

Combat

Surprise

To Surprise NPC: Roll Infiltration or Surveillance vs. 4+Alertness Modifier

To Avoid Being Surprised: Roll Sense Trouble vs. 4+Stealth Modifier

Surprised characters go last, +2 difficulty to all tests

Initiative: Rating of ability counting down

Guns go first against melee weapons

See "One Gun, Two Combatants" pg. 66 *NBA* if unarmed charges shooter.

Hit Threshold Modifiers

Athletics 8+: 4

Athletics 7-: 3

Cover

Exposed: -1

Partial Cover: 0

Full Cover: +1

Range

Point Blank: All firearms additional +2 damage; shotguns +3

Close: 10 meters/32 feet

Shotguns additional +1 damage

Near: 40 meters/131 feet

Shotguns +0

Thrown weapons -2 damage

Hit Thresholds +1 against thrown weapons

Long: 100 meters/ 328 feet

Pistols & Submachine guns can't reach unless spending 2 Shooting

Extended Range: 500 meters/1,640 feet

Rifle or assault rifle can hit by spending 2 Shooting

Darkness

	PointBlank	Close	Near	Long
Night			+1	+1
Dark		+1	+2	+2
Pitch	+1	+2	+3	+3

Illuminated

Carrying flashlight, spattered with glowing paint, spotlight, etc: -1

Hit Threshold

Damage

Weapon Type	Damage Modifier
Fist, kick	-2
Blackjack, police baton, shuriken, stake, knife	-1
Machete, heavy club, crossbow bolt, light firearm, assault rifle, 20 gauge shotgun	+0
Sword, fire axe, arrow, hammered stake, heavy firearm, submachine gun, 12 gauge shotgun	+1
Very heavy firearm .50 MG	+2

Exhaustion, Injury, and Death

Health Under Zero? Make a Consciousness Roll

- Roll a die w/absolute value of your current Health Pool as difficulty
- Success? Remain conscious. Fail? Knocked out.

Hurt: Health 0 to -5 Difficulty of all tests +1

Make Consciousness roll to use Investigative ability

Seriously Wounded: -6 to -11 Make a Consciousness roll. No matter result, you can't fight. Until you receive First Aid, you lose another Health point every half hour. Medic can stabilize with a Difficulty 3 test, but only hospital can restore Health points. See pg. 64 *NBA*

-12: **Pray for the resurrection because you're dead**

Explosives

Set a Charge: Explosive Devices

Conceal a Charge: Conceal to hide explosive.

If Agents are targets, Sense Trouble vs. 4+skill of bomber.

Success, and they dive out of point blank and into close range.

Damage: see pg. 67 *NBA*

Throwing a Grenade: Athletics test w/difficulty set by range.

Point Blank: 2

Close: 3

Near: 5

*Rifle grenades use shooting, and 1 step easier difficulty.

Class	Examples	Annihilation	Damage	Debris
1	Pipe bomb	XX	Point-Blank	Close
2	Grenade, dynamite	XX	Point-Blank	Close
3	IED, RPG rocket, C4, mortar, Claymore, suicide vest	Point-Blank	Close	Near
4	Truck bomb, meth lab, gas main	Close	Near	Long
5	Hellfire missile	Near	Long	240 m
6	Suitcase nuke	Long	3 km	4 km

Annihilation Range: PC reduced to consistency of hummus

Damage Range: Take die of damage, plus class x 3.

Debris Range: Athletics test with class x 3 TN, or take die of damage, plus class.

Suitable protection (tank, bunker, etc.) moves you one range out.

Inferior protection acts as armor.

Thriller Combat Options

Autofire: Spend shooting points to do additional damage 3 pts./ 1 dmg die

Called Shots

Target	Hit Threshold/Damage Modifier
Large carried object, backpack, torso, windshield	+1
Chest, gut, head, limb, window, tail rotor	+2
Hand, foot, heart, throat, face, weapon, handheld object	+3
Eye, headlight	+4

If after damage, victim is Hurt, spend 6 Shooting, Weapons, or Hand to Hand to reduce victim to -6 Health

Critical Hit

Roll an unmodified 6 on attack, and total exceeds targets Hit Threshold by 5, roll 2 damage dice.

Evasive Maneuvers

Spend 2 Athletics to increase Hit Threshold by 1 to max of 3

Extra Attacks

Prereq: Combat ability 8+

Hand to Hand or Weapons: After hitting, spend 3 more pts plus 2 Health to launch a second attack.

