

NIGHTS — BLACK AGENTS

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BASIC MECHANICS

GATHERING CLUES

1. Be in a scene where relevant information can be gathered.
2. Have the right ability to discover the clue.
3. Tell the Director that you're using the ability.

Simple Search: Clue that can be found without any corresponding ability (just need to say you're looking in the right place).

Skilled Observation: Clue that can be noticed with cursory observation which requires special knowledge or training. Character with highest current pool in ability notices.

Inconspicuous Clues: Noticing clue while not actively looking. Character with highest current pool in the ability notices.

- If tied, highest ranking notices. If still tied, they find it simultaneously.

Leveraged Clues: Clue requires Interpersonal ability and the mention of a prerequisite clue.

TESTS

Success: 1d6 + points spent \geq Difficulty

Default Difficulty: 4

Retry: Requires supporting action to increase odds of success and spend > previous attempt.

Piggybacking: +2 difficulty per character piggybacking on leader's attempt. Piggybacking characters can spend 1 point to negate the difficulty increase. Cannot use MOS.

Cooperation: Costs 1 point, then spend points to assist character making the check.

Failsafe Test: On failure, goal is achieved but with consequence.

Unskilled: Cannot make unskilled test.

- *Optional Rule:* Can make unskilled test, but unmodified 1 = automatic, damaging failure. This is -2 damage if physical.

GENERAL SPENDS

Tasks with auto success, but require 1-2 point spend.

CONTESTS

First contestant rolls, then second contestant. Continue rolling until someone fails.

- **Default Difficulty:** 4
- **Initiative:** Director decides. (Lowest rating acts first. If breaking ties between PCs, player who arrived last for the session goes first.)
- **Advantage:** If odds skewed, use different Difficulty for each contestant.

MOS — MILITARY OCCUPATIONAL SPECIALTY

1/session: Invoke MOS to automatically succeed at General ability.



Burn



Dust



Mirror



Stakes

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting
Archaeology
Architecture
Art History
Criminology
Diagnosis
History
Human Terrain
Languages
Law
Military Science
Occult Studies
Research
Vampirology

INTERPERSONAL

Bullshit Detector
Bureaucracy
Cop Talk
Flattery
Flirting
High Society
Interrogation
Intimidation
Negotiation
Reassurance
Streetwise
Tradecraft

TECHNICAL

Astronomy
Chemistry
Cryptography
Data Recovery
Electronic Surveillance
Forensic Pathology
Forgery
Notice
Outdoor Survival
Pharmacy
Photography
Traffic Analysis
Urban Survival

GENERAL ABILITIES

Athletics
Conceal
Cover
Digital Intrusion
Disguise
Driving
Explosive Devices
Filch
Gambling
Hand-to-Hand
Health
Infiltration
Mechanics
Medic
Network
Piloting
Preparedness
Sense Trouble
Shooting
Shrink
Stability
Surveillance
Weapons

INVESTIGATIVE SPENDS (1-2 points)

- Gives you an advantage in a future contest of General abilities
- Gives a favorable impression to supporting characters
- Leads to a flashback scene
- Provide alternative to a distasteful or unwanted course of action
- Speed up the investigation
- Provide dedicated pool points
- Create exceptional work of art/scholarship

Dedicated Pool Points: Bonus points that can only be spent in a particular circumstance / on a particular topic.

HEAT

Beginning Heat: 1

Gaining Heat: Only gain Heat from maximum event per session.

EFFECTS OF HEAT

Heat Roll: 1/operation—Player rolls vs. current Heat level.

- May spend from any justifiable General Ability pool (to avoid extra police scrutiny/pursuit).
- *Failure:* Authorities interfere during operation.

Heat & Difficulty: In ill-disposed jurisdiction, Heat is minimum difficulty for any applicable test.

- *Failure:* Official interference disrupts the action.
- *Partial Success:* If test vs. Heat fails, but succeeds against higher Difficulty.

Heat & Black Market: If Streetwise rating + Streetwise points spent < Heat, dealer plans double-cross.

Interference: Determined by Director.

- *Examples:* CIA agent tracking them. SWAT raid on safe house. Attempted arrest. Tailed by local station. Whole fleet of cop cars joins a chase scene.



Option – Dangerous Heat: Roll for Heat 1/session instead of once per operation.



Option – Conspiracy Entanglements: Authorities pass info to or cooperate with vampires.

LOSING HEAT

Elapsed Time: Without contact (including no failed Heat rolls).

- *72 Hours:* -1 Heat
- *Week:* -1 Heat
- *3 Months:* -1 Heat

Changing Jurisdiction: Leaving jurisdiction currently bringing the most Heat.

- *Closely Associated Country:* -1 Heat
- *Fellow EU/Fellow NATO/Customs Union:* -2 Heat
- *Other Countries:* -3 Heat
- *Remote/Isolated Countries:* -4 Heat (e.g., Bosnia, Transnistria, Malta, Turkish Cyprus)

Protection: Make deal with influential member of pursuing agency.

- *Create Network Contact:* Contact must make Network test (difficulty = Heat). Heat drops by MoS.



Requires 2 points per +1 on Network test in Burn or Dust mode.

- *Favor:* Sought by agents or seeks agents out. Director assigns Heat loss per mission.
- *Bribery:* In some jurisdictions, bribery does the trick.
- *Cinematic Excess:* Plastic surgery to change your face, etc. Requires Excessive Funds, Cover 5 legend, and 3 months isolation in appropriate facility.

Shifting Blame: Frame somebody else for the actions giving Heat.

- Heat reduction at Director's discretion.

Agent Action

Heat Gain

Arson in derelict/deserted area.	
Burglary/Mugging	
Trafficking in black market goods	
Car chase	
Car theft	
Failed cover identity	1
Fleeing arrest	
Keeping a high profile (e.g., gambling with high rollers)	
Spending Excessive Funds noticeably	
Killing a known criminal/terrorist	
Explosion/arson/major property damage in industrial or lower-class district	
Armed robbery	
Counterfeiting	
Weapons/narcotics trafficking	
Police involved in car chase	2
Unsuccessful or obvious Digital Intrusion attempt on government database	
Killing police officer/agent of enemy government	
Killing a civilian	
Explosion/arson/major property damage in business/tourist/upper-class district	
Armed robbery/criminal act with automatic weapons	
Trafficking in radioactive material or other WMD precursors	
Enormous/excessive car chase	
Hijacking	3
Kidnapping	
Prison escape	
Unsuccessful/obvious infiltration of military facility	
Killing police officer/agent of an allied government	
Killing an official or influential civilian	
Killing police officer/agent of the local government	4
Assassinating a head of state	5

Modifiers

- *Take Precautions / Destroy Evidence:* -1 Heat
- *Large Scale:* +1 Heat
- *Conspiracy Controls Local Law Enforcement:* +1 Heat
- *National Media:* +1 Heat
- *Involves Major Political Figure:* +1 Heat

TRADECRAFT

ADVERSARY MAPPING (p. 113)

General Map: Human Terrain or Traffic Analysis spends

Specifics: Surveillance tests, asset interviews, perform ops, etc.

Mapped Connections: Gain team pool with 2 points per mapped connection for any op aimed at target on adversary map.

- Add 1+ points if Interpersonal spend has suggested fruitful approach/strategy.
- Reward per mapped connection increases higher on the org chart.

ASSET HANDLING (p. 112)

Recruiting Asset:

- *Identify:* Human Terrain, Traffic Analysis, High Society, Streetwise
- *Contact:* Research or Surveillance can identify best Interpersonal approach.
- *Flip:* MICE (Money, Ideology, Coercion, Ego).

Flip – Coercion: Can be played as mini-op with three scenes.

1. Identify something to hold over the asset.
2. Show asset their weakness.
3. Twist.

Flip – Money: Usually requires Excessive Funds.

Running Asset: Spend Tradecraft to keep cooperation covert.

- 1 Interpersonal: Get information.
- 2 Interpersonal: Make them do something risky.
- *Remember:* Assets are less reliable than Contacts. (May flake, betray, etc.)

BRUSH PASSES (p. 111)

- *Noticing:* Tradecraft
- *Performing:* Driving, Filch, or Surveillance
- *Intercepting:* Possibly a chase

COVERS & LEGENDS (p. 27 & 112)

Cover: Reveal cover identity and assign points to its pool.

Testing Cover: Test vs. Cover's pool.

- Attracts 1 Heat.

Exhausted Identity: 0 points = red-flagged in database, could fail at any time.

