



SYSTEM CHEAT SHEET

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BASIC MECHANICS

Action Result: Action Value (AV) + Swerve

Swerve: Plus d6 – Minus d6

Outcome: Action Result – Difficulty

Success: Positive Outcome / **Failure:** Negative Outcome

Exploding Sixes: Roll 6's again, add to that die's total.

Boxcars: Reroll both dice, but something remarkable happens.

Closed Rolls: Do not use exploding 6's or boxcar rules.

Way-Awful Failure: Negative Action Result or failure with boxcars.

DIFFICULTY	DESCRIPTION	EXAMPLES
5	A little tricky	Ducking falling object, sneaking up on average person, punching alert average person
7	Tricky	Picking basic lock, repairing computer, trailing wary individual
10	Tough	Picking sophisticated lock, sneaking up on trained guard, outrunning attack dog
15	Real tough	Hiding in brightly-lit area, safely leaping from speeding car, intimidating undead monster
20	Forget it	Deflecting bullets with a sword, leaping 15 feet straight up, defusing a missile while riding it
25	Two words: Im. Possible.	Walking along a trail of bullets, punching right through one foe to hit another, leaping the Grand Canyon

ACTION VALUES

Default AV = 7

AV	DESCRIPTION
0	Totally incompetent
3	Worse than most normal people
5	As good as the average person
7	Slightly above average
9	Competent; professional caliber
11	Top notch
13	Totally kick-ass
15	World class
17	Freaking astounding!
19	Beyond freaking astounding!

FORTUNE

Subtypes: Chi, Genome, Magic

- Determines which schticks activated using chi.

Fortune Dice: Spend 1 Fortune = +1d6 to Swerve/Defense

- Maximum 1 Fortune die per check/defense.
- Fortune dice do not explode.

IMPAIRMENT

Impairment: Penalty to attack checks, Defense values, and skill checks.

- Wounds + Chase Points Impairment caps at 2.
- Other effects can raise Impairment above 2.

BOOSTS

Combat Boosts: 3-shot action

- Attack Boost:* +1 to recipient's next attack
- Defense Boost:* +3 to recipient's Defense against next attack (and all others in that same shot)
- Fortune Die:* +2 attack boost, +5 Defense boost

Cheese It Boost: 1 Fortune for +3 bonus or +1d6 (your choice) to recipient's Speed Check

Self-Sacrifice Boost: 0-shot interrupt in response to any attack. Suffer 25 Wound Points and grant boost.

Non-Combat Boosts: 1 Fortune for +3 bonus or +1d6 (your choice) to recipient's check result

RESISTANCE CHECKS

Constitution Check (Toughness AV): Defend against illness, poison, shock, etc.

Defense Check (Defense AV): Defend against miscellaneous physical harm (falling rocks, needle-throwing traps, poorly thrown dynamite sticks).

Melodrama Check (AV 7): Ignore a melodramatic situation that your character is emotionally involved in. (If you embrace the game, you'll never make one.)

Will Check (AV 7): Resist attempts to manipulate, dominate, or possess you.

ACTION CHECKS

Fortune Check (AV = Unspent Fortune): Avoid unlucky chance or lets something lucky happen.

Notice Check (AV 7 / Detective AV / Police AV): Spot hidden people, objects, or situations.

Strength Check (AV 7): Lift heavy objects. Break sturdy ones.

CONTESTS

predetermined # of checks

Attack Contest: vs. Difficulty 11

Skill Contest: vs. Difficulty 9

Winner: Most successes; break ties by totaling Outcomes.

SKILLS

Contacts: Player proposes contact, method of reaching them, and information/benefit they have.

- *Helps Move Story Along:* Difficulty 7
- *Background Color Only:* Difficulty 10
- *Provides Significant Benefit:* Difficulty 11-13

Knowledge:

- *Needed to Move Story:* Automatic
- *No Advantage, But You Look Cooler:* Difficulty 7
- *Concrete Benefit:* Difficulty 10-12

Skills You Don't Have: AV 7

- *Invoke Absent PC's Skill:* AV 10

Attacks as Skills: Use Attack AV.

Unfamiliar Juncture: If difference is significant (unfamiliar tools, lack of local contacts, etc.), GM sets initial modifier on following scale.