Shooting: After hitting, spend 4 more pts plus 1 Stability

Attacking a new target increases their Hit Threshold by 2

Two-Fisted Firearms

Spend 3 Shooting 2 Athletics

Name targets

Resolve attacks. Can't change targets.

Extra Attacks? 9 Shooting, 6 Athletics

Feints

Spend 1 Hand to Hand or Weapons per -1 to foe's hit threshold until end of next round. Max -3.

No stacking, but applies to all Agents engaging in Hand-to-Hand w/target.

Jumping In

Spend 4 Athletics or 3 Shooting, Weapons, or Hand-to-Hand to take next action in combat, if you have not yet gone.

Martial Arts

Prereq: Hand-to-Hand or Weapons +8

3 point refresh by narrating description once per fight.

Mook Shield

Prereq: Hand-to-Hand 8+

Point Blank: Spend 3 Hand-to-Hand

Close: Spend 3 Hand-to-Hand & 2 Athletics

Make a Hand-to-Hand attack. Succeed & all ranged attacks that miss Agent hit the Mook. Additionally, Mook provides -4 armor, and raises Hit Threshold by 1. Next turn, drop mook or pay 3 extra Shooting to fire.

Reckless Attacks

Spend 1 Athletics to lower 1 opponent's Hit Threshold by 1, up to -3. Also lower your own Hit Threshold by same. Opponent's Hit Threshold only lowers to your attacks. Agent's Hit Threshold lowers to all attacks. Lasts until beginning of Agent's next action.

Smash and Throws

Spend 2 Hand-to-Hand before attacking foe at Point Blank range to Smash or Throw

Smash: Smash foe into something hard *or* breakable -1 dmg

Smash foe into something hard *and* projecting +0 dmg

Throw: Throw foe to Close range. Foe now at end of initiative

Throw foe into something hard *or* breakable -2 dmg

Throw foe into something hard *and* projecting -1

Out the Window: Add 2 to foe Hit Threshold. Only goes out unbroken window on natural 6. Extra -1 dmg, and further dmg from Falling (pg. 79). Agents and important NPCs get Athletics test TN 5 to avoid fall.

Sniping

Prereq: Shooting 8+

Decrease Hit Threshold of target by a round of aiming. -1/turn if target aware, -2/ turn if target unaware. Rifle w/scope may fire at Extended Range w/o paying 2 points.

Special Weapons Training

Prereq: Shooting or Weapons 8+

6 build points for +1 dmg w/particular type of weapon.

Support Moves

Prereq: Athletics 8+

Narrate how Agent moves opponent into weaker position for ally's attack. Roll Athletics, usually TN 4. On success, ally adds difference between your roll & TN to attack.

Suppressive Fire

Prereq: Shooting 8+

W/automatic weapon, roll Shooting against Length of Line.

Maintain for 2 further turns w/no more rolls or effort. Then action to reload.

Length of Line	Difficulty
Small alley, doorway	3
Road, 1 lane	4
Road, 2 lane	5
Road, 3 lane, hangar door	6

To cross, Athletics test vs. Suppressive Fire roll. Failure, take an instance of damage and fall back.

Succeed by 0-4, line crossed by instance of damage taken. 5 or more, line crossed no damage.

Technothriller Monologue

Prereq: Shooting 8+

Once per fight, earn 3 point refresh by uttering Clancy-esque monologue.

Thriller Chase Rules

Test chase ability vs. TN 4, but

- Spends revealed simultaneously
- Results applied to lead
- Runner may opt to raise difficulty

Lead begins halfway between 0 and runner's goal, circumstances depending

1. Determine who is faster & more maneuverable using Vehicle Table (*NBA* pg. 101), or Athletics pool (speed) and rating (maneuverability).
2. Conditions of chase
 - a. **Open chase:** Flat ground, good roads & weather. Adjust lead by 1 in favor of faster. Add difference between his speed and opponent's speed to chase rolls.
 - b. **Normal Chase:** Hills, twists, bumps, buildings, traffic. Faster gets +1 to chase rolls, and chase ability 8+, add +1 to all chase rolls
 - c. **Cramped Chase:** Narrow streets, rush hour traffic, mountain roads, stormy weather. Adjust lead by 1 in favor of maneuverability. Add difference between his maneuver and opponent's to her chase rolls.
3. Changing the Lead
 - **Pursuer succeeds, runner fails:** Lead shortens by 2

- **Pursuer, runner both succeed or fail:** Whoever had better roll, lead changes in their favor by 1. Ties to runner.
- **Pursuer fails, runner succeeds:** Lead lengthens by 2

Complications

Raises: Runner can raise both sides' difficulty by 1. If runner fails, TN drops back down. Runner succeeds & pursuer fails, runner chooses between keeping & dropping TN. Both succeed, runner may choose to raise or keep it same.