- Cover does not refresh. (Can be refilled with XP.)
- *Backfill:* Add points to strengthen a Cover.

Improvised Cover: Digital Intrusion and Forgery. 1 Cover per 2 points spent (max. 3).

Breaking Enemy Cover: Research or Traffic Analysis

DEAD DROPS (p. 111)

- *Performing Dead Drop:* Tradecraft
- *Shedding Shadows:* Surveillance
- *Setting Up Digital Dead Drop:* Digital Intrusion

FAMILIAR CITIES

Familiar Cities: 1 per Urban Survival rating point. (Can save unassigned slots.)

- Recall specific streets, restaurants, short cuts, etc.
- Familiar with layout, police patrol patterns, etc.


NETWORK CONTACTS


Creating Contact: Reveal/remember contact and assign points to it.

Testing Contact: Test vs. Contact's pool.

- Locate safe houses, import guns, provide false papers, etc.
- *Escape Confinement / Arrest:* Costs double normal points.

Investigative Networking: Spend 1-2 points to gain intel.

 **Contact Betrayal:** 1/session—GM makes unmodified roll vs. one contact's pool. If roll beats pool, opposition has flipped contact (or they were working as a double agent all along).

 **Lost Contacts:** Cost 1 Stability or Interpersonal rating point.

SAFE HOUSES (p. 112)

Safe House:

- Usually functions as Haven.
- May function as Cache. (But not all caches are safe houses.)

Network Safe Houses: Use Network for contact to provide one. (min. difficulty = Heat)

- *Large City:* Difficulty 4
- *Provincial City / Large Town:* Difficulty 5
- *Small Town:* Difficulty 6

Locating Safe House: Architecture, Streetwise, Tradecraft, and/or Urban Survival spend. (Cost = difficulty.)

Reaching Safe House: May require slipping tail with Surveillance contest.

STEGANOGRAPHY (p. 111)

- *Cracking:* Cryptography or Data Recovery
- *Constructing:* Cryptography spend

TRADECRAFT — CAPTURE & INTERROGATION

CAPTURING THE OPPOSITION (p. 114)

Capture:

- Target
- Extraction Plan (performed as op)
- Secure Location (same as Safe House)

Interrogation: May require hours or days, but automatically extracts core clue.

- Spends may provide additional information.

Truth Serum: Requires Shrink. Speeds up Interrogation.

- Cannot be made with Pharmacy.
- Negated by a single drop of vampire blood.
- ☞ Also requires Medic test and Shrink test.

PCs vs. Interrogation:

- *Notice Someone Subtly Pumping You:* Tradecraft, Bullshit Detector
- *Official Questioning:* Contest to evade questions. (Reassurance, Criminology, Cop Talk, Law)
- *Resist Interrogation:* Spend 1 Interrogation to resist talking for 1 day or 1 scene while rescue attempt being made.

PCs vs. Truth Serum: Stability test (difficulty 6)

- *Success:* Shaken for 1-6 hours, but doesn't talk.
- *Failure:* Shaken for 1-6 hours, and spills.

CAPTURED AGENTS (p. 115)

GUMSHOE Promise:

- You will learn something you want to know.
- You will have a chance to escape.

1. Ask Question: Ask Director one question about any aspect of the opposition. Answer will appear in the session you asked it.

2. Escape Attempt: Refresh 1 ability at beginning of breakout; then refresh 2-3 more (Director's discretion) at end. (Alternatively, refresh 2-4 when you get the answer to your question and then launch escape attempt.)

- *Rescue Op:* Performed by other agents.
- *Solo Escape:* Infiltration contest and/or combat scene. (On failure, triggers transfer and opportunity for rescue op.)

Missed Session: GM can grab PCs without players off the street and require rescue op without any benefits.

OTHER TRADCRAFT

Covert Communications
(p. 111)

Cuckoo's Eggs
(p. 112)

Pressure
(p. 114)

Yojimbo Option
(p. 114)

MISC. RULES

BOOBY TRAP

Requires Conceal test and Mechanics test.

Conceal vs. Alertness: Determines if target sees the booby trap.

- Alternative test from expertise (e.g., spotting car bomb with Driving test).

Mechanics: Determines if the trap works / how much damage it does.

Disarm: Mechanics, Explosives Device, etc.

Damage Guidelines: Better Mechanics test = more damage.

- *Tripwire:* No damage, but give round of surprise
- *Fall Down Stairs:* +0 damage

Hasty Creation/Disarming:

- +1 difficulty (in a hurry)
- +2 difficulty (in chase/combat)

DARKNESS

Night: Normal city street. Building interior with no lights during daytime.

- Alertness Modifier -1
- Stealth Modifier +1
- Hit Modifiers +1 (Near or beyond)
- Visual Tasks: Difficulty +1

Dark: City street with no streetlights. Building interior with no lights at night.

- Alertness Modifier -2
- Stealth Modifier +2
- Hit Modifiers +1 (Close), +2 (Near and beyond)
- Visual Tasks: Difficulty +2

Pitch Black: No light source. Sealed shipping container. Underground crypt.

- Alertness Modifier -3
- Stealth Modifier +3
- Hit Modifiers +1 (Point-Blank), +2 (Close), +3 (Near and beyond)
- Visual Tasks: Difficulty +3
- Stability Tests: Difficulty +1

Flashlights: Treat darkness as one level lighter. Hit Threshold -1.

Night-Vision Optics: Cancel penalties. (Useless in pitch black.)

ILLUMINATED

Illuminated: -1 Hit Threshold

- Carrying lit flashlight.
- Spattered with glowing paint.
- Lit up with laser sight.
- Pinpointed with tracer rounds.

STRESS PENALTY

If PCs refuse to follow Drives, Director can apply +1 penalty to all Investigative spends.

TOOLS

(Equipment List – p. 96-107)

ACQUISITION

Option #1 — Handwave It: Assume possession of any genre-appropriate item that Preparedness doesn't cover.

Option #2 — Buy It: Director may add complications based on Heat.

- *Legal:* Just buy it.
- *Illegal / Gray Market:* Streetwise or Network contact.

Option #3 — Make It: Need correct tools (Mechanics), materials (Buy It), and workspace (Network).

- May need to make test and/or spend points from related pools.
- *Hours:* napalm, silver bullets, silencers, kitbashed surveillance gear
- *Days:* specialized surveillance/comms, ID documents, computers from parts, stable explosives, single-action “zip gun” pistols, flamethrowers
- *Weeks:* vehicles, firearms, complex machines, a duplicate of a safe

Option #4 — Source It: Make a Network contact.

Option #5 — Steal It: It's mine now. May be simple Filch test, a multi-ability contest, or a full-blown heist.

Cache: Preparedness test (difficulty 6) to have local cache. Can also spend Network.

- *Familiar City:* -2 difficulty
- *Contents:* Name 2 pieces of equipment. Then each agent can spend 1 Preparedness to name an additional piece of equipment. Cache can hold 1 vehicle. (Subject to Director's veto.)
- *Director Discretion — Guarded Cache:* Cache may be guarded or under surveillance.
- *Director Discretion — Old Equipment:* Unmodified 1 with old equipment = malfunction/jam.




FUNDS

Agents have insufficient funds, steady funds, or excessive funds.

Gaining Funds

- *Steady Funds:* Do a job for cash/loot. Intercept a payoff.
- *Excessive Funds:* Do a very big heist, likely resulting in Heat.
- *Gambling:* +1 Heat

Default Funds: Steady Funds

-  *Dust Mode:* Insufficient Funds. Have to take action to get Steady Funds for an operation.
-  *Burn Mode:* Steady Funds, but need to do occasional jobs to keep funds steady.
-  *Steady Income:* Paid by CIA, Vatican, or some other interested party.

Insufficient Funds: Only acquire cheap, conventional gear. (Must steal, build, Network, or access cache for everything else.)

- Stay in safe houses in crummy neighborhoods / cheap motels
- Can't buy fake passports or same-day plane tickets
- Purchased vehicles are beaters (slower, less maneuverable)
- Enough silver for 1d6 rounds
- Travel may be limited
- 1 Streetwise: 1-2 standard-issue weapons

Steady Funds: Acquire anything a normal, middle-class European can buy.

- Stay in normal hotels, rent short-term apartments
- Get forged passports, make same-day plane reservations
- Purchase used vehicle in good condition
- Enough silver for one magazine per agent
- Travel is not limited
- 1 Streetwise: 1 weapon for everybody + 1 special weapon

Excessive Funds: Acquire lots of high-end gear, specialized electronics, and custom lab equipment.

