Shattered Metropolis

The Redemption of New Versailles

Player's Guide

An RPG Exploration of Justice

Created by Eric Steigerwald

Credits and Acknowledgements

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Introduction

New Versailles is a glittering jewel of a city, one of the beating hearts of the United States. It is a center of commerce and trade, a booming bastion of art and culture, a place where power and wealth have come together to form into a golden metropolis, shining its light all across the world.

Precious few people remember this city for that anymore.

Years ago, a spider began sewing a web through New Versailles. It started small, with so little influence nobody even noticed it was there unless they got caught in the web. But now, now that web stretches between the skyscrapers of Downtown, and among the tenements of the projects. It weaves through the suburbs and the docks, it dangles sticky tendrils into every home, every office, every school and warehouse.

The name of this spider is the Chetrov Family, known more commonly as the New Versailles Mafia.

The Mafia now rules New Versailles, down to the police and the government. Nothing happens in the city without their attention, and no decision is made without their permission. They rule their erstwhile kingdom with an iron fist, suppressing any protest and "removing" threats to their control.

You have felt the lash of the Mafia. Perhaps they have hurt you, or those you love. Perhaps they have threatened you, your livelihood, or your friends or family. Perhaps they have done too much evil to forgive. Or perhaps you have simply finished mourning the city New Versailles once was, and dream of the day where it could be freed from tyranny. Whatever your reason, you have broken loose of the Mafia's web, and are determined to burn the spider to the ground.

You will be hunted. You will be hurt. They will do everything in their power to stop you, and you will never be safe again.

But in the end, none of that matters. When all is said and done, you will succeed if the Mafia is broken. You will fail if you die.

Between those two values, there is only the mission.

Chapter 1:

Overview

These are the most basic concepts for how to play Shattered Metropolis. If this is your first time playing a tabletop role-playing game, or even your first time playing Shattered Metropolis, start here.

What you need

Shattered Metropolis requires a few things in order to be played:

1. A copy of this book, for rules reference.
2. A character sheet for each player (a sample character sheet is located at the back of this book.) The GM will not need a character sheet.
3. A d100. Generally, a d100 is two ten-sided dice, one of which is marked with a single digit number on each face running between 0 (10) and 9, and the other is marked with a two-digit number on each face running between 00 (100) and 90. Alternatively, it is possible to use two differently-colored d10s. Optimally every player--including the GM--will have their own set of dice.

Beyond that, all that is needed is a good chunk of hours and a quiet place to play.

The Basics

Dice

This system uses dice to determine whether or not a character can complete a task they might fail. In most circumstances, this means you roll your d100.

If you have the normal dice, then you need only roll them together and add up the result. If you were to roll both of them together, get a 30 on your double-digit die and a 6 on your single-digit die, then your total result is 36. The caveat to this is if you roll a 000; this actually is a 100.

If you are using two differently colored d10s, then you need to designate one of them beforehand as your 10's die. That die will act as your 10s column, while the other will serve as the 1s column. Say you have a black die for your 10s and a white for your 1s: if you were to roll a 5 on your black die and a 1 on your white die, then your total is 51.

Most of the time, when you roll you will be rolling a d100. Sometimes, though, you need to roll a d10, in which case you roll just one die. 2d10 means rolling both the dice again and adding both together as though they were both numbers between 1 and 10.

Sometimes you will be asked to roll a d5: this is a normal d10 roll, but the result is divided in two, rounded up.

Tests

Over the course of your journey through Shattered Metropolis, you will face many challenges. In order to rise to meet those challenges, you must pass what are called "tests." Any time you have to roll your dice to determine success or failure when attempting to perform an action, you are "rolling a test."

Nearly all tests in Shattered Metropolis have you rolling against one of your nine Attributes. Attributes are numbers between 1 and 100, generally hovering around 20 to 50, which define your character in many ways. In order to succeed at a test, you must roll equal to or below this number on your d100.

- You must pass tests to perform difficult actions.
- On average, roll *equal to* or *under* an Attribute to pass a test.
- Attributes are numbers between 1 and 100.
- Attributes define many of your broad characteristics.

Attributes

These tell you who you are in broad strokes. There are 9 in total, each covering a different aspect of your body or personality.

An Attribute exists in two parts: the Raw Attribute, which is the literal 1-100 number as it is written, and the Attribute Bonus, which is just the *first digit* of the Raw Attribute; in other words, it is the 10s column. If you had a Raw Strength of 27, you would have a Strength Bonus of 2.

Raw Attributes are used frequently: when rolling tests, you are rolling against the Raw Attribute.

Attribute Bonuses are used rarely, for very specific things. You use an Attribute Bonus to determine some of your Derived Stats.

- Raw Attribute is the number between 1-100.
  - These are rolled against for tests.
- Attribute Bonus is the *first digit* of the Raw Attribute.
  - These are used to determine Derived Stats.

Bonuses and Penalties

Normally, under completely bland circumstances, your Attribute alone defines exactly what number you need to roll in order to succeed at the task. Sometimes, however, the task is made easier or harder by outside forces: if the task is easy, if you have help, or if you are well-trained, then you can receive bonuses. Hard tasks in poor or awkward circumstances can result in penalties.

Bonuses and penalties come in the form of +10 or -10 adjustments to the number you have to roll under in order to succeed. The more bonuses or penalties, the more -10 or +10 adjustments. For example, performing a test related to a Skill which you have extensive training in would net you a +10 bonus to that test, meaning that if you normally had to roll under a 33 to succeed, you now only have to roll under a 43.

The final number you must roll equal to or under, after all the bonuses and penalties have been applied, is called your Success Threshold.

Be warned that you are not always aware of the true Success Threshold; often, the real difficulty of a test is hard to map. The GM is the final judge of how hard a test is, and will apply additional hidden bonuses or penalties after the dice have been cast.

- Training or circumstance adjust the number you must roll under.
- Bonuses and penalties modify that number by increments of 10.
- After bonuses, the number you must roll equal to or under is called the Success Threshold.
- True Success Threshold is not always known; the GM may hide information.

Success and Failure

While some tests are very cut and dry and the difference between success and failure is the difference between night and day, usually tests live on a sliding scale. In Shattered Metropolis, this scale is measured in Degrees, with the center being the Success Threshold.

For every 10 you rolled different from your Success Threshold, you have achieved another Degree of success or failure. For example, rolling a 22 against a test with a Success Threshold of 46 means that you have achieved 2 Degrees of Success, as 46 - 22 = 24 = 2 units of 10 and 4 remainder. The remainder is ignored.

Remember that the GM will often modify the Success Threshold with information you are not privy to, and so, by telling them the

number of Degrees you succeeded or failed by, he knows whether or not you have actually succeeded or failed the roll, and by how much.

If you should manage to roll less than 10 from your Success Threshold in either direction, then you have succeeded or failed "by less than a degree."

- Success and Failure exist on a sliding scale.
- A Degree of success or failure is every 10 number difference between the d100 roll and the Success Threshold.
- Number of Degrees determines how good a success or how bad a failure.
- Degrees also tell the GM how close or far your result was from their own, secret Success Threshold.

Contested Rolls

Sometimes two characters are attempting to operate at odds with one another. For example, a sentry might be looking for a character attempting to hide. In these situations, the characters roll their dice against each other in the form of a Contested Roll.

The victor of a Contested Roll is the one who has achieved more Degrees of success (or fewer Degrees of failure) once the roll is tabulated.

- Contested Rolls happen between opposing characters.
- Winner is the one with the most Degrees of success.

Skills

Some tests are actions that require--or can be improved with--training. These are Skills. Each Skill is tied to a suitable Attribute; when

making tests related to that Skill, your Success Threshold is based on the Attribute attached to the Skill in question.

For example, the Charm Skill is attached to Charisma. If you were to roll a Charm test, then your Success Threshold would be related to your Raw Charisma, with bonuses and penalties applied according to your training in the Charm skill and the circumstances of the test.

By default, you are not Trained in any Skill. Training is gained through Experience, although you are able to become Trained in a small number of skills during character creation. Training in Skills enables you to use them more effectively, and for some it enables you to use them at all.

Training in a skill exists in three states: Trained (+0), Expert (+10), and Master (+20). At Trained you are able to use the skill effectively, or use the skill at all. At Expert, you gain a +10 bonus to your Success Threshold whenever rolling tests relating to this Skill. At Master, you now gain a +20 bonus to your Success Threshold instead of just a +10.

- Skills are rolled for tests you can improve at over time.
  - o They cover most things you can do outside of combat. As such, most of the tests you will be rolling will be Skill tests.
- Skills require Training to be used effectively, or sometimes at all.
- You are not Trained in any skills by default.
- Training comes in 3 forms: +0, +10, and +20.
  - o All affect your Success Threshold.

Skill Types

Skills come in two varieties: Basic Skills and Advanced Skills.

Basic Skills are general things that anyone can try and hope to succeed at, or are common enough that everyone has at least foundational training. You can roll a Basic Skill test, even if you are not trained in it. If you ever have to do this, though, your Success Threshold is based on **half** the relevant Attribute, rounded down.

For example, if you were attempting to roll a Bluff test, but were not trained in the Bluff skill, then you would be rolling under half your Charisma. So, if you had 37 Charisma, your Success Threshold would be 16 before any relevant bonuses or penalties would apply.

Advanced Skills are very complicated, and require real experience and training in order to roll tests related to these Skills. You cannot roll an Advanced Skill test untrained; you automatically fail.

- Two kinds of skills: Basic Skills and Advanced Skills.
- Basic Skills can be rolled untrained.
  - If you do roll them untrained, roll under **half** the Attribute.
- Advanced Skills cannot be rolled untrained.

Actions

When you roll a test, it is because you are performing an Action. Actions come in several varieties, but on the large scale there are only two types: Quick/Combat Actions, and Dramatic Actions.

Quick Actions are very sudden, and can take between three seconds or a fraction of an instant to complete. Scanning a room you just entered, punching someone in the face, or making a sarcastic remark are all examples of Quick Actions.

Dramatic Actions are longer, sometimes taking days to finish. Searching a crime scene for evidence, having a conversation with an informant, or reading a good book are all examples of Dramatic Actions.

The primary difference this makes is that you cannot perform Dramatic Actions in combat without special circumstances, or you will likely be interrupted.

- Two kinds of Action: Quick Action and Dramatic Action.
- Quick Actions take less than three seconds.
- Dramatic Actions take longer.
- Can't use Dramatic Actions in combat except under appropriate circumstances.

Combat

In a system like Shattered Metropolis, combat is the last step on the road when hunting down your targets; and sometimes, it is also the first. Combat plays a very important role in this system, and as such the rules surrounding it can be fairly complicated.

These are a summary, but there is an entire chapter dedicated to Combat alone, so go to Chapter 6 for greater detail.

Starting Combat

Combat begins in earnest as soon as the GM declares that everyone needs to "roll initiative." Initiative is the system that determines the order in which people act in combat, and thus it is the first piece of information that needs to be gathered.

Rolling Initiative is one of the few rolls made on just a d10, not the full d100. When you roll Initiative, you roll your d10 and add your Initiative Bonus to the result, trying to get the highest number possible. Initiative

Bonus is a Derived Stat, and discussed in-depth in the Character Creation chapter.

Once Initiative is rolled, then the GM will start counting down from 20 until he reaches a number that a player has rolled (and added their bonus to). That player will then take their turn. In the case of ties, the player with higher Dexterity goes first.

- Combat begins by rolling Initiative.
- Initiative is rolled on a d10, and you add your Initiative Bonus.
- GM will then count down, and players perform their turns as their numbers are called.

The Turn

Each player gets a turn in combat (unless they are unable to act for some reason). This turn covers a span of 3 seconds, and consists of a small number of Actions.

Move Actions are used when you want to physically relocate your character in some way. Some Move Actions do slightly different things, but in general, Move Actions involve the feet or legs.

Standard Actions are used when you want to manipulate something, like attacking someone with a knife or pistol. Standard Actions cover most options in combat, and generally they involve the use of the hands, arms, or head.

Each turn in combat gives you a single Standard Action and a single Move Action. They can't be exchanged for each other, but you don't have to use both of them!

There are also two other kinds of actions: Free Actions and Defensive Actions.

Free Actions take up little to no time at all. Looking around, speaking, signalling with a hand motion, or other quick and tiny gestures are all Free Actions, and you can do as many in a turn as is reasonable. Your GM will tell

you if you've used up all your Free Actions for a turn.

Defensive Actions aren't used on your turn at all. You get two (one Dodge Action and one Parry Action), and they are refreshed on your turn, but you use them when you are attacked in order to avoid damage.

- Everyone who can act in combat gets a turn.
- A turn is 3 seconds long.
- You get 1 Move Action, 1 Standard Action, as many Free Actions as are reasonable, and 2 Defensive Actions that refresh on your turn.
- Move Actions move you, and involve the lower half of your body.
- Standard Actions do most other things, and involve the upper half of your body.
- Free Actions are small motions that don't interrupt Standard Actions or Move Actions.
- Defensive Actions are used when you are attacked by other people to avoid damage.

Attacking

It stands to reason that at some point you are going to try to hit someone else. Here's how.

Using a Standard Action, you can roll an Attack, which is a special test to allow you to try and hurt people, usually using weapons. You have two different Attributes for attacking people: Ballistic Skill and Melee Skill. Ballistic Skill is for attacking with ranged weapons, Melee Skill is for attacking people with melee weapons or your bare hands.

There are a large variety of ways to get bonuses and penalties to these tests, which are all discussed in detail in the Combat

chapter, under Ranged Combat or Melee Combat.

If you succeed at your attack test, then you have "threatened" your opponent. It is also appropriate to say that you "hit" them, though they may use a Defensive Action to convert your "hit" into a miss.

If you have been "hit" by an opponent, you can use a Dodge or Parry Defensive Action to force them to miss you. To Dodge, you roll a test against your Dexterity Attribute. To Parry, you roll a test against your Melee Skill Attribute. You cannot Parry a ranged attack, and remember that you only have 1 Defensive Action of each type until your next turn. So be careful! That Dodge action can be very precious in a busy firefight!

In both Attack Actions and Defensive Actions, the number of Degrees of Success generally don't get you very far. Once a bullet has contacted the target, there's not a lot else to say; and either you got out of the way or you didn't.

