

Violence.

Combined & Revised.

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Rules.

Violence.

Initiative.

Roll a d20 for each individual or group ¹ involved in the combat. Write these down and resolve, highest first.

Do this at the beginning of each round.

Shooting.

To shoot someone, roll 16+ on a d20.

Roll with an Advantage when the target is not in cover or moving. Similarly, those with training may take an Advantage.

When firing multiple shots, add +1 per additional shot to a maximum of +6. If successful, roll for how many shots find their mark. Resolve each bullet individually.

When someone is shot, roll a d20 and apply the following modifiers. This is called a *Injury Check* elsewhere.

- Each Injury they have adds +2.
- Rifle calibres add +4.
- Shotguns add +5 at close ranges and +2 at medium.
- Concealed or civilian armour subtracts -2.
- Military hardsuits subtract -4.

d20	Result
1-6	Flesh wound. No effect.
8-12	Injury.
13+	Down.

Melee.

Compare melee modifiers. Note the difference between them. Below is only a sample.

- Improvised weapons add +1.
- Small weapons add +2.
- Large weapons add +3.
- Training adds +2.
- Masterful training adds +3.
- Injuries subtract -2.

Both combatants roll a d12. The combatant with the highest total modifiers adds the difference to their roll.

The highest roll wins.

- If the difference between them is 1 or less, both are Injured and go Down.
- If the difference is 2-3, the victor is Injured. The defeated is Injured and goes Down.
- If the difference is 4+, the defeated is Injured and goes Down.

Injury.

An Injury is not just an abstract measurement of damage. The referee should endeavour to make Injuries real: broken bones, debilitating wounds, blows to the head.

¹*Groups can be used for larger scale actions involving, for example, 3-4 bands per "side" of a conflict.

Down.

After the violence is concluded, roll a d20 for each person Down. Add +2 for each Injury. On a 16+, they are dead. Otherwise, they are Critically Injured and will die without medical attention.

Rolling with Dis/Advantage.

When making a d20 roll, keep a track of all factors which afford a Disadvantage or Advantage. These factors should be easy to spot in natural language, but might also be called out in the text.

Advantages and Disadvantages cancel each other out. Once all factors are considered, follow one of the procedures below:

- Advantages and Disadvantages cancel one another out. Roll 1d20 normally.
- Remaining Advantages. Roll 1d20 and a number of d6s equal to the number of remaining Advantages. Add the highest rolled value of d6s to the d20 roll.
- Remaining Disadvantages. Roll 1d20 and number of d6s equal to number of remaining Disadvantages. Subtract the highest rolled value of d6s to the d20 roll.

Sources of Dis/Advantages include things such as position, training, traits, equipment, weapons, assistance, elevation, weather, light levels, blessings, curses, illness, psionic destabilisation or injuries.

Edge Cases.

Explosives. Resolve as Shooting against all in the blast radius.

- Those in the kill-zone automatically receive 1d6 Injuries. They add +8 to be Shot and +6 to the Injury Check.
- Those in the shrapnel-zone automatically receive 1d6-2 Injuries. They Add +6 to be Shot and +4 to the Injury Check.
- Those in the tertiary-zone add +4 to be Shot and +2 to the Injury Check.

Suppression. When firing to suppress, no roll is required.

When a suppressed target attempts to take an action which could expose them, roll 1d6. If the number rolled is equal to or less than the number of people firing to suppress, the target is shot. The number rolled is how many individuals hit. Resolve each separately, determining randomly which shooter hits.

If Suppression is at hidden or obscured targets, it only has half effect (e.g. 2 people would have to fire to have a 1-in-6 chance of shooting individuals as they take action.)

Firing to suppress uses half the ammunition in a weapon. Weapons without magazines or similar cannot be used to suppress. If a shooter doubles their ammunition expenditure, they count as 2 people firing.

Machine-guns and the like use only 1/10th of their ammunition to suppress.

Non-Violence.

When discussion and common sense is insufficient to resolve an issue, roll 1d20 and try and score over a Difficulty Value. This DV is set by the Handler and stated publicly - they should be able to justify this, excluding any hidden difficulties unbeknownst to the characters.

This roll is subject to Dis/Advantages, which might come from training or the situation.

Characters .

Characters should mostly be defined by their competencies. Some of these will be broad - a job role or archetype - whilst others will be more specific. Competent characters have 3-6 skills. Newer, inexperienced characters will have less.

More fantastical games might have Traits or similar too - Exceptional Strength, Amazing Agility and the like.

After notable experiences, players should record these on their character sheet. The referee can also dictate that an experience must be recorded. These Experiences can be invoked to give dis/advantage. Characters may have a maximum of 5 experiences by default, erasing old ones if desired - or required.