- Stay in four-star hotels, rent houses
- Charter plane
- Purchase luxury car
- All the regular weapons they want
- Enough silver for 1d6+1 clips per agent
- 1 Streetwise: Rocket launchers / radioactive materials
- Excessive expenditure/swank entry in travel may create +1 Heat
- *Big Ticket Item:* Purchase yacht, jet, Renoir, etc., but likely reduces group to Steady Funds.

THRILLER CHASES

Chase Ability: Usually Athletics, Driving, or Piloting.

Default Difficulty: 4

Crash: Damage per Hazards.

Simple Chase: Resolve as contest with runner testing first.

GOAL

Lead = 0: Runner cannot run any more.

Goal Lead: Runner escapes. Can't be found for rest of scene (unless they draw attention).

- *Default Goal Lead:* 10

Beginning Lead: ½ goal lead (default 5), adjusted by circumstance and chase speed.

THE CHASE

1. **Beginning of Round:** Declare Swerve, if any.
2. **Simultaneous Reveal:** Pursuer and runner reveal spends, if any, simultaneously.
3. **Chase Exchange:** Runner rolls first.
 - *Pursuer Succeeds / Runner Fails:* -2 Lead.
 - *Both Succeed or Fail:* Adjust Lead in favor of better margin of success/failure. Ties go to runner.
 - *Pursuer Fails / Runner Succeeds:* +2 Lead
4. **Raise:** End of round—Runner can add +1 to both Difficulties.
 - *Runner Fails:* Difficulty returns to previous level.
 - *Runner Succeeds / Pursuer Fails:* Runner can choose to re-raise, keep, or lower Difficulty.
 - *Both Succeed:* Runner can choose to re-raise or keep. Pursuer must agree to lower.
5. **Other Actions.**
 - Declare Sudden Escape, if any.
 - Make attacks.
 - Other actions and investigative spends.

CHASE SPEED

Vehicle Chase Speed: If both participants have same Speed, vehicle further down the table is faster.

Foot Chase Speed: Less armored participant is faster, regardless of Athletics.

- Character with higher Athletics pool = faster.
- Character with higher Athletics rating = more maneuverable.

Open Chase: Flat ground, good roads, clear weather.

- 1 Lead in favor of faster participant.
- Faster participant gains +1 to chase rolls.

Normal Chase: Hills, twists, bumps, buildings, traffic, waves, or gusts.

- Faster participant gains +1 to chase rolls.
- *Chase Ability Cherry* (8+ rating): +1 to chase ability rolls.

Cramped Chase: Narrow streets, rush-hour traffic, mountain roads, stormy weather.

- 1 Lead in favor of more maneuverable participant.
- More maneuverable participant adds difference in Maneuver to chase rolls (min. 1).

VEHICLE TABLE

- *Speed:* Within Speed rating, faster vehicles appear on table after slower ones.
- *Off Road (OR):* Non-OR vehicles at -1 Speed. OR vehicles faster than non-OR vehicles with same Speed.

Vehicle Armor: For conventional civilian ground vehicle.

- Windshield / Tires: 0
- Doors / Panels: -1 (add Armor from table)
- Engine Block: -4 (add Armor from table)
- Reinforced Windows: -2

Souped-Up Vehicle: Agent (or team) with both Driving/Piloting and Mechanics can soup-up vehicle with Mechanics test (difficulty 4).

- Counts as faster than other vehicle of same Speed.
- Counts as more maneuverable than other vehicles of same Maneuver.
- *Other Modifications* (oil-slick sprayers, NOS, etc.): Mechanics test (Director decides difficulty). Generally provide a free Swerve.

THRILLER CHASE — OPTIONS

THRILLER — ATTACKING DURING CHASES

Range: Cannot use Weapons or Hand-to-Hand. Director determines if line of sight is available.

- *Close:* Lead 1 or 2
- *Near:* Lead 3 or 4
- *Long:* Lead 5+

Pursuers/Runners: Pay 3 chase pool points to attack.

- Target's Hit Threshold: +1
- Chase Difficulty: +1

Passengers:

- Target's Hit Threshold: +1
- *Cover:* Full (usually)

Jumping – Vehicle to Vehicle:

- *Lead 1:* Athletics test (Difficulty 5)
- *Lead 2:* Athletics test (Difficulty 6)

Evasive Maneuvers: 2 chase pool = +1 Hit Threshold (max. +3)

Shooting Out Tires: Called Shot.

- *Lost 1 Tire:* +1 Driving Difficulty
- Lost 2 Tires: Crash
- Lost 2 Solid/Run-Flat Tires: +1 Driving Difficulty

THRILLER — INVESTIGATIVE ABILITIES

Spent before chase or between rounds. Can grant:

- Partial refresh of chase ability.
- Difficulty adjustment.
- Opposition spends first.
- Opposition pool reductions.
- Lead change.
- Special Rule earlier/easier.

Example Thrilling Chase Elements: p. 54

THRILLER — MULTIPLE PURSUERS

Players: Resolve as Cooperation.

Opposition: Add more points to opposition's chase pool.

- If pursuer is knocked out, immediately lose half their bonus to pool.

Chase Pool Guidelines:

- Roll a random die.
- *Militia/Thugs:* +2-3 points
- *Trained Professionals:* +4-5 points
- *Elite Professionals:* +6-8 points

THRILLER — RAMMING

Outside of Chase: Make Driving test and use Hazards (p. 78).

Avoiding Ram: Add vehicle's Maneuver to die roll.

- *Fail:* 1 Lead in rammer's favor.
- *Fail with Unmodified 1:* Crash.
- *Succeed:* Rammer must spend 2 chase points. +1 Lead to agent per point not spent.

Ramming: Add vehicle's Maneuver to difficulty.

- *Fail:* Spend 2 chase points. +1 Lead to opposition per point not spent.
- *Succeed:* 1 Lead in agent's favor.
- Succeed with Unmodified 6: Opposition crashes.

OTHER THRILLER CHASE OPTIONS

Sudden Escape: If Lead ≥ 7 and runner wins chase exchange, runner can declare.

- *Test:* +1 Chase Difficulty (e.g. Athletics, Driving, Preparedness)
- *Success:* Escape
- *Failure:* x2 damage from crash/fall

Swerve: If Maneuver \geq Opponent's Maneuver, can declare at beginning of round.

- Spend 3 chase points = x2 Lead changes.
- Cannot Swerve in Round 1 or 2.

Take the Wheel: Spend 2 chase points.

- *PC Driver:* Either agent can spend for swap. (Only 1 point if both agents have Trust.)
- *NPC Driver:* Agent rolls at +1 difficulty. Cannot raise.
- *Trained NPC Driver:* Give them a chase ability pool.

Three-Party Chases: Run as two separate chases vs. middle.

- *Option:* Run "lesser" chase as contest instead of thriller chase.

EXTENDED CHASE

Beginning Hot Lead: 7 - Heat

CHANGING HOT LEAD

Crossing Borders: Unexpected & undetected crossing = +1 or +2 Hot Lead

- *Observed / Shadowed / Official Difficulties:* No change.

Thriller Chase: +1 Escape / -1 Failure

Combat: +1 Victory / -1 Flee

Ability Tests: Appropriate test, approved by Director.

- *Success:* +1
- *Failure:* -1
- *Option - Hot Lead Test:* Contest vs. pool = 12 - Hot Lead

Hot Lead = 0: Enemy zeroes in; can intercept with significant assets.

- Special Forces/SWAT/Opposing Agents/Renfields = # of agents
- *Escape:* +2 Hot Lead (continue chase) or +2 Heat (slip away)

Hot Lead = 10: Agents escape.

TESTING HOT LEAD

Entering New Area (Country/City/Region): Test Hot Lead vs. Difficulty 3 to 8. (Set by Director depending on proximity/power of pursuit.)


- Can spend points from Hot Lead on test.
- *Failure:* Heading into ambush / route blocked / pursuit catches up.

SPENDING HOT LEAD

1 Hot Lead: Spend Hot lead to buy time for rest, recovery, and any activity not related to fleeing the country.

- Shop for supplies. (Streetwise)
- Establish a Haven.
- Heal a Hurt character. (Medic)
- Extended research.
- Canvass for rumors/information.
- Any major (3+ hour) delay (e.g., waiting for a flight, waiting for a contact to show up).