- Attacking takes a Standard Action.
- Roll a Ballistic Skill test to hit with ranged weapons.
- Roll a Melee Skill test to hit with melee weapons or unarmed attacks.
- In response to an attack, you can use a Defensive Action.
- Dodge Actions let you avoid ranged or melee attacks.
  - o Roll against Dexterity.
  - o You get only 1 Dodge Action, which is refreshed on your turn.
- Parry Actions let you avoid only melee attacks.
  - o Roll against Melee Skill.
  - o You get only 1 Parry Action, which is refreshed on your turn.

Dealing Damage

If you hit with an attack, and your enemy fails their Defensive Action (or has run out of actions he can apply), then you deal damage to them. Roll your Weapon Damage; for ranged weapons, Weapon Damage is listed in the weapon's description in the Equipment chapter. For melee weapons their Weapon Damage is also listed in the Equipment chapter, but you also add your Strength Bonus to the result of the roll.

Weapon Damage is always rolled on a d10, sometimes asking you to roll multiple d10s and add the result together. A few melee weapons have you rolling a d5 (which, if you recall, is a d10 with the result halved.)

The second type of damage dealt is Battle Fatigue. This damage is dealt even if you miss! It is equal to either your Ballistic Skill Bonus, or your Melee Skill Bonus, depending on which one you rolled for your attack.

- When you hit and they fail to defend, you deal damage.
- Roll Weapon Damage, listed by the weapon.
- Add Strength Bonus if using a melee weapon.
- Add Battle Fatigue when you attack; hit or miss doesn't matter.

Taking Damage

If someone hits you and you fail to avoid it, then you suffer their Weapon Damage. Taking damage detracts from your health, which is calculated in two ways: Adrenaline and Wounds.

Adrenaline is your ability to shrug off or withstand minor injury. Each player character has 10 Adrenaline per Wound. If the character should take enough damage to run out of Adrenaline for a Wound, they lose the Wound.

Wounds are how many bad hits you can take before you can't keep going. You lose a Wound every time you lose 10 Adrenaline.

A character with 4 Wounds has 40 Adrenaline. If he should take 12 damage from an attack, then he would have 28 Adrenaline left. This would cost him 1 of his 4 Wounds as well. If he later took 8 more damage, he would have 20 Adrenaline, and lose another Wound.

- Wounds are how many bad hits you can take before you go down.
- Adrenaline is your ability to shrug off hits.
  - You get 10 per Wound.
- When you take damage, you subtract the damage from your Adrenaline.
- Every 10 Adrenaline you have lost, you also lose a Wound.

Injury and Recovery

When you lose Wounds to damage, the impact can be very long-lasting. Every time an attack forces you to lose a Wound, record the number of Wounds you lost on the Injuries section of your character sheet, as well as the type of attack that did the deed.

Later, you must convert those Injuries into Scars if you want to get the Wounds back. This is discussed in detail in the Injury and Recovery section of the Combat chapter.

- Every time you lose a Wound, record the number lost in the Injury section of your character sheet.
- To get rid of Injuries and restore your lost Wounds, you must suffer Scars.
- More detail in the Injury and Recovery section of the Combat chapter

Final Note

And that's it! With this basic understanding of how the game works, you are ready to face the first session. There are a lot of details ahead, though, and many questions are answered in the upcoming chapters.

It's impossible to account for every situation, however. If you should ever encounter a problem that is not addressed by this book, then it is your GM's call on how to resolve this. They might not have all the information either, but respect their decision. They are the final arbiter on ALL rules, even those listed in this book.

Chapter 2:

Character Creation

Whatever your reasons, you have come forward to destroy the Chetrov Family. First, you have to construct who you are and why you are here.

It can be useful if, before getting started, the GM announces the conditions in which all the characters are meeting, and who is pulling them all to work together. If they don't wish to determine it now, then it is perfectly acceptable to figure it out later, but it is an extremely important step that should not be forsaken.

The Character Sheet

This section will attempt to familiarize you with the character sheet for Shattered Metropolis included in the back of this book.

There are three pages to the character sheet: the Skill page, the Battle page, and the Rank page. Each page handles a specific aspect of your character.

The Skill Page

This page handles most of your non-combat related activities performed in the day-to-day.

Along the top are a number of blank lines, where you fill in some basic information about your character, including their name, callsign, History archetype, the player who plays that character, , that character's Name (as discussed in The Cause, and some other information like their gender, skin and hair color, and age.

In the center row, all of the Basic and Advanced skills are listed.
- First it lists the name of the skill.
- Then, it lists the attribute used when rolling Tests related to that skill.
- Next, there are three columns representing your character's training in that skill.
  - If your character is not trained in a skill, these columns are left blank.
  - If your character is Trained, then you fill in the circle in the +0 column.
  - If your character is Expert or Master in a skill, then you fill in the circles in the +10 and +20 respectively. These numbers are the bonus you receive to your Success Threshold when rolling Tests relating to that skill.
  - During character creation, you will be either untrained or Trained in all skills; Expert and Master skills will come later.

Just above the Basic and Advanced skills, your current Fate is listed.
- On the left side of the slash, record your currently unspent Fate Points.
- On the right side of the slash, record your total Fate Points.

To the left of the page, your Attributes are listed.
- Each Attribute has a box below it, divided in two. The first digit of the Attribute goes in the dark gray box. The second digit goes in the light gray box.
- The first digit of your Attribute is your Attribute Bonus.

Below the Basic Skills is a list of your character's Possessions.
- These are the things your character owns, which may or may not be on their person.
- There is a subsection of this area for your character's Cash, which is the hard currency they are carrying at that moment.
- Below their Cash is the character's Assets, which is an abstract numerical value related to the character's wealth, accessible through bank accounts, investments, or credit cards.

The Combat Page

This page concentrates on data relevant during battle.

Along the top are blanks for your character's name and callsign, as well as their movement speed.

On the left edge of the character sheet is your character's Attributes. These should be identical to the section on the Skill Page; the redundancy is so that you don't need to switch between pages so often in combat.

Just above the Attributes is your character's Initiative bonus.

In the center of the sheet is a list of Ranged and Melee Weapons.
- Below each Weapon Column is your Battle Fatigue rating for each type of weapon.
- Ranged Weapons are broken into 8 sections.
    1. The name of the weapon
    2. The damage dealt by the weapon, in d10s.
    3. The Armor Penetration rating of the weapon.
    4. The Suppression, or noise level, of the weapon.
    5. The Ammunition inside the weapon.
    6. The number of extra ammunition carried on the person.
    7. The rate of fire of the weapon, divided into Single Shot, Burst, and Rapid Fire.
        - These values are recorded by the number of bullets used for each fire mode. If the weapon does not have a given fire mode, then mark that area with a dash.
    8. Any special abilities possessed by the weapon.
- Melee Weapons are broken into 4 sections.
    1. The name of the weapon.
    2. The damage dealt by the weapon, in d10s or d5s.
    3. The Armor Penetration rating of the weapon.
    4. The damage type of the weapon.

Below the Melee Weapons is your character's currently held equipment.

- Write each Kit or item that your character is carrying with an Encumbrance cost in the blank space on the left side of the box.
- Next to each item, in the column marked ENC, record the Encumbrance of that item.
- At the bottom of the ENC column, record the total Encumbrance of all items.
- Below that, record the maximum Encumbrance your character can comfortably carry.

Below the Ranged Weapons box is the Wounds and Adrenaline section.
- In the Wounds column, fill in one circle on the left for every Wound your character can take before dying.
- When losing wounds, cross out circles on the right. You are counting down the number of Wounds your character can suffer before dying; as such, you should start from the top down.
  - o If a character with 4 Wounds takes enough damage to lose a Wound, then they would cross off the circle next to the 4.
- In the Adrenaline column, cross out circles for each point of Adrenaline you lose. You automatically have 10 Adrenaline per Wound.

Below the Equipment box is the Injuries section.
- When losing Wounds, record the information relating to the Injury here.
- If you fail the Willpower test when receiving the Injury, record the Condition in the Condition column.
- Record the number of Wounds lost to the Injury in the DAM column.

At the bottom of the sheet, on the left side, are your Dodge and Parry bonuses. Add these numbers when making Dodge or Parry defensive action tests in combat.

Lastly, at the bottom right of the sheet is your Breakdown section.
- When taking Traumas, fill in the circles on the Trauma column.
- Once all your Trauma circles are full, erase the markings and fill in a circle on the Severity column, starting from the top.

Summary

This is a quick summary of the character creation process you are about to begin. The process of creating your character happens in several stages.
1. Attributes.
   a. These define your character in broad strokes. There are 9 Attributes, which cover most basic and important facets of a character.
   b. You will receive 9 numbers between 20 and 50. Assign each of these numbers to an Attribute on your character sheet by writing it into the appropriate box on the left-hand side of your sheet.
   c. Attributes are improved directly by experience.
2. Derived Attributes

   a. These cover numerous minor details that are important for combat.
   b. They are based on your Attributes, and are improved indirectly by improving your Attributes.
3. History
   a. Here you choose from among a selection of possible background skillsets.
   b. Not only does this describe your character, it also determines which Advanced Skills you will begin the game Trained in.
   c. You will also receive a piece of equipment based on your selection.
4. Skills
   a. Now pick out 5 Basic skills you are also Trained in.
5. Cause
   a. At last, you determine two very important aspects of your character, which can be summarized as The Cause.
   b. The first aspect is The Act.
      i. This is why you are hunting the Mafia.
   c. The second aspect is The Name.
      i. This is the person responsible for The Act.
      ii. Record The Name on your character sheet, so that you never forget it.
6. Equipment
   a. Here, you pick and choose your equipment in a number of different areas.
   b. Add each item to your Possessions section on your character sheet.
   c. Some items are heavy. When an item has a listed Encumbrance value, record that item in your Kits & Gear section on the second page of your character sheet if you want to carry it with you. These items should still be recorded in your Possessions section, however.
7. Details
   a. These are a last few things to sort out, such as your character's name, age, gender, skin and hair color, and callsign.

Attributes

In Shattered Metropolis there are nine primary Attributes which define the characters: Ballistic Skill, Melee Skill, Strength, Dexterity, Toughness, Perception, Intelligence, Willpower, and Charisma.

These attributes are recorded as numbers between 1 and 100, and are divided into their Raw Attribute and their Attribute Bonus.

The Raw Attribute is simply the number between 1 and 100. The Attribute Bonus is the first half of that number, or the digit in the tens column. A Raw Attribute of 36 has an Attribute Bonus of 3.

Attributes help define a test's Success Threshold (see Bonuses and Penalties, page 7), and are used for nearly everything.

Attribute Bonuses are used for derived statistics, and are never rolled against. They are, however, sometimes used to add value to certain rolls.

Ballistic Skill (BS)

This Attribute determines a character's ability to used ranged weapons in combat. It

is rolled often in combat, but also whenever the character is attempting to throw, shoot, or catch objects.

A character's Ballistic Skill Bonus is used to determine the amount of Battle Fatigue damage they deal when attacking with ranged weapons.

Melee Skill (MS)

This Attribute determines a character's ability to hit opponents while unarmed, or using melee weapons such as knives or rifle butts. It is rolled primarily in combat.

A character's Melee Skill Bonus is used to determine the amount of Battle Fatigue damage they deal when attacking in melee.

Strength (STR)

This Attribute represents the character's physical strength and power. It is rolled when the character must lift or move heavy objects, force open doors, break handcuffs, win arm wrestling contests, or perform other feats of strength.

A character's Strength Bonus is added to their Weapon Damage when they hit an enemy with a melee weapon, or a thrown ranged weapon.

It is also directly added to their total Encumbrance limit.

Dexterity (DEX)

This Attribute represents the character's quickness and agility, as well as their fine motor skills. It is rolled when the character is trying to balance on a ledge, knit a scarf, retrieve a tool dropped deep into an engine, squeeze into a tight space, touch their toes, dodge an attack, or draw a picture.

A character's Dexterity Bonus is used to determine their movement speed.

Toughness (TGH)

This Attribute represents a character's durability and physical fitness. It is rolled when a character is running a marathon, climbing a wall, trying to keep sober while drinking, resisting poisons or sickness, or resisting infection.

A character's Toughness Bonus is directly added to their total number of Wounds.

Their Toughness Bonus also determines how long a character can run.

Perception (PER)

This Attribute determines the character's ability to perceive their environment using the five senses. It is rolled whenever the character must see, hear, taste, touch, or smell anything that could possibly be missed.

A character's Perception Bonus is added to their Initiative rolls in combat.

Intelligence (INT)

This Attribute represents the character's memory and mental acuity. It is rolled whenever the character is trying to remember a fact, think through a problem, or make use of their education.

Willpower (WP)

This Attribute represents the character's mental fortitude, their ability to withstand psychological trauma. It is rolled whenever the character is attempting to resist coercion or interrogation, operate while in the presence of a powerful phobia, withstand physical pain, inflict physical pain, kill someone, or retain their sanity after performing atrocities.

Charisma (CHA)

This Attribute represents the character's ability to manipulate, convince, inspire, interrogate, trick, or otherwise interact with other people. It is rolled whenever the character would attempt to influence another person.

Determining Attributes

Each character begins with an array of values between 50 and 20, which will be assigned to Attributes according to the player's whim. How high the values are on this distribution depends on the power level of the campaign; in other words, how strong the player characters will be from the start.

Attribute Value	Number of Attributes of the given Value		
	Scum	People	Heroes
50	0	1	1
40	2	2	3
35	1	1	3
30	3	3	1
25	2	1	0
20	1	1	1

Derived Stats

With that done, it's time to determine your Derived Stats.

Characters have a number of stats that are derived from other sources. These serve a number of different functions, and while some may provide bonuses to other rolls, none of them are themselves rolled against. Some stats use the character's Attribute Bonus in a certain Attribute.

A character's Derived Stats are listed by their name, and a quick reference on how to calculate them in parenthesis.

Rank

This is a manifestation of the character's experience thus far. This number begins as 1, and will increase over the course of the campaign.

Ranged Battle Fatigue

Ballistic Skill Bonus

This is equal to the character's Ballistic Skill Bonus, and receives situational bonuses from certain weapons. It is used to deal extra damage in ranged combat.

Melee Battle Fatigue

Melee Skill Bonus

This is used to deal extra damage in melee combat.

Parry

This is a bonus used in defensive actions in Melee Combat. It is rolled like a Skill Test, and is very like a Skill except everyone is Trained from the outset, and only becomes better by increasing in Rank (see Chapter 4.)

