

GM Quick Reference for

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

FIGHTING	
▪ Scuffling vs. Scuffling or Shooting vs. Shooting	
▪ Higher current fighting <i>pool</i> goes first	
▪ Hit Threshold (HT) is 3 (4, if Athletics <i>rating</i> 8+)	

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

WEAPON TABLE (Damage: d6 + Damage Modifier)	
Weapon Type	Damage Modifier
Fist, Kick	-2
Small improvised weapon, police baton, knife	-1
Machete, heavy club, light firearm	0
Sword, heavy firearm	+1

ARMOR (Subtract From Damage)	
Light Body Armor	-2 from bullets, -1 cutting/stabbing
Military Body Armor	-3 from bullets. -1 cutting/stabbing

COVER (Reduces/Increases HT)	
Exposed (No barrier)	-1
Partial Cover (Half body exposed)	0
Full Cover (Barrier completely protects)	+1

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

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

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

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

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

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

REGAINING POOL POINTS	
All Investigative abilities	End of case
Stability	Between cases
Health	2 points per day of restful activity
Athletics, Driving, Scuffling, Shooting	24 hours from last expenditure
All other abilities	End of case