

Basic Weapons

Basic Weapons	Damage (and Qualities)
Fists and feet	W in S
Taser	W in S + daze
Club, brass knuckles	W+1 in S
Baseball bat	W+2 in S
Knife, shovel	W in S + 1 K
Piano wire	As strangling but damage is Killing
Large knife	W in K
Axe, spear, sword	W+1 in K
Compound bow	W+1 in K
Pistol	W in SK
Submachine Gun	W in SK (Spray 3)
Shotgun	W+1 in SK (Spray 3)
Carbine	W+1 in SK
Rifle	W+2 in SK
Assault Rifle	W+2 in SK (Spray 4)
Machine Gun	W+2 in SK (Spray 5)
Laser Pistol	W+2 in K (Penetration 2)
Plasma Pistol	W+1 in SK (Burn, Penetration 1)
Hand grenade	W+1 in SK (Area 3, Penetration 2)
Rocket-propelled grenade	W+1 in SK (Area 5, Penetration 3)
Tank cannon	W+6 in SK (Burn, Area 7, Penetration 5)
Field artillery	W+7 in SK (Burn, Area 10, Penetration 6)
Bunker-buster bomb	W+10 in SK (Burn, Area 10, Penetration 7)

Damage Results

Head filled with Shock: Unconsciousness

Head filled with Killing: Dead.

Torso filled with Shock: Your Body and Coordination are at -4d until you recover 1 point of Shock.

Torso filled with Killing: Dead

Limb filled with Shock: Unusable to perform skill or action. Running speed cut in half if leg is injured. If both legs are injured, movement is reduced to 0.

Limb filled with Killing: Serious damage; this limb may never be as good again, and may have been amputated by your injury. Once all boxes in either arm are filled with Killing, all further damage to that arm goes straight to your torso instead.

Healing

Shock Damage: Requires First Aid skill and equipment. Mind+First Aid roll with total damage in area as Difficulty.

Once per injury. Use check marks next to location to keep track of separate injuries.

Heals Shock damage = to width of roll.

Failed roll inflicts 1 Shock damage.

One night of rest heals half the Shock damage on each location.

Killing Damage: Only cured by serious medical attention or Miracle.

Being treated by Mind+Medicine converts Killing to shock at height of roll, taking 5—width hours.

1 full week bed rest at home converts 1 Killing to Shock in each location.

1 full week in hospital, roll the doctor's Mind+Medicine and convert width in Killing to Shock instead.

Weapon Attributes

Area: Affects everything within a 10 yard radius. The target takes the normal weapon damage. In addition, the target and every character within the radius takes 2 Shock to every hit location.

Finally, the target and every character in the radius roll the Area dice and take Killing in each hit location on those dice.

Burn: Target is on fire. Every location except head (10) takes 1 point of Shock damage. Burning hit locations suffer 1 Shock damage per turn until fire is extinguished.

Target must also make Command+Stability check to keep from panicking. Panicking characters simply swat at flames, taking no other actions.

Daze: Width in penalty dice for width in rounds. Chemical attacks last width in minutes.

Penetration: Reduces HAR and LAR by its rating before applying damage, for that attack only.

If explosive, penetrating weapons permanently destroy HAR or LAR if they reduce it to zero.

Spray: Can make multiple actions without dice pool penalty. Add Spray dice to pool.

Spray uses 1 ammo per die rolled, including Spray dice.

Miracle Measurements

Die	Range	Capacity	Top Speed
1d	10 yards	50 lbs.	2 yards per round (2 mph)
2d	20 yards	100 lbs	4 yards per round (4 mph)
3d	40 yards	200 lbs	8 yards per round (8 mph)
4d	80 yards	400 lbs	16 yards per round (16 mph)
5d	160 yards	800 lbs	32 yards per round (32 mph)
6d	320 yards	1,600 lbs	64 yards per round (64 mph)
7d	640 yards	1.6 tons	128 yards per round (128 mph)
8d	1,280 yards	3.2 tons	256 yards per round (256 mph)
9d	1.45 miles	6.4 tons	512 yards per round (512 mph)
10d	2.9 miles	12.8 tons	1024 yards per round (1024 mph)

Miracle Quality Levels

Attacks: If your power has the Attacks quality, each additional Attacks level adds +1 damage to a successful attacks.

Defends: If it has the Defends quality, each additional Defends level adds one gobble die to a successful defense, using the height and width of the defense roll.

Useful: If it has the Useful quality, each additional Useful level offsets one penalty die when you use the power in difficult circumstances.