Attacking During Chases

+1 to all Hit Thresholds

Targets in cars have full cover unless shooting from hood
Jumping from vehicle to vehicle requires Lead of 1 or 2, and Athletics TN 5 or 6, modified by speed of fastest vehicle

Pursuers & Runners can pay 3 from Shooting or chase ability to attack at start of round. Hit Threshold of target is +1, and chase rolls TN +1.

Shooting Out Tires

Called Shot, +4 Hit Threshold

Losing 1 tire raises chase TN by 1

Two tires and car crashes

Crashes & Falls pg. 78 NBA

Crash: Dmg = TN of missed driving roll (No test, base dmg 4) Seat belts -2 dmg. Add ½ speed modifier, subtract vehicle type mod for your vehicle (pg. 101 *NBA*), add vehicle type mod for other vehicle.

Gear Devil

Prereq: Driving or Piloting 8+

Once per chase, narrate actions for 3 point refresh.

Investigative Abilities & Chases

see pg. 57 *NBA*

Multiple Pursuers

PCs use Cooperation (pg. 50 *NBA*) if they are pursuers.

Extra pursuers add to chase pool, 2-8 depending on quality.

Parkour

Prereq: Athletics 8+

Narrate for 3 point refresh

Ramming

Lead must be 1 or 2. 3 points from chase pool before die rolled. Player always rolls, whether avoiding or ramming.

TN 4 for both but...

Defensive: Player adds Maneuver & spends to die roll.

Fail alters lead by 1 in favor of attacker

Unmodified 1 means crash & forced off road

Success, rammer must spend 2 points from chase pool, or lead alters in players favor by 1 for every point not spent

Offensive: Player adds Maneuver to TN of 4, adds spends to die roll.

Fail, spend 2 from chase pool immediately or lead alters in target's favor by 1 per unspent point.

Success, lead alters by 1 in favor,

Unmodified 6 crashes other vehicle & forces it off road.

Sudden Escape

Lead 7+, make an extra chase test at Difficulty 1 higher.

Success, and chase ends instead of changing lead

Failure: Crash, fall, or double damage from all damage

Swerve

Requires equal or higher maneuver, must be 3rd round of chase.

Spend 3 chase points, ignore speed bonus. Next lead change is doubled. If chase ends, loser crashes or falls.

Take the Wheel!

Spend 2 pts from chase pool to have NPC driver take over. Chase rolls at +1, and runner cannot raise while NPC is driving

Heat

<u>Agent Action</u>	<u>Gain</u>
Arson in deserted area, burglary, mugging, car chase, failed cover, fleeing arrest, gambling w/ high rollers, spending Excessive Funds noticeably, killing known criminal	+1
Arson in industrial or slum, armed robbery, counterfeiting, police car chase, Digital Intrusion on government database, jailbreak, Infiltration of gov't facility, killing enemy gov't cop, agent, or civilian	+2
Arson in business or higher class district, armed robbery w/automatic weapons, WMD trafficking, excessive car chase, hijacking, kidnaping, prison escape, Infiltration of military facility, killing official or influential civilian, killing allied gov't cop, agent, or civilian	+3
Killing cop or agent of local gov't	+4
Assassinating head of state	+5

Stability pg. 83

Always roll against TN 4

<u>Incident</u>	<u>Stability Loss</u>
See a fresh corpse or killing	1
Witness torture, hallucination	2
You kill someone, grisly corpse, supernatural being from distance 5 friend killed	3
Witness battle, see 100s dead, see supernatural close, week in solitary, close friend killed	4
Loved one killed, witness supernatural killing, magic, you kill in cold blood, torture someone personally	5
Witness death of loved one, you are tortured for an hour, committing cannibalism, possession by supernatural, attacked by supernatural horde	6
You kill a loved one	8

Shaken: Stability 0 to -5. Can't spend Investigative points, all tests +1 TN.