Impossible / +4 Difficulty / +2 Difficulty / +1 Difficulty

The next time they use the skill in the unfamiliar juncture, reduce the penalty by one step.

BLUE MOON: SKILLS

Sensing Deceit: Detective or Police Check

- *Boxcars Success:* Reliable hunch of the real truth.
- *Mook:* Difficulty 7
- *Supporting Character:* Difficulty 7
- *Featured Foe:* Difficulty 9
- *Boss:* Difficulty 10
- *Uber-Boss:* Difficulty 12
- *Other Hero w/o Deceit:* 10
- *Other Hero w/Deceit:* Deceit AV

Detective – Finding Clues:

- *Needed to Advance Story:* Automatic
- *Confer Later Advantage:* Difficulty 10-13
- *Add Color / Establish Competence:* Difficulty 7

Driving – Unfamiliar Vehicles: +2 Difficulty

- *Boxcar Success:* Gain familiarity.
- *Purchase Vehicle Familiarity:* 3 Fortune

Fix-It – Preparedness: Make Fix-It check to see if you have a piece of equipment on you.

- *Basic* (screwdriver, USB drive, duct tape): Automatic
- *Simple* (glue gun, circuit tester): Difficulty 7
- *Specialized* (lighting timer, faucet, hand scanner): Difficulty 11
- *Ridiculous* (table laughs at you): Difficulty 15

Intimidation – Difficulty: Use GMC Will Test.

- < 4 Mooks: Automatically intimidated.
- 4+ Mooks: Too dumb to be intimidated.
- *Boss/Uber-Boss:* +2 Difficulty
- *Hero Has Upper Hand:* +1 or +2 bonus
- *Hero in a Tight Spot/Embarrassed:* -1 or -2 penalty

Leadership: Use GMC Will Test.

Police – Interrogation: Use GMC Will Test.

Seduction: Use GMC Will Test.

COMBAT

SEQUENCES

Initiative: $d6 + \text{Speed} = \text{Initial Shot Total}$

- Do not reroll 6's.
- Players go before GMCs.
- Players go in order clockwise from GM.
- *Arriving Mid-Sequence:* GM sets penalty to Init check to determine arrival shot. (Default -6.)

Shot Cost: Subtract from shot total to determine when you take your next shot.

- *End of Sequence:* If shot cost > remaining shots in sequence, overflow applied as penalty on Initiative check.

Keyframe: Starts on current shot; lasts until beginning of same shot in next sequence.

Interrupts: Performed reactively to specific conditions. Subtract cost from current shot total.

- *End of Sequence:* Overflow applied as penalty on Initiative check.

CHEESING IT

5-shot action

Escape: Next standard action if no one catches you.

Catch Fleeing Foe: Speed check (foe's Speed = Difficulty); on failure, foe escapes

Foe Catching Hero: Speed check (foe's Speed = Difficulty); on success, hero escapes

ATTACKS

Attack Check: $\text{Attack AV} + \text{Swerve} - \text{Defense AV}$

Smackdown: $\text{Attack Outcome} + \text{Damage Value (DV)}$

Wound Points (WP): $\text{Smackdown} - \text{Toughness}$

- *25+ Wound Points:* Impairment 1
- *30+ Wound Points:* Impairment 2
- *Boss Impairment Thresholds:* 40/45

ATTACK OPTIONS

Multiple Opponents: -1 Attack penalty per target

- All targets in the same "widescreen long shot".
- Defense = highest target Defense value
- Each target subtracts their Toughness from Smackdown to determine damage

Dodge (Interrupt): 1 shot, +3 Defense vs. one attack

Sitting Duck: Unaware target or target who chooses not to defend has Defense 0.

STUNTS

Attack Stunts: Damage opponent and accomplish something else.

- *After Check:* Outcome 4+ = Stunt
- *Before Check:* Target gains +2 Defense

Athletic Stunts: 3 shots

- *No Risk of Harm:* Automatic success
- *Risk of Harm:* Check vs. Difficulty 11

MISC. COMBAT RULES

Opportunistic Fire: If doing something non-fighty, next enemy in coming shot order may take 1-shot interrupt to immediately attack.

Switching Weapons:

- *Switch to Gun:* # of shots equal to Reload Cost
- *Switch to Martial Arts Weapon:* 1 shot

Unconventional Attacks: Make Attack Check and deal damage as if they were using their default weapon.