Hit Locations

Die Roll	Location	Wound Boxes
1	Left Leg	5
2	Right Leg	5
3-4	Left Arm	5
5-6	Right Arm	5
7-9	Torso	10
10	Head	4

Area Weapons

Area Weapon	Area
Stick of dynamite	2d
Hand grenade	3d
Light antitank rocket	4d
Rocket-propelled Grenade	5d
Tank cannon	7d
Heavy antitank rocket	9d
Artillery shell	10d
Low-yield neutron weapon	10hd
10-megaton nuclear blast	20hd

La Belle Curve

Dice Pool	Odds of One or More Matches
2d	10%
3d	28%
4d	50%
5d	70%
6d	85%
7d	93%
8d	98%
9d	99.6%
10d	99.9%

Body Effects

Effects are not cumulative

Stat Dice	Lift	Throw 10 Yds.	Base Damage	Sprint Speed	Jump (Length/Height)
1d	50 lbs	6.2 lbs	Width in Shock	8 yards (8 mph)	2 yards / 1/2 yard
2d	100 lbs	12.5 lbs	Width in Shock	10 yards	3 yards / 1 yard
3d	200 lbs	25 lbs	Width in Shock	12 yards	4 yards / 1 yard
4d	400 lbs	50 lbs	Width in Shock	15 yards	5 yards / 1 yard
5d	800 lbs	100 lbs	Width in Shock	20 yards	6 yards / 1 1/2 yards
6d	1,600 lbs	200 lbs	Width in Killing	25 yards	8 yards / 2 yards
7d	1.6 tons	400 lbs	Width in Killing	30 yards	10 yards / 2.5 yards
8d	3.2 tons	800 lbs	Width in Shock and Killing	40 yards	12 yards / 3 yards
9d	6.4 tons	1,600 lbs	Width in Shock and Killing	50 yards	15 yards / 4 yards
10d	12.8 tons	1.6 tons	Width in Shock and Killing	60 yards	20 yards / 5 yards

Combat Round Breakdown

Declare— Each person describes his action. If you're doing something special (dodging, multiple actions, called shots), declare it now.

Roll—Everyone rolls appropriate dice pool.

Resolve—Widest result is resolved first. If tied, tallest goes first.

Difficulty

Level of Difficulty	Sample Rating
Easy action (out of combat)	No roll required
Challenging	1 (default)
Difficult (basic unskilled action)	3
Hard	5
Extremely Hard	7
Almost Impossible	9

All special maneuvers require the dropping of a die from the pool before rolling. Multiple maneuvers may be attempted per roll, each requiring the loss of a die, but the same maneuver may not be used more than once per roll.

Generic Special Maneuvers

These maneuvers can apply to any action.

Expert action: Set one die to any value before rolling the rest.

Determined action: Ignore a botch or near-miss result.

Fast action: +1 width for speed purposes only.

Multiple actions: If you roll two sets, you may use each with a separate action. You can attempt more than one extra action by giving up additional dice.

Ranged Special Maneuvers

Called shot: Set one die to any value before rolling the rest. See below.

Determined shot: Ignore a botch result (page 18).

Fast shot: +1 width for speed or initiative purposes only.

Powerful shot: +1 width for damage purposes only (thrown weapon only).

Multiple actions: If you roll two sets, you may use each with a separate action. You can attempt more than one extra action by giving up additional dice. See page 22.

Suppressing fire: Force possible targets to keep their heads down. See page 71.

Penalty Dice & Gobble Dice

Sample Action	Dice Penalty
Multiple Actions	-1d per action
Called Shot	-1d
Special Maneuver	-1d
Melee attack while running	-1d
Ranged attack, moving target	-1d

Take a Gobble Die if you...

Suffer an injury

Attack beyond long range

Make a ranged attack while running

Range

Range	Effect
Close Range	+1d
Close and Stationary	+2d
Medium Range	—
Long Range	-1d
Extreme Range	1 gobble die

Aiming

Aiming	Effect
1 round	+1d
2 rounds	+2d max
Sniper	+1d

Hand to Hand Special Maneuvers

Called shot: Set one die to any value before rolling the rest. See page 67.

Careful attack: If your attack ordinarily does Killing damage, inflict Shock instead.

Choke: Called shot to head, or pin first; 1 Shock per round. See page 68.

Daze: Target suffers width in penalty dice for width in rounds.

Determined attack: Ignore a botch result. See page 18.

Disarm: Make a called shot with difficulty equal to the target's Body. See page 67.

Escape: Beat opponent's roll to escape a pin; see page 68.

Fast attack: +1 width for speed or initiative purposes only.

