

# Damage Cheat-Sheet

## Taking Damage

Damage is usually **width – 1** Shocks.

However, some attacks cause Scar damage instead of Shocks, and some attacks cause more damage than usual. Hitting somebody with a big old stick might give you +2 damage, so you'd do width + 1 Shocks. Hitting somebody with a big old stick that has a sharp iron spike at the end might cause width + 1 Scars.

Kids take damage to their stats. Monsters take damage to their hit location dice pools.

## Sticks, Stones and Words

Kids take damage from emotional attacks just the same as from physical attacks.

Adults take emotional damage only from people with whom they have relationship dice.

Monsters are immune to emotional damage.

## The Monster Bond

When your kid takes emotional damage, his or her monster takes the same amount of physical damage (and type, whether Shocks or Scars) to the same numerical hit location.

When your kid's monster loses ALL dice on a hit location due to physical damage, the kid loses ALL dice from the same numerical hit location from emotional damage. This damage is always Shocks.

## Hurt Means Hurt

If you lose all the dice in a single stat due solely to Shocks, you can still function and can still use skill dice from that stat.

If you lose all the dice in a single stat and some of the damage is Scars, you must make a freakout roll and also suffer a long-term effect; see page 31.

If you lose all the dice in a single stat and all the damage is Scars, you're automatically incapacitated. You also suffer a long-term effect; see page 31.

If you lose all the dice in any three stats but are still conscious, you must make a freakout roll; see page 31.

If you lose all the dice from all your stats due to Shocks, or a mix of Shocks and Scars, you're incapacitated.

If you lose all the dice from all your stats to Scar damage—well, it's up to the GM, but most likely you're either dead or permanently disabled (can't walk, can't see, can't hear, something like that).

## Getting Better

When the fight is over, you recover all Shock damage but one on each injured hit location. That one Shock stays with you until you've had an hour or two to rest.

Scarring damage does not recover at all unless you get medical help (for physical damage) or counseling (for emotional damage), and it causes long-term side effects; see page 31.