2 Hot Lead:

- Healing a Seriously Wounded character. (Medic)
- Any serious (8+ hour) delay (e.g., carrying out unrelated op, delayed rendezvous).
- Spending time with a Solace.
-  Heal more than 3 Health. (Medic)

VEHICLE TABLE

Vehicle	Speed	Maneuver	Notes
construction equipment	-2	-3	OR, Armor -4
foot	-2	+2	OR
foot (Athletics 8+)	-2	+3	OR
bicycle	-2	+1	
sailboat	-2	-1	
ATV	-1	+1	OR
snowmobile	-1	+0	
scooter	-1	+0	
horse	-1	+1	OR
cabin cruiser	-1	-1	
APC	-1	-1	OR, Armor -4
jet-ski	-1	+1	
dirt bike	-1	+1	OR
speedboat	-1	+0	
HMMVV (Humvee)	-1	-1	OR, Armor -3
battle tank	-1	-3	OR, Armor -10
bus	-1	-2	
airboat	0	+0	
armored truck	0	-1	Armor -5
fire truck	0	-3	Armor -1
semi-trailer	0	-2	
semi-trailer (fully loaded)	0	-3	
van	0	-1	
SUV	0	+0	OR
limousine	0	+0	
limousine (armored)	0	-1	Armor up to -4
pickup truck	0	+0	OR (some models)
ambulance	0	-1	
motorcycle	0	+1	OR
car	0	+0	
civilian helicopter	0	+1	
police car	0	+0 or +1	
UAV (predator drone)	0	+0	
single-engine prop plane	0	+0	
police helicopter	0	+1	
cigarette boat	+1	-1	
racing motorcycle	+1	+0	
sports car	+1	+1	
helicopter gunship	+1	+0	Armor -4
racing hydrofoil	+2	-1	
racing stock car	+2	+0	
Formula I race car	+2	-1	
ground-attack aircraft	+4	-2	Armor -4

COMBAT

BASIC COMBAT

Surprise: Surprised characters go last; suffer +2 Difficulty.

- *Avoiding/Gaining Surprise – Default Difficulty:* 4
- *During Combat:* Difficulty 5+
- *Severe Surprise:* Margin of success/failure 4+ = No action on first round; go last on second round.

Initiative — Duel

- *Melee:* Highest Hand-to-Hand rating (ties go to PC).
- *Readied Melee Weapon:* Highest Weapons rating (ties go to PC).
- *Gunfight:* Highest Shooting rating goes first (ties go to NPC).
- *Mixed Fights:* Gunwielder goes first.
- *PC vs. PC:* Tie goes to highest pool, then roll die.

Initiative — Free-For-All: Highest-to-lowest ratings in fighting skills being used.

- *Ties:* Go to highest current pool, then players, then early-arriving over late-arriving.
- *Non-Fighting Actions:* Go last.
- *New Combatants:* Go last.

Agent Hit Threshold: 3

- *Mooks:* 2
- *Extremely Large Creatures:* -1

Damage: 1d6 + damage modifier – Armor

Weapon Type	Damage Modifier
Unarmed (fist, kick)	-2
Small improvised weapon, blackjack, police baton, shuriken, stake, knife	-1
Light firearm (.32 pistol, 6.5mm rifle, assault rifle, 20-gauge shotgun), large improvised weapon, heavy club, crossbow bolt	+0
Heavy firearm (9mm pistol, .30 rifle, SMG, 12-gauge shotgun), sword, fire axe, arrow, hammered stake	+1
Very heavy firearm (.50 MG, 12 7x99mm anti-materiel rifle)	+2
Tasers / Stun Guns	Moderate Electric Shock

ARMOR

Armor Benefits:

- *Ballistic Cloth Armor:* -1 damage from bullet.
- *Light Body Armor:* -2 damage from bullets; -1 damage vs. stabbing weapons.
- *Military-Grade Body Armor:* -3 damage vs. bullets & explosives.
- *vs. Shotguns:* All armor = -2 damage.

Armor Drawbacks:

- *Obvious:* Can't be concealed
- *Awkward:* +1 difficulty to all tests (except Shooting and operating military vehicles).
- *Unusual:* May require spends for Tradecraft/High Society. Surveillance +1 difficulty.

COVER

- *Exposed:* Hit Threshold -1
- *Partial Cover:* No modifier.
- *Full Cover:* Hit Threshold +1

RANGE

- *Point-Blank* (Arm's Reach): Brawls/knives/scuffles. Firearms +2 damage. Shotguns are heavy firearms.
- *Close* (10 meters/Same Room): Shotguns +1 damage.
- *Near* (30-40 meters): Thrown weapons -2 damage, +1 Hit Threshold.
- *Long* (40-100 meters): Cannot use pistol or shotgun. Maximum rifle range.

Extended Range: Spend 2 points.

- *Pistols/SMG/Slingshot:* Up to long range.
- *Rifle/Assault Rifle/Compound Bow:* Up to 500 meters.
- *Rifle w/bipod and scope:* Up to 1,000 meters.
- *Dazzle Lasers:* Up to 1,500 meters.
- *Scope:* Reduce cost by 1 point.
- *Laser Sight:* Reduce cost by 1 point.

PHYSICAL INJURY

Health ≤ 0: Consciousness roll.

Health 0 to -5 - Hurt: +1 difficulty on all tests; spends require Consciousness roll.

Health -6 to -11 - Seriously Wounded: Can't fight. -1 Health per half hour until stabilized.

Health -12+ - Dead: Dead.

Consciousness Roll: 1d6 + spent Health points vs. absolute Health value before the spend

- *Failure:* Opponents in close combat deal another instance of damage.

First Aid: Can only restore points lost from last scene where injury incurred.

- *Hurt:* Victim regains 2 Health per 1 Medic. (1 Health if healing self.)
- *Seriously Wounded:* Medic test (difficulty 3) to stabilize. Cannot restore Health. Must convalesce.
- *1/scene—Medic with 0 points left* can restore 1 Health point to another character or themselves.

Convalesce: Must rest in hospital for # of days equal to absolute value of lowest Health score.

- *On Discharge:* Refresh Health to ½ maximum. Next day, refresh fully.

RECOVERY

Refresh During Operation:

- *Follow Drive:* Refresh 1-2 General Ability points by following Drive.
- *Impressive Spend:* If table agrees result of spend was impressive, refresh 1d6 Stability.
- *Daily Refresh* (24 hours after last expenditure): Fully refresh Athletics, Driving, Hand-to-Hand, Piloting, Shooting, Weapons.

End of Operation/Breakpoint:

- *Ability Refresh:* Refresh all abilities except Health, Stability, Cover, and Network.
- *Optional – Stable Operatives:* If it's not a focus of play, Stability fully refreshes between operations.
- *XP:* 2 XP per session. (May also reassign 1-2 points.)

Havens: When agents reach haven free from danger.

- Fully refresh 3 General Abilities (except Health & Stability).
- Refreshed points lost if haven if penetrated or revealed as hazard.

Refreshing Health:

- 2 points per day of restful activity.
- Seriously Wounded characters can't refresh Health.

COMBAT OPTIONS

OTHER COMBAT OPTIONS

Ammo Capacity: Director's discretion, Shooting (Difficulty 3). On failure, cannot attack this round.

Helpless Foes: Attacker automatically deals one instance of damage. (Requires 4-point Stability test.)

Non-Lethal Damage: Declare Hand-to-Hand and non-bladed Weapon attacks nonlethal. Cannot reduce Health below -11, but force consciousness rolls.

One Gun, Two Combatants: Gun well in hand, ready to fire, 2+ meters away.


- Automatic hit; deal x3 damage.
- *Unaware/Not Ready – Pistol:* Hand-to-Hand contest to take gun. Winner makes damage roll.
- *Unaware/Not Ready – Rifle:* Hand-to-Hand combat, with rifle used as club.
- *vs. Civilian:* Reassurance 2 or Hand-to-Hand test (Difficulty 5) to initiate contest or Disarm.


Running Away: Athletics test (Difficulty 3 + # of foes)


- *Succeed:* Escape or default beginning lead in thriller chase.
- *Fail:* Opponent with highest damage value automatically deals damage, then escape. If thriller chase, reduce beginning lead by margin of failure.
- *If Pursued:* Resolve as thriller chase or contest, with pursuer rolling second.

OPTIONAL RULES

Option – Minimum Damage: Min. 1 damage per hit. (Armor can reduce to 0.)

 **Hardened Killers:** If you kill human being, lose 1 Stability rating point or 1 Interpersonal rating point.

 **Guns Kill:** Hurt results from firearm immediately does +6 additional damage. (Vampires not included.)

 **Everyone Bleeds:** All humans lose Health just like agents. Do not use optional mook fight rules.

OPTIONAL — MOOK FIGHTS

1. Upper Hand. Agent makes test vs. mook's Alertness modifier.

- *Failure:* Spend 2 points to regain upper hand (or start normal combat).