Encumbrance

4 + Strength Bonus

This is used to carry objects on the character's person.

Movement

Dex Bonus x5

How fast a character is able to move during combat or dramatic actions.

Wounds

1 + Toughness Bonus

These are how much damage the character can take before they die.
(See Combat, Health, page 51)

Adrenaline

All characters have 10 Adrenaline for every Wound. Adrenaline is used in combat to resist damage. (See Combat, Health, page 51)

Initiative

Perception Bonus

This is a bonus added to Initiative rolls, in order to act faster in combat.

Dodge

This is a bonus to Dodge tests made by the character in order to avoid damage in ranged or melee combat. Like Parry, it begins at +0, and increases based on the character's Rank.

Fate

This is how strongly the universe desires the given character to succeed. During character creation, it is equal to 3. This number may change over time. Fate Points are primarily used to twist luck, or avoid an

untimely death. (See Walking the Road, Fate
Points, page 45)

History

You are who you are today because the weight of time and a life of decisions have brought you to this point. Everyone comes from somewhere, and your past has gifted you with skills that might be able to apply to your grim duty.

Listed below are a number of possible histories. They may seem somewhat limited, but keep in mind that they only represent the aspect of the character's past that has had the greatest impact on them. While they cover most reasonable backgrounds for starting characters, sometimes there is not an option that fits the character in question just right. In these circumstances, it is acceptable for the player to construct their own History entry, with the permission of the GM.

Each History entry comes with a selection of Advanced Skills. You begin play with these skills Trained.

Military

You have come from some sort of military organization, either PMC, United States, or even a foreign power. Your specialized training will serve you well in the days ahead.

Skills: Knowledge: Police and Military, Demolitions, Command

Police

You are, or were, a member of a police force somewhere in the world. You have lived a life enforcing the law, seeking out criminals. Your new duty is fitting.

Skills: Knowledge: Police and Military, Investigate, Forensics

Criminal

You were a slave to the mean streets, and have learned to adapt to a life beneath the law. Maybe you've been caught before, maybe not, but your time spent living it rough has given you skills you will need.

Skills: Knowledge: Cityscape, Security, Forensics

Scientist

You are an intellectual, you put in the hours and you hold the keys to the universe. Who you thought you would be when you started on that path isn't the place you've ended up, but with keys like yours just lying around, you can make a hell of a mess.

Skills: Chemistry, Cryptography, Invention

Mechanic

Grease-monkey, tinkerer, or "engineer", you do the gritty task of actually building and maintaining what the tech wizards think up. These days, you're building more than cars and robots, though, and soon enough you'll be taking things apart again.

Skills: Invention, Computers, Demolition

Homeless

You slipped between the cracks a long time ago. This city has a wicked underbelly, and that place is the only home you've got. Invisible, you go where others can't, or won't.

Skills: Knowledge: Cityscape, Security, Medicine

Medical

You have trained your hands to heal, either as a doctor, a EMT, or a nurse. Oath or no oath, that training can also be brought to harm.

Skills: Medicine, Chemistry, Computers

Technocrat

You were born with a mouse in your hand and a monitor in your crib. You keep up on the bleeding edge of information technology, always ready with the latest new tech. How

you leverage this now could go in any direction.

Skills: Computers, Cryptography, Invention

Government

You were tied to the bureaucratic wheels of New Versailles. By all rights, people like you should be running the city, but of course the Mafia is king, and you've had to work through them for your whole career.

Well. Not anymore.

Skills: Knowledge: Government, Knowledge: Mafia, Command

Business

Money was your king for a long time, and you've worked your fingers to the bone to get as far as you got. Whatever you've got left is just another asset, though, as you've got a new goal in life.

Skills: Knowledge: Government, Command, Cryptography

Aerospace

You are a trained pilot, having become certified with the complex technology that propels humanity through the skies. It's a job which demands good reflexes, excellent situational awareness, and high technical aptitude. Useful skills, in many fields.

Skills: Pilot, Command, Computers

Mafia

You were once a member of the terrible giant. Perhaps you still say that you are. But thanks to betrayal, mistreatment, or raw greed, you have decided that the Mafia needs to go. And you're the one to get them gone.

Skills: Knowledge: Mafia, Security, Knowledge: Police and Military

Construction

The life of a construction worker is hard but fair. You clock in hours, you sweat, you build, and when you clock out it's the action of a virtuous man. But the Mafia has changed all of that, and now it's time to take down that which you put up.

Skills: Demolitions, Knowledge: Government, Chemistry

Skills

When a character needs to perform a task beyond simple combat, they fall back onto their training and experience. These are represented by the character's Skills. Skills come in a very wide variety, and define what a character is capable of outside combat itself. For a full list of all the skills and their descriptions, see Skills chapter, page 24

A new character begins with 5 Basic skills trained. Basic Skills are Skills picked from the list to the right.

Once you have chosen your 5 skills, record them on your Rank 1 Skills section on the third page of the character sheet, and correct the Skills section of the first sheet to match your training.

Skill Name	Attribute	Description
Acrobatics	DEX	The ability to jump and balance, and contort the body.
Athletics	TGH	The ability to run far, carry loads, and endure elements.
Awareness	PER	How aware you are of your surroundings.
Bluff	CHA	The tricks of lying and deceit.
Charm	CHA	Convincing others to do what you want.
Common Knowledge	INT	Random knowledge, found online or watching tv.
Drive	PER	Trick driving. NOTE: It is not needed to drive cars.
Scrutiny	PER	The ability to read body language. Used to detect lies.
Stealth	DEX	The art of not being seen or heard.
Ingest Toxins	TGH	The "art" of not dying when poisoned, or not getting drunk.
Intimidate	CHA	Scaring people into doing what you want.

Cause

A character's Cause is the reason they have turned to the life of a vigilante. This is the act, performed by the Mafia (or someone related), that changed everything in the character's life. A Cause has two parts:

1: The Act

This is the deed itself, in all its bloody glory. Even if the character did not suffer at the hands of the Mafia themselves, there was at least a point where they realized that something had to be done. This is that point.

2: The Name

This is a name, a person most directly responsible for The Act. Perhaps he was the man who did the deed and pulled the trigger. Perhaps instead it was the man who set it up and pulled the strings. Whoever it was, the character knows this name, and will never forget it. This is their most important target.

The exact details of The Act and The Name are up to the player, however in general, The Act usually comes in a number of different flavors:

"I'm returning the favor."

The character was attacked by the Mafia, and left physically scarred by the encounter. Perhaps they shot her in the chest and threw the body into a river. Perhaps they set her car on fire while she was locked inside. Tortured, shot, or even just took a bad fall, this motive is personal.

"I lost everything."

The character is alone, destitute as a result of the Mafia's actions. This ranges from burning down the character's house to putting them out of business. Even if it wasn't the Mafia that took away all their possessions, it was the Mafia that caused the other shoe to drop.

"I couldn't save them."

The character had loved ones once. Maybe they were family, or a lover, maybe they were a group of old friends. Whoever they were, they're gone now. People the character wanted to protect, people the character cared about more than anything in the world, are dead or missing, thanks to the Mafia.

"They've gone too far."

Perhaps the Mafia didn't do anything to the character themselves, but their actions have crossed a line in the character's mind. Maybe the character was once a part of the organization before it turned to a darker path. Maybe the character is simply a citizen who has decided she should be someone who takes a stand against evil. Where the road to victory takes her, however, is anyone's guess.

"I've got my own reasons"

Any character can be secretive, but a character with this motivation is quiet because her cause is stranger than most. Perhaps she's a serial killer attempting to follow a higher path, or maybe she's part of a competing criminal organization and trying to remove her opposition. Whatever the reason, she doesn't really want to talk about it.

These examples can be mixed and matched freely, so long as the player has a strong sense in their mind of why the character is willing to pay the terrible price for justice.

Once The Act has been decided, next determine The Name, and who it belongs to. Remember that The Name is most likely the man or woman the character sees as most responsible for The Act, and is their primary target in the Mafia.

Equipment

Characters begin with a only a small collection of items, as they have left everything from their past behind, likely not by choice.

In each category, pick 1 item that the character owns and record it in the Possessions section of the character sheet.

- Flashlight or Headlamp
- Car, Motorcycle (if the character possess the Drive skill), or Bus Pass
- Flask of Alcohol, Pack of Cigarettes and Matchbook, or Energy Drink
- State Road Map or Tourist's Guide to New Versailles

The following items all take up Encumbrance to carry, so record them in both the Kits and Gear section and the Possessions section on the character sheet.

- One Gear Kit relating to a skill the character possesses. This item takes up 1 Encumbrance.

- One Ammunition Kit (Filled with ammunition for the weapon selected below). This item takes up 1 Encumbrance

They also begin with their choice of weapon from the following list:

- Revolver (1 Encumbrance)
- Military Tactical Pistol (1 Encumbrance)
- Break Action Shotgun (2 Encumbrance)
- Hunting Rifle (3 Encumbrance)

For more information about these weapons, see Equipment, Firearms, page 35

Details

There are a few last bits and pieces to fill out before you can begin. Quickly determine your character's skin and hair color, their age, and their gender.

Next, figure out an appropriate name for your character. Make sure it's appropriate concerning their History and the setting in which Shattered Metropolis takes place.

Last of all, think of a catchy Callsign for your character. How you use a Callsign is ultimately up to you, but they can be extremely useful for concealing identity when talking to people who you would prefer remained ignorant of who you are.

And that's all! You now have everything you need to play a game of Shattered Metropolis! If you want additional clarity on just what you're going to be getting yourself into, then read on.

Alison stood in the middle of her kitchen, watching water run down the glass window that would have shown her the sea. In one hand she held a bottle. In the other hand she held a gun. Past Alison would have considered it a bad combination. But Past Alison was an idiot. And dead. So whatever.

She had been standing there for nearly a half an hour, immobile. A half an hour ago she had emptied the last of the bottle, and decided to put the gun to use. So she had stood up, thinking to go into the restroom save herself having to clean up the kitchen. Or, someone else the trouble. Whatever. But then she got mesmerized by the pattern the water was making, sliding down the plate glass. It was beautiful, or something, and she wanted to watch it. She had time. She had nothing but time.

Then her phone started ringing.

She was so startled she dropped the bottle, and nearly dropped the gun before she caught herself. With nothing better to do, she reached out and picked up.

"Hello? Is this Alison Kayden?"

Male voice. Unfamiliar. She still wasn't quite sure what she was doing, but such a routine question let instinct take over, "Yes, that's me. Can I help you?"

There was a moment of silence. "I understand you're in something of a tight spot. Financially, I mean."

Subtext: I understand you're tied to a railroad track. Financially, I mean.

She felt the cynicism slipping back into her voice, "You could say that. Why?"

"I have a solution. Uh, sort of. Compared to, mm, other, options."

Subtext: I have something better for you to do than shoot yourself. Sort of.

Alison would have hung up at this point, but then she remembered that she had spent the last half hour staring at a window. Nothing but time. "I'm open to suggestions."

There was another moment of silence, finally broken as the voice over the phone cleared his throat. "What if I could give you the name of the man who did this to you?"

Her heart skipped a beat. Someone had walked away with everything she owned, and replaced it all with someone else's debt, someone else's mistakes. For the first time in at least a half an hour, an idea crept into her mind. Something else she might be able to do with her time.

There was a faint tremor in her voice as she said, "If you could do that, then I might be interested in hearing it."

"Well. Then maybe we should talk."

The line went abruptly dead, but at almost the same time her doorbell rang. Alison set her phone down on the table and gave her pistol a long, appraising look. It wasn't too late to let this whole thing slide away. But that idea was niggling away at her mind, and she couldn't shake it loose.

So she opened the door.

Standing outside in the rain were three figures, two men and one woman. They held themselves like the rain pouring down wasn't even there, like such earthly matters as getting wet were far past important. The man closest to her paused a moment, sizing her up, and then said the most important words of Alison's life. "In six hours, we're going to walk through Winston Elroy's front door and have a conversation. He owes you a debt. I suspect you would like to convince him to pay it yourself. "

He glanced back at the car parked on the curb. "We've got an extra seat, if you want to come with."

Alison smiled, and thrust the gun into her pocket. There were better things to do with it, now.

"I'm in."

Chapter 3:

Skills

All things take practice, as they say. For the things that really need practice, there are skills. Skills define what your character is capable of; how far they can see, how high they can jump, and how many lies they can tell before someone might catch on. Skills are everything that needs training in life.

Using Skills

Skills are each tied to an attribute, which the character must roll equal to or under in order to succeed. If they roll over the attribute, then they have failed, though it is possible that they might yet achieve what they wished to accomplish; failure of a skill test can result in a mere inconvenience like added time, or it can result in disaster.

Because skill tests exist on a sliding scale of success or failure, it is important to note how far from the target skill the character rolled. For every 10 points below the target value, the character has achieved another Degree of Success. For every 10 points above the target value, the character suffers another Degree of Failure.

Improving Skills

Skills can be enhanced three times: first, the character becomes Trained in the skill. Second, they become Practiced in the skill, and when making tests they gain a +10; Skills in this state are referred to as +10 Skills. Third, the character becomes an Expert in the skill, and gains a +20 in the skill; skills in this state are referred to as +20 Skills. For more details about how and when characters become trained and increase their training in skills, see Chapter 4: Walking the Road, Ranks, page 46. Characters begin play with 8 Trained skills; 3 from their History, and 5 selected individually.

Basic Skills

These are skills that everyone can do. Or, at least, if they can't do them, there is a very good reason for it. All characters can roll Basic Skills untrained, however if they do not have training in the skill they have to roll under half their respective attribute, rounded down.

Acrobatics (Dexterity)

This includes jumping, balancing along thin rails, sliding through a closing door, twisting out of bonds, break dancing, and doing yoga. Quick, precise, and careful physical motions are covered by Acrobatics.

Specific Uses

Jumping: For a character to jump higher than two feet into the air, or jump in awkward circumstances, they must roll Acrobatics.

Athletics (Toughness)

This includes climbing, running, swimming, or bicycling. Anything that is physically exhausting over long periods of time is covered by Athletics.

Specific Uses

Run: If the character Runs (see Combat, Movement) for more rounds than twice their Toughness Bonus, they must roll Athletics every round in order to continue.