Shattered: Stability -6 to -11. Acquire permanent mental illness, and 1 from rating.

Incurably Insane: -12

FOES

Vampires

Abilities: Aberrance 16, Hand-to-Hand 11, Health 11

Hit Threshold: 6

Alertness modifier: +3 **Stealth modifier:** +3

Damage modifier: +2 (bite; extended canines), +1 (claw); +0 (kick, punch) +2 to melee weapon damage **Armor:** -1 (tough skin)

Free powers: Drain (Willing/Unconscious victim, or after Hand-to-Hand bite attack. V receives as Health the damage inflicted. Autohit next turn.), Infravision (no penalties for darkness), Regeneration (all damage from physical weapons regenerates at the next sunset; can regrow limbs or eyes in a year), Unfeeling (Never Hurt, autosuccess on Consciousness rolls, fights while Seriously Wounded)

Other powers:

Addictive Bite (Health test vs. 7 Success: Shaken 1d6 hours. Fail: Incapacitated 1d6 hours, Addicted pg. 83),

Apportation (Disappear/reappear in 1 turn into any room she has been invited into),

Clairvoyance (See through eyes of those she has bitten),

Cloak of Darkness (Increase local dark by 2 levels),

Dominance (If fed V blood, 7-point Stability test against a Difficulty of 8 or gain an Obsession with serving the vampire who turned them (see p. 84). Acting against the dominant vampire requires a Difficulty 6 Stability test. If the infected agent's Stability ever drops to -12, he becomes an NPC vassal of the vampire.),

Infection (those who drink vampire blood only),

Maqic, Mesmerism (eye contact or voice),

Necromancy, Send to Sleep (spend 2 Aberrance to send a victim to sleep),

Spider Climb (Sense Trouble vs. 7 to notice or suffer surprise),

Strength (2 or 3 Aberrance, break guns, smash walls, etc.) ,

Summoning (rats, wolves 4 rounds to arrive, -1 per Aberrance spent),

Turn to Creature (bat, wolf; only at sunset or midnight),

Turn to Mist, Vampiric Speed spend 2 Aberrance for: extra attack, parrying melee or hand to hand before damage,

Banes: beheading, stake to the heart, sunlight (prevents use of all vampiric powers)

Blocks: cannot enter a room without being invited, crucifixes and holy objects, running water, wild roses, *cannot move while staked in her coffin*

Compulsions: drink blood

Dreads: crucifixes and holy objects, garlic, mirrors

Requirements: drink blood, must sleep in her native soil

Special Police

SWAT, counter-terrorist police such as GSG 9 or Moscow KSN, or another elite police unit. Like special ops, will likely have access to Thriller Combat options.

Abilities: Athletics 10, Driving 5, Hand-to-Hand 8, Health 8, Shooting 10, Weapons 4

Hit Threshold: 4

Alertness modifier: +1

Stealth modifier: +1

Damage modifier: -2 (fist), +1 (9mm Glock 17 pistol),

+1 (12-gauge Remington 870 shotgun), +1 (9mm H&K MP5 submachine gun; with scope and laser sight), flash-bang grenades

Armor: -3 vs. bullets, -1 vs. other (military-grade armor; includes helmet and face shield (-1))

Terrorist

Generic urban terrorist. Add 2 or more to Athletics for terrorists used to fleeing from police. A terrorist bomb-maker has Explosive Devices at 4 or 5.

Abilities: Athletics 5, Driving 1, Hand-to-Hand 3, Health 4, Shooting 3, Weapons 3

Hit Threshold: 3

Alertness modifier: +0

Stealth modifier: +1

Damage modifier: -2 (fist), -1 (knife), firearm or explosives if on a mission

Thug

Muscle for a criminal organization, random guards. Add 2 to Athletics, Hand-to-Hand, and Health for a gym rat. Add 4 to Shooting for a dedicated triggerman. Rambunctious thugs may carry submachine pistols like the TEC-9 or Uzi (both 9mm, +1 damage).

Abilities: Athletics 6, Driving 3, Hand-to-Hand 6, Health 6, Shooting 4, Weapons 6

Hit Threshold: 3 (4 for gym rat)

Alertness modifier: +0

Stealth modifier: -1

Damage modifier: -2 (fist), -1 (blackjack, knife), +0 (club), +1 (9mm Makarov PMM pistol)