Characters will also accumulate injuries and skills through adventure and training. Skills should take a significant investment to develop, whilst injuries can be caused in an instant. For a lighter, pulpier game, allow skills to be accumulated after each 'adventure' or major obstacle, and injuries to be recovered from after 1-2 such excursions. More dour games will require in-world time spent training, researching and practice. Whilst a skill is being actively trained, allow it to be used as a normal skill. You'll have to research the healing time for various injuries, and consider what impacts they'll have.

Where important, you may want to generate the background details of the characters. Over-defining this can lead to 'solved' character who are uninteresting, but having some concrete details to riff from can be very useful.

Making it Yours .

Much of these rules were developed as needed - in the vernacular style. Think less of what you want to achieve and more of what you need to run your game. Avoid building any further than that - channel that energy into making more content for your game. That said, some of the things you'll want to consider up front:

- What are the primary definitions of characters?
- Do characters have anything beyond skills and primary definitions?
- Will there be a provided skill list or should players just determine their own skills?
- Do they need a defined background prior to play?
- Are you sure?
- What can I steal from other games to make this easier?

Pseudohistorical Violence.

Modified Melee Procedure.

Use this to make melee slower and more involved. Good for if it's going to come up a lot, like in a fantasy or historical game.

Both combatants roll a d12 and add relevant modifiers. Highest roll wins. Combatants compare their relative levels of effectiveness, however it is derived. The difference between them is added to the more skilled combatant.

0. Untrained.
1. Drilled/Blooded.
2. Trained/Experienced.
3. Veteran.
4. Elite/Hardened.
5. Trained with Masters/Natural Born Killer.

Compare the weapons used by each combatant. Always apply the modifier to the Player Character's roll. If only one party is using a shield, modify the above values in their favour by 1.

Weapon Used / Weapon vs	Fi	Da	S.Sw	Sw	2.Sw	H.Ax	B.Ax	2.Ax	Cl	Ma	Fl	Wh	Sp	Ha	Po	St
Fist	0	-2	-2	-2	-3	-2	-2	-3	-2	-2	-2	-2	-3	-3	-2	-3
Dagger	2	0	-1	-1	-1	-1	-1	-2	-1	-1	-1	-1	-2	-2	-1	-2
Short Sword	2	1	0	-1	-2	1	0	0	1	1	1	1	-2	-1	-1	-1
Sword	2	1	1	0	-1	1	0	0	1	0	1	1	-2	-1	-1	-1
2H Sword	3	1	2	1	0	2	1	1	2	1	2	2	0	0	-1	0
Handaxe	2	1	-1	-1	-2	0	-1	-2	0	-1	0	-1	-2	-1	-1	-1
Battleaxe	2	1	0	0	-1	1	0	-1	1	1	1	1	-1	-1	-1	0
2H Axe	3	2	0	0	-1	2	1	0	2	1	1	1	0	-1	-1	0
Club	2	1	-1	-1	-2	0	-1	-2	0	-1	-1	-1	-2	-2	-1	-1
Mace	2	1	-1	0	-1	1	-1	-1	1	0	1	0	-2	-2	-1	-1
Flail	2	1	-1	-1	-2	0	-1	-1	1	-1	0	-1	-2	-2	-1	0
Warhammer	2	1	-1	-1	-2	1	-1	-1	1	0	1	0	-2	-2	-1	-1
Spear	3	2	2	2	0	2	1	0	2	2	2	2	0	-1	-1	-1
Halberd	3	2	1	1	0	1	1	1	2	2	2	2	-1	0	0	1
Poleaxe	2	1	1	1	1	1	1	1	1	1	1	1	0	0	0	1
Staff	3	2	1	1	0	1	0	0	1	1	0	1	1	-1	-1	0

- If the difference between them is 1 or less, both are Injured and make an Injury Check.
- If the difference is 2-3, the victor is Injured. The defeated is Injured and makes an Injury Check.
- If the difference is 4+, the defeated is Injured and makes an Injury Check.

Injury Checks resulting from melee combat are modified by the interaction between weapons and armour.

Weapon Used	Light	Medium	Heavy
Fist	-4	-6	-7
Dagger	-2	-2	-2
Short Sword	-2	-4	-5
Sword	-1	-3	-6
2H Sword	0	-2	-3
Handaxe	-2	-4	-5
Battleaxe	-1	-2	-3
2H Axe	0	0	-3
Club	-3	-5	-6
Mace	-3	-3	-3
Flail	-3	-4	-5
Warhammer	-3	-3	-3
Spear	-3	-4	-6
Halberd	-1	-2	-4
Poleaxe	0	-1	-2
Staff	-1	-4	-6

Ranged Combat

Resolve shots normally, requiring a 16+ to hit. Targets without a shield grant an Advantage.

For Injury Checks, apply the modifiers as listed below.