Awareness (Perception)

This skill covers perception of the environment. Characters roll Awareness when attempting to perceive small details at a distance, hear someone trying to sneak up on them, or smell gasoline in the liquid slowly pooling at their feet.

Specific Uses

Search: This is rolled when the character wishes to quickly comb through an area for a specific item, or to scan an area and take stock of what's there. This can take a lot of time, and if the character is using the

Forensics skill instead of Awareness then the search is much faster.

Bluff (Charisma)

This is the art of lying or concealing the absolute truth with a lesser, easier one. Characters usually roll Bluff checks paired with other social tests, like Charm, Intimidate, or Command, if they want to use information that is not true. Bluff can also be used alone, if the character is simply attempting to tell the "truth". It can also be used to pretend to be another person, so as to deflect suspicion, obtain information, infiltrate a secure area, or any other such deception.

Specific Uses

Lie: When the character would attempt to convince someone of a lie. This action can be paired with a Charm, Intimidate, or Command test if the character, even if their lie is believed, needs to do some convincing.

It is a contested roll against the opponent's Scrutiny. Bonuses could result from plausible lies, desirable lies (telling them what they want to hear, or what they expect to hear), a position of superiority, a successful previous Command test relevant to the conversation, disinterest on the part of the opponent. Penalties might come from unbelieveable lies, undesirable lies, or a position of inferiority.

Disguise: To pretend to be someone else, the art of acting is a necessity. This is control of body language, vocal inflection, facial features, and physical appearance. It also covers the snap development of facts that support the persona, and the basis of their reactions to various stimuli. Disguise is both simple fakery, like pretending to be wounded while actually in perfect health, as well as deep character development, like acting on a stage, or impersonating a police officer.

It is a contested roll against the opponent's Scrutiny. Bonuses could result from physical props or evidence that support the disguise, weeks of practice with the disguise in question, the opponent has past experience with the character while they were wearing (or playing) the disguise, plausible persona, disguise based probable events (a plumber disguise, arriving at a house that has contacted a plumber.) Penalties might come from a lack of physical props that support the disguise, the opponent has never met the character while they were using the disguise, the opponent has met the character while they were wearing a different disguise or no disguise at all, disguise highly suspicious even if believed.

Charm (Charisma)

This skill is for positive interactions with other people. Seduction, friendly conversation, fast-talking someone, inciting a fight between two thugs, or convincing a supplier to give a little extra are all actions that fall under the Charm skill.

Common Knowledge (Intelligence)

This skill covers the level of knowledge obtained through indirect or limited experience, such as high-school sciences, stuff seen on television or in movies, light hobbies, or things learned on the internet. This is a special skill, as it is directly superseded by many Advanced skills. Common Knowledge is used only by characters that lack a more appropriate skill, and the information they receive is equivalent to 50 higher than the player rolled if they had been rolling the correct skill. (So, 5 fewer degrees of success.) It is sometimes enough to impart rough knowledge of a subject, but rarely does it deliver exact details. It can also provide inaccurate information, which can be extremely dangerous.

Specific Uses

Common Knowledge can stand in for the following advanced skills:

Computers   Security
Medicine   Chemistry
Demolitions Cryptography
Knowledge (All Types)

Stealth (Dexterity)

This covers the art of not being seen or heard. Usually rolled against an opposing Awareness, Stealth can also be used to cover up a character's trail, or meld into a crowd. It also covers the character's ability to disguise themselves as someone else, though if anyone talked to them while disguised they have to sound convincing as well.

Specific Uses

Hide: The character attempts not to be seen, by blending into their environment, blending into a crowd, or transposing objects between them and those who might find them.

This is a contested roll against the opponent's Awareness. Bonuses could result from weather, lighting, busy environments, thick crowds, or unremarkable clothing. Penalties might come from weather, lighting, stark environments, thin crowds, distinct clothing, or unique facial features.

Ingest Toxins (Constitution)

When a character is poisoned, they rely on their body's adaptation to toxins to protect them. This adaptation can be trained, just like any other skill. Roll Ingest Toxins to combat the negative side effects of any drug or poison, including Cocaine, Alcohol, Cyanide, Ibuprofen, or Cigarettes.

Intimidate (Charisma)

This skill is used to frighten people. It is useful when dealing with people who are not interested in negotiation, and sometimes for convincing said people that they would prefer negotiations.

Scrutiny (Perception)

This is the art of reading body language and tonal inflection, as well as snap analysis of an individual to obtain information about them. Using this skill will reveal whether or not a given character is lying but it can also be used to read body language for things other than lies, such as mental state, direct intentions, or how well a negotiation is going.

Specific Uses

Detect Lies: When a character suspects that someone speaking to them is lying, they can roll Scrutiny to know for sure.

This is a contested roll against the opponent's Bluff or Charm, depending on whether the opposing character is lying or not.

Size Up: The character takes a moment to examine another character. This is an analysis of their behavior and body language in an attempt to gauge their thoughts, intentions, mood, or personality.

Drive (Perception)

This is the character's ability to operate land vehicles, including cars, motorcycles, trucks, and scooters. It should be noted that, unless the character is unable to make drive tests, all characters know how to drive. This skill is only used for operating complicated vehicles, such as trailer trucks or APCs, or for making complex maneuvers in simpler things, like cars and motorcycles.

Advanced Skills

These skills generally are so complicated that, without direct training, they are impossible. Advanced skills cannot be rolled

untrained, not without guidance. It is, however, possible to roll an advanced skill if the character is supervised. This supervision can include direct guidance from another character who possesses the skill in question, or from a set of instructions located in a textbook, pamphlet, or online service. If a character is making an untrained Advanced Skill test in this manner, it takes ten times as long to complete the action, and, like basic skills, they must roll under half the relevant attribute, rounded up. Most advanced skills are Intelligence based.

Computers (Intelligence)

This skill is used to operate computers. This can run the gamut from trying to find a file hidden in a directory somewhere, to attempting to set up a server, write a computer program, or hack a system remotely. It should be noted that, unless the character is unable to make Computer tests, characters know how to use most computers. This skill is only for doing complicated tasks that require in-depth knowledge of computer systems.

Forensics (Intelligence)

This is the skill of examining an area or object to find evidence. It can also include examining an area to find a specific hidden object or hiding place, as well as attempting to conceal or remove evidence that has been left behind.
Specific Uses
Search: This is rolled when the character wishes to quickly and efficiently comb through an area for a specific item. It is usually much faster than doing a thorough investigation, but misses all the things the character is not actually looking for. This is much faster than using Awareness.

Find Evidence: The character combs an area searching for clues, or a particularly well-hidden object. This can be rolled to reconstruct a pattern of events, to determine how many people--and what kind of people-- had been there, to track an individual across terrain, or to find a secret passage.

Cover Evidence: In the most rudimentary sense, covering tracks is the removal of footprints in a soft surface, like mud or wet cement. However this also can extend to more sophisticated things, such as removing dirt, blood, shell casings, or other incriminating substances from any environment the character is currently in. As well as footprints. This process takes time, depending on the size of the room. In general, every five square feet of space covered takes a minute to cover, if the character has the appropriate tools.

Invention (Intelligence)

There are many clever gizmos in the world, and this skill is for making and using them.
Specific Uses
Build Kit: Invention is primarily used for collapsing some equipment kits into small clever devices that take up no Encumbrance to carry.

In order to do this, first the character must expend 1 Asset to obtain parts needed to build the kit. Next, she selects a kit, and makes an Invention test. The results of this test lie on a sliding scale:

3+ Degrees of Failure: The device, after much effort, does not work, and the materials are destroyed. Possibly in a small fire.

Less than 3 Degrees of Failure: The device doesn't work. The kit materials remain useable, however, and so she can try again without penalty.

Success: The device works, but is inelegant. The kit is now Small size (a

character can hold only 1 Small size item before it takes up a point of Encumbrance) If anyone other than the creator tries to use the device, they must make an Invention test before they can operate it.

2+ Degrees of Success: The device is also user-friendly. No Invention test is needed to use it.

3+ Degrees of Success: The device is brilliant. Rather than being Small-size, the device is now simple 0 Encumbrance.

Investigate (Charisma)

This skill is used to seek out information that can only be found by talking to people. Mostly, it is a condensed version of numerous miniature charm tests to obtain information.

Medicine (Intelligence)

This skill is a combination of biology and chemistry, with a highly specific purpose. Characters can make Medicine tests to apply first aid and perform surgery, as well as diagnose poisons, illness, administer medications, and help other characters recover from the effects of certain drugs. It covers holistic as well as academic medicines. Medicine is primarily used to help characters recover from Conditions and Injuries. Medicine can be supplanted by Common Knowledge.

Command (Charisma)

You have the voice. This skill is not for scaring people, or for making people like you. Command is used to give orders, or to give the sense that you are one who should be giving orders.

Specific Uses

Order: A successful Command test can force someone to obey you automatically for a short time. An enemy will only follow orders that are logical for them; the less logical, the more bonus they get on their saving throw. This is a contested roll against the enemy's Willpower.

Chemistry (Intelligence)

This skill is for constructing or identifying chemical compounds, such as acids, poisons, drugs, and highly specialized explosives.

This can be supplanted by Common Knowledge.

Demolitions (Intelligence)

This skill is for using complex explosives or simple explosives in complex ways. If a character wants to prime a brick of Semtex, create a landmine from a shotgun shell and some broken glass, or string a grenade pin to a tripwire, he rolls a Demolitions test. A player can use Demolitions to create or disarm conventional forms of explosives from raw exposure to them, but to create explosives that are specialized or unconventional (chemical explosives, shaped charges with unusual materials, converting batteries or electrical systems into bombs), the Chemistry skill is required. As a side effect of the training needed to be really good at this, Demolitions also imparts substantial knowledge of architecture, mostly concerning structure and building integrity, but also about layout and sometimes design.

This can be supplanted by Common Knowledge.

Cryptography (Intelligence)

This is the art of making and breaking codes. While hacking is covered by Computers, this is for figuring out the password in other ways. Cryptography is also useful for deciphering non-digital codes, such as secret languages or encrypted radio

transmissions. It requires an absolutely intense amount of mathematics, and so complex mathematical skills falls under this category as well.

This can be supplanted by Common Knowledge, however only the simplest of codes could possibly be broken by doing so.

Security (Intelligence)

Some doors are closed. This skill is for opening them. Security covers all types of simple security systems, such as keypads, padlocks, security chains, eye-scanners, car doors, or ID card readers. It is also used for subverting other forms of security systems, like metal detectors, x-ray machines, and full-body cavity searches.

This skill can be supplanted by Common Knowledge.

Knowledge (Intelligence)

This is not a single skill, but rather a whole category of skills. Knowledge in a particular area indicates at least some in-depth education on the subject, either academic or experiential.

All Knowledge skills can be supplanted by Common Knowledge.

Government: This is knowledge of the city government and all related bureaucracies. It covers information about people, places, buildings, where to find data, and how to access resources controlled by the government.

Police and Military: This is knowledge of the NVPD and the US Military. It covers information about individual police officers, buildings, bureaucratic systems, where data can be located, and how to access police resources. It also covers general combat tactics and practical military knowledge, including the

behavior of a wide variety of weapons and explosives.

Mafia: This is knowledge of the New Versailles Mafia. It covers members of the mafia, standard operational procedures, holdings, data caches, equipment, and resources.

Cityscape: This is knowledge of the layout of the city. Finding buildings, streets, back roads, highways. If the character is looking for a place or a person that has fallen through the cracks, they use the Knowledge: Cityscape skill.

Russian (N/A)

This covers a character's ability to speak Russian. Instead of being tied to an attribute and granting a bonus, each tier of this skill indicates the level of Russian the character can speak. At Trained, they can understand the language with some difficulty. At +10, the character can understand and speak in Russian without difficulty except in the most extreme circumstances, but when they speak it is with a strong accent. At +20, the character can speak Russian perfectly and without accent. Like all other advanced skills, Russian can be attempted without any training as long as they have guidance.

This skill can be supplanted by the Common Knowledge skill: a success when attempting to speak or understand Russian imparts Trained-levels of Russian for the remainder of the scene.

Pilot (Senses)

This skill is for operating aircraft. It is otherwise identical to the Drive skill, except it is rolled more often (when the character wants to take off, land, turn, or perform complex maneuvers while operating an aircraft.)

List of All Skills

Basic Skills		Advanced Skills	
Acrobatics (DEX)	Intimidate (C)	Computers (I)	Cryptography (I)
Athletics (T)	Scrutiny (P)	Forensics (I)	Security (I)
Awareness (P)	Drive (P)	Invention (I)	Knowledge: Government (I)
Bluff (C)		Investigate (C)	Knowledge: Police and Military (I)
Charm (C)		Medicine (I)	Knowledge: Mafia (I)
Common Knowledge (I)		Command (C)	Knowledge: Cityscape (I)
Stealth (D)		Chemistry (I)	Russian (N/A)
Ingest Toxin (T)		Demolitions (I)	Pilot (P)

One night, woven deep within the twisting passages of the New Versailles tenements, trapped in an alley between apartments and soaked in the runoff of dirty rooftops and rotted clotheslines, Kimberly Yeats snapped a thin strip of aluminum in half.

The event was heralded by barking dogs, and followed immediately by a stream of eloquent vulgarities the likes of which that alleyway had never seen.

She stepped away from the obstinate door with a huff. Next to her, a man named Jason Kelman could only gape. "Wow, Kim. Just…wow."

Kim crossed her arms. "The pick broke."

"I figured."

On the other side of the door was a man who needed to die. All men who need to die and have not already done so are men who lock their doors; this man was no exception. But Kim owed this man a death, and she paid her debts. If the door was locked, then she would seek another portal.

She approached a nearby drainpipe and tested its structural integrity with a light kick. Her partner looked on, clearly bemused. "Kim, what are you doing?"

She threw him a withering glare. "Climbing a drainpipe. You may stand there and watch, if you like. Or you can try and find a rope I can throw you once I reach that window up there." She put a hand on the pipe, and worked the wall to find some footing. "Or you can give up and go home. I don't have a strong preference."

This was a lie, but she would be the absolutely last person to ever tell Jason Kelman he was wanted.

The pipe held, miraculously, and it was only once she reached the top that she noticed that Jason was gone. She was inwardly surprised, not to mention hurt, that he had taken her at her word and left her alone.

All living men that deserve to die may lock their doors, but they seem to make exception for third-story windows. Carefully, Kim slid the window (which, she noted, had a miserable view) out of the way and slipped inside, quiet as a cat, leaving it open in case Jason re-grew his manhood.

