



The Yin-Yang Principle!

(Attack-Defence combined!)

by Alexandre Major



This is a pretty simple system (or at least, used to be) making use of playing cards to accelerate the pacing of action-packed games.

Think The Matrix, John Woo, Jackie Chan or Quentin Tarantino. In short: it hits quick and hard.

Keep in mind this is not meant to be so much a realistic game system, than one that makes possible feats of ACTION! and danger!

So keep things quick, never let anything get in the way of your fun, and shatter all windows in sight!

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The Attributes

Main attributes

Physical	Derivates	Mental
Strength (<i>Damage Score</i>)	The higher of [Strength and Intellect] gives the <i>Combat value</i>	Intellect
Endurance (<i>Soaking Score, Stamina</i>)	Twice the lower of [Endurance and Will] gives <i>Vitality</i>	Will (<i>Mental Balance</i>)
Speed	The lower of [Speed and Perception] gives <i>Actions per turn</i>	Perception

Notes:

- Simple Bystanders only have the lower of [Endurance and Willpower] for Vitality, which makes the heroes' x2 pretty darned good when you come to think of it.
- Charisma is mainly roleplayed, without relevant attributes. If really in need of an Attribute, use Intellect.

You can use any method for choosing attributes (randomon 1d4+1, points, given set, etc). The «default and recommended» method is to use a points repartition on a one-for-one basis, using following charts with the according points and max attribute value per level of realism desired.

Score	Points	Campaign level	Number of points (max)
1	1	Gritty	~10 points (3)
2	2	Realist	~15 points (4)
3	3	Competent (<i>default</i>)	~20 points (5)
4	4	Heroic	~25 points (6)
X	X	Supers!	~30 points+ (no limit)

Vitality

Vitality is obtained by calculating twice the lower score between Endurance and Will. Vitality is by sustaining injuries, particularly during combat. When down to 0 Vitality point, the characters are one penalty card down on all attempted actions. Below 0 Vitality points, the character is out of action, and further damage or the lack of immediate medical care will certainly kill him.

Vitality is regained at a variable rate, depending on the StoryTeller, between 1 point/day (Heroic) and 1point/week (Realist) the default.

Mental Balance

The Mental Balance score represents stability of the mind, and is equal to the character's Will score. Mental Balance is lost for destabilizing events, be they surnatural or mundane, or from mental attacks targeted at the character. When down to 0 Mental Balance point, the character is shaken, and is one card down to all attempted actions. Below 0 Mental Balance, the character goes into shock, or just plain mad.

Mental Balance is regained at the rate of 1 point/week of mental rest.

Stamina

Stamina is equal to the character's Endurance. Stamina is depleted when the character engages in physically straining activities, including suffering Wounds in combat. When down to 0 Stamina point, the character is one penalty card down on all attempted actions. When falling below 0 Stamina, a character collapses from exhaustion.

Stamina is regained at the rate of 1 point/hour of rest.

Example: Bill the Dashing Starfighter Pilot is created for an Competent campaign setting. After much pondering, his player decides for him to have 3 Strength, 2 Endurance, 3 Speed, 4 Intellect, 3 Will and 5 Perception for a grand total of 20 points, not exceeding the max attribute score of 5. His combat value is 4 (higher of 3 and 4), his Vitality is 4 (2 x the lower of [2 and 3]), and he has 3 actions per turn (the lower of [3 and 5]). His Mental Balance is 3 (his Will) and his Stamina 2 (his Endurance).

Skills

Those of your liking! Ask with the game master about reasonable fields of expertise, that can be as broad as professions or as narrow as a single-weapon proficiency.

Rating

Rating usually vary between 1 (novice) and 5 (expert), 1 being anything but the most basic knowledge and skill, and 5 being able to execute impressive feats with but a moment's attention.

Skills are usually bought using the following chart, points allocation and maximum Skill Rating depending on the level of realism of the campaign.

Score	Points	Campaign level	Number of points (max)
Profession	5/point	Gritty	~30 (3)
		Realist	~40 (4)
Talent/Training	3/point	Competent (<i>default</i>)	~50 (5)
		Heroic	~60 (6)
Hobby/Personal	1/point	Supers!	~70+ (no limit)

For example:

Cryptos is an enigmatic medieval warrior with powerful allies in a Realist campaign setting. His profession is Man-at-arms (3) (profession), he has a solid interest in Court Politics (2) (talent) and Underworld Dealings (3) (talent), has a knack for Dancing (3) (hobby), Flirting (2) (hobby), Gambling (2) (hobby) and Horse Riding (3) (hobby).