Feint: Make a Lie roll vs. target's weapon skill. Target loses a die from highest set; you gain +1d to your next action against that target.

Knockdown: Target falls down, takes 1 Shock, and must spend one round (or one action with an Athletics roll) to get back up.

Multiple actions: If you roll two sets, you may use each with a separate action. You can attempt more than one extra action by giving up additional dice. See page 22.

Powerful attack: +1 width for damage or "impact" purposes only.

Shove: Target loses a die from highest set and moves back a few steps.

Vicious attack: If your attack ordinarily does Shock damage, inflict Killing instead.

Wrestle: One Shock; knocks you and target down; target pinned. See page 68.

Knockback

Circumstance	Knockback Modifier
Dice beyond 6d	+2 yards per die
Booster Extra	+6 yards per instance of Booster
No Upward Limit Extra	+2 yards per x2 mass capacity
Heavy target	-2 yards per x2 mass beyond 200 lbs (100 kg)
Light target	+2 yards per 1/2 mass below 100 lbs (50 kg)

Gaining Willpower

There are several ways to increase your Willpower.

Motivation: If you do something difficult on behalf of a subject of your Loyalty (see page 53) or your Passion (page 54), you gain Willpower points.

Heroism: If you voluntarily place yourself in harm's way to protect another (and succeed!), gain a Willpower point.

Spectacular performance: If you do something particularly spectacular or gratifying, or something that boosts your character's self-esteem significantly, gain a Willpower point. (If all the players cheer, you've probably made this one.)

Natural "10": If you roll a set of matching 10s (Hard Dice and Wiggle Dice don't count!), you gain a point of Willpower. You don't even have to use the match—just knowing you could is enough.

Victory: If you subdue a superhuman in combat, you gain his or her Base Will score in Willpower points. If the one you subdue doesn't have a Base Will score—a robot, for instance—you gain the sum of its Mind and Command Stats in Willpower points. If you had help, divide the total among all who assisted.

Rest: If you get a good night's sleep and your Willpower is lower than your Base Will, you gain a Willpower point.

Spending Willpower

Gift: If the circumstances are right, at any time you can "give" any number of Willpower points to another character. You get to say how the recipient is allowed to spend the Willpower points

Improvement: In some circumstances you can spend Willpower to improve a Stat, Skill or Miracle. (See page 55.)

Inspiration: In the roll phase, you can spend a point of Willpower to gain one bonus die. (The two-die cap for taking extra time applies.)

Intuition: In the declaration phase, you can spend a point of Willpower to increase your Sense for initiative only.

Resist influence: In the resolution phase, you can spend a point of Willpower to buy off a point of width in a power that changes your body (such as a physical transformation) or mind (such as mind control).

Shake it off: In the resolution phase, you can spend one point of Willpower to remove one point of Shock; change a point of Killing to Shock; or you can spend two Willpower to remove one point of Killing damage.

Stay alive: At any time, if you've taken enough damage to kill you, you can spend a point of Willpower to keep yourself alive (but unconscious) for one round.

Wake up: In the declaration phase, if you're unconscious you can risk half your Willpower to make an Endurance roll. If you succeed, you regain consciousness for width in rounds and lose only one point of Willpower. If you fail, you remain unconscious and lose half your Willpower.

Impact Damage Table

Damage	Impact Speed	Falling Distance
1	2 mph	1 yard
2	5 mph	2 yards
3	10 mph	4 yards
4	20 mph	8 yards
5	40 mph	15 yards
6	80 mph	50 yards
7	160 mph	80 yards
8	320 mph	100+ yards
9	640 mph	
10	1,280 mph	

Impact Damage

Take 2 Shock to every hit location.

Suffer one point of damage to each hit location. If you run into something hard, like the ground, it's Killing. The damage is Shock if you run into something soft like water or padding, or are strapped into a vehicle (or are in the back seat) when it crashes. If you're strapped in securely and you run into something soft, it's all Shock and you take half damage.

Reducing Falling Damage

Roll with an appropriate skill. A successful roll has three benefits.

First, reduce the damage on each hit location by the width of your roll.

Second, you can "move" width in the remaining damage from one location to another.

Third, if you're falling (at least one leg must take Killing damage from the fall), you can land on your feet and subtract your jumping distance from your impact speed. (One yard per round is equal to one mile per hour.)

If you land on your feet and your jumping distance is greater than your speed in yards per round, you suffer no damage at all—not even the 2 Shock per location.