 Save for a man who was begging to die and herself, the house was empty. She maneuvered down to the first floor sitting room, where she had previously seen a television playing into the dark. Perhaps he fell asleep watching the news. It would make things easier for her. She drew her pistol and skulked.

When she reached the sitting room, though, she found it empty.

One step into the room, however, taught her that she had been mistaken.

A hand shot out from next to the doorway she had entered by, grabbing her pistol by the barrel and pulling it from her grip. Before she could react, another hand came across her ear and slapped her sideways, driving her head into the doorframe. Her vision blurred, and she perceived the world rising up to her, only just barely extending her hands and stop the fall.

That quick. It had been less than a second for her to be right back where she had been months ago.

She kicked out at his legs, but just like last time he hopped aside, and leveled the gun on her. Her gun, this time. For an added dose of irony, of course.

He smiled, and let his grossly intense Russian accent slither through his teeth. "You came back. They always come back to me. Which one were you again? The names all get muddied."

"Kimberly," said the voice of Jason Kelman.

Suddenly, a gun had appeared next to the Russian's head. His expression was absolutely priceless, before it was stripped from his face. Permanently.

Chapter 4:

Equipment

In order to destroy the Mafia, you're going to need more than sticks and stones. This chapter discusses the tools of the trade, how you get them, and how you keep them.

Encumbrance

Encumbrance is a measure of how difficult it is to hold any given object on your person. Each character has an Encumbrance Limit of 4 + their Strength modifier.

There are a number of ways to reduce or increase the Encumbrance of any given object. For example, a normal Sniper Rifle has an Encumbrance of 3. Firearms are designed to be disassembled, however, and if they are then it reduces their Encumbrance by 1 (to a minimum of 1), giving the Sniper Rifle an Encumbrance of 2.

Armor, in general, is bulky and unwieldy; however well-designed armor also allows many ways in which a person could attach equipment to it in such a fashion that does not impede them. As such does not affect encumbrance.

Gear Kits

A Kit is a collection of equipment that enables or enhances certain tasks. Usually they are mapped to skills, though some have more utilitarian applications. Skills that require Kits suffer a -20 Penalty to tests made without an appropriate Kit. All Kits take up 1 Encumbrance to carry, though if the character is only bringing a single Kit it might not be enough equipment to do what they want.

Enhancing Kits

While a single Kit could be enough for most basic jobs, it's possible that it's not enough for the task at hand. Kits can be enhanced by purchasing one at higher quality.

Enhanced Kits provide an additional +10 bonus to tests made that use them.

Kit List

Medical Kit
Demolition Kit
Security Kit
Disguise Kit
Climbing Kit
Ammunition Kit
Explosives Kit
Laptop Kit
Chemistry Kit

Firearms

While there are several kinds of ranged weapon, the most practical and most common weapons are guns. This is a general list of nearly all guns that can be easily obtained, and some rules on how they operate.

Ammunition (Ammo)

Guns cannot fire forever, and must be reloaded occasionally. Ammunition is displayed below in two parts: the number of individual bullets in a clip, and the number of clips that can be carried in a single Ammunition Kit. A pistol with an Ammo of 6/4 has six bullets in a clip, and can carry 4 clips of extra ammunition in a single Ammunition Kit.

Certain weapons must be loaded round-by-round, rather than with a clip. These weapons can fill up to 3 bullets/shells per Reload Action.

Ammunition is not universal. Clips and bullets are often highly specialized, and are not interchangeable between different types of weapon. A Revolver could not use Military Tactical Pistol rounds, for example.

Rate of Fire (RoF)

Some guns are designed to fire very quickly, while others required manual operation of a mechanism before they can be fired again. Rate of Fire is broken into three categories: Single Shot, Burst Fire, and Automatic Fire.

Single Shot:

The character fires a single bullet from their weapon, and roll their attack as normal. Only a few weapons cannot use this fire mode, as they lack a fire selector and discharge rounds so fast that even a short press of the trigger fires multiple shots.

Burst Fire:

The character fires a series of shots in short succession, either through a burst of fire from an automatic weapon, or by rapidly firing with a semi-automatic weapon. They get a +20 bonus to hit with their attack, but cannot perform the Aim action.

Automatic Fire:

The character opens up with a fully automatic weapon, peppering the area with bullets. If the character remains stationary, they deal double Battle Fatigue damage to their target and receive +20 to hit, but cannot perform the Aim action. If the character moves at all while firing in Full Auto, they still deal double Battle Fatigue damage to their target, but they **cannot** hit with their attack, and do not roll dice.

Range

This indicates the range falloff of how accurate the weapon is. There are several factors beyond simply sending the shot where the gun was pointed; propellant in the bullet, the mass of the bullet casing, recoil in the weapon, the barrel density, the rate of fire, and the length of the barrel. All of these things can affect how far a bullet can travel before it begins to drift from its mark.

The Range stat on a weapon indicates the weapon's Range Increment. A weapon can fire further away than a single Range Increment: within a single Range Increment the character is at Short range and receives a +10 bonus to hit. Within 3 Range Increments (a weapon's Range x3) the character is at Medium Range, and they suffer no penalty to hit. Within 5 Range Increments the character is at Long Range, and they suffer -20 to hit. Within 10 Range Increments the character is at Extreme Range, suffers -20 to hit, and can only attack if they are Aiming. (See Combat, Ranged Combat, Actions, page 58).

Suppression (Supp)

Guns are very loud. This can be extremely inconvenient for a group of people attempting to go unnoticed. The solution is to apply Suppressors, or 'silencers' as they are often called, to the barrel of a gun in order to reduce the amount of gas that escapes the barrel. This can reduce stopping power, but more importantly it can also reduce noise.

Not all weapons are created equally in this regard. Due to design, some guns are more receptive to suppression than others. Weapon suppression is graded into four levels: A, B, C, and N.

A-grade suppression guns can be reduced to nearly silent. Outdoors, it takes only about 50 feet or a wall for the shot to no longer be audible, or at least distinguishable as a gunshot. The sound of an air conditioner or conversation could cover up the sound. In an enclosed space, this level of suppression would carry through a room perfectly, but could be stopped by thick wooden walls, and becomes difficult to distinguish through drywall. A television or dishwasher could

easily drown out the sound. There is no muzzle flash on A-grade suppressed weapons.

B-grade suppression is a bit less potent. Outdoors, it takes thick walls, or multiple walls, in order to muffle the sound, or perhaps 200 to 400 feet in the open to make it difficult to distinguish. The sound of heavy traffic would cover up B-grade suppressed shots. If fired indoors, the sound is clearly audible through wood or drywall as a powerful dry thump. It could be covered up by a loud movie or music. There is almost no muzzle flash, only visible in complete darkness for the briefest moment at short range.

C-Grade suppression is not very good. Fired outdoors, it would take several thick wooden walls or a concrete barrier to become no longer distinguishable, and can be heard for several city blocks. It would take a rock concert or indoor club to deaden the sound of a C-suppressed weapon. When fired indoors the sound of the weapon is physically painful, and will easily penetrate every wall in a building unless stopped by concrete or brick.

It would take conditions present in a dance club to cover the sound. There is a small muzzle flash, but still difficult to see.

N grade weapons cannot be suppressed. Either they fire supersonic rounds or are constructed in such a fashion that noise is emanating from multiple points, N-grade weapons are incredibly loud and trying to make them quieter is pointless. They are deafening when fired at short range or indoors, and they can be heard for miles when fired outside.

When a weapon is fired without a suppressor, it has the natural sound level of a weapon 1 grade higher. So, A-grade weapons sound like B-grade weapons, B-grade sounds like C, and C sound like N.

Armor Penetration (AP)

All weapons, including firearms, have an AP value. This determines the weapon's interaction with armor plating and cover. Armor is covered in depth in Combat, Armor, page 55.

List of All Firearms

Pistols

Name	Dam	AP	RoF	Range	Supp	Ammo	Enc	Special
Micro Pistol	1d10+1	2	1/3/-	50ft	A	6/3	0	Small
Revolver	1d10+2	2	1/3/-	50ft	C	6/4	1	Reliable
Military Tactical	1d10+2	2	1/3/-	60ft	A	14/3	1	
Machine Pistol	1d10+2	2	1/5/10	30ft	C	20/3	1	
Hunting Pistol	1d10+4	3	1/-/-	50ft	C	7/1	1	

Submachine Guns

Name	Dam	AP	RoF	Range	Supp	Ammo	Enc	Special
Police SMG	2d10+3	2	1/3/10	50ft	A	30/2	2	Accurate
Imported SMG	2d10+2	2	1/10/20	30ft	B	40/2	1	Unreliable
Military SMG	2d10+4	3	1/3/10	50ft	B	30/2	2	

Shotguns

Name	Dam	AP	RoF	Range	Supp	Ammo	Enc	Special
Pump-Action	2d10+5	2	1/-/-	30ft	N	10/10*	2	Scatter
Break-Action	2d10+5	2	1/2/-	30ft	N	2/10*	2	Scatter, Reliable
Combat Shotgun	2d10+5	2	1/3/-	30ft	N	12/12*	2	Scatter

Assault Rifles

Name	Dam	AP	RoF	Range	Supp	Ammo	Enc	Special
Military Standard	2d10+4	3	1/3/10	50ft	C	30/2	2	Accurate
Imported AR	2d10+5	3	1/3/10	50ft	N	30/2	2	Reliable
SAW	2d10+5	3	-/10/20	40ft	N	100/1	2	
Special Forces AR	2d10+4	3	1/3/10	60ft	B	30/2	2	Accurate, Reliable

Longarms

Name	Dam	AP	RoF	Range	Supp	Ammo	Enc	Special
Hunting Rifle	3d10+8	3	1/-/-	100ft	C	1/10*	3	Accurate
Police Tactical Rifle	3d10+8	3	1/-/-	100ft	C	10/2	3	Accurate, Reliable
Imported Rifle	3d10+6	3	1/2/-	80ft	C	20/2	3	Accurate
Anti-Material Rifle	4d10+8	4	1/-/-	100ft	N	6/2	3	Accurate

*These weapons must be loaded bullet by bullet.

Special Firearm Weapon Abilities

Reliable: These weapons are of a particularly high quality, and rarely jam. Rather than jamming on a roll of 96-100, Reliable weapons jam only on a roll of 100.

Unreliable: Some guns are not very well constructed, and it shows. Rather than jamming on a roll of 96-100, Unreliable weapons jam if the attacker rolls 91-100.

Accurate: These weapons are designed with marksmanship in mind, and are very good at putting bullets in their targets. Accurate weapons gain a +10 to hit after Aiming.

Scatter: The gun fires in a cone, radiating outward. Further away the damage drops off sharply, but at close range the effect is incredibly deadly. When attacking at Short Range (within a single Range Increment), for every 2 degrees of success the attacker adds another effective hit with their weapon, rolling Weapon Damage for each hit accumulated. For example, a character using a Pump Shotgun succeeds on his Ballistic Skill test by 5 degrees: he gets 2d10+5 damage from the base hit, and an additional 2d10+5 damage for every 2 degrees of success, totaling at 6d10+15. Hopefully whoever he's shooting at deserves it.

Small: These are tiny enough to be carried with no penalty. A character can carry a single Small item on their person with no impact on their Encumbrance. Any extra Small items, however, have a weight of 1 Encumbrance each. This includes Small Melee Weapons.

Melee Weapons

Guns are extremely powerful, but they are also very loud. Sometimes you just need to be quiet, and sometimes you run out of bullets. In those instances, there are options available. Melee weapons differ from ranged weapons in a number of ways.

Melee Damage

With firearms, the damage listed on the equipment table is all the damage that is dealt. Melee weapons are slightly different; not only does the type and quality of the weapon matter, the wielder must also be strong in order to inflict maximum carnage. A character's Strength Bonus is added to their Weapon Damage when attacking in Melee Combat.

Weapon Sizes

While normally the size of a gun is not nearly as important as its construction, there is a vital difference in certain melee weapons.

Light melee weapons can be held in a single hand, and most of them are much too small to hold any other way. When wielding a Light melee weapon, the character's other hand is free.

Heavy melee weapons are very big, and require two hands to use effectively. While they are usually more cumbersome than their smaller counterparts, the large size helps them in two ways: first, Heavy weapons tend to have higher damage than Light weapons. Second, a character adds an additional 50% of their Strength Bonus (rounded down) to the roll. So, a character with 40 Strength (4 Strength Bonus) adds 6 damage to their Weapon Damage while using a Large melee weapons. A character with 30 Strength (3 Strength Bonus) adds 4 damage.

Throwing Melee Weapons

Technically, a character can throw anything they get their hands on. However,

certain melee weapons are designed to be thrown, and many are simply nice and hefty-- as well as rather dangerous--making them ideal throwing tools. When a weapon is thrown in combat, the character suffers a -20 penalty to their Melee Skill test to hit their target, and they have an effective Range Increment of 5 ft.

List of All Melee Weapons					
Light Weapons					
Name	Dam	Type	AP	Enc	Special
Knife	1d5+1	Slash	1	1	Small
Club	1d5-1	Blunt	1	1	
Sap	1d5-2	Blunt	1	1	Small
Bayonet/Shortblade	1d10	Slash	1	1	
Hatchet	1d5+2	Slash	1	1	Throwing
Heavy Weapons					
Name	Dam	Type	AP	Enc	Special
Sword	1d10+2	Slash	1	2	
Axe	1d10+2	Slash	2	3	
Bludgeon	1d10	Blunt	1	2	
Spear	1d5+3	Slash	1	3	Throwing
Warhammer	1d10+3	Blunt	2	3	

Melee Specials

Small: These are tiny enough to be carried with no penalty. A character can carry a single Small item on their person with no impact on their Encumberance. Any extra Small items, however, have a weight of 1 Encumberance each. This includes Small Firearms.

Throwing: While any weapon can technically be thrown, this weapon is designed in such a fashion that, when hurled through the air, it will fly relatively true at a substantial distance. The character does not suffer a penalty to throw this weapon, and the effective range is doubled. (See Throwing Melee Weapons, above.)

Explosives

Weapons such as grenades, plastic explosive, or dynamite are devastatingly effective. Anyone caught within the blast radius of an explosive is killed, no questions asked.

