

Helpful Charts and Tables

Difficulty Levels Table

Difficulty Level	Difficulty Number	Description
Easy	4	Climbing a craggy cliff
Tricky	5	Climbing a craggy cliff in bad conditions
Hard	6	Climbing a smooth cliff in the dark
Absurd	7	Climbing a smooth cliff, with one hand tied behind your back, in the dark, carrying an unconscious friend.
Impossible	8	As above, but with both hands tied up, and its raining.

using Skills and Doing Stuff

To do a task, work out which skill you'll be using, and roll Skill level +1 in dice. The Headmistress assigns a difficulty beforehand and if at least one of your dice beats the difficulty, you have succeeded.

1 Willpower point adds 1 die to your dice pool. Only 3 Willpower can be spent on any 1 roll at a time.

Removing 3 dice from your dice pool adds 1 point to every remaining dice you roll. As long as you have dice remaining you can do this as often as you like.

Explosives Table

Type	Size	Damage	Area of Effect
Small	Enough to blow open a door lock	Slapped	1 foot
Medium	Enough to blow the bloody doors off	Roll 1D6 1-3 Slapped 4-6 Battered	10 feet
Large	Enough to blow open the vault	Roll 1D6 1-3 Battered 4-6 Trashed	20 feet
What the hell are you thinking?	Enough to blow open a hole in space-time	Trashed	Whole building, or if you see it go bang, you get hurt.

Chase Distance Table

1	We've nearly got them	The pursuers are almost on top of their quarry. They can try to board the vehicle or ram them off the road.
2	Closing in	The chasing groups are near enough to used ranged weapons effectively
3	We're losing them	The quarry is far ahead, and can't be attacked by anything but long ranged firearms
4	They're getting away	The quarry is so far ahead they'll lose their pursuers in moments.

Putting the Boot in

Damage Table

Modified 1D6 Result	Wound	Willpower lost
0-3	Slapped: You have taken a hit, but it is mostly a graze. The defender is shaken but not stirred. They suffer -1 to their dice pool for any action until the end of the combat. Multiple 'slaps' are cumulative.	0
4-5	Battered: You have been hurt, a deep cut or even a bullet has found its mark. You must halve all your dice pools (round up) for any actions you undertake until healed.	1
6+	Trashed: That's it; you're down and out for the count. At the end of the scene you will recover a little, but until then you're done.	2

Modifiers

No weapon (you're punching and kicking) -1

Improvised weapon (broken bottle, spanner, tyre iron) unmodified.

Blade, or other large melee weapon +1

Gun or firearm +2

You score twice as many successes as your opponent +1 (cumulative)

You score a success and your opponent fails +1 (cumulative)

Wound Stacking

Slapped + Slapped = add penalties together

Slapped x 3 = Battered

Slapped + Battered = Battered

Battered + Slapped = Battered + Slapped penalty

Battered + (Slapped x 3) = Trashed

Battered + Battered = Trashed

NPC Levels Table

Level	NPC	Description
0	Nobody	Children and slackers, the sort of people that cannot do anything outside their areas of expertise.
1	Anybody	Your bog standard guy on the street. They get a die to roll like anyone else but are specialists in one field.
2	Henchman	Experienced professionals. Skilled and well rounded individuals.
3	Expert	Multi-talented. These people have been everywhere and done everything, making them very dangerous opponents.
4	Mastermind	True superbeings, they are extremely talented and experienced and there is little they cannot turn their hand to. Extremely rare.