Optional Hit Chart

1-3%	Brain
4%	Eyes
5-15%	Head
16-18%	Throat
19-56%	Torso
57%	Heart
58%	Groin
59-60%	Kidney
61-68%	Left Arm
69-70%	Left Hand
71-78%	Right Arm
79-80%	Right Hand
81-88%	Left Leg
89-90%	Left Foot
91-98%	Right Leg
99-100%	Right foot

Calling your shots

Torso +0 TN
Head +3 TN
Arm/ Legs +2 TN
Hand/Feet +4 TN
Brain +5 TN
Eyes +5 TN
Throat +4 TN
Heart: +4 TN
Groin/Kidney: +4 TN

Combat Modifiers

Penalties

Attacker Knocked Down: +2 TN
Complete Darkness: +6 TN
Cover (half exposed): +2 TN
Cover (quarter exposed): +3 TN
Dim Light: +3 TN
Fast Draw: +2 TN
Moving Target:
(Half Movement) +1 TN
(Full Movement) +3 TN
Multiple Actions: +3 TN per additional action until start of the next turn.
Off Hand Penalty: +3 TN
Recoil: See Weapon
Two-Weapon Attack: +4 TN
Wounded Attacker (Attacker is at a quarter of their HP or less): +3 TN

Bonuses

Aiming: -1 TN for each spent aiming *turn up to max of 3 turns*
Attacking From Above: -1 TN
Attacking From Behind: -3 TN
Surprise: -4 TN
Target Intimidated: -1 TN

HtH/Melee

Character must exceed with skill roll + Ref vs.
Opponent's HTH or Melee skill test result.

Ranged

Character must exceed with skill roll +Ref vs.
Base 5 + opponents Reflex +/- situational modifiers/Range modifiers.

Saves

Stat +1d10 (-/+ modifiers) vs Difficulty Target Number

Range Table

Type	SH -	Med +2TN	LNG + 5TN
Pistol	0-4	5-50	75-200
Rifle	0-20	21-250	251 - 1000+
Shotgun	0-8	9-50	51-100
Sawed Off	0-12#	12-30	31-50
Bow	0-15*	16-40	41-120
Crossbow	0-5	6-30	31-150
Thrown	STR	STR x 2	STR x 5

* *Bows are +3 TN at Point Blank range*
 # Sawed Off shotguns are -2 TN at Short range

Task	Target Numbers
Easy	4
Average	7
Challenging	9
Tough	12
Extreme	14

Stun/Unconsciousness

Head:
If they take 20% of their HP in one hit they could lose consciousness if they fail their health save (TN-Tough 12+).

Torso:
If the character takes 50% of their HP in one hit they could lose consciousness if they fail their Health Save (TN-Challenging 9+).

Arms/Legs/ Hands/ Feet:
When hit in these areas the damage they take is normal. The limb is disabled if the victim takes 25% of their HP in one hit and fails a Health Save (TN-Challenging 9+).

Brain:
Any hit to the brain will result in the need for a Health Save (TN- Tough 12+). Furthermore the damage is multiplied x2 (*unless it is already a critical hit then it becomes x3*).

Eye:
Any shot to the eye requires a health roll (TN 12+) to avoid losing the eye for good. This is still considered a head hit and follows the same rules as head attacks.

Heart:
A shot to the heart is both hard to do and can cause serious damage. Any shot to the heart requires a health roll to avoid dying (TN- Tough 12+). Furthermore, the damage is x2 (*unless it is already a critical hit then it becomes x3*). The target continues to bleed each round for 1d6 hit points and must roll a saving throw each turn for their health to avoid death.

Throat:
This can be a messy section to hit on someone. One hit here and the damage rolled is multiplied by x2 (*unless it is already a critical hit then it becomes x3*). The target continues to bleed for 1d4 each turn. Also, they must make a health roll (TN- Tough 12+) to avoid death.

Groin & Kidney:
These areas are considered one of the most painful areas to be hit on the body. Any hit here requires a Health roll (TN- Tough 12+) or suffer +3 TN to their skill for the turn. They also suffer -5 to initiative until they can recover their health roll. Damage is considered x1.5 (round up). If the shot is a critical hit then it is x2

LEY LINES

Characters may try to locate a Ley Line with a Tough Occultism or Magic Lore test (TN 12). Once they find it, they may step into it and see what happens. Anyone who enters a Ley Line must roll 1d20 and consult the following table.

In addition, anyone who steps into a line must draw a Tarot card. This could be good or bad, depending on whether the card is drawn right-side up or in reverse.

Roll 1d20

1	**Full Recharge**
2	**Recharge ¾ Magic Points (round up)**
3	**Recharge ½ Magic Points (round up)**
4	**Recharge ¼ Magic Points (round up)**
5	**Recharge ½ Magic Points (round up) and become stained for 2d6 hours with energy from the Line. Only those with supernatural senses can see this energy, but the stain cannot be concealed.**
6	**Recharge ½ Magic Points (round up) and draw an extra Tarot**
7	**Gain 2 Scene Points. This may temporarily take you over your maximum.**
8	**Recharge ¼ Magic Points (round up) and you may tap into the cosmos for answers. You may ask the GM one yes or no question about the current scenario. The GM must answer honestly.**
9	**Full HP and MP Recharge**
10	**Recharge ½ Magic Points (round up) and you abruptly unlock a universal mystery. Instantly gain 3 Experience Points.**
11	**Nothing**
12	**Recharge ½ Magic Points (round up) and receive a headache that lasts one day. All your Skills and Spells are at a +2 TN penalty until the headache wears off.**
13	**Amnesia: Lose access to 1d6 Skills and Spells (half of them, round down, are picked randomly) for 1d4 hours.**
14	**Haunting: A ghost has latched on to you. The GM determines what type of ghost this is, but it is obsessed with you for the next 1d4 days.**
15	**Spell Misfire: GM picks a Spell from your list and does not tell you which one was selected. The next time you try to use that Spell, you receive 2d3 damage and reduce your roll to cast the Spell by half.**
16	**Nothing**
17	**Supernatural Marking: For the next 24 hours, a radiant nimbus calls evil creatures to you. It is like a dinner bell for the foul and the hungry.**
18	**For the next 1d6 hours, all Spells that you try to cast fail.**
19	**Energy Backlash: Immediately take 2d6 damage.**
20	**Mystical Meltdown: Immediately take 3d6 damage. For the next 24 hours, all Spells you cast fail—as does any magical healing used on you.**

TAROT CARDS

Player can spend Major Arcana at any time to do one of the following:

- Automatically break or block a Spell
- Instantly refill a character's Magic Points
- Instantly find a nearby Ley Line or Dead Zone
- Gain a Scene Point
- Ask the GM for a specific effect related to the card (for example, a bonus to Driving for playing The Chariot)

SCENE POINTS

A single Scene Point can be used to do any of the following:

- Add either +5 to a Skill Test or add an extra d10.
- Instead of *rolling* an attack's damage, deal maximum damage.
- Reduce incoming damage by half or spend two Scene Points to reduce it to zero.
- Alter a minor aspect of the Scene. The GM must approve this change and has final say over what is acceptable.