While it is not feasible to lob C4 or Dynamite around in combat, grenades are designed for the task. A fragmentation grenade has a killzone of 15 feet, and carrying two of them takes up 50% of an Ammunition Kit. A Frag Grenade is thrown as though it were a Throwing Melee Weapon.

Purchasing Equipment

You will not have everything you need from the get-go. Sometimes, you will have to buy more stuff.

There are two things to consider when attempting to purchase an item: first, how much does it cost, second, is there someone willing to sell it to you. Getting the gear needed for a major op can sometimes be a mission in and of itself.

Cost

In order to buy things, you need resources. Those resources come in two varieties: Cash and Assets.

Cash is raw money, and you can spend this on small items that are conceivably within your range. That said, most useful items are not bought with Cash.

Assets are more nebulous, and they're where the real purchasing power comes from. Assets represent substantial ability to obtain the things you need. When buying expensive things like guns, explosives, and ammunition, you use Assets.

Object Costs

Item	Cost
Pistols	3
Shotguns	4
Submachine Guns	5
Assault Rifles	7
Longarms	7
Gear Kits	1
5lb. Plastic Explosive	5
5lb. Dynamite	3
2 Frag Grenades	5
$350	1
Melee Weapons	2
Ammunition (1 Kit worth)	2
Car	5
Apartment	6
House	20

Getting the Goods

Not everything is available everywhere. In order to buy things, you have to convince someone to sell them to you. This is particularly true in the case of firearms and explosives, which are tightly controlled.

In order to buy goods that are otherwise illegal or restricted, you need to make a Knowledge: Cityscape test, or an Investigate test. It is quite possible that this will net you a way to get the goods, not the goods themselves. Often, when trying to buy extremely dangerous things, you will have some work to do just to get hold of them.

"Did you bring the goods?" he said.

It was a stupid, pointless question, but it had information buried beneath the idiocy and thick Russian accent. The small, thin little weasel who asked it was clearly a fan of tradition. Jason shrugged at the three Mafia morons and answered, "Yeah, sure, in the trunk of my car." He almost left it at that, but realized he should probably dance his half and asked, "You got the money?"

Weasel's face contorted horribly—smiling, maybe?—and held up a briefcase where Jason could see it. It was brown, scuffed, probably filled with dozens of twenty-dollar bills. Jason willed himself not to shake his head; they could have just written him a check. But. Tradition.

Instead he just nodded to Weasel and his two thickset friends, whom Jason had decided to call Bull and Horse based on their hair. "Alright. You want to see them yourselves, or should I just hand you the keys and be on my way?"

He'd sounded totally casual, but for a moment Jason's heart started beating a mile a minute. This could ruin everything, if Weasel panicked…

Instead, Weasel scoffed glanced in Bull's direction, complete with another of those creepy face things that might be grins. "What, and trust your word? No. Lead the way. Try anything funny and Grigori here will put more bullets in your body than he can count."

Complete with empty, rather poorly-worded threat. Always trust a traditionalist. Jason breathed an inner sigh of relief and allowed himself to climb into their car.

He had parked on the roof of the parking garage; a fact which Weasel thankfully decided was acceptable. The drive was silent, and Jason found himself glancing out the window, staring at the apartment building across the way. He caught himself watching a couple eating dinner on their deck. The sight of the two of them, chatting away the evening, brought in a flood of—

A dinner plate covered in food. Spilled wine, staining the tablecloth. Boot prints marring white linoleum. Broken glass. Red, sticky and cold, seeping between the tiles. Melted candles. The smell of cut grass wafting in the window. Her hair, draped across her face, she could almost be—

"Is this one yours? Hey! You there?"

Jason snapped back to the present, struggling to get his bearings. His eyes snapped to Weasel, who must have thought Jason was terrified or something because he was doing that face thing again. But it faded once he got a look a Jason's expression.

Jason looked away, clearing his throat, getting his bearings, trying to get things back in line. There was no room for failure. "S-sorry, yeah, that one there, the gray one. That's mine."

He played up the panic. Let Weasel think he had Jason cowed. There was no other way to get all three of them out of the car.

They pulled up to Jason's rig. He hopped out of the car and popped the trunk, then stood aside, imploring Weasel to investigate the merchandise.

Weasel looked suspicious, but he walked up and poked his head inside. So close to so many guns, the creep couldn't help but give a little chuckle. "When I hear that…" blah blah blah. Jason tuned him out.

Bull had followed Weasel, and Horse had hopped out for a smoke. Jason was about to turn around when Weasel piped up, "Where is the ammunition?"

BOOM. BOOM.

The echoing report of the sniper rifle had barely faded when Jason leveled his pistol against the back of Dmitri "Weasel" Chetrov's head, and smiled for the first time in years.

"Here's one bullet."

Chapter 5:

Walking the Road

In order to do what you came here to do, you're going to need to grow over the course of your journey. The man who started down this path isn't going to be strong enough to finish it if he doesn't learn. Here's how you progress; in your skills, your fate, and your own perdition.

Fate

Fate Points are a powerful, somewhat superstitious resource. One thing's for certain: if the player characters were not blessed by some supernatural force, or by the forces of destiny themselves, then they would have died long before now. Fate Points represent this superhuman luck. They can be used in two different ways: Fate Points can be Spent, or Burned.

Spending Fate Points

A Fate Point can be spent to accomplish minor feats in desperate circumstances. Spent Fate Points are regenerated at the beginning of each session, and in the case of especially long sessions they can be regenerated during moments of down time for the characters.

Fate Points can be spent on the following:
- The player can re-roll a test. They must accept the second result.
- The player can instantly convert any stable Injury into a Scar without resting.
- The player can remove a single Condition from an Injury. This does not stabilize the injury.

Burning Fate Points

When Fate must take a more active hand, a player can burn a Fate Point in order to avoid catastrophe. When a player burns a Fate Point, they reduce their total number of Fate Points by one, and from that point forward will only regenerate spent Fate Points up to their new total.

Fate Points can be burned to accomplish the following:
- Avoid a killing blow. In the event that a character is reduced to 0 Wounds, the single attack that would kill the character is completely ignored, either missing them and dealing no Battle Fatigue, or otherwise not taking place at all (the gun jams, the grenade was a dud, etc.) Combat is otherwise unaffected.
- Escape a fatal situation. In the event that a character is reduced to 0 Wounds, the character in question can burn a point to miraculously survive the injury and manage to escape the situation that would have killed them. Their Injuries all instantly stabilize, they are returned to 1 Wound, and the character is removed from combat by the whims of luck.
- Ignore the effects of a bad Scar. This can only be used on Scars 2-Wound or greater. The character ignores the penalty associated with a single scar until GM states that the injury has reasserted itself. Generally, this happens after the campaign is over, or a dramatic action takes place that would reopen the injury.

Gaining Fate Points

There are no easy ways to convince destiny itself that a person is worthy of protection. The only way to obtain a Fate Point is to force someone else to burn one. In such an instance, all the player characters that have participated in the action that forced the Fate Point burn gain a single Fate Point. This does not apply to the party, however: if an enemy or another party member should force a player character to burn a Fate Point it is simply lost.

Traumas

Your job is not an easy one, and performing it can tear you apart. The state of your mental degradation is reflected as Trauma.

Gaining Trauma

Sometimes, you have to do something hard. Something painful. Something no normal person would ever have to think about. These actions are called Atrocities.

There is a list of possible Atrocities below, but of course it is not an exhaustive list, and the GM can declare any logical action an Atrocity.

After performing an Atrocity, you must make a Raw Willpower test. If you fail this Willpower test, you gain 1 or 2 Trauma points, depending on the severity of the Atrocity and the level of responsibility you hold for it.

Trauma points cannot be lost, but fortunately, a single Trauma isn't enough to push you over the edge. You only really need to worry after you've got 5.

Trauma and Breakdowns

After you have accumulated 5 Trauma points, erase all of your accumulated Trauma points, and give yourself another level of Breakdown severity. When this happens, be sure to inform your GM of your current Breakdown severity level, as while it may be recorded on your character sheet, the GM is the one who uses the information.

Once you are at risk of a Breakdown, at any point in the future, your GM can inform you that you have suffered a mental collapse. These take a number of different forms depending on your Breakdown severity level, but regardless of what happens, you lose all Breakdown severity levels afterward.

Example Atrocities

Example	Trauma
Killing at least 1 person in a fight (rolled after combat is over)	1
Witnessing acts of human suffering.	1
Performing acts of human suffering.	2
Suffering 2-Wound or greater Injuries.	1
Executing someone in cold blood (outside Initiative)	2
Killing innocents, or later discovering that the people you have killed were innocent (inside or outside combat, in addition to normal killing penalties)	2
Witnessing the deaths of innocents or allies.	1

Breakdowns

Severity	Effect	Duration
1	You are distracted by recent events, and your attention is so far from the here and now, you fail to think things through as much as you should. The GM is allowed to take control of your character for a single action or judgment call that would otherwise be extremely unwise or uncharacteristic.	1 decision
2	You become paralyzed by psychological stress. You are constantly stopping your actions to stare off into the distance, become unresponsive, or begin weeping uncontrollably. You must make Willpower tests every round to use a Standard Action (or, outside combat, every time you take an action).	2 minutes 40 Rounds
3	You are struck by a sudden panic attack, begin trembling, and start to hyperventilate. In stage 1, you are unable to move unless led or vocally guided every round. You are otherwise totally unresponsive. In stage 2, you may begin making Willpower tests every round to use a Standard Action.	30 seconds 10 Rounds 10 minutes 200 Rounds
4	Once you have reached Severity 4, you become drawn and reclusive. At the first available opportunity you are left to your own devices, you will attempt to quietly commit suicide. You must burn a fate point for another party member (or an NPC, if applicable) to stop you. If you are out of Fate Points, then another party member may burn a fate point to stop you.	1 attempt

Ranks

As a character progresses through their grim task in the city, they will gain experience. This experience is a resource which can be spent to obtain training in skills. Which skills the character can train, and to what level of expertise, depends on the character's Rank.

choose to save awarding experience until the end of the session, in order not to interrupt the flow of events.

During down-time, you can spend your experience to upgrade your Skills and your Attributes. If you spend enough experience, you will go up in Rank.

Experience

Experience is an abstraction of your character's growth throughout the mission. It is gained at key moments, just after completing important objectives. Usually after a particularly intense scene or event, the GM will inform the party how much experience you have gained by surviving the challenge you just faced. They might also

Upgrading Skills

Skills begin Untrained as default: untrained Basic Skills are inferior, and untrained Advanced Skills cannot be rolled. However, Skills can be upgraded from their default state by spending Experience.

Your skills must be upgraded in order, from Trained to Expert to Master. You cannot skip a step along the way! In order to become

Expert in a skill, you must be Trained first, and in order to become a Master, you must be an Expert.

To upgrade a skill from Trained to Expert, you must pay the experience cost for the skill, and write in the name of the skill in one of the slots on the Rank page of your character sheet. You also record the experience cost of the skill.

It costs 100 XP to upgrade a Basic Skill. It costs 200 XP to upgrade an Advanced Skill.

Keep in mind that you can only be Trained, Expert, or Master in a certain number of skills per Rank. You'll never be able to be Trained in *everything*, so choose your Skills wisely.

Upgrading Attributes

Attributes can be improved similarly to skills. Attributes upgrade in units of 5; so, purchasing an upgrade to your Charisma Attribute would raise it from 25 to 30.

This can be very powerful; however the cost of improving an Attribute can vary.

Each Rank allows you to purchase up to 4 Attribute upgrades. The first Attribute will be relatively cheap, at just 100 experience. However, this amount increases for the second Attribute upgrade, to 200, then 300,

then finally 400 experience to purchase the last Attribute upgrade.

Increasing in Rank

When you have spent enough experience, you'll increase in Rank, giving you the ability to upgrade more Skills to higher levels, and access to additional Attribute upgrades. You also gain a special Perk to mark the occasion.

If there are things from a previous Rank you weren't able to purchase before going up to the next Rank, don't worry! You are allowed to purchase Skills and Attributes from previous Ranks as well as your current one.

Perks

When you increase in Rank, you can also select one of a number of special bonuses, reflective of your growth as a person through the adversity you have been overcoming.

Some have certain requirements that must be fulfilled before they can be selected; as such, it is possible to select these perks, but they do not apply their statistical benefit until the requirement is met. Until then, they simply mark a growing tendency in your personality.

Rank Progression

Rank	Experience Required	Number of Skills Available			Attribute Upgrades	Upgrade Costs
		Trained (+0)	Expert (+10)	Master (+20)		
1	0	0 (After Starting Skills)	4	0	1st	100 exp
					2nd	200 exp
	Next Rank 700				3rd	300 exp
					4th	400 exp

Rank	Experience Required	Number of Skills Available			Attribute Upgrades	Upgrade Costs
		Trained (+0)	Expert (+10)	Master (+20)		
2	701	4	3	2	1st	100 exp
					2nd	200 exp
	Next Rank 2000				3rd	300 exp
					4th	400 exp

Rank	Experience Required	Number of Skills Available			Attribute Upgrades	Upgrade Costs
		Trained (+0)	Expert (+10)	Master (+20)		
3	2001	1	2	4	1st	100 exp
					2nd	200 exp
	Next Rank N/A				3rd	300 exp
					4th	400 exp

List of Perks

Perk Name	Prerequisites	Benefits
Can't Sleep	None	Automatically wake up on sounds, only rest 30 minutes to heal Injuries.
Murderer	Killed at least 4 people	No longer make Willpower tests after killing people.
Going Numb	Killed at least 1 person in cold blood	Immune to Scrutiny attempts to read body language, postpone Breakdowns.
Drown the Pain	At least one Scar 2-Wound or greater	Self-medicate with Alcohol to ignore bad wounds.
Changed Man	None	No longer be recognizable by old affiliates.
Death Wish	None	Gain bonus to resist Conditions, effects of Conditions applied is reduced.
The Voices	None	Gain bonuses on Initiative tests and several social Skills.

Can't Sleep

Prerequisites: None.

You are wracked by nightmares. Memories of what was done to you, and what you have done to others, keep sleep far from your mind.

Benefits: Whenever you make an Awareness test to hear a sound while sleeping, you automatically wake up, even if you fail. Success means you heard the sound. Failure means you did not, but woke up anyway. In addition, you need only rest for 30 minutes to convert Injuries into Scars.