2. Attack. Agent makes single attack.

- *Failure:* Start normal combat.
- *Success:* Remove mook. Immediately attack next mook at +1 Hit Threshold.

EXPLOSIVES/EXPLOSIONS

Explosion Damage:

- *Debris Range:* Athletics test (difficulty = explosive class x 3). On failure, take 1d6 + class damage.
- *Damage Range:* 1d6 + (explosive class x 3)
- *Annihilation Range:* Dead.

Modifiers

- *Fragmentation Explosives:* 1d6 + (explosive class x 2) damage at debris range.
- *Protection* (e.g., inside a tank): Take damage one range further out.

Conceal a Charge: Conceal test

Detect Charge: Sense Trouble (default difficulty 4) to dive to Close range.

Throwing Grenade: Athletics test to throw. +1 difficulty for non-balanced explosives.


- *Point-Blank Range:* Difficulty 2
- *Close Range:* Difficulty 3
- *Near Range:* Difficulty 5
- *Avoiding Grenade:* Athletics (difficulty 6) to halve damage.

Precision Throw (e.g., throw a car window)

- *Point-Blank/Close Range:* +1 difficulty
- *Near Range:* +2 difficulty
- *Rifle Grenade:* Already precision-aimed. May require Called Shot for tricky shots.

Explosive Class	Examples	Annihilation Range	Damage Range	Debris Range
1	pipe bomb, foam explosive	—	Point-Blank	Close
2	grenade, stick of dynamite	—	Point-Blank	Close
3	IED, RPG rocket, C4 brick, 2m det cord, land mine, Stinger missile, mortar shell, suicide vest, claymore, propane tank, cinematic gas tank	Point-Blank	Close	Near
4	truck bomb, meth lab, AP shell, gas main	Close	Near	Long
5	HE shell, Hellfire missile, gravity bomb	Near	Long	240m
6	suitcase nuke	Long	3 km	4 km

THRILLER COMBAT

( = appropriate option for Dust campaigns)

CALLLED SHOTS

Called Shot: Director adds +1 to +4 to Hit Threshold.

Bonus Damage – Weapon: Cannot be used with gunshot at point-blank range.

- *Head/Throat/Chest:* +2 damage
- *Heart:* +3 damage

Bonus Damage – Hand-to-Hand:

- *Joint/Throat:* +2 damage
- *Eye:* +3 damage

If Target Hurt: Can spend 6 to reduce target to -6 Health.

If Target Seriously Wounded: Can spend 6 to kill target.

Other Effect: At Director's discretion.

Desired Location	Hit Threshold Modifier
Large carried object	+1
Torso / windshield	+1
Chest (facing attacker)	+2
Gut / specific window, tail rotor	+2
Head or limb	+2
Hand or foot, joint / tire	+3
Heart, throat, or face	+3
Hand-held object / weapon	+3
Eye / headlight	+4
Chest (facing away)	+4

CALLLED SHOT — DISARM

Disarm: +3 Hit Threshold. On hit:

- *Shooting:* Weapon damaged, knocked free.
- *Weapons:* If your weapon is heavier, disarm. On unmodified 6, disarm even with lighter weapon.
- *Hand-to-Hand:* If enemy surprised or unmodified 6, disarm immediately or take small weapon. If not, spend 3 Filch or 3 Weapons to take short, one-handed weapon. Otherwise wrestle for control as Hand-to-Hand contest.

AUTOFIRE

On Hit: Spend 3 Shooting to deal bonus instance of damage.

- Director can veto vs. narratively important characters.
- Can also target narratively unimportant nearby opponents (instead of original target).

NPC Autofire: Important enemies & bosses can. Mooks generally can't (unless Director says so).

CRITICAL HIT

Critical Hit: If unmodified roll = 6 AND margin of success = 5+, roll two instances of damage and add them together.

EVASIVE MANEUVERS

Evasive Maneuvers: 2 Athletics = +1 Hit Threshold (max. +3), -2 to attack rolls.

FEINT

vs. Hand-to-Hand/Weapons Opponent: 1 Hand-to-Hand/Weapons = -1 Hit Threshold vs. Hand-to-Hand/Weapons

- Replaces your attack.
- Penalty lasts until end of your next turn.
- Target suffering Feint can't be targeted by another Feint.

JUMPING IN

Jumping In:

- 3 Hand-to-Hand/Shooting/Weapons to take matching attack earlier in the round.
- 4 Athletics = Any action.
- *Simultaneous Jump In:* PCs beat NPCs. PC vs. PC = player who arrived first.

RECKLESS ATTACK

Reckless Attack: 1 Athletics = -3 Hit Threshold to both you and your target (min. Hit Threshold 1).

- Lasts until beginning of your next action.

SMASHES/THROWS

Smash: Spend 2 Hand-to-Hand points. On hit, improve unarmed damage:

- *Into Breckable/Hard:* -1 damage.
- *Into Hard & Projecting:* +0 damage

Throw: Spend 2 Hand-to-Hand points. On hit:

- Foe lands at Close range + moves to end of initiative order.
- Foe takes damage (hard surface = -2 damage; hard & protecting = -1 damage).

Throw at Window: Spend 2 Hand-to-Hand points. Target has +2 Hit Threshold. On hit with unmodified 6 (lower for mooks):

- *PC / Important Foe:* Athletics test (difficulty 5) to grab frame and avoid fall.
- *Broken Glass:* Roll -1 damage.
- *Falling Damage:* Per falling (p. 79).

SPECIAL TACTICS

TACTICAL FACT-FINDING BENEFITS (TFFB)

Investigative spend to gain tactical benefit. May or may not require action.

- **Refreshes:** One or more agents refresh set number of pool points.
- **Team Pool:** Creates shared pool of points that can be sent in designated abilities.
- **Difficulty Adjustment:** Changes difficulty for specific action or type of actions.
- **Enemy Pool Reduction:** To model enemy disadvantage.
- **Surprise:** One or more rounds of surprise. (Beginning or middle of fight.)
- **Combination:** Two or more of the above.

Guidelines:

- 3-4 points per agent
- 1-2 points per agent for transient/unlikely advantage
- 1-2 points per agent with intel/other advantage

Training Flashback: Gain TTFB with Investigative spend to trigger a flashback.

Scenario Reward: TTFB may be given as reward for completing an operation (or situationally). These do not require spends.

TAG-TEAM TACTICAL BENEFITS (TTTB)

Gaining TTTB: Winger and Striker each spend 1 XP.

- Each Striker can share a single TTTB with two Wingers.

Winger: Makes Investigative spend.

Striker: Gains 3-for-1 temp pool in a General Ability. (Must have rating in the ability.)

-  *Mirror Option:* Must Trust Winger, Gain 1 + Trust per 1-point spend.

TRUST AND BETRAYAL

Spending Trust: 1 Trust = 1 point in any pool other agent has.

Trusted Cooperation: If all characters in Cooperation/Piggybacking have positive Trust with each other, +1 to roll.

Changing Trust: At end of operation—

- Reassign 1 Trust from agent to agent.
- Grant 1 Trust by spending 1 XP.
- Refresh all Trust to new level.

Maximum Trust: 5 from any other character.

BETRAYAL

Betrayal: Change Trust to Betrayal.

- Betrayal can never be regained.
- Cannot betray suborned/controlled/turned character.
- Betrayed agent cannot spend betrayer's Trust.
- Betrayed character can never grant Trust to betrayer again.

Spending Betrayal:

- 1 Betrayal = -3 to any test / cancel Investigative ability.
- 1 Betrayal = +2 to any test (for actions that harm/hamper betrayed)

Initial Betrayal Scene: Only betrayer can use their MOS.

HAZARDS

ACIDS / STRONG ALKALINES

Damage: Roll once and apply each round, unless removed. (Max. # of rounds listed.)