Environmental Threats

Time Increments	Dice Pool	Damage	Damage Types	Hit Locations
Per day	2d	1	Shock	One location
Per hour	4d	2	Killing	Two adjacent locations
Per minute	6d	Width	Shock and Killing	All locations
Per round	8d	Width + 1		
Immediate	10d	Width + 2		
	Automatic*	(or more)		

Losing Willpower

Power Failure: Failing to use a power costs 1 Willpower.

Trauma: If you fail a Command+Mental Stability roll, you lose half your Willpower.

Tragedy: If a personal Tragedy occurs in your life, lose half your Willpower.

Defeat: If you are subdued in combat, you lose half your Willpower.

"Save me!": If you attempt to save someone and fail, you lose the victim's Base Will score in Willpower points.

Last point: If you have only 1 Willpower point left and lose half your Willpower, your Willpower drops to zero.

Hitting the Bottom

Zero Willpower: All power dice pools and levels cut in half, and all wiggle and hard dice become regular dice. Any further losses are subtracted from Base Will.

Zero Base Will:

Weak Powers: All wiggle dice and hard dice become regular dice, and all levels and dice pools are cut in half.

Weak personality: You can't use Charm or Command stats at all. You may still use Charm and Command Skills, but only use the skill dice.

Mental Trauma

When traumatic events assault you, or if you commit murder, you must undergo a Command+Stability check.

If you succeed, you suffer no ill effects.

If the roll fails:

Remove yourself from action immediately—and lose half your Willpower.

Tough your way through it—and lose all your Willpower.

If you have a Base Will score, but no Willpower, lose 1 Base Will.

Armor

Armor or Barrier	Protection
Full body padding	LAR 1
1" wood door	LAR 2
Kevlar vest, Class I	LAR 2
Kevlar vest, Class II	LAR 3
Car door	LAR 3
Riot helmet	LAR 3
6" wood wall	LAR 4
Medieval plate mail	LAR 4
Kevlar vest with 1/4" steel plate, Class III	LAR 4
Kevlar vest with 1/2" steel plate, Class IV	HAR 1
2" concrete wall	HAR 1
12" wood wall	HAR 1
.25" aluminum	HAR 1
Car wheel well	HAR 1
Bulletproof glass	HAR 1
1' sandbags	HAR 2
8" concrete wall	HAR 3
.25" titanium	HAR 2
1" steel plate	HAR 2
2" steel plate	HAR 3
Light tank armor	HAR 3
4" steel plate	HAR 4
Heavy tank armor	HAR 5
10' earth	HAR 5
10' concrete bunker	HAR 7
16" steel vault door	HAR 6
3' steel vault door	HAR 7
The Hoover Dam	HAR 8
Neutron star (hardened)	HAR 10

Minions

Minion Quality	Command	Skill	Demoralization
Rabble	Difficulty 8	Difficulty 10	Difficulty 2
Trained	Difficulty 6	Difficulty 8	Difficulty 4
Professional	Difficulty 4	Difficulty 6	Difficulty 6
Expert	Difficulty 2	Difficulty 3	Difficulty 8

Damage Types	Armor Types
Width in Shock (fists, sticks, bricks)	None
Width in Killing (knives, swords, bayonets)	LAR 1 (light body armor)
Width in Shock and Killing (guns)	LAR 2 (reinforced body armor)

Cold

Shelter	Interval (Freezing)	Interval (Sub-Zero)
Ordinary clothes	Body in minutes	Width in minutes
Cold-weather gear	Body in hours	Width in hours
Unheated shelter	Body in days	Width in days
Wet	Drop a time interval	Drop a time interval

Object Attributes

Sample Objects	Hit Locations	Wound Boxes per Location	Armor	Weight
Nightstick	1	2	LAR 1	2 lbs
Baseball bat/Staff	1	4	LAR 2	3 lbs
Knife	1	3	HAR 1	1 lb
Sword	1	4	LAR 3	3 lbs
Pistol	1	5	LAR 4	6 lbs
Rifle	1	6	HAR 4	10 lbs
Bicycle	1	3	HAR 2	22 lbs
Small Car	4	4	LAR 3	2 tons
Minivan	4	5	HAR 3	3.5 tons
Small truck/Minivan	4	5	LAR 3	4 tons
Helicopter	5	5	LAR 3	4.2 tons
City bus	6	6	LAR 3	8 tons
Tanker truck	7	6	LAR 3	12 tons
Subway car	6	6	LAR 3	13 tons
Fighter jet	6	5	LAR 4	18 tons
Medium-size house	10	4	LAR 2	30 tons
M1 Tank	6	10	HAR 5	50 tons
Jumbo jet	10	5	HAR 3	400 tons

Light Armor Rating (LAR):

Reduces all Shock damage from the attack to 1 point. Transforms LAR rating in Killing to Shock.