GUNS

Damage / Concealment / Reload Value

Reloading: After 1 sequence, make Reload Check ($1d6 > \text{Reload Value}$) after each attack. On failure, you need to reload or switch weapon. Once done, you're immune from Reload Checks for 1 keyframe.

- *Reload Cost:* Shot cost of reloading gun.
- *Drop or Draw Weapon:* 1 shot
- *Arrows:* Do not require Reload Checks.

COST	FIREARM TYPE
1	Autoloader handgun
3	Rifle, submachinegun
5	Revolver
6	Shotgun
9	Past Juncture firearms

Autofire: Choose bonus to Damage & Reload Value.

- If bonus > 2, apply as penalty to Gun AV.
- Reload Value returns to normal after next failed Reload Check.

BLUE MOON: COMBAT

SAMPLE 3-SHOT ACTIONS

- Try to hit an opponent using an attack ability.
- Pick up an object.
- Reload a submachine gun.
- Run full-out, traveling Speed x 2 meters.

FOOT PURSUIT

Use combat rules for running fights.

Lead Pursuer: Pursuer with highest Speed.

Straggler: Fleeing character with lowest Speed.

Resolve: Speed vs. Speed checks.

- *Success:* 3 successes before 3 failures.

HUMAN SHIELDS

Rushing Bad Guy: Kill the hostage automatically.

Ranged Attack: +2 Defense

- *Success:* Deal damage. Hostage escapes.
- *Failure:* Fortune Check vs. Defense. On failure, hit hostage. Spend 1 Fortune to deal Smackdown as if Outcome 2 to hostage; or hostage instantly dies.

RESTRAINT ATTACKS

Restraint: Martial Arts attack

- *Success:* Opponent unable to act on their next shot; can only attempt to escape.

Escape: Attack vs. restrainer's Defense (-2 for non-Martial Arts attacks)

- *Outcome < 3:* Opponent free and acts on next shot.
- *Outcome 3+:* Opponent deals 7 damage, is free, and acts on next shot.
- *Failure:* Not freed, costs 3 shots.

Freed:

- Restrainer can release as 0-shot interrupt.
- If Restrainer suffers WP or Dodges.
- If freed, opponent acts on the next shot.

THE DROP

If subject is alone, pay 1 Fortune to get drop. (GMC gives hero 1 Fortune.)

- If subject breaks the drop, gun-wielder dishes out Smackdown 32 (no check required).
- If gun-wielder breaks the drop, begin normal fight.

Breaking the Drop:

- Subject tries to escape
- Subject tries to rush the gun-wielder
- Gun-wielder tries to shoot subject
- Gun-wielder orders the subject to do something beyond the pale

STRENGTH CHECKS

LIFTING STUFF	DIFFICULTY
Average person	Auto Success
Crate full of AK-47s	6
Extra-heavy person or creature	9
Piano	9
Compact car	10
Van	12
Semi-truck	24

BREAKING STUFF	DIFFICULTY
Locked residential door ¹	6
Car bumper (modern)	6
Plate glass window ¹	7
Car bumper (classic)	8
Worksite temporary fencing ¹	8
Drywall	8
Reinforced/industrial-grade door	10
Wooden catapult	11
Brick wall	12
Steel door	13

¹ On failure, break item only after embarrassing first attempt.

ONE AGAINST ALL

If lone hero fights many mooks, they gain Carnival of Carnage IV (p. 125). Lone heroes who already have that schtick can ignore all damage from one hit per sequence. (Does not apply if other heroes were present in the fight previously.)

UNDER THE INFLUENCE

Intoxicants in last 3 hours.

- *Buzz* (1-2 drink): No effect.
- *Drunk* (3 drinks): 1 Impairment
- *Very Drunk* (4+ drinks): 2 Impairment
- *Lightweight:* Treat as 1 category higher.
- *Drunken Stance:* Never under the influence.

BLUE MOON: WEAPONS

GUNS

Rearm Check: If Disarmed by enemy, make Defense check vs. Attack of the enemy.

- *Success:* Rearm at no cost.
- *Failure:* 3 shots to rearm, or perform stunt attack to rearm with weapon from battlefield.

Malfunction: Way-Awful Failure with Gun attack.