- *Minor Exposure* (splash): -2 damage, 2 rounds
- *Partial Exposure* (bucket/half dunked): -1 damage, 4 rounds
- *Extensive Exposure* (immersion): +1 damage, 6 rounds
- *Swallowed*: +1 damage, once every three rounds for 18 rounds / every few minutes for an hour

Removal: Chemistry 1 or Diagnosis 1

Weak Acids: Additional -1 or -2 damage

BLIND

- +2 visual/combat difficulties

CRASHES

Hit By Car: Damage = Difficulty of failed Sense Trouble/Athletics test to get out of the way + speed modifier – your vehicle modifier + other vehicle/building modifier

- *NPC Target:* Base damage 5

Passenger in Crash: Damage = Difficulty of failed Driving test + ½ speed modifier – your vehicle modifier + other vehicle/building modifier

- *No Test:* Base damage 4
- *Seat Belts/Protection:* -2 damage
- *Personal Armor:* Use value vs. bullets – 1
- *Vehicle Armor:* Does not apply

Damage to Vehicles: By Director decree

Speed/Vehicle	Crash Damage Modifier
average city driving speed	+2
highway speed	+4
motorcycle	-3
SUV, limousine, van	+1
humvee, armoured limousine, truck, <i>normal building</i>	+2
semi-trailer, APC, heavy truck, <i>abutment, bunker</i>	+4

DROWNING / SUFFOCATION

Hold Breath: 5 rounds or 2 minutes, then suffocate

Suffocation: Athletics 1 or Health 1 per round.

- *Resuscitate/Recovery:* Medic 1 to restore ½ lost Health. (Cannot resuscitate yourself.)

ELECTRICITY / OTHER SHOCKS

Mild Shock (ungrounded wire): 1 damage, blown backward a couple meters.

Moderate Shock (cattle prod/stun gun): 2 Health, lose next (4 - Athletics spend) actions (min. 1 lost action).

Extreme Shock (lightning): +4 damage

FALLING

Damage = difficulty of failed Athletics test + modifier

- *Personal Armor:* Use value vs. bullets – 1
- *If Hurt:* Automatically break limb.

Circumstances	Fall Damage Modifier
through branches/awning/slowing obstacles	-2
into water (dive, Athletics, difficulty 5)	0 - MoS of Athletics test
normal soil	+0
into water (can't dive)	+1
asphalt, concrete	+2
spikes, jagged rocks	+3
per 3m/25kph of speed after first increment	+1

FIRE

Damage: Roll 1/round.

- *Minor Exposure* (extremity): -2 damage
- *Partial Exposure* (face/half body): +0 damage
- *Extensive Exposure* (full body): +2 damage

Extinguishing:

- *Clothes on Fire:* Athletics test (Difficulty 3)
- *Napalm:* Burns 2d rounds unless drowned/chemical fire suppression

Burning Building: Risk of asphyxiation (see Drowning / Suffocation).

EXTREME TEMPERATURE

Treat exposed characters as Hurt.

TOXINS

Exposure: Health test for Minor effect (e.g., ½ damage). On failure, suffer Severe effect.

- *Inhaled Toxin:* Immediate effect
- *Injected/Ingested:* Delayed effect (minutes to hours)

Damage: May be parceled in increments. Cannot refresh Health until neutralized.

- *Household Cleaner:* -2 damage
- *Nerve Gas:* +6 to +16 damage


Treatment: Medic

Sample Toxins: p. 81

STABILITY

STABILITY TESTS

Stability Test: Triggered by Stability incident.

- *Difficulty:* 4
- *Failure:* Lose Stability Loss from Stability pool.
-  Experienced agents do not make checks for these incidents unless it's a Burn game.

Instability:



- **Stability 0 to -5 — Shaken:** Can't make Investigation spends. +1 difficulty for General Abilities.
- **Stability -6 to -11 — Shattered:** Acquire permanent mental illness. Permanently lose 1 Stability. +1 mental illness difficulties per reoccurrence.
- **Stability -12 — Incurably Insane:** You may commit one last crazy act (self-destructively heroic or self-destructively destructive). Either way, you're incurably insane.

Environmental Conditions: Per Director.




- *Darkness:* +1 difficulty

SOURCES OF STABILITY



Symbol: Non-human representation of something/someone you value.

- *Refresh:* 1/session—Spend a few minutes, refresh 1 Stability.
- *Loss:* Lose 1 rating point of Stability at end of operation.
-   *Valueless:* If symbol proven valueless, lose 3 rating points of Stability.

Solace: The person you seek out for human contact.

- *Refresh:* 1/session—Spend 6 hours with solace, refresh 2 Stability.
- *Refresh:* 1/day between operations—Fully refresh Stability.
-   *Betrayal:* Lose 2 rating points of Stability.
-  *Turned:* If turned by vampire or killed, lose 3 rating points of Stability.

Safety: Person/place you can flee to without thinking.

- *Refresh:* End of session (if inviolate)—Refresh 1 Stability.
- *Haven:* Counts as haven (p. 92). -2 Difficulty on Preparedness tests. Fully refresh Stability.
- *Owner/Caretaker:* Can be activated as contact (rating 6). Cannot be rebuilt with Network points or XP.
-  *Betrayal:* If turned out/owner betrays you, lose 3 rating points of Stability.
-  *Destroyed:* Lose 3 ratings points of Stability.

RECOVERY


Psychological Triage: Spend 1 Shrink to restore 2 Stability to another character.





- *If Shaken or Erratic:* Spend 2 points to snap them out of it. They will act rationally for remainder of scene.

Head Games: At beginning of scenario, treat mental illness:

- Shrink test (Difficulty 4), play out prologue scene
- *Network Psychologist:* Use Network to recruit psychologist, who makes test at Difficulty 3.
- *Cured:* After 3 consecutive successful tests, remove all mental illnesses. (Quirks may remain at player's choice.)
- *Reoccurrence:* If agent acquires a new mental illness, cure becomes impossible.

Replacing Sources of Stability:

- Spend XP to replace lost Source with another of the same type.
-  *Burned Stability:* Cannot replace Symbol or Safety.


Stability Incident	Stability Loss
 <i>Death:</i> You see a fresh corpse; you witness a killing.	1
 <i>Violence:</i> A human opponent attacks you with evident intent to do serious harm.	2
<i>Unusual Sensation:</i> Intense déjà vu, missing time, hallucinations.	2
<i>Seeing Torture:</i> You witness acts of torture.	2
 <i>Lethal Violence:</i> A human attacks you with intent to kill; you kill someone in a fight.	3
 <i>Grisly Death:</i> You see a particularly grisly murder or accident scene.	3
<i>Supernatural Proximity:</i> You see a supernatural creature from a distance; witness omen or magical effect (wall covered in insects, talking cat, bleeding window).	3
<i>Contact Murdered:</i> You learn a Network contact has been violently killed.	3
<i>Mass Death:</i> You see hundreds of corpses; you witness a large battle.	4
<i>Supernatural Close Encounter:</i> You see a supernatural creature close up.	4
<i>Captivity:</i> You spend a week in solitary confinement.	4
<i>Intimate Violence:</i> You learn a friend, loved one, or Source of Stability has been violently killed.	4
<i>See Murdered Contact:</i> You discover the corpse of one of your Network contacts.	5
<i>Supernatural Threat:</i> Threatening omen or magical effect (cold hand clutches your heart, a swarm of bees pours out of your mouth).	5
<i>Murder:</i> You kill someone in cold blood.	5
<i>Torture:</i> You torture someone.	5
<i>Witness Contact Murder:</i> You see a Network contact killed.	5
<i>Witness Intimate Death:</i> You see a friend, loved one, or Source of Stability killed.	6
<i>Tortured:</i> You are tortured for more than an hour.	6
<i>Unwitting Cannibalism:</i> You discover you have committed cannibalism.	6
<i>Possession:</i> You are possessed by an outside force, but conscious while it operates your body.	7
<i>Supernatural Intimacy:</i> You speak with someone you know well who you know to be dead.	7
<i>Huge Supernatural Encounter:</i> You are attacked by a single gigantic supernatural creature or a horde of supernatural creatures.	8
<i>Murder Friend:</i> You kill a friend, loved one, or Source of Stability.	8

MENTAL ILLNESS


First Incident: Gain PTSD or Addictive Disorder.

Second Incident: Gain Obsession or Paranoia.



PTSD: If reminded of incident, Stability test (difficulty 4) or freeze up for 15 minutes and Shaken for 24 hours.

-  Must spend 2 Stability points to take first action in combat.




Addictive Disorder: Pick addiction. If supply not available, Stability test (difficulty 4) to avoid immediately chasing fix.

- *Presented with Addiction:* Stability test (difficulty 4) or partake.
- *Gratifying Addiction:* Cost Athletics or Health spends, raise Difficulties, interfere with Investigative abilities. (Director's discretion.)
- *Withdrawal:* Shaken. 1/week—Stability test (difficulty of addiction). Failure = relapse or, if you cannot get fix, reduce Health by MoF. After 4 weeks, no longer addicted. Relapse = Restart the clock.
-  To make Investigative spend, you must also spend 1 Stability. Refresh 2 Stability by engaging in your addiction between operations.




