

# 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	<b>Slapped:</b> 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	<b>Battered:</b> 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+	<b>Trashed:</b> 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.