Scope

The main Yin-Yang Principle! skill system hinges on a threefold skill system. A character will usually have a **profession**, i.e. something he does for a living and that he's pretty good at, **talents** he does in his spare time or has had some training doing, and **hobby** skills that he practices sparingly or has an interest in.

The scope affects **what** the character can do, and the Ratings how well he does it. For instance:

- i) A professional mercenary is bound to be able to do *more* than a volunteer security agent.
- ii) Someone very good at First Aid can be more valuable on an accident scene than a inept Doctor.
- iii) Both a Professional Actor and a Sweet Talker can fake calling in sick at work easily.

Remember that a Professional Cook(1) can do things a Hobbyist Cook(5) can't. What is or is not within a profession, hobby or skill is ultimately up to the GM, and no one else.

Professions

A profession is the daily occupation of a character, and his main field of activity. Unless specified, it's what the character does for a living, or dedicates his existence to. Depending on the profession, the character will master all the skills inherent to the profession, and have a good knowledge of complementary skills. A character can use his experience to further his knowledge, and even invent new ways of doing things. A character usually has one profession, although it is possible to have more than one, probably with lower scores.

Gaming effect: A **professional** automatically succeeds at tasks of average difficulty (GM's call).

Sample Professions: *Carpenter, Soldier, Engineer, Teacher, Journalist, Psychiatrist, Veteran Clubber, Mage, Doctor, Counsellor, Artist, Con Man, Guard and whatever crosses your mind and is broad enough is probably valid.*

Talent/Trained

Without being his main occupation, a character trained in an activity, or with a talent in it, will have an instinctive grasp of what needs to be done within that field. Training implies conscient and voluntary training in the activity, so additional and uncommon knowledges and methods were taught/learned and can be used.

Gaming effect: An **talented** individual automatically succeeds at easy tasks (GM's call).

Sample talent/trained: *Reservist soldier, Rally enthusiast, Historical stamps collector, Conspiracy theorist, Roleplayer, Volunteer fireman, Student of any science, Wine lover, Side-line tech support, and so on.*

Personal/Hobby

A Personal or Hobby skill is more of a dabbling than anything, and represents an interest driven just a bit further than the average joe. The character can try to emulate (with various degrees of success) the known methods of the skill, or remember easily researchable information inherent to the field.

Gaming effect: A **hobbyist** automatically succeeds at trivial tasks (GM's call).

Sample hobby/personal skills: *Dancing, Gambling, Net surfer, Avid reader, Cooking, Good shower singer, competent first-aid giver, Good flirter, etc.*

Example:

- i. A **professional** Cook can create recipes, dissect recipes, make extraordinary tasting dishes, handle a very large number of guest, and probably make conversation on many topics with most of them (as part of having a restaurant). He could set culinary tendencies.
- ii. An **talented** Cook has had a fine cuisine course or two, can play consciously with flavours, keeps in the know about culinary tendencies, and can satisfy without stress a dozen guest at a time.
- iii. A **hobbyist** Cook is the average mom-who's-pretty-good-at-cooking. Good dishes, fine meals with what's left in the fridge, a few guests at a time, and keeping cool when faced with 3 teenage hungry mouths.

Challenging the GM's Call

No doubt have you noticed that it's written every 10 words in this document that the GM's call applies on all skill uses and in general. But can you thrust your GM? Has he got the «cojones» to lead the group with the necessary Iron Fist? When a GM makes a disputed call, *someone* has to prevent him from imposing his cruel mind on the hapless players! Just raise to the occasion, and make that screen-hiding bastard see what you've got.

A challenge to the GM's call is usually made using catchy phrases in bad lip sync. Phrases like «You are not worthy of your GM Fu, stupid gaijin». The GM's usual reply goes along the line of «My GM Fu is too good for you», and the challenge is issued. A GM can refuse to answer a challenge deeming the player too low for him to bother, or the request futile. Such is the privilege of near-gods.

The challenge can be anything, and is decided on the spur of the moment on the basis of ancient rules: staredowns and snarlings, sudden twists to the story that the character must bravely face, the answering of enigmas («What is the sound of one hand clapping? »), or contests of arm-wrestling.

If the GM deems the player worthy of the challenge he made to him, he can alter ever so slightly his previous call to something closer to the challenging player's wishes.

