

Damage - Flesh & Grit

Grit	Damage first reduces grit. At zero Grit, you take Flesh Damage By taking a full round rest (no move or actions) you restore all Grit Surprise attacks, ambushes, and traps bypass Grit and effect Flesh Critical hits (nat 20s) ignore Grit and deliver damage straight to Flesh
Flesh	If Flesh is zero, you take Horrible Wounds You only restore Flesh by sleeping, gaining 1 Pt per night All Flesh may be restored with a Medicine skill roll, but you only get all your Flesh back on a successful roll and a good night's sleep
Wounds	Horrible Wounds happen when you're reduced to 0 Flesh, or take damage after being reduced to zero Flesh Roll on the appropriate Wounds table: Ballistics, Ripping, Bludgeoning, Burns, Shocks, and Toxins Some wounds require hospitals or a doctor's care to restore

Ammunition

Weapons that use Ammo run out of ammo when you roll a 1 on a d20 combat roll. You immediately burn a Reload to keep using the weapon.

Grimoires

Occultists may begin the game with Grimoires as part of their starting gear. These contain spells that the Occultist may copy to their spellbook. This offers them extra spells to use in their available slots, it does not give them extra slots.

Mystic Spellcasting

Have a specific set of spells granted to them by their patron, cannot choose others

Roll on CHARM skill to succeed at casting

If it fails, the player must roll on the "Fickle Whims Of The Divine" table

Experimental Magic: Mystics can attempt to cast spells experimentally, just like Occultists, modifying the spell's effects in various ways. A failed Save vs Magic roll forces the player to roll on the "What Has Your Hubris Wrought" table

Grant Blessings: Mystics can grant others the ability to cast a spell from their list. This requires a CHARM roll. Whether it succeeds or fails, Mystic must accept the results of a roll on the Cost of Holiness table

Initiative

Leader of each side rolls a 1d6 + DEX.
Winning side goes first.

Combat Maneuvers

	Requirement	Effect
Go for the kill	N/A	-2 on your attack roll, -2 to your AC until your next turn, +2 Damage to target on a hit
Fight Defensively	N/A	+2 to your AC for one round, -2 on your attack roll for the round
Fight Recklessly	Melee Combat Only	+2 to your Attack roll, -2 to your AC for a round
Taunt	Successful Charm roll	Next ally that attacks your chosen target does Flesh damage (ignores target's Grit)
Aim	Ranged only, Spend a full turn aiming (no move or actions)	+4 on your attack, -2 to your AC for the round spent aiming



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Combat Maneuvers (cont)

Cover Fire	Ranged semi-automatic or automatic weapon, do nothing on your turn	For the round, if anyone makes themselves vulnerable, you get a free shot at them. Can use this on up to as many targets equal to your level
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Occultist Spellcasting

At level 1, they have one spell prepared per day. Cast always succeeds, but then it is spent. Costs one action to cast.

They can also cast directly from their spellbook as a ritual (no slot needed) but it takes an entire combat round of doing nothing else to read and cast. Any interruption requires them to start over.

Experiemental casting: You may modify the effects of a spell when casting it. Save vs Magic. Failure = roll on "What Has Your Hubris Wrought"

Ranges

Thrown	30 feet
Short	100 feet
Long	300 feet

Cover

Soft Cover	Doesn't completely block you, can be shot through or around	+3 to target's AC
Hard Cover	Complete body coverage or hard to shoot through	+6 to target's AC

Resource Levels

PCs start with a Resource level of 1, which may at the start be lower or higher based on background and other bonuses.

When you want to buy something special or rare, you first make a Contacts skill roll. On a successful roll, then roll 1d10. If you roll < or = to your Resource level, you get the item. If you fail, you cannot reroll this session, the item is not available

Skills

Athletics	Covers activities like climbing, swimming, jumping, running, wrestling, and throwing things.
Charm	Persuasion, trickery, and force of personality.
Contacts	How well-connected the character is to the city's criminal and occult elements
Driving	This skill covers piloting vehicles, including cars, vans, motorcycles, boats, and helicopters.
Forensics	Used when scrutinizing an area or item for clues. It can be used to follow footprints, determine the cause of death, and analyze other minute clues.
Medicine	Used to heal damage to flesh points. It can also be used to perform surgery, treat diseases, identify drugs and toxins, and treat unusual injuries

Skills (cont)

Perception	This skill covers a character's attentiveness to their surroundings
Stealth	It covers activities like hiding, sneaking, and moving silently
Technology	Covers a character's ability to interact with machinery, electronics, and other technology.
Translation	his skill covers a character's ability to understand and communicate in different languages. All characters begin play knowing at least one language. It is also used for deciphering codes and magical writing such as spells in a spellbook.
Vandalism	Used when a character is trying to destroy or damage property. It covers activities like breaking down doors, smashing windows, and setting fires



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