

# Rules

## Aspects

The Aspects idea is lifted directly from Spirit of the Century, by Evil Hat Productions. Each one represents an inherent part of the character as shaped by their background. In play, an Aspect can be invoked in a place where it seems to make sense by spending an Emergency Die to gain either a +2 to a roll just made, or to buy a re-roll. An Aspect can be invoked to make a character's life miserable (either by the G.M. or a player), in which case the character gains an Emergency Die.

## Electricity

This is a recap of the rules on Silhouette Core p:147. Exposed character receives damage equal to Intensity times one die (Fumble does no damage). Exposed character makes Health test against Intensity; MoF 1-4 causes unconsciousness; MoF 5 or higher causes coma; Fumble causes cardiac arrest.

## Fire

This is a recap of the rules on Silhouette Core p:148. Exposed character receives damage equal to Intensity times two dice (Fumble halves Intensity). Deep Wound incapacitates for 1d6 rounds. To ignite things, add Intensity to result of two dice (half Intensity for exposure less than one round) and ignition happens if total equals or exceeds Flammability. Burns for Intensity plus 1d6 rounds, takes 1d6 rounds to extinguish.

Bestenzuerst's breath is Intensity 6. Normal clothing is Flammability 6. Normal armour is Flammability 10, and DocWagon™ armour is Flammability 12. Hair is Flammability 8.

## Gel Rounds

Treat gel rounds the same as normal ammo in all regards except that they deal Bruise Damage rather than Wound Damage (although once the Bruise track is full up, further damage is dealt to the Wound track), and that the target's armour is doubled (GM discretion for called shots). Also, when a hit target makes their usual Health test to avoid unconsciousness, they must obtain a Margin of Success of at least 2 to avoid being knocked down.

## Hit Location

In case it should ever matter for purposes of providing medical care to a former target or any other reason, hit location can be determined by rolling two dice in the standard Silhouette style on this table, by Oliver Bollmann, printed in Volume I, Issue I of the online magazine Aurora.

| Roll | %     | Location |
|------|-------|----------|
| 1    | 2.8%  | Hands    |
| 2    | 8.3%  | Head     |
| 3    | 13.4% | Arms     |
| 4    | 19.4% | Legs     |
| 5    | 25.0% | Abdomen  |
| 6    | 27.8% | Chest    |
| 7    | 2.8%  | Feet     |

## Magic

Magic consists of a roll of the Sorcery or Conjuring skill modified by Willpower, either opposed by a target character's appropriate stat check or against a set target number

(see individual spell description). Damaging spells work like weapons, with the caster's MoS being multiplied by the Damage. The casting character chooses the Force of the spell up to the level at which they know it, with higher levels generally being more powerful but more draining to cast. Drain is calculated with a Willpower (for Sorcery) or Influence (for Conjuring) stat roll against half (round down) the spell's Force, modified by Drain in the spell description. Each point of MoF deals the spell's Drain code to the caster as Bruise Damage, unless the caster is astrally projecting in which case it's Wound Damage. Every sustained spell provides a -1 to all actions.

Spell descriptions are written as follows:

Spell Name, Force [Type (Physical or Mana), Target (for the casting roll), Duration (Instant, Sustained or Permanent), Drain (apply the number outside the parenthesis to half the Force, the number inside is how much drain damage it does if failed), Effect (what the spell does)]

## **Skills**

### **Assessment**

This is a skill invented for this scenario, and covers diagnosis of a pathological problem. Success indicates figuring out what's wrong with the patient as well as not letting any issue slip through the net; failure can mean misdiagnosis, focussing on the first injury found whilst leaving another undiscovered and untreated, or just not having a clue why the patient is sick. Complexity 1 represents a basic first aid level, covering common complaints and end effects ("well he's not breathing too well, so I'd better do something about that"). Complexity 2 represents advanced life support level, covering many life-threatening complaints and going deeper into causes ("looks like it's something to do with his lungs"). Target numbers are by GM discretion, considering signs, patient co-operation, obscurity of the problem, ease of mistaking the particular problem for something else and number of complaints.

## **Extrication**

This is also a skill invented for this scenario, and covers the techniques for recovering a trapped patient, be it pinned in a ruined vehicle, crushed under a collapsed building or stuck on an inaccessible ledge. It implies knowledge of the tools of the trade. Target numbers are by GM discretion.

## **Medicine**

This is the skill used to stabilise and treat patients. In this scenario it may often be used to perform a specific technique, but can also be used in a less detailed manner as per the rules on Silhouette Core p:67. Complexity 1 represents a basic first aid level, covering basic life support. Complexity 2 represents advanced life support level including invasive procedures (intravenous therapy, endotracheal intubation, surgical cricothyroidotomy) and specialised techniques (such as heart monitor rhythm strip interpretation).

## **Spirits**

Flesh-form insect spirits occupy a host body and cannot leave it. True-form insect spirits are spirits in the 'normal' sense of the word. They can materialise into physical form or remain on the astral plane. Melee combat against a spirit uses a Willpower stat roll rather than the Melee or Unarmed Combat skill and deals  $(3 + \text{Influence} + \text{Willpower})$  damage. Ranged combat grants a spirit Armour equal to  $(\text{Force} \times 5)$ ; most of the spirits in this scenario are Force 5. Spirits add their Force to their Combat Sense rolls for Initiative. Banishing a spirit is a Conjuring skill roll modified by Influence against a TN of the spirit's Force; MoS reduces Force. Simultaneously, the spirit rolls a Willpower stat roll against a TN of the magician's Magic attribute; MoS reduces Magic temporarily (regained at 1 point per hour). Reducing the spirit's Force to 0 destroys it; reducing the magician's Magic to 0 causes unconsciousness by dealing Instant Death level Bruise Damage.