- *Fortune Check:* Difficulty 4
- *Success:* Gun jammed. 8 shots to clear jam.
- *Failure:* Damaged, requires professional repair job (taking several hours).

Running Out of Ammo: If GM specifies ammo running low, ammo runs out when failing # of Reload Checks equal to:

- *Autoloader/SMG:* # of clips
- *Other Guns:* 3

Packing Heat: # of guns/clips equal to Strength AV.

- *Gym Bag:* No limit to # of guns/clips.

MILITARY-GRADE WEAPONS

Rocket-propelled grenades, bazookas, etc.

- *vs. Mooks:* +2 Guns AV
- *vs. Named Character < 30 WP:* DV 8 (bruises from diving out of the way)
- *vs. Named Character 30+ WP:* DV 18
- *vs. Vehicle:* DV 18
- *Reload Value:* 6, check every time fired

HIDING WEAPONS

Hiding Weapons: Deceit Check or AV 7

- *Difficulty:* See table. Add Concealment rating.

HIDING WEAPON FROM...	DIFFICULTY
Mook	6
Supporting Character	4
Featured Foe	11
Boss	13
Uber-Boss	17

Spotting Weapons: Detective, Police, or Guns check (difficulty 10 - target's total Concealment).

THROWN EXPLOSIVES

Attack Check: Martial Arts (difficulty 11)

- *Boxcars Failure:* Dud, fails to explode.
- *Success:* Lands where you want; if targeting character, they're at ground zero.
- *Failure:* All relevant characters make Fortune Check (difficulty 12); character with lowest failure is at ground zero.

Explosion:

- *Ground Zero:* Defense Check (difficulty 15)
- *Nearby:* Defense Check (difficulty 12)
- *Success:* 2 shots, no harm
- *Failure:* 4 shots, knocked prone, Smackdown 23 (ground zero) or 18 (nearby)

WEAPON DAMAGE

MARTIAL ARTS

Unarmed/judo throws	7
Knife, tonfa, nunchaku, blackjack, pistol butt	8
Staff, club, machete	9
Spear, sword, absurdly large improvised weapon ¹	10
Throwing star/shuriken	5
Thrown dagger	6
Thrown found object	5
Thrown found object, heavy	6

GUNS

Arrow, crossbow bolt	7
Small handgun (.22)	8
Medium handgun (.38)	9
Big handgun (9mm/.45)	10
Really big handgun (.357/.44)	11
BFG (.50)	12
Hunting shotgun	10
Combat shotgun ²	13
Medium rifle (5.56 mm)	13 ³
Heavy rifle (7.62 mm)	13 ⁴

¹ Requires Strong or Very Strong schticks.

² +1 DV if you spend 1 shot and say "KA-CHINK!"

³ +1 to attacks vs. mooks

⁴ +2 to attacks vs. mooks

CONCEALMENT	GUNS (GUIDELINES)	AMMO	MARTIAL ARTS
0	-	1 bullet	Dart /Shuriken
1	Pistol/Revolver <12 cm barrel, 680 g	Autoloading pistol clip	Knife
2	Pistol/Revolver <15 cm barrel, 1.1 kg	Machine pistol clip, rifle/SMG magazine	Baton
3	Gun < 38 cm (stock folded), 3 kg	Rocket	Nunchaku
4	-	-	Machete
5	Any other rifle, shotgun, SMG	-	Sword
6	-	-	Spear
7	-	-	Staff

HAZARDS

Default Defense Difficulty: 11-13

No check if entered voluntarily. / Sitting Ducks cannot avoid.

HAZARD	DAMAGE
Hit by a cruising Chevette	15
Hit by a cab	17
Hit by a speeding bus	22
Falling one story	15
Falling two stories	19
Falling three stories	23
Falling four stories	27
Falling five stories	40
Falling ten stories	41
Falling twenty stories	42
Falling forty stories	43
Bumpy crash landing in plane, copter, etc.	12
Crash landing in completely destroyed plane, copter, etc.	42
Inside crashing ground vehicle (not in chase)	25
Soaked in gasoline and set on fire	15 ¹
Drowning	5 ²
Having a crate dropped on you	13
Having a support beam fall on you	18
Having a stone temple ceiling fall on you	22
Being thrown through plate glass window	15
Thrown from a speeding vehicle	15
Hit by helicopter rotors	25
Explosive, ground zero	23
Explosive, nearby	18
Big explosion, middle of large	27
Less than 3 m from center of big explosion	20
More than 3 m away from big explosion	12
Mild poison	12 ³
Strong poison	17 ³
Extremely toxic poison	22 ³

¹Inflicted each sequence until condition ends.