Weapon Used	Light	Medium	Heavy
Thrown Stone	-6	-8	-10
Handaxe	-4	-6	-7
Hunting Bow	-3	-6	-7
Warbow	-2	-4	-5
Light Crossbow	-3	-3	-5
Heavy Crossbow	-2	-2	-3
Javelin	-3	-4	-5
Sling	-4	-6	-8

Modern Federal Paranormal Horror & Investigation Toolkit.

These modifications were used to run a game where all players were federal agents inducted into a covert, unsanctioned government faction looking to investigate and contain inexplicable happenings. Most notably this means curtailing the initial types of characters and the skill listings.

Agent Creation.

Before play, generate an Agent.

1. Federal Agency - determine and record which Agency and capacity the Agent works/worked for.
2. Proficiencies - determine and record 1d6+2 skills of note the Agent has. These can overlap with their Agency role, representing particular skill.
3. Characters with 3-4 Skills are Young (20-30), 5-6 Mature (31-60) and 7+ Old (61+). Record this.
4. Determine Family using Age on the table below.
5. Provide a name for the Agent and any Family they have.
6. Work with your Handler to determine [REDACTED].
7. Determine and record your Everyday Carry.

Family Table

Age	Spouse/Partner % Chance	Children % Chance + Number
Young	30%	20% 1d6-2
Mature	60%	60% 1d6
Old	40 ² %	60% 1d6

²(40-70 represent a dead partner. Roll for Children as normal.)

d20	Federal Agencies	d20	Federal Agency
1	Air Force Intelligence	11	Environmental Protection Agency
2	Foreign Agriculture Service	12	National Park Service
3	Army Intelligence & Security Command	13	Drug Enforcement Administration
4	Defence Intelligence Agency	14	Federal Bureau of Investigation
5	Defence Investigative Service	15	U.S. Marshals Service
6	National Reconnaissance Office	16	Office of Naval Intelligence
7	National Security Agency	17	Bureau of Alcohol, Tobacco and Firearms
8	Energy Intelligence Directorate	18	Federal Research Division, Library of Congress
9	Center for Disease Control & Prevention	19	Central Intelligence Agency
10	U.S. Postal Inspection Service	20	Office of Export Enforcement, Intelligence Division

d100	Skill	d100	Skill
1-2	Accounting	51-52	Library Use
3-4	Anthropology	53-54	Listen
5-6	Archaeology	55-56	Locksmith
7-8	Art	57-58	Martial Arts
9-10	Astronomy	59-60	Mechanical Repair
11-12	Biology	61-62	Medicine
13-14	Boating	63-64	Melee Weapons
15-16	Botany	65-66	Natural History
17-18	Brawling	67-68	Navigation
19-20	Carpentry	69-70	Occult
21-22	Chemistry	71-72	Operate Heavy Machine
23-24	Climb	73-74	Pharmacy
25-26	Computers	75-76	Photography
27-28	Cryptography	77-78	Physics
29-30	Demolitions	79-80	Pilot
31-32	Dodge	81-82	Psychology
33-34	Drive	83-84	Ride
35-36	Electronics	85-86	Sailing
37-38	First Aid	87-88	Shooting
39-40	Forgery	89-90	Surgery
41-42	Geology	91-92	Survival
43-44	History	93-94	Swim
45-46	Jump	95-96	Throw
47-48	Language (Pick one)	97-98	Tracking
49-50	Law	99-100	Zoology

[REDACTED]

Paranormal investigators are scarred by the experiences they have. Experiences the Referee dictates as needing to be recorded cannot be erased or replaced as part of accumulating other experiences. If all 5 slots are filled and the character needs to record another, they break down. For most this means abandoning their beliefs and retreating into whatever safety they can construct from the tatters of their old lives.

The Inhuman Violence.

Impossible beings respond differently to Violence.

Evasion: Any modifiers to shooting attacks against the entity.

Shooting: The target number the entity uses to hit when shooting, and any modifiers to the Down roll.

Melee: How many dice the entity rolls in melee combat, and any notes about damage or restrictions.

Harm: A per-entity procedure on how to manage Injuries, Downs and Death. These replace the usual Injury Check procedure.

Evasion is simply determining if you actually hit the thing - let the Harm section determine whether the entity is harmed or not. Harm is meant to be a bit tricky to get right - try a few different things. Sometimes a creature is just immune to certain effects.

Monsters

The Dead Flesh borrowed or robbed from rightful rest. What festers within? An animus against the living carried all life long. Or an imposter that would puppet flesh with no concern for the mind that once dwelt within. Or simply the will of another killing the mind and hollowing the body to be worn as you might put on a suit.

Evasion: +3 (No evasive moves taken.)

Shooting: 20/per weapon.

Melee: 2d6. Always receives one Injury as it fights without self preservation. Adds +1d6 for each additional Dead assisting.