Obsession: Take 6 points from any abilities and put them in Obsession pool. Can only spend these points furthering obsession. (Cannot spend on Stability tests.)

- *Presented with Obsession:* Stability test (difficulty 4) or pursue.
-   Must spend 2 points of Trust to give them 1 point of aid.
- *Obsessive-Compulsive:* Can spend on Conceal, Preparedness, Notice. Make Stability test to avoid cleaning/ordering surroundings.
- *Phobia:* Spend to run away or hide from fear-object. May spend per Berserk Mania at Director's discretion. If phobia is about group of people, must spend 1 Stability to use any Interpersonal ability.
- *Mania:* Spend to study or steal mania-object.
- *Berserk Mania:* Spend to Jump In or Reckless Attack. Not compatible with PTSD. Surveillance and Infiltration at +1 difficulty.

Paranoia: Stability test (difficulty 4) to resist taking ridiculous/time-consuming countermeasures, making wild accusations, etc.

- Fellow players and Director can call for paranoia checks at any time.
- Can spend Stability points on Surveillance tests.
-  +1 to all Interpersonal spends & Academic spends
- Cannot spend experience on Network.
-   Can only Trust one of your fellow agents; all other Trust lost.

Other Conditions: Disorders can replace PTSD/Addiction. Others can replace Obsession/Paranoia. See p. 86-7.

- Amnesia 
- Borderline Personality Disorder
- Depressive Disorder 
- Multiple Personality 
- Schizophrenia









OPTIONAL STABILITY RULES

Spend While Shaken: Make Stability test (difficulty = absolute value of Stability pool) to make Investigative spends.

IT'S COLD OUTSIDE

Player can decide to trigger 2-point Stability test to model emotional arcs of spy fiction.

Examples (with suggested modes):

-  Someone says they love you, but they're talking about your cover identity.
-  Your job requires you to endanger or inform on a friend, loved one, or family member.
-  You realize you've been under cover or surveillance for too long.
-  Your recent success is undone by politics or other people's incompetence.
-  Another agent or contact does something you could interpret as setting you up.
-  Someone you thought was a civilian turns out to be in the clandestine world.
-  You feel more affection or sympathy for an opponent than those on your own side.
-  Your own side does something against your (and its) professed ideology/morals.

CONSPYRAMID

Level	Default Obstacle Difficulty (Conspyramid Level + 3)	Default Opposition Abilities (Conspyramid Level + 1) x 2
Level 1: Street	4	4
Level 2: City	5	6
Level 3: Provincial	6	8
Level 4: National	7	10
Level 5: Supranational	8	12
Level 6: Vampires	9	14

Funding Sources:

- Bank (Level 2-5)
- Casino (Level 2-3)
- Drugs (Level 1-2)
- Organized Crime Group (Level 3-4)

Blood Sources:

- Human Trafficking Ring
- Labor Smugglers
- Blood Banks / Medical Charities

Protection Sources

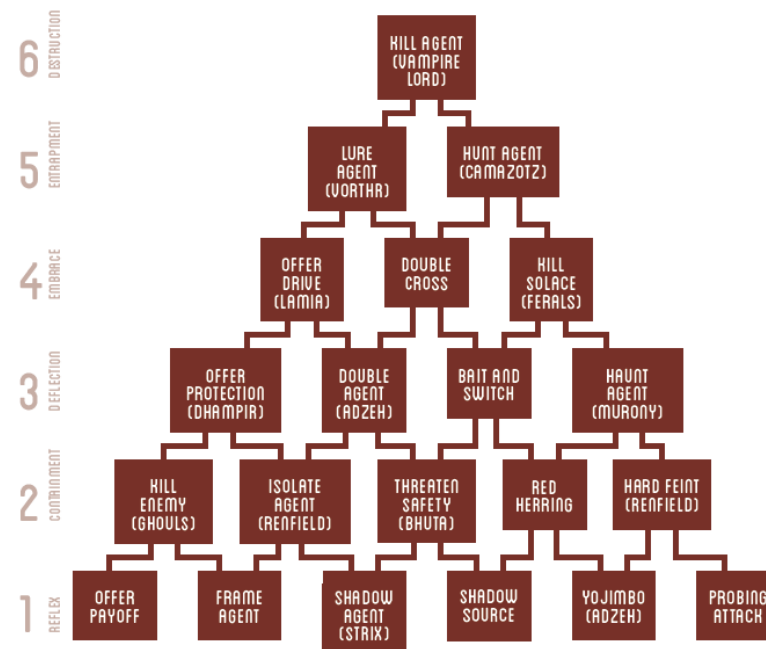
- City Police Department (Level 2-4)
- National Criminal Police (Police Nationale, Policija)
- National Military Police (Carabinieri, Gendarmerie)
- National Security Police (FBI, FSB)
- Intelligence Agency (CIA, MI-6, SVR)
- Oversight Committees

Other Nodes

- Cult
- Occult Organization
- Archaeological Institute / Museum
- Academic Department
- Art Dealer / Auction House / Gallery
- Informational Security Nodes
- Pharmaceutical Lab / Hospital
- Biomedical Research Facility
- Dockyard / Customs Warehouse
- Labor Union / Activist Group
- Political Party
- Waste Disposal Company
- Telecommunications Company
- Media Company
- Private Intelligence Contractor
- Cycle Gang / Local Mafia
- Real Estate Combine
- Mining Company
- Gray-Market Factory
- Airline / Shipping Line
- Military Unit

VAMPYRAMID

(p. 191-193)



Response Plan: Action by agent vs. row of Conspyramid unlocks corresponding row of Vampyramid.

- *First Response:* From Row 1 of the Vampyramid.
- *Next Response:* Choose one of two paths up the Vampyramid.

Using Options:

- Cross out used options.
- Can always use Row 1 option.
- *Recommended Monster:* In parentheses; they can be swapped out to match specific conspiracy.

OPPONENTS

Alertness Modifier: Modify difficulty of Infiltration.

Stealth Modifier: Modify difficulty of Sense Trouble or Surveillance.

NPC Refresh:

- *Same Day:* Refresh all pools to half their total rating, except Health. (+1d6 Health with narrative explanation.)
- *24+ Hours:* Fully refresh all pools. +1d6 Health per day.

VAMPIRES

ABERRANCE

- Vampires use Aberrance instead of Athletics.
- Point pool for some special vampiric powers.
- At Director's discretion, pay for special attack options with Aberrance instead of Health.

HEALTH

- Attacks can only take vampire to -11 Health.
- Require bane to kill a vampire.
- Drain, p. 128.
- *Don't Breathe*: No damage from suffocation/drowning.
- *Don't Circulate Blood*: Only 1 round of damage from toxin.

VAMPIRE POWERS

See p. 127-138.

- All vampires are immune to tasers & stun guns.

VAMPIRE HAND-TO-HAND

Weapon Type	Damage Modifier
Human fist, bite, head butt	-2
Claws, extended teeth; sucker/crushing tongue; short/thick/blunt horn	-1
Long talons, bony spikes, fangs (wolf, lion, tiger); toother sucker; crushing tentacle; short/sharp horn or tusk	+0
Long/sharp ridge; mouthful of razor-sharp teeth; thick crushing tail; long/spearlike horn or tusk	+1

Additional Modifiers

- *Supernaturally Strong*: +2
- *Martial Arts*: One-time refresh.
- Can add Called Shots, Critical Hits, Extra Attacks, Mook Shield, Reckless Attacks, or Throws.

VAMPIRIC ARMOR

Armor Type	Protection
Tough skin, scales, fur	-1
Leathery/mummified skin, hide, bone, thick fur	-2
Shark skin, thick hide, very thick fur (bear, yeti)	-3
Chitinous exoskeleton, polypous matting, unearthly integument	-3 or more
Very thick hide (crocodile, rhinoceros)	-5
Thick hide plus blubber (whale, elephant)	-6

VAMPIRE WEAKNESSES

Banes & Sunlight (p. 139): Deal additional damage / only way to damage / act as toxin.

- May also act as a Block or Dread.

Blocks (p. 141): Prevents passage, attacks, or influence of vampire.

- *Option – Vampire Penetration*: Aberrance test (Difficulty 8)
- *Option – Vampire Damage*: Block causes 1d6+1 damage per incident/round.