Murderer

Prerequisites: Killed at least 4 people

Once, you hesitated when ending a life. It used to be hard. It used to be something that mattered. It used to be a last resort. Not anymore.

Benefits: You no longer must roll Willpower tests to resist Trauma after combat where you kill people, nor after you kill in cold blood. You automatically succeed and shrug it off. This does not apply to killing innocents.

Gone Cold

Prerequisites: Killed at least 1 person in cold blood.

You crossed a line back there, and the cost is telling. You don't get people anymore. You don't laugh at jokes, and when you try to tell them nobody seems to find them very funny. You haven't smiled for a long time.

Benefits: People can no longer use Scrutiny to size you up; if they try, you can make a free Intimidate test to unnerve them. When you suffer a Breakdown, you may postpone the results for 1 minute per Willpower Bonus.

Drown the Pain

Prerequisites: At least one Scar of 2 Wound intensity or greater.

There's an itch that fingers can't seem to scratch, a dull ache that time can't seem to mend. You managed to find an answer, though, even if you can only see it at the bottom of a bottle.

Benefits: If you consume Alcohol, you ignore the penalties of one Wound 2, 3 or 4 Scar for the next four hours. If you consume

Painkillers, you ignore the penalties of two Wound 2, 3 or 4 Scars for eight hours.

Changed Man

Prerequisites: None.

Time and experience has changed you. You walk different, talk different. Your motions are unfamiliar, even to yourself. When you look into a mirror, you find a stranger looking back.

Benefits: You are no longer recognized as the person you were. Anyone who would normally know you from before you began the mission will no longer identify you on sight, even if you were standing in a police identification line. In addition, you gain a permanent +10 bonus to Bluff tests.

Death Wish

Prerequisites: None.

Something in your mind has shifted, a decision made or a cognitive link finally severed, but the end result is that you're not afraid to die anymore. Some people might say you're seeking it out. Maybe one of those people is you.

Benefits: You gain a +20 bonus on Willpower tests to resist Conditions after receiving Injuries. All Conditions received are treated as though the Wound loss was 1 less than normal, minimum 0 Wounds.

The Voices

Prerequisites: None.

Someone started talking to you yesterday. You could barely hear them, whispers you couldn't really understand. You can't find them, can't find the source, but they're there. Always there. If you could only make out the words, they could tell you the truth.

Benefits: Gain a permanent +10 on Scrutiny and Awareness tests. In addition, you are allowed to spend a Fate Point to automatically pass any Scrutiny test.

"So, theoretically, what would you do if that window broke right now?"

David glanced at the window, inches away. "Right now?"

"Or in the next few seconds. Like, soon."

"Theoretically, I would get my face sliced into a hundred pieces and drown."

There were a few seconds of silence. David watched the pattern of cracks spiderweb the glass.

"Okay. Theoretically, how attached are you to your face?"

He had to scrunch his neck, but David managed to turn and look at his fellow theorist, who was firmly lodged in the driver's seat. "You need to think of a better theory, Jason."

Behind them, Alison managed to cut her seatbelt and collapsed onto the roof with a thump. David could hear the cracks next to him go into a frenzy from the new pressure.

Jason took the opportunity to clear his throat. "Alison, is Kim awake yet?"

A bleary voice floated towards them from the back seat. "I'm awake. What new hell have we arrived in, that would drag our small minds into the depths? Have the demons finally come to claim what we promised them? Or is this a cataclysm of our own creation? While the horrible tendrils snake up from below…"

Alison interjected as the voice rambled on. "Nope, still out."

"Well, can you cut her out? I have a plan."

David's expression became incredulous. "Does this plan involve my face?"

Jason struggled a bit, then extracted his Beretta from where it was jammed to his leg. "Yes."

There was another thud, followed by a flurry of cracking from the windshield against which David had become lodged. Kim's rambling cut short, and then was followed with a bemused "Ow."

Alison called back from the rear of the truck, "Hey! She's awake!"

Jason had been checking his pockets this whole while. "That's great! Welcome back, Kim. We're about to go swimming."

David interjected, "Through my face."

"We're about to go swimming through David's face. Sorry."

While the girls prepared themselves in the backseat, Jason finally found what he was looking for. "Oh, David, it fell over there. Can you hand me the magazine? It's, like, right next to your head."

David felt around, brushing his hand across the detritus that had collected on the roof of the capsized truck. He bumped into something out of sight, cutting his finger. Pulling his hand back, David shook it about; cursing like it would help anything. Then he glared at Jason, swore, and drew his revolver. "Jason, you are the worst. The worst ever. And you will owe me for this."

He pressed the revolver against the windshield, gaze still fixed on Jason. "Repeat after me, Jason. You owe me."

"I owe you big time. Exactly one face."

*"**Two** faces."*

"Two faces, big guy."

*David sighed. "Alright. Everybody cover your ears, because this is going to be **loud**. And Jason, this is the last, the **absolute last** time you get to drive."*

And then the world was nothing but noise. And pain.

Chapter 6:

Combat

You're not going to talk the Mafia to death, so at some point the time will come where guns are drawn and bullets fly. This section covers how exactly combat works, both in general, when fighting at range, and when fighting in melee.

General

Regardless of the types of weapons a person is using, the following rules apply to all combat.

Initiative

Combat begins with everyone rolling their place in the combat order, referred to commonly as their Initiative Order. Every player rolls a single d10 and adds their Initiative bonus to the roll. Starting from the highest number (or 15, in most circumstances), the GM will count down until they reach a number which someone has rolled, in which case that character will take their turn.

A turn is shorthand for referring to a period of time in which a character can act. In this system, a turn is a period of time equaling roughly three seconds.

(Note: It is possible for multiple characters to have the same Initiative. In these circumstances, whichever character has a higher Agility will go first. If more than one character has the same Initiative roll and the same Agility, then their actions occur simultaneously.)

Actions

Each turn consists of two actions: a Standard Action and a Move Action. These are rough representations of actions that can be taken simultaneously by, generally, different parts of the body.

Move Actions are actions that involve the character moving from one place to another, or otherwise restricting their ability to do so without taking up other things they might be doing. Some example Move Actions are walking, crouching, standing up, running, or jumping. In general, Move Actions tend to involve the lower half of the body.

Standard Actions are actions that involve the character performing tasks that are not necessarily restricted by simultaneous movement. Some example Standard Actions include firing a gun, catching an apple, punching or kicking, picking up a rock, reloading a gun, or folding an origami crane. In general, Standard Actions tend to involve the upper half of the body.

Standard Actions and Move Actions can be combined in situations where the character must move--or, conversely, where the character is unable to move--or in situations where, in order for the character to move, they must use all of their available limbs. These actions are called Full Actions. Some example Full Actions include climbing a wall, crawling on the ground, sprinting at full speed, swimming, or operate heavy machinery. In general, Full Actions tend to involve a normal Standard Action where the character is unable to move, or a normal Move Action where the character is unable to use their hands.

Not all actions that a character can take fit perfectly as either Standard Actions or Move Actions. In these situations, it is valid to allow the characters to perform physically taxing or otherwise unlikely actions with a suitable penalty.

There is also a fourth type of action: the Defensive Action. These are reactions to attacks or other threats that are performed automatically, on anyone's turn. Normally, each character gets only a single Defensive Action to use, which refreshes at the start of their next turn. However, circumstances can allow some characters to have more.

Movement

When characters use their Move actions in order to walk or run to another position, it can sometimes make their Standard actions more difficult to perform. There are three different forms of Move Action that allows a character to change their position:

Walk (M): Technically, depending on the character's Movement stat, this could be up to a brisk jog, but for most people they are Walking. Using a Move Action to Walk allows a character to travel up to their Movement stat without penalty.

Dash (M): The character is attempting to move quickly, but still not running as fast as possible. Using a Move Action to Dash allows a character to travel up to 2 times their Movement stat, however, they suffer a -20 to all Standard Action rolls made until their next turn. Certain actions that normally do not require rolls (such as reloading) become difficult while Dashing.

Run (F): Sprinting at their maximum speed, the character can move up to 4 times their Movement stat.

Attack and Defense

In combat, characters will probably attack each other at some point. In order to land the attack, the character rolls under the attribute relevant to their weapon, either Ballistic Skill for ranged weapons like guns, or Melee Skill for close ranged weapons like fists or knives.

If the character successfully rolls underneath their attribute, then they have performed an attack that will connect with their target if not interfered. In most situations, extra degrees of success are ignored, however some weapons allow degrees of success to be converted into damage or extra attacks. See the Equipment section for further details.

If the target of the attack has a Defensive Action left that they can perform, then the defending character can use it to try and avoid the attack. The two types of Defensive Actions that can be used this way are Parry and Dodge. Parry can only be used in melee combat, while Dodge can be used to avoid melee or ranged attacks.

If the defender successfully rolls under their relevant attribute for their defensive action, then they have avoided the attack (though they are still dealt Battle Fatigue. See below). Extra degrees of success are ignored.

Damage and Battle Fatigue

When an attack hits and the defender fails or is unable to avoid it, then damage is dealt. There are two kinds of damage: Weapon Damage and Battle Fatigue.

Weapon Damage is determined by the weapon in question; in ranged combat, the player rolls a number of dice indicated by the kind of weapon they are using. In melee combat the situation is similar, but the character also adds their Strength bonus to the damage they deal. This damage is dealt when the attack connects.

Battle Fatigue is not caused by the weapon precisely, but the amount of physical or psychological stress it creates in order for the defending character to cope with the attack. Battle Fatigue is equal to the attacker's Weapon Skill bonus or Ballistic Skill bonus, depending on which type of attribute they used to roll the attack (Weapon Skill for melee attacks, and Ballistic Skill for ranged attacks). **Battle Fatigue is dealt even if the attack misses or is avoided with a Defensive Action.** It can even cause character to lose Wounds, or even drop dead if they run out of Wounds as a result of the damage. When this happens, often it is because the character was simply too tired to

completely avoid the attack against them, or there were so many projectiles put into the air by the attack that one of them managed to find its mark even as the majority missed.

Health

When a character is hit in combat, they lose health. There are two types of health: Wounds and Adrenaline.

Adrenaline is your ability to shrug off or withstand minor injury. Each player character has 10 Adrenaline per Wound. If the character should take enough damage to run out of Adrenaline for a Wound, they lose the Wound.

Wounds are how many bad hits you can take before you can't keep going. You lose a Wound every time you lose 10 Adrenaline.

A character with 4 Wounds has 40 Adrenaline. If he should take 12 damage from an attack, then he would have 28 Adrenaline

left. This would cost him 1 of his 4 Wounds as well. If he later took 8 more damage, he would have 20 Adrenaline, and lose another Wound.

The problems don't end there, however. Every time a character takes damage that causes them to lose 1 or more Wounds, they must roll a Willpower test or suffer a temporary penalty called a Condition. They also must record the attack in the Injuries section on their character sheet, including the amount of Wounds lost and the type of attack (either Impact, Slashing, Ballistic, or Fire). If they failed their Willpower Test, then they record the statistical impact of their Condition next to the number of Wounds as well. What to do with this information is discussed in more detail in the Injury and Recovery section below.

List of Conditions

Wounds Lost	Condition
1	- 10 Penalty to Actions until end of character's next turn.
2	- 10 Penalty to Actions until end of character's next turn. Can take only 1 action (Standard OR Move, not Standard AND Move) next turn.
3	- 10 Penalty to Actions until the Injury is Stabilized. Can take only 1 action next turn.
4	- 20 Penalty to Actions until the Injury is Stabilized. Can take only 1 action next turn.
5	- 20 Penalty to Actions until the Injury is Stabilized. Can take only 1 action until the Injury is Stabilized.
6*	- 20 Penalty to Actions until the Injury is Stabilized. Can take only 1 action until the Injury is Stabilized. Character is knocked unconscious, rolling Willpower every turn to regain consciousness.

*Characters are nearly always killed by attacks of this magnitude, and very few weapons can inflict this kind of damage. If a character should both receive a more powerful attack and survive it, then use this result.

Example: A thug has cornered Dave in a back alley and decided he's more useful as a corpse. The Thug shoots David, successfully hitting him and Dave fails to dodge the attack.

So, damage is rolled: 14 damage! Dave has only 10 Adrenaline, so he takes 10 damage and loses a Wound. Now his Adrenaline regenerates back to 10, but the attack still

dealt 4 more damage, so after the gunshot Dave is left with 6 Adrenaline and only 3 of his 4 wounds. Dave's player grudgingly succeeds his Willpower test to avoid a condition and records the attack on his character sheet in the Injuries section (1 wound, Ballistic).

Unhappy at his cruel treatment, Dave signals Jasmine across the street, who fires her sniper rifle into the Thug's torso. She hits and the Thug fails to dodge, dealing him a whopping 31 damage! The thug has only 4 wounds, and the sniper's bullet shreds through his 10 Adrenaline three full times before leaving him with a single Wound and 9 Adrenaline. The GM, seeing that this character does not have long to live, elects to simply roll a Willpower test, which he fails. The Thug was shot in the torso by a very powerful attack, and so suffers a -20 penalty to actions and can only take 1 action next turn.

Dave elects to finish the thug off by pulling a small pistol. He succeeds in his roll to hit, and the Thug has already used his defensive action against Jasmine's sniper rifle. Dave deals 9 damage, stripping away the Thug's last remaining Adrenaline and final Wound. With no remaining Wounds, the thug dies.

Injuries, Scars, and Recovery

Adrenaline Recovery

Adrenaline is highly disposable and can be recovered easily. The character in question can take a Full Action to recover a single point of Adrenaline, inside or outside of combat. It takes at most a little less than 30 seconds for them to catch their breath.

Conditions and Medical Attention

When characters lose Wounds in combat and record Injuries, those represent real and lasting harm inflicted on their bodies. Each Injury must receive medical attention before they can recover. A Medicine test with a medical kit on hand will stabilize a single Injury, which removes any Condition the character might be suffering from that Injury. The player erases the Condition from the appropriate entry in their Injuries section, and writes Stable there instead.

If the character fails to get themselves treated within an hour after receiving each Injury, all Injuries that are not Stable increase in their intensity. They automatically apply a Condition, regardless of Willpower.

Scars and Wound Recovery

Even if the character has received proper medical help, the Wounds have not been recovered. To eliminate Injuries and recover lost Wounds, the character must suffer Scars. A Scar is a semi-permanent affliction that the character must bear until time has been able to work its magic. Each time a character rests for four or more hours, the player can choose a number of Injuries they wish to convert into Scars. For each Injury, the player addresses the Scarring table appropriate to the type of damage for that Injury, and suffers the effects listed. They instantly recover all Wounds lost to that particular Injury.