But if the GM fails to be impressed with the pathetic attempt to overrule him and sow anarchy in HIS game, he is entitled to a single, vicious, mean, violent and gratuitous in-game act against the player's character, maybe dishonoring him with an undeserved slip into a pool of mud, or with a close blow leaving him without his top hair. Vitality, Mental Balance and Stamina points losses are also fair game.

Of course, the preceding rule is *also* subject to GM's call, and more timid GMs or fascist dictators that are annoyed by this rule can disregard it altogether.

Example: Julian, unsatisfied with Lex's call that bullshitting a potential customer about the virtues of a product is not possible for a professional Information Architect, raises from his chair, shouting « This call is unworthy of me, defend yourself, O shameful one ». To which Lex replies « Show me, Young Padawan, and sell me this product as though you were in an Infomercial ». Julian, staring with defiance at Lex, snarls and gives into a long rhetoric about « the anti-pain, relaxing and naturally laxative proprieties of the software he's selling, all for 4 easy payments of 49,95 + shipping and handling ». Lex, impressed, concedes and lets Julian use his Architect skill for the test. Lex will get the arrogant cub next time!

Game system

Requirements

1 normal deck of cards per player. Jokers can be included or not. The game master might want to use two decks in case of numerous NPCs. The cards played are re-shuffled into the deck at the end of each turn.

Standard tests

A standard test consists in the draw of a card against a Target Value equal to an attribute + an ability (usually between 1 and 10). **The result must be as high as possible without going over the Target Value. The higher the number, the better the success.** Else, the action is a failure. The Target Value is *never* adjusted for difficulty (bonus/penalty cards are used for that, if you're kind enough to follow through to the next section).

Card values from 1(Ace) to 10: Are worth their normal value. Note that Aces are worth 1 and have no special value (usually are crappy draws, too).

Jacks: Failure! The action is a failure, no matter what the circumstances are (attack, skills, else). When drawn on a Damage Draw, no damage is inflicted at all (tough luck).

Queens: Success! The action is a definite success. In the case of Damage Draws, the full Damage Score is inflicted, whatever the Soaking Score, and a Stamina point is also lost.

Kings: Success! In the case of an attack, another attack can be made as a follow-up action immediately after. This attack *must* be on the same adversary, and can be matched the same way as any other attack. Superfluous attacks on a single adversary are lost. Alternatively, adverse effects (chopped hands!) can happen, at the discretion of the GM. As for Queens, Damage Draws result in Full Damage, and a second Damage Draw is made and added to the first one, in addition to a Stamina point being lost.

Standard definitions

Penalty cards: This is the preferred way of adjusting difficulty upwards. A player draws one or more cards than usual, and the worst result is kept. A Penalty Card nullifies a Bonus Card. It can nullify the White Joker.

Bonus cards : This is the preferred way of adjusting difficulty downwards. A player draws one or more cards than usual, and the best result is kept. A Bonus Card counters a Penalty Card. It can nullify the Colored Joker.

*Designer's Note : The Yin-Yang Principle (attack and defense combined!) tries to **stay away** from mathematical modifiers as much as possible, as they make the system rigid and a lot less fluid to use: it's a lot easier to draw two cards and pick out the best of the two than to add two +2 situational modifier. Think about it, and try to use it: it just makes sense.*

Optional Cards

Colored Joker: Miserable Failure! Not only is the action not successful, but all further actions this turn are cancelled, as the result of a serious mistake (or bad luck) from the character. What more, it is perfectly possible (at the discretion of the game master) for the character to suffer penalty cards for the whole duration of the next turn. If drawn during a *Confrontation* it also cancels another card of the color desired by the character.

White Joker: Incredible success! The action is so complete a success that the character may attempt *two* additional actions as a follow-up. The character is in a favourable position, and the game master may give bonus cards for the whole of the next turn. If drawn during a *Confrontation* this cards counts as *two* cards of the color desired by the character.

Example: The Admiral Irons is a professional Captain and a very good one at that (4), and wanders the Northern Atlantic in a pleasure cruise. Will he see the gigantic iceberg lurking just beneath the waves? His perception is 3, so his Target Value is 7 (Captain+Perception). He draws a 2, which is enough for him to notice the glint of ice ahead, and rush to change course. A King would probably have got him enough time to calmly steer away, and a 9 would have got him a nasty surprise. Now will he be able to steer away in time to avoid the worst? It's a difficult action with a penalty card. His Speed of 2 gives a Target Value of 6 (Captain+Speed). Drawing a 4 and a Jack (keeping the Jack because it's a penalty card), he swears as the ship inevitably rushes towards his floating doom.