Compulsions (p. 141): Health test (Difficulty 6) to avoid.

- Cannot regenerate Health spent on this test until the next night.

Dreads (p. 141): Aberrance test (Difficulty 6) to confront or move toward Dread. On success, must still make Health test (Difficulty 6) to do anything other than attempt to destroy Dread.

- Cannot regenerate Health spent on this test until the next night.

Requirement (p. 142): Action necessary for the vampire's survival.

- Lose 1 point of Health or Aberrance per day without Requirement. (Cannot regenerate/refresh until Requirement is done.)
- *Option – Substitute* (e.g., drinking animal blood): May prevent loss, but not allow regenerate/refresh.
- *Option – Rare Requirement*: Weekly, monthly, etc. instead of 1/day.

Holy Water: May act as acid or tear gas.

Staking/Beheading: Called shot to Heart/Throat. Kills vampire if Health -12.

- *Stake Stab*: -1 damage
- *Pounded Stake*: +1 damage
- *Option – Lethal Stakes*: Any successful Called Shot kills; or kills at Health -1 or below.

Staking Sleeping Vampire: Stability test (Difficulty 4) if they appear human. (Maybe waived for veteran vampire slayers staking strangers.)

- *Stranger*: 4-point loss
- *Associate / Contact*: 5-point loss
- *Friend / Loved One / Source of Stability*: 6-point loss
- *Vampire Appears Dead*: +0
- *Vampire Appears Asleep*: +1

VAMPIRIC RESURRECTION

- **Requirements**: See p. 142.
- **Preventions**: See p. 142.

CHERRIES 1

(8+ General Ability) / (All 3-point refreshes can be 4-point at Director's discretion if sufficiently awesome.)

ATHLETICS

Hard to Hit: +1 Hit Threshold

Maneuverable: +1 maneuver in foot chases.

Thriller – Parkour: 1/foot chase—3-point Athletics refresh by uttering evocative parkour narrative. (+1 if poetic or believably obscure.)

Thriller – Support Move: Athletics test (difficulty 4) as action = add margin of success to ally's attack roll.

Thriller – Breakfall: Subtract ¼ Athletics rating from falling damage. (Does not apply in Dust.)

CONCEAL

Perfect Holdout: Small object hidden on you cannot be found without X-ray or strip search.

COVER

No cherry.

DIGITAL INTRUSION

Crackers Crypto: Encrypt team's electronic comms against all but government-level cracking.

DISGUISE

Connected Cover: Cover identities can include NPC who personally knows you.

- Can include Director-created NPCs.
- Director can veto any connected cover NPC.

DRIVING

Grand Theft Auto: Spend 1 Driving to steal and start any standard civilian/police vehicle.

Thriller – Gear Devil: 1/chase—Gain 3-point Driving refresh by uttering gear-babble. (+1 if incomprehensibly turbocharged.)

EXPLOSIVE DEVICES

Bigger Bang: Spend 3 Explosive Devices = +1d6 damage.

FILCH

No Slipups: Can spend Filch points *after* die roll at 2 for 1. (Does not apply if observed or in contest.)

GAMBLING

Luck of the Devil: Roll die at beginning of session.

- Substitute die roll for any single die result.
- Can replace agent's roll or opponent's roll in contest.
- Counts as "unmodified" result.

HAND-TO-HAND

Eye of the Tiger: Spend 1 Hand-to-Hand to assess opponent's Hand-to-Hand rating.

- Director will tell you if rating is within 1 point of yours, lower, or higher.

Thriller – Extra Attacks: Requires balanced weapon. (Weapon with +0 or greater damage rating requires Director approval.)

- *Second Attack:* Spend 3 Hand-to-Hand + 2 Health.
- *Additional Attacks:* Multiply cost by total number of attacks you've already made.
- *Different Target:* +2 Hit Threshold; third target = +3, etc.

Thriller – Martial Arts: Specify you are trained in specific martial arts. 1/fight—Gain 3-point Hand-to-Hand refresh by describing martial arts move.

Thriller – Mook Shield: Spend 3 Hand-to-Hand and make Hand-to-Hand attack vs. any mook in Close range. On success:

- Gain full cover (+1 Hit Threshold).
- All ranged attacks vs. you that miss hit the mook.
- -4 Armor (mook loses matching Health).
- *Next Turn:* Drop mook or spend 3 Shooting to fire under mook's arm.

Thriller – Breakfall: p. 80

HEALTH

No cherry.

INFILTRATION

Open Sesame: Automatically pick/bypass any normal, commercial door lock or alarm (Difficulty ≤ 2).

MECHANICS

Swiss Army Prep: Provide *Burn Notice*-style explanation and spend 2 Mechanics for 1 Preparedness.

MEDIC

No cherry (during play).

NETWORK

No cherry.

PILOTING

Grand Theft Aero: Spend 1 Piloting to steal and start any standard civilian/police vehicle you can pilot.

Create Documents: Create bogus flight plans or port documents to allow rapid departure. (May require Digital Intrusion / Forgery for official recognition.)

Thriller – Gear Devil: 1/chase—Gain 3-point Piloting refresh by uttering gear-babble. (+1 if incomprehensibly turbocharged.)

PREPAREDNESS

In the Nick of Time: Retroactively prepare specific timely actions with Preparedness test. May require additional checks. (Examples, p. 33)

SENSE TROUBLE

Combat Intuition: Use Sense Trouble rating (not pool) to determine initiative in contest/combat.

CHERRIES 2

SHOOTING


Thriller – Extra Attacks: Requires balanced weapon. (Weapon with +0 or greater damage rating requires Director approval.)

- *Second Attack:* 4 Shooting +1 Stability = launch second attack.
- *Additional Attacks:* Multiply cost by total number of attacks you’ve already made.
- *Different Target:* +2 Hit Threshold; third target = +3, etc.

Thriller – Two-Fisted Firearms: Per Extra Attacks, but:


- Need two firearms in hand at beginning of action.
- Costs 3 Shooting + 2 Athletics.
- Name target(s) first (and choose which one has +2 Hit Threshold if splitting attacks), then roll attack and damage separately.
- *Additional Two-Fisted Firearms:* 9 Shooting + 6 Athletics

Thriller – Sniping: Aim rifle for 1 round to reduce target’s Hit Threshold (-1 for aware; -2 if unaware).

- Can be used in .

Thriller – Special Weapons Training: Spend 6 build points to gain Special Weapons Training with specific weapon. +1 damage with weapon.

Thriller – Suppressive Fire: Shooting test (difficulty = length of line, see table).

- *Success:* Sustain line for 2 rounds (pistol) or 5 rounds (rifle/SMG). (You must then take action to reload.)
- *Crossing Line:* Athletics test (difficulty = suppressive fire test). On failure, suffer damage and fall back to previous position. On success, suffer damage but cross line. (MoS 5+ = No damage.)
- Can be used in .

Length of Line	Difficulty
Alleyway width / doorway	3
Road (1 lane) / driveway	4
Road (2 lanes) / warehouse doors	5
Road (3 lands) / hangar doors	6

Thriller – Technothriller Monologue: 1/fight—3-point refresh by uttering Clancy-esque description.

SHRINK

No cherry (during play).

STABILITY

No cherry.

SURVEILLANCE

No cherry (during play).

WEAPONS

Quincey Morris’ Bowie Knife: Throw any balanced hand weapon at Near range with no penalty.

Thriller – Extra Attacks: Requires balanced weapon. (Weapon with +0 or greater damage rating requires Director approval.)

- *Second Attack:* Spend 3 Weapons + 2 Health.
- *Additional Attacks:* Multiply cost by total number of attacks you’ve already made.
- *Different Target:* +2 Hit Threshold; third target = +3, etc.

Thriller – Martial Arts: Specify you are trained in specific martial arts. 1/fight—Gain 3-point Weapons refresh by describing martial arts move.

Thriller – Special Weapons Training: Spend 6 build points to gain Special Weapons Training with specific weapon. +1 damage with weapon.

HOUSE RULES

Initiative Phases

1. **Guns:** In order of Shooting ratings.
2. **Readied Melee Weapons:** In order of Weapons ratings.
3. **Other Melee:** In order of Hand-to-Hand ratings.
4. **Non-Fighting Actions:** In order of action's ability rating.
5. **New Combatants:** In order of action's ability rating.

Ties:

- If PC/NPC tied, PC goes first.
- If PCs are tied, highest pool goes first. Then early-arriving over later-arriving.

MODES



Burn



Dust



Mirror



Stakes



Burn



Dust



Mirror



Stakes