Scar Recovery

Scars fade in their own time, depending on the severity of the injury. In most situations, excepting special circumstances or access to advanced medical facilities, a Scar is permanent in terms of the scope of a single campaign.

List of Scars

For reference, Blunt damage type is dealt by some melee weapons and fists, Slashing damage is dealt by bladed melee weapons, and Piercing damage is dealt by Firearms.

Blunt		
Wounds	Description	Effect
1	This is little more than a bad bruise that won't fade. There were a few cuts.	N/A
2	The bone was fractured, but healed alright. Go easy on it for a few weeks and you'll be fine.	-1% to your Strength
3	You broke a bone or two from this one. Get good bed rest for a week or two, then take it easy for a month, and you'll be okay.	-2% to your Strength
4	This was a bad fracture, and it needs to be set. Do not leave your bed, unless you hate walking.	-3% to your Strength, -1% to your Dex
5	Your body is broken all over the place. If you take one more fall like this one, you're not getting back up.	-5% to your Strength, -3% to your Dex, -3% to your Toughness.
6	How are you still standing? Half the bones in your body are shattered!	-10% to your Strength, -5% to your Dex, -1 Wound
Slashing		
Wounds	Description	Effect
1	A nasty cut, just enough to show off at parties.	Cosmetic
2	This one hurt, and it just won't stop bleeding.	-2% to your Dex
3	They damn near cut you to the bone.	-5% to your Dex
4	They DID cut you to the bone.	-5% Dex, -2% Tough
5	They got an artery with this. If you're not careful, you'll bleed out in minutes.	-7% to your Dex, -5% Toughness
6	When the doc got to you, there was blood everywhere. You really needed most of that.	-10% Dex, -5% Toughness, -1 Adrenaline
Piercing		
Wounds	Description	Effect
1	That shot just nicked you.	Cosmetic
2	That shot just didn't nick you.	-2% to Toughness
3	This was a bad hit, to a major organ or a lot of minor ones.	-5% to Toughness, -2% Weapon Skill, -2% Ballistic Skill
4	You are not doing so great: in some parts of you, there is more lead than flesh.	-5% Toughness, -6% Weapon Skill, -3% Ballistic Skill.
5	You are at risk of massive internal hemorrhaging and physical trauma.	-6% Toughness, -10% Weapon Skill, -5 Ballistic Skill
6	A major organ was damaged, and even if everything works out great, you're living on a ticking clock.	-6% Toughness, -10% Weapon Skill, -5 Ballistic Skill. In addition, in three months time this character must burn a Fate Point or die. This cycle repeats indefinitely, and this aspect cannot be ignored.

Armor

Characters can also wear Armor to protect themselves against damage. Armor acts as a buffer against damage, adding Wounds to the character beyond their normal quantity. When a character wearing armor would lose a Wound to damage, the armor is damaged instead. All armor has an Armor Class, which represents both the number of Wounds the armor has (and thus, how many times the armor can be degraded), as well as what types of weapon the armor protects against. Armor that has been damaged by use cannot be repaired without substantial equipment and time, and it is often far more practical to obtain new armor.

There are four levels of armor, each level representing another layer of protection against damage. The four levels of armor are defined as the following:

Class 1 Armor: Thick clothing, reinforced leathers, padded jackets. These protect primarily against fists, and provide lesser protection against knives.

Class 2 Armor: Kevlar padding. This provides complete immunity to most small hand weapons, and some resistance to small caliber projectiles.

Class 3 Armor: Ceramic ballistic plates. This is military-level gear, and provides near-immunity to small caliber weapons, with less perfect protection against large caliber assault weapons.

Class 4 Armor: Superheavy bomb suits. While this armor restricts movement by an incredible amount, it is the only protection from explosives and anti-vehicular weapons.

All weapons have an Armor Penetration (AP) rating. This rating signifies what types of armor the weapon is able to ignore. When a character attacks someone wearing armor, they compare the Armor Class against their weapon's Armor Penetration. Higher AP than the AC means that the armor is completely ignored, and damage is dealt as normal. Equal AP to AC means that the weapon deals damage as normal, but instead of removing Wounds when the target runs out of Adrenaline, they remove a point of Armor. Weapons with a lower AP than the target's AC deal only 1 point of damage, even when hitting the character, and do not deal Battle Fatigue at all.

Surprise Attacks

For combat to begin, someone has to attack someone. However, just because someone has attacked does not mean that the defender is aware of it. If the target is unaware of the attacker, then they are unable to defend themselves as effectively.

There are four forms of awareness that a given character can be in:

Fighting: The character is currently in combat with the attacker. Fighting characters obviously have all their defensive abilities.

Wary: The character is aware of both the immediate danger and the source of the attack. Characters who are Wary have their full defensive abilities. Guards that are staring down an intruder and ready to fight, a martial artist in the ring after the fight bell has sounded, or a twitchy thug who has just spotted a man running toward him with a knife, are all examples of Wary characters.

Alert: The character is aware that there is danger, but not of the attacker's location. These characters have only certain aspects of their defensive abilities. Alert characters automatically go last in the Initiative order during the first round of combat, and they cannot perform Defensive Actions until they are aware of their attacker and the attacker's

position. A fresh guard on patrol, an unsuspecting Thug who just spotted someone running towards him, or a martial artist in the ring a few seconds before the fight bell has sounded, are all examples of Alert characters.

Surprised: The character is highly distracted or completely unaware of the attacker. Not only do they act last in the initiative order and cannot use Defensive Actions, they cannot soak damage with Adrenaline, and do not suffer Battle Fatigue. This means that if a character is hit by an attack while Surprised, each point of Weapon Damage rolled is dealt directly to Wounds at a 1 to 1 rate.

Examples include sleeping characters, someone operating a console and deaf to their surroundings, a man giving a speech on a podium, someone sitting on a toilet, a drunken sailor, or a good friend who has no idea he's about to be betrayed. Generally, the player characters are almost never surprised unless they are asleep, or otherwise in a location they believe to be safe enough for them to relax.

A character graduates upward through these states very quickly, possibly going from Surprised to Wary as the result of a single Awareness roll. When considering whether or not a character is Surprised or Alert, simply consider whether or not they would have adrenaline pumping through their system, or they think they would be in danger.

Ranged Combat

When guns come out, the tactics of battle must shift to compensate. The main ways in which Ranged Combat differs from Melee Combat are how attacks are executed, the range of attacks, and the use of cover.

Attack and Defense

Characters using ranged weapons that fire projectiles, such as guns, bows, or blow darts, must first roll to hit their targets. This roll is tested against the character's Ballistic Skill attribute. If the character fails this test, they miss.

If you hit with your weapon, then it is possible for the target to defend themselves. If they have a Defensive Action available, they may choose to try and Dodge the attack (obeying normal Dodge rules). If they successfully Dodge the attack, then the attack misses. It is NOT possible to Parry a ranged attack.

If you miss, it is possible you have suffered a weapon failure. On a roll of 96-100 on the d100, the weapon jams, and you must make a successful Ballistics Skill Test in order to clear the jam.

Lastly, if you are trying to attack while in less-than-optimal circumstances (standing on a moving train, shooting into a heavy storm), then you suffer a -10 penalty (relatively stable platform, like the top of a train or boat in semi-rough water) or a -20 penalty (very unstable platform, like the inside of a swerving car, or a boat in white water).

Range

Bullets do not travel forever. Eventually they will either fall to the ground, or drift so wildly from the target that a hit is impossible.

Every ballistic weapon has a Range stat; this stat represents how far the weapon can shoot and remain fully effective. Inside that range listed on the weapon, you are considered to be at Short Range, and gain a +10 bonus to hit with attacks.

It is possible to attack targets beyond that range; just beyond the first Range Increment, you are shooting at medium range. Medium

Range is twice the distance of Short Range. You attack at Medium Range with no penalty.

Long Range is twice the size of Medium Range. Here, you attack at a -20.

Extreme range is twice the size of Long Range. Here, you attack at -20, and can only attack if you are Aiming.

Cover

In ranged combat, it can be extremely important to hide yourself while under fire. Cover will protect a character by soaking Battle Fatigue for them, as well as increasing their defensive abilities.

While you are hiding behind cover, you do not suffer Battle Fatigue; instead, every time you would take Battle Fatigue, the Cover takes a "hit". If the cover runs out of Health, then it has become too destroyed to hide behind, and has become useless.

Cover health is identical to armor plating, with some exceptions. First, cover takes damage in batches, called Hits. It doesn't matter how much damage is dealt with a single hit; one damage or fifty, it all equals 1 hit. However, weapons with RoF higher than Single Shot deal 1 hit worth of damage to the cover *per bullet*. So, a machine gun firing 20 rounds into a wall will shred it faster than a sniper rifle shooting 1.

Second, keep in mind that, like armor, cover resists damage. Cover has Armor Class, just like armor does, and reacts to gunfire in the same way. The amount of health in a piece of cover is determined by the cover's quality, which, like armor, comes in four varieties:

Class 1: Flimsy Cover
Drywall, plywood, corrugated metal, plastic, car doors. 5 Health.

Class 2: Soft Cover
Thick wood, thin concrete, most furniture, car trunks and hoods. 10 Health.

Class 3: Hard Cover

Thick Trees, Concrete Pillars, Metal plates, shooting through a car instead of into one, bulletproof glass. 15 Health.

Class 4: Extreme Cover
Steel I-beam, tank armor, super thick concrete. 20 Health.

The second ability of cover is an increase to the character's defenses. A character being attacked by a ranged weapon while in cover is allowed to Dodge attacks without using their Defensive Action. This ability works regardless of the attack's AP, and only ceases once the cover runs out of health.

A character whom's cover is being flanked is considered to not be in cover when being attacked by the flanking assailant.

Actions

There are several specific actions that are relevant to ranged combat:

Attack (Standard):
Attack with a ranged weapon. The character can use any rate of fire available to the weapon they are attacking with. As this is only a Standard action, it is possible to move while attacking, however Dashing (moving 2 times the character's Movement stat) imposes a penalty to attack. If attacking using Full Auto, it becomes impossible to hit if the character Dashes.

Reload (S):
Replace a weapon's clip of ammunition with a fresh one. If a weapon does not have a clip, then this action can only load a certain number of rounds per use. Certain weapons with complicated mechanisms (such as heavy machine guns or a Squad Assault Weapon) can require multiple Standard Actions to reload. If a character Dashes while reloading, they must roll a Simple (-30) Ballistic Skill test or fumble the ammunition, dropping it.

Clear Jam (S):

If the character managed to break their gun by rolling between a 96-100, then they have to roll a successful Ballistic Skill test in order to fix their weapon and return it to a firing state. A single Ballistic Skill test clears all weapon jams, however if the character is not proficient with the given weapon then they are unable to take Clear Jam actions.

<u>Walk/Dash (Move)</u>:

The character moves. Dashing damages accuracy and makes other Standard Actions more difficult. Moving characters that end their movement adjacent to cover can choose to use the cover at their destination.

Characters are allowed to exit a firing stance as part of this action.

<u>Run (F)</u>:

The character runs at their full speed, and cannot do anything else. Running characters that end their movement adjacent to cover can choose to use the cover at their destination.

<u>Enter Firing Stance (M)</u>:

Reposition so that the character is in a comfortable stance for firing accurately. This can mean propping their weapon onto cover, lying down and switching grips, or just crouching. Characters in a Firing Stance gain a +10 bonus to attacks while they maintain this stance. Moving breaks the stance.

<u>Aim (F)</u>:

The character gains a bonus on their next attack by spending some time sighting down on their target. While this only involves the character's hands for the most part, in order to get any benefit they must remain stationary while aiming. They do not need to be in a Firing Stance in order to use this action, however using this action places the character in a Firing Stance until the next time they move.

The character's next attack can target specific limbs, and if a character aims for 2 or more turns they are allowed to attack the target of their Aim actions at any time, during anyone's turn (including the target character's).

<u>Stand (M)</u>:

The character exits their Firing Stance, or picks themselves up off the ground after falling.

Melee Combat

While guns are much more flexible--and much more deadly--than melee weapons, there can come a time when the bullets are spent, or the enemy gets too close. In those situations, a knife can be extremely helpful.

Movement

Characters in Melee combat with another character can have difficulty moving away from their assailant without opening themselves up to attack. Without using a special action, characters engaged in melee cannot leave the fight.

Actions

<u>Disengage (F)</u>: The disengaging character deals Battle Fatigue to the defender and is able to freely escape combat. They are allowed to move up to Run movement in any direction, however if they wish to move through an enemy combatant, then that enemy has to have been the target of their Disengage.

<u>Defend (S)</u>: Re-roll each failed Dodge or Parry action made in response to melee attacks until next turn. A character can only re-roll a given action one time.

<u>Give Ground (M)</u>: The character can re-roll Dodge actions until next turn by moving backward one square. Note: this action can only be performed if there is space behind you. If there is no space behind you, then roll

a dodge test as normal. On a failed dodge test, fall prone, and potentially fall off whatever you're standing on.

Shift (M): With a successful Dexterity test, adjust your position relative to your opponent. If you would move out of range of any opponent, then they are allowed to move on your turn in order to remain in melee contact. They are also allowed to forgo pursuit.

Take Ground (F): Attack as normal. If the attack is successful, make a Melee Skill test to move the opponent you attacked. They move up to half their movement speed, in the direction of your choosing. You cannot force an enemy to pass through terrain they cannot normally walk through, such as through windows or walls, or off of ledges. If you have equal or greater movement than them, then

you are allowed to keep pace and remain in melee combat range.

Grapple (F): On a successful Melee Skill test, enter the opponent's square and engage in close combat. Unless otherwise noted, melee weapons are not usable in a grapple. In addition, neither combatant can use Shift actions or attempt to Dodge attacks.

Disarm/Submit (S): Make a Melee Skill test to deprive the target of their melee weapon. If they do not have a melee weapon, then instead you are disabling one of their arms or legs for a number of rounds. If you disable their arm, then they suffer a penalty to Weapon Skill. If you disable a leg, they suffer a penalty to Dexterity. If you disable both of either limb, then they are unable to perform tests or actions that depend on either of those abilities.