Tests & Modifiers

- *Unopposed tests*: An unopposed action usually requires a draw from the character, against the concerned attribute+ ability value. A draw against two attributes is possible, but not common.
- *Opposed tests*: Opposed actions require one draw from each implied party. The one with the best result number succeeds over his adversary. A King beats a Queen, who in turn beats anything 10 and under. If both have the same figure, you end up with a *Confrontation!*. If you ever have to resolve a tie (same combat value), the success goes to the highest ability first, then to the one attacking: this is not your defending grandfather's action game! If both fail their action, nothing happens.
- *Higher Target Values*: Bonus cards are used when the character's skill exceeds 10. Thus, a character with a Target Value of 12 would draw two bonus cards and keep his target of 10, failing only if all three cards are Jacks or the Colored Joker!
- *Combined*: If more than one character (or NPC) succeed in coordinating their efforts to attain the same goal, a combined action may be attempted. Draw as many cards as there are characters attempting, and using the best Target Value use the best card drawn for all characters.

Note: it is normally not possible to combine all combat actions: an effort must be made (usually with actions dedicated) to do so, or special abilities/strategies used. *Super Blaster Combo Attack!*

- *Called shots*: The characters can attempt called shots with penalty cards imposed by the game master.
- *Walk Fire*: Additional King-provoked attacks can be made on another opponent instead of being restricted to the same one if the weapon has the Edge "Multiple".
- *Confrontation!*: When Opposed Draws turn out the same figure (Jack, Queen, King or Joker), there is a *Confrontation!* taking place. We're taking about the flurry of blows between sworn enemies, the mind-numbing combinations of manoeuvres or the lightsaber-lock between masters. All further actions by these characters are discarded, as are actions against them by everyone else (who can be redistributed elsewhere). Note that in the case of a *Confrontation!* with a mook, the game master may simply elect not to have it take place. Be it by fear of a lost blow or by a matter of honor, the rest of the characters are not allowed to interfere. Characters draw in a flurry as many cards as their combat value while describing the actions, and count the number of cards matching their color of choice (usually red for the good guys and black for the bad guys).

The character drawing the most cards of the good color wins the *Confrontation!* In the case of a draw, describe the slashing standstill, and start over! The effects of winning are left at the discretion of the game master, but can be defaulted as the effects of drawing a White Joker.

Example: Bad blood has gotten between Tshi Teng Hei and Vinnie Luccini, and both engage in a raging staredown to scare each other's Beast to Oblivion. Snarling, spitting and shouting, Vinnie draws a 5 against his Will+Warleader Target Value of 6. Hei, on the other hand, draws a 8 against his Will+Tribal Warrior Target Value of 7. Vinnie lets out a mighty scream that causes Hei to lower his gaze, admitting defeat but not conceding victory. Rage washes over the two, and formal challenges are made that they will surely regret.

Both now have locked arms, and are trying to throw their opponent out of a Circle traced in blood on the floor, following Hei's Ancient Malecite Strength Ritual. Vinnie's Target Value is 8 (Combat Value+ Vicious Street Scum) and Tshi Teng Hei's is 7 (Combat Value+ Tribal Warrior). Both draw Queens and the *Confrontation!* begins. The matchup is dazzling, with the adversaries spinning each other, somersaulting, slashing and giving gut punches to get the upper hand. Vinnie gets 5 cards out (his combat value's worth), 3 of them being red. Hei draws 4 cards, all of them being black. With a final push and a grin, Hei sends Vinnie crashing in the Temple's wooden hebraic-styled altar door, smashing it to pieces.

Combat

- *Initiative:* There is no such thing as initiative in this system. As a reminder, everybody first takes in his or her hand as many cards as he or she has actions. Players and NPC alike then announce actions they are going to try to accomplish when they wish to do so. Of course, Players and NPCs might wish to counter this action and announce. If two try the same thing at the same moment, you end up with a regular Opposed Test. You might want to describe a counter to somebody else's actions in a narrative way to "keep the ball rolling". If there is a period without anyone calling actions, consider it a standoff, each character glaring defiantly at his rival.

Of course, you want to keep balance between spending an action to achieve some desired result, and keeping enough actions to defend from actions made against you.

- *Alternate Initiative:* As an alternative (thought of specially for squadron-type), you may call that at any one time, a group has "the Edge". Only members of the group in possession of The Edge may call actions, the other group being forced into reacting. The Edge may shift from one group to the other depending on various events, successes and failures during the fight at the whim of the GM. As a rule of thumb, three successful consecutive tests for a group will win him the Edge. It is suggested to physically represