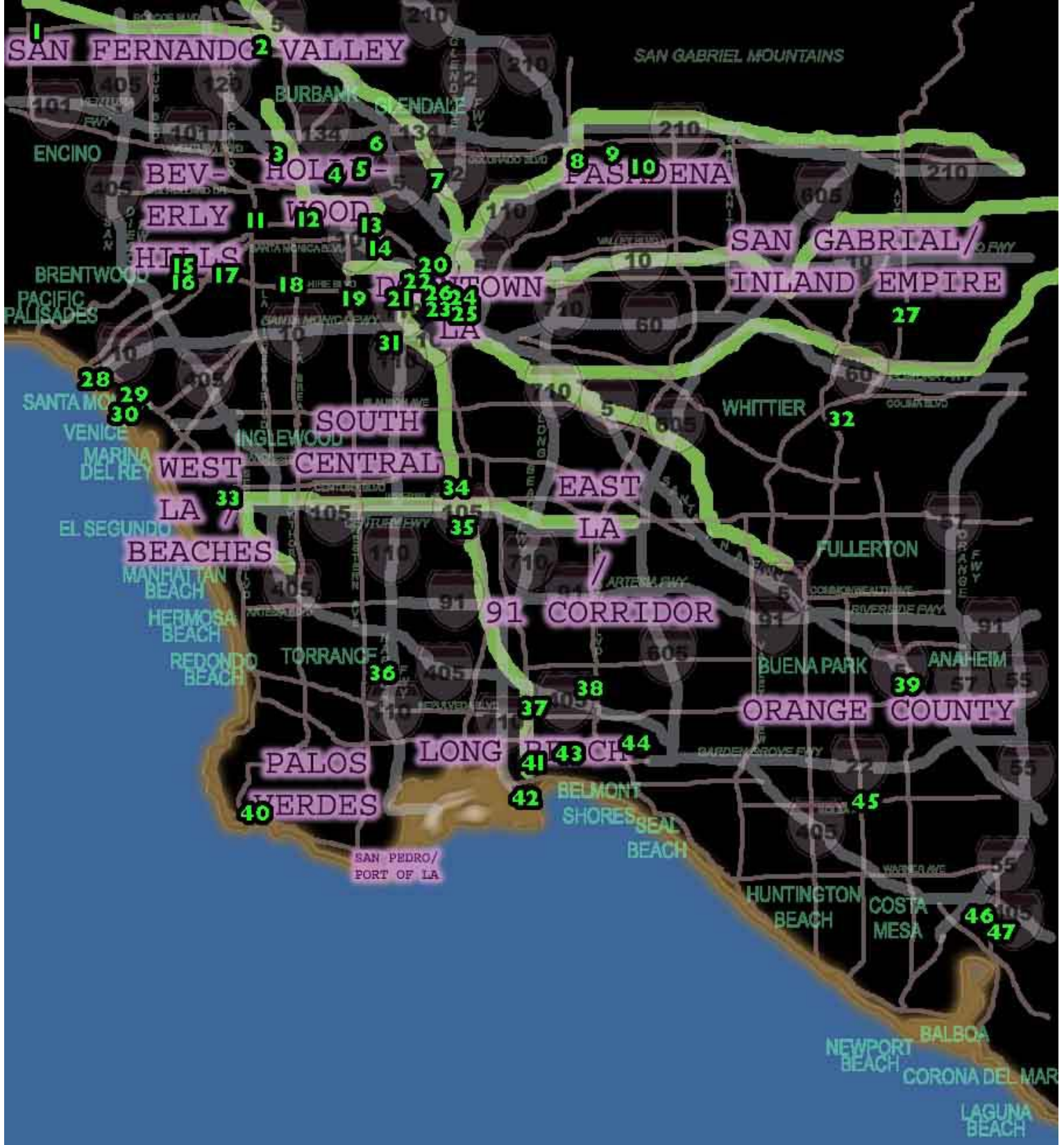
**Ragged:** Like bladed damage, but with an increased chance of infection after the battle (see p.146). For each pt. of ragged damage taken the PC gets -5 to save vs. disease contraction.

**Skidding:** For each 20 SPD the PC is moving at: 1 bladed 1 blunt damage. Less if the ground is very soft, more if it is rocky.

**Sleep Deprivation:** For every 24 hours without sleep: -3 to AWR, CHM, INL and END. Must save vs. hallucinations and delusions at (3 difficulty per 24 hours). Must make saves vs. unconsciousness (15 difficulty per 24 hours) when not doing anything.

**Strangulation/Loss of Oxygen:** PC loses 1 pooled END per round (in addition to pooled END being lost for other reasons). Resting will not bring back any lost END. When END reaches 0, PC loses 1 BLD per round. When the PC can breathe normally again, lost END and BLD returns 1 per round.

**Thirst:** ½ BLD damage per day.



- |                                 |                                    |                               |                                  |
|---------------------------------|------------------------------------|-------------------------------|----------------------------------|
| 1 Northridge Hospital Med. Ctr. | 13 Kaiser-Permanente Hospital      | 25 Little Toyo                | 37 Long Beach Memorial Med. Ctr. |
| 2 Burbank Airport               | 14 Los Angeles City College        | 26 Civic Center / LAPD HQ     | 38 Long Beach Airport            |
| 3 Universal Studios / City Walk | 15 UCLA                            | 27 Little Manila              | 39 Disneyland                    |
| 4 Hollywood Sign                | 16 UCLA Med. Ctr.                  | 28 Santa Monica Pier          | 40 Marineland of the Pacific     |
| 5 Griffith Zoo / Observatory    | 17 Golden Triangle                 | 29 Dogtown                    | 41 St. Mary's Med. Ctr.          |
| 6 Griffith Park                 | 18 La Brea Tar Pits                | 30 Muscle Beach               | 42 Queen Mary                    |
| 7 Forest Lawn Cemetery          | 19 Korea Town                      | 31 USC                        | 43 Little Phnom Penh             |
| 8 Huntington Hospital           | 20 Angelino Heights                | 32 His Lai Buddhist Monastery | 44 CSU Long Beach                |
| 9 Cal Tech                      | 21 Macarthur Park                  | 33 LAX                        | 45 Little Saigon                 |
| 10 Huntington Library           | 22 Abandoned Subway Tunnel         | 34 Watts Towers               | 46 John Wayne Airport            |
| 11 Sunset Strip                 | 23 Skid Row                        | 35 Lac-King/Drew Med. Ctr.    | 47 UC Irvine                     |
| 12 Masonic Temple               | 24 Cathedral of Our Lady of Angels | 36 Harbor UCLA Med. Ctr.      |                                  |

### Effecting Non-Material Realms

Realm	WIL + 1d20 difficulty to change self/environment/others	+ to supernatural skill rolls
Land of the Dead, Deserted City, Void, Citadel	40/50/60	+20
Subconsciouses, Bubbles	30/40/50	+30
Dreams	20/30/40	+40

### Random Get Lost Results

- 01-50: Different block (same neighborhood)
- 51-75: Different neighborhood (same city)
- 76-92: Different city (same nation)
- 93-98: Different nation
- 99-00: Different world

### Invisible Encounter Table

For each 1 city block, there are 2d20 common wrigglers, plus the following (on 1d100):

- 01-10: None
- 11-17: Crying Girl
- 18-24: Starer
- 25-31: Bad Talker
- 32-68: Rare Wiggler
- 69-72: Very Rare Wiggler
- 73-80: Stork
- 81-81: Rumbler
- 82-86: Haunter
- 87-93: Wolf
- 94-00: Reaper

### Random Otherworldly Destination

- 01-17: Deserted City
- 18-29: Void
- 30-42: Citadel
- 43-59: Land of the Dead
- 60-62: Surgeon's Lab
- 63-79: Subconscious
- 80-92: Dream
- 93-00: Bubble

### Random Misfortune Table

- |                      |                        |
|----------------------|------------------------|
| 01-05: Asthma        | 72-76: Tinnitus        |
| 06-09: Clumsiness    | 77-78: Anemia          |
| 10-14: Coughing      | 79-80: Epilepsy        |
| 15-18: Cramps        | 81-82: Erotomania      |
| 19-23: Dizziness     | 83-84: Exhaustion      |
| 24-27: Fatigue       | 85-86: Extreme Vertigo |
| 28-32: Forgetfulness | 87-88: Fetishism       |
| 33-36: Headaches     | 89-90: Hallucinations  |
| 37-41: Indigestion   | 91-92: Sourceless Pain |
| 42-46: Infertility   | 93-94: Tooth Loss      |
| 47-51: Insomnia      | 95-96: Weakness        |
| 52-56: Nervousness   | 97-98: Weight Loss     |
| 57-61: Nightmares    | 99-99: Heart Attack    |
| 62-66: Nosebleeds    | 00-00: Stroke          |
| 67-71: Poor Temper   |                        |

### Random Urban Neighborhood Table

- 00-01: Beach** (Surfers, partiers, dog-walkers, restaurants, expensive homes.)
- 02-04: Campus** (Grass, pathways, big school buildings, dorms, students on bicycles.)
- 05-10: Commercial Park** (Large complexes of one-or-two story office buildings and doctor's offices, used car dealerships, virtually abandoned at night.)
- 11-13: Docks** (Docked ships, warehouses, bars, industrial lots running 24/7.)
- 14-20: Downtown Commercial** (Big office buildings, parking structures, cheap lunch places.)
- 21-25: Ethnic Enclave** (Non-English signs, old apartment buildings, import grocery stores, tiny restaurants.)
- 26-32: Ghetto** (Blocks of cheap apartments, drug dealers on the corners, overpriced grocery stores.)
- 33-37: Historical Residential** (Old, nice looking houses, trees, parks.)
- 38-43: Industrial: Active** (Railyards, gated industrial complexes, warehouses.)
- 44-48: Industrial: Run Down** (Abandoned factories, unused railyards, homeless camps.)
- 49-56: Main Drag** (Gas stations, fast food, liquor stores, motels, heavy traffic at all hours.)
- 57-59: Mansions** (Huge lots, perfectly landscaped lawns, wrought iron fences, regular drive-bys by private security.)
- 60-64: Park/Graveyard** (Grass, trees, people walking dogs.)
- 65-69: Projects** (Row after row of identical, cheaply built apartment buildings with an occasional community center.)
- 70-75: Shopping District** (Strip malls, chain restaurants, huge parking lots.)
- 76-80: Skid-Row** (Liquor stores, cheap hotels, shelters, vacant lots, homeless people sleeping on the sidewalks.)
- 81-89: Suburb** (Nearly identical, brand new middle-class houses with perfect lawns and SUVs in the driveways.)
- 90-94: Touristy** (Antique and novelty shops, overpriced cafes, historical landmarks, small museums and parks.)
- 95-99: Trendy Downtown** (Night clubs, coffee shops, bars, trendy clothing stores.)