Heavy Armor Rating (HAR):

Reduces the width of an attack roll by its HAR rating. Damage that does not depend on width of an attack roll (e.g. Area) is completely stopped unless it's something that would not be impeded by something like a sheet of solid steel.

Sample Minions

You can add these to nearly any game.

Typical Thugs/Untrained Militia

Quality: Rabble

Difficulties: Command 8, Skill 10, Demoralization 2.

Damage: Shock (fists), Killing (knives), or Shock and Killing (guns)

Armor: None

Trained Soldiers

Quality: Trained

Difficulties: Command 6, Skill 8, Demoralization 4.

Damage: Shock and Killing (guns)

Armor: LAR 2

Police or Veteran Soldiers

Quality: Professional

Difficulties: Command 4, Skill 6, Demoralization 6.

Damage: Shock (fists, nightsticks, tasers) or Shock and Killing (guns)

Armor: LAR 1 or 2

Special Forces, Behind the Lines

Quality: Expert

Difficulties: Command 2, Skill 4, Demoralization 8.

Damage: Shock and Killing (guns)

Armor: None

Mastery: Stealth

Honest-to-God Ninjas!

Quality: Expert

Difficulties: Command 2, Skill 4, Demoralization 8.

Damage: Killing (poison darts, spears, bows, knives, swords, and deadly ninjitsu)

Armor: None

Mastery: Stealth

Coordination

Dice	Notes
1d	You can cross a room safely if there's nothing in the way.
2d	You play a decent game of darts.
3d	You're a great juggler.
4d	You're nimble as an aikido master.
5d	You're agile as an Olympic gymnast.
6d	You can attempt to dodge or block any attack, even gunshots.
7d	You can move so fast, you're a blur.
8d	You can catch fast objects such as arrows in flight without rolling—if they're not aimed at you.
9d	You can literally move faster than people can see.
10d	Every external muscle in your body is under your conscious control.

Mind

Dice	Notes
1d	When people call you an intellectual, you can't always tell they're joking.
2d	You can get high grades with a lot of work.
3d	You're notably bright and learning comes easily.
4d	You can have your pick of Ivy-league scholarships.
5d	You have a photographic memory (sight only) with a successful roll.
6d	You have a photographic memory (all senses) with a successful roll. If you need a clue based on something you experienced at any time in the past, it's yours.
7d	Einstein and Hawking seem somewhat childish to you.
8d	All modern theory is the equivalent of a monkey banging two stones together.
9d	You can recall with perfect clarity anything you previously sensed without rolling.
10d	You can consider intellectual problems even while asleep.

Command

Dice	Notes
1d	You are easily startled.
2d	You're a regular Joe or Jane.
3d	You're charismatic and graceful under pressure.
4d	You're a born leader and seemingly immune to stress.
5d	Your presence commands attention and respect.
6d	You don't suffer the usual penalty die from injury or distraction.
7d	You can use the Command Stat instead of Body with the Endurance Skill.
8d	You are completely immune to pain and discomfort.
9d	All your feelings and autonomic physical responses (breathing, heartbeat) are under your conscious control without a roll. You never need to make Trauma Checks.
10d	On a successful roll, you can bark an order in a voice that causes a person to obey before considering the consequences, as long as it takes no more than a single round.

Sense

Dice	Notes
1d	You notice when someone's talking to you—sometimes.
2d	Loud noises wake you up.
3d	You're unusually sharp-eyed.
4d	You're an uncanny tracker.
5d	You are one with your environment.
6d	You can use your senses to compensate for each other; you can use minute sounds, the touch of air pressure, smells and taste to search a pitch-black room.
7d	With a successful roll, you can sense movement up to a quarter mile away.
8d	You can differentiate between dozens of sounds amidst a cacophony.
9d	You can see in the dark, read by touch, and identify targets by smell.
10d	It takes a Miracle (literally) to sneak up on you.

Charm

Dice	Notes
1d	You're a wallflower.
2d	You get along with most people.
3d	You often defuse tense situations.
4d	Any time there's a social function, you're invited.
5d	Your élan is legendary, and others struggle to win your favor.
6d	With a successful roll you can make someone want to do something otherwise completely unpalatable.
7d	You can convince anyone of anything after 5-width days of persuasion.
8d	You can convince anyone of anything in 5-width hours of persuasion.
9d	You can convince anyone of anything in 5-width minutes of persuasion.
10d	You can convince anyone of anything in 5-width rounds of persuasion.