²Damge doubles each sequence until condition ends.

³Constitution check instead of Defense check to avoid.

THE BATTLEFIELD

Adverse Conditions: If they affect all combatants, change description, but not numbers.

- *Immune Combatant:* Gain Immunity Bonus to Attacks and/or Defenses

ADVERSE CONDITION	IMMUNITY BONUS
Darkness/Smoke/Obscured Vision	+2
High Winds	+1
Snow	+1
Extreme Heat	+2
Confined Space	+2
Torrential Rain	+2
Toxic Fumes	+2

Collateral Damage: If GM determines action will hurt or kill bystanders...

- *Stunt:* To avoid the harm.
- *Protect Bystander:* 3-shot interrupt. Usually automatic, but GM may call for check (vs. Defense of nearest featured foe or boss).

Hitting Objects: Automatic. 3 shots to do so without exposing yourself to opportunistic fire.

RANGE

RANGE	METERS	DIFFICULTY
Short	20 m	+0
Medium	40 m	+2
Long	80 m	+4
Extreme	160 m	+8

KEELING OVER

Keeling Over: Character inflicting KO determines if outcome was lethal or non-lethal.

Keeling Over - NPCs:

- *Mook:* 1 hit
- *Featured Foes/Supporting Players:* 35 WP
- *Bosses:* 50+ WP, 50% chance each time they take damage

Keeling Over – Heroes: 35+ Wound Points, take Mark of Death and make Up Check each time they take damage.

- *Up Check:* Toughness Check, difficulty 5. KO on failure.
- *KO Choice:* Hero with Mark of Death can choose to KO at any time.
- *Getting Up:* If WP < 35, next action in 3 shots.

End of Fight: Mark of Death = Death Check

- *Death Check:* Toughness check, difficulty 4 + 1 per Mark of Death. (No Fortune dice.)
- *One-Shot Modifiers:* +1 in last hour of session.
- *Series Modifiers:* +1 if no Hero has died. +1 if appropriate for melodramatic hook. +2 if last session of series.
- *Success:* Hero needs medical care, but not dead.
- *Failure:* Hero gasps out final words and dies.

HEALING

Heal Check: Subtract result from recipient's WP.

- *Skill:* Medicine (5 shots)
- *Sorcery Schtick:* Heal (3 shots)
- *Fu Power:* Healing Chi (3 shots)

Healing Cap: Benefit from any number of healings during fight, but only one in period between fights.

Targeting Healer: Next attack vs. healer gain +2 AV and healer cannot Dodge.

Partial Recovery: At beginning of fight before Initiative, take -1 Toughness to reduce WP to 10 and regain ½ spent Fortune.

- Toughness returns to normal when WP = 0.

Full Recovery: At beginning of session, WP = 0 and regain all spent Fortune.

- *Cliffhanger:* Prevents full recovery.
- *Mid-Session Recovery:* At GM's discretion.

ARMOR

Thunk: 1/sequence, add Thunk to Toughness as interrupt after hit

Pop-Back: 1/session, on hit that would take you above Pop-Back, spend 1 Fortune and 3 shots to reduce damage to 0 (sprawl on your back apparently dead, then pop back up)

Init Penalty: Applied to all Initiative Checks.

Applies to: Thunk and Pop-Back only applies against these attack types.

ARMOR	THUNK	POP-BACK	INIT PENALTY	APPLIES TO
Light vest	3	35	-1	Guns
Heavy vest	4	35	-2	Guns
Police shell	5	25	-2	Guns
Military shell	7	30	-3	Guns/Martial Arts

VEHICLES

Driver Initiative: d6 + Acceleration

- Driver's first action in sequence must be Drive Check.

Driving Check: Driving AV vs. opponent's Driving

Gap: Near or far.

- All evaders are far from all pursuers at chase start.
- *Near:* Evader can widen the gap or sideswipe. Pursuer can ram.
- *Far:* Pursuer can close gap.