Harm: Whenever the Dead are Injured or Downed, roll 1d6 on the table below. Keep track of their Injuries.

Xd6	Result
1-20	The Dead rise up despite their horrific injuries. When rolling on this table again, add an additional 1d6.
21+	The Dead is destroyed, body rendered useless.

Mi-Go The fun-guys from Yuggoth. Ya boys. When using their heat-weapons, they simultaneously attack a target and suppress the area, counting as four people firing. All flammable objects in the are ignited.

Evasion: -4 (Flight)

Shooting: 16+/ Causes 1d6 additional injuries on a hit.

Melee: 1d12+2.

Harm: Whenever a Mi-Go would be Injured or Downed, instead roll 1d20 and consult the chart below.

1d20	Result
1-14	The attack is ineffective against the alien flesh of the Mi-Go.
15-16	Heat Weapon (if carried) is struck - exploding and causing 2d6 additional injuries (resolved with this procedure.) Otherwise as 1-14.
17-18	One of the many limbs of the creature is struck - roll on the Limb Chart.
19	A brain-cluster within the fungal flesh is struck - the creature is stunned for d6 turns.
20	The Mi-Go takes a Injury Check.

1d6	Limb
1-2	Wing - If currently flying, crashes to the ground, making a Harm roll. If 2+ wings are damaged, loses the ability to fly.
3-4	Pincer Limb - If holding a Heat Weapon, this is dropped. Takes a -1 penalty to all melee checks.
5-6	Support Limb - 2-in-6 chance of being knocked down. +1 to the roll per Support Limb previously shot.

Black Hound *The Peril, The Warden's Dogs, Vanguard's.*

A face shredded like a bouquet of flowers, wrapped in black plastic and left by the side of the road. Behind this disaster a long body of taut flesh over many-knuckled bones, flexing and moving independently. There are too many legs.

From ridges and tears in the real the hounds emerge, silent, ignoring any gravity or terrain. The unfortunate notice that each leg terminates in a human hand, some with rings.

They hunt those who survive initial breach events, each marked for death. They are left as dust, all moisture driven from them. Electronic devices cannot perceive them, although they trigger moisture-sensitive systems as found in archives and museums.

To Hit: -4 (Speed)

Shooting: N/A

Melee: 2d8. Always causes 1 Injury regardless of result.

Harm: Black Hounds ignore Injured results from shooting. Downed results send them sprawling, but continue the hunt next round. In melee, they take Injuries and Down results normally.

Any Injury or Down result from an explosive destroys them utterly.

2d6 Appearing. If killed, bodies rapidly liquefy, leaving only purified water.

The Teeming Augur *Stream-steeds, Dream Carriers, Graceful Mounts, Slow Angels.*

In their thousands they buzz and dance, dwelling upon the shores of Time. They skitter across the surface freely, compound eyes drinking in all the sights offered, drinking deeply where some eddy in the flow gives their fanged proboscis purchase.

To the human eye they are each the size of ponies, scaled, built out with limbs too-slight to bear their weight. Wings of soap-bubble thin gossamer twitch frenetically from their back.

They can be ridden through time, although they will take a companion to incubate a brood of their eggs. They leave it up to those who would ride upon them to decide who bears this burden.

To Hit: -1 (Speed)

Shooting: N/A

Melee: 2d10.

Harm: Whenever a Teeming Augur would be Injured or Downed, roll a d20 and consult the chart below.

d20	Result
1-12	The attack ricochets off their armoured hide.
13-15	The weapon used reverts to its base materials: metal to ore, wood to seed. God help those who attack unarmed.
16+	Teeming Augur takes a Injury Check.

Summoned, they appear in amount specified by the summoner. Upon the shores of the Lake of Seasons or beyond the conventional timestream, there are millions.

Entropy Survivors *The Black Worms, The Coils of Consumption, The Eels of Season.*

When all energy spreads infinitely thin, something will survive as a concentration in the flat empty dark. These entities will seek one another, winnowing down their numbers to eke out some few millennia more of existence. Predators and basking sharks, immense coils of ribbed worm set behind mouths fit to extinguish suns. Within the Lake of Seasons, some echo of these final inheritors of existence lurk, preying instead upon those who come to the Lake too early. They are tiny in comparison - merely the size of underground trains. They are attracted to heat, light and movement. They consume electricity, radioactivity and light before resorting to living things.

To Hit: Automatic hits.

Shooting: N/A.

Melee: Those targeted must dodge or be consumed and destroyed utterly.

Harm: Whenever an Entropy Survivor would be Injured or Downed, roll a d20, adding +1 for each prior roll this engagement. On a 20+, it is driven away for d8 hours.

1d6-4 appearing. If more than one appear, they fight over prey.