Close/Widen Gap: 3 shots, Driving Check

- *Success:* Change gap and deal Chase Points = Outcome + Squeal - opponent's Handling

Ram/Sideswipe: 3 shots, Driving Check

- *Success:* Deal Chase Points = Outcome + Crunch - opponent's Frame
- *Bump:* If attacker's Frame < target's Frame, attack takes Chase Points = difference.

Chase Points:

- *25-29 Chase Points:* -1 Impairment
- *30+ Chase Points:* -2 Impairment
- *35+ Chase Points:* Immobilized (crash or boxed in), chase ends.
- *Mook Vehicles:* Crashes when hero's Driving Outcome is 5+.
- Bosses/Uber-Bosses do not suffer Impairment from Chase Points.
- *Condition Points:* Chase Points suffered from rams / sideswipes / other damage.

Crash: If vehicle rammed, sideswiped, damaged by weapon during chase, or chase ends due to driver going down, the vehicle crashes.

- *Occupants:* WP = opponent's Outcome + Crunch - Toughness

BLUE MOON: VEHICLES

Previously Damaged Vehicle: When entering fight, suffer Chase Points = Condition Points.

Repairs: Fix-It Check, subtract result from Condition Points.

- *Mid-Chase Repairs:* 6 shots
- *Beginning of Session:* Reset Condition Points to 0.

Obstacles: Lasts for 5 shots.

- -1 penalty, -2 if it's a climactic fight

Anti-Vehicle Stunts: Attack AV + Swerve - Driving

- *Success:* Chase Points = Outcome + 9 - Frame

Hitting Pedestrians: Driving Check vs. target's Defense

- *Success:* Vehicle's Frame + 5

Aerial Vehicle Combat: No ramming/sideswiping.

- *Shooting from the Air:* Guns Check vs. pilot's Driving. On success, target takes Chase Points = Smackdown - Handling.
- *Shooting from the Ground:* Aircraft's Acceleration is penalty to attack roll.
- *Aircraft Crash:* Passengers suffer Smackdown = 10 + Chase Points just suffered - Toughness
- *Mook Aircraft:* Explode at 10 Chase Points.

OCCUPANTS

Driver Attacks: -2 AV to attack roll, suffer 5 Chase Points (treated as ram/sideswipe if opponent near).

Driver Down: If driver goes down or makes Up Check, suffer 15 Chase Points.

- *Passenger Intervention:* 3 shot interrupt, Driving Check (difficulty 12). On failure, vehicle crashes. On success, new driver's checks at -2 until old driver removed from seat.

Riding Outside a Vehicle:

- *Climbing Up:* 3-shot action
- *Staying On:* If vehicle suffers Chase Points, make Defense Check (difficulty 12). On failure, dislodged and suffer Smackdown of Swerve + 10; likely left behind.

Left Behind - Getting Back in the Chase: 3 shots, Fortune Check (difficulty 12) to hitch a ride.

- *Failure:* Try again with next action, -2 difficulty per failure.

VEHICLES & WEAPONS

Weapon vs. Vehicle: Attack AV + Swerve - Driving AV

- *Standard Weapons:* Require boxcars success.
- *Military-Grade Weapons:* DV 18
- *Damage:* Chase Points = Smackdown - Frame

Mounted Weapons: DV 15, no Reload Checks.

- *Heavy Mounted Weapon (Tank Gun):* DV 16 vs. individual targets, DV 25 vs. vehicles

SORCERY

Default Shot Cost: 3 shots

Juncture Penalties:

- *Neutral:* No effect.
- *Magic-Friendly:* -3 WP per Magic Point spent.
- *Magic-Hostile:* +3 WP per Magic Point spent.

JUNCTURE	MAGIC DISPOSITION
Ancient	Friendly
Past	Hostile
Contemporary	Hostile
Future	Neutral
Netherworld	Friendly
Contemporary Hong Kong	Neutral

Backlash: Way-Awful Failure on Sorcery Check

- *Blast:* Damage = Difference between failed result and target number + 9.
- *Divination:* Bad luck. Roll additional negative die on next two important Swerves.
- *Fertility:* Spend 1 Magic at end of each scene in which you spent Magic until end of session. If unable to pay, take 5 WP.
- *Heal:* 10 WP
- *Influence:* Susceptible to random mischief spirits. Next failed attack, take 0-shot interrupt to attack another hero (targeting the one with higher WP total; on tie, attack last hero who made an attack).
- *Movement:* Violently hurled # of meters & Smackdown = difficulty of check in random direction.
- *Summoning:* Summon 3 demons (mook stats, Damage 10 (claw/bite)) per hero present.

SUPERNATURAL CREATURES

Horrific Appearance: +2 Intimidate AV

Juncture Modifiers:

- *Neutral:* No effect.
- *Magic-Friendly:* +1 Toughness vs. Guns/Martial Arts
- *Magic-Hostile:* -1 Toughness vs. Guns/Martial Arts

Healing Problems: Cannot be treated with Medicine skill except Ancient Juncture practitioners.

TRANSFORMED ANIMALS

Reversion Points: Periods of time featuring Sorcery/Creature Schticks.

- *Fight:* 1 RP
- *Period Between Fights:* 1 RP
- *Period Between Fights with Netherworld Visit:* 2 RP

Reversion Check (End of Session): Make Defense Check vs. Reversion Point total.

- *Success:* Subtract Outcome from Reversion Points.
- *Failure:* Suffer Reversion Crisis in upcoming session; reset Reversion Points to 0.

Reversion Crisis: See p. 175-176.

- *3rd Crisis:* Character removed from play.

MUTANTS

Freakout Check: After 1st sequence of fight, roll after any Genome point expenditure or Mutant Check.

- d6 > current Genome Point total = Freakout
- Maximum of 1 Freakout per sequence.

Freakout Effect: Roll at beginning of session; reroll at end of fight after you've suffered Freakout.

DIE ROLL	FREAKOUT EFFECT
1	False Target: 0-shot interrupt, make best ranged attack vs. ally with highest WPs.
2	Healing Pulse: Foe w/most WPs heals 7.
3	Ill Opportunity: 0-shot interrupt, next foe in shot order makes attack vs. ally.
4	Muscle Spasm: 0-shot interrupt, make best close attack vs. ally with highest WPs.
5	Rage Stimulant: 0-shot interrupt, enemy of GM's choice attacks you.
6	Stunning Pulse: Next ally loses 3 shots.

FENG SHUI SITES

Attunement:

- Be member of group that controls site.
- Occupy site for 24 hours.
- PCs' first site attunement triggers Advancement.

GMCs Losing Attunement (Options)

- 1 Impairment
- -3 Initiative penalty

PCs Burn Site: -1 to Awesoming Up roll at end of session

ENEMIES

POPULATING FIGHTS

Baseline Fight:

- *Featured Foes*: 1 per hero
- *Mooks*: 3 per hero

Climactic Fight:

- Replace Featured Foe with Boss.
- Increase # of mooks.

Easier Fight:

- Remove 1-2 Featured Foes.
- Increase # of mooks.

Fight to the Boss:

- Mooks show up in Sequence 1.
- Featured Foes and Bosses in Sequence 2.

All-Mook Battle: 6-7 mooks per hero.

GMC WILL TESTS

TYPE	DIFFICULTY
Mook	5
Supporting Player	7
Featured Foe	12
Boss	15
Uber-Boss	18

STANDARD ENEMY STATS

Mook:

- *Attack*: 8
- *Defense*: 13
- *Speed*: 5

Featured Foe:

- *Attack*: 12-14
- *Defense*: 12-13
- *Toughness*: 5-6
- *Speed*: 6-8
- 1 foe schtick (optional)
- 1-2 driving-oriented foe schticks (for chases)
- 1-2 skills @ 13-15 AV

Boss: Modify featured foe.

- +3 to main Attack Value
- +2 to main Defense
- +2 Toughness
- +1 Speed
- Damage Value: Highest PC DV + 1
- *Auto Re-Arm*: 0 cost to swap, replace, or pick up weapons.
- *Back to the Wall*: If attacked by more than one character, shot cost of attack drops to 2 until end of sequence.

Uber-Boss: Modify boss.

- +2 to main Attack Value
- +2 to main Defense

ESCALATING FOE STATS

AVG. HERO ATTACK	FOE DEFENSE INCREASE
15	+1
16	+2
17	+3
18	+4

AVG. HERO DEFENSE	FOE ATTACK INCREASE
14	+2
15	+3
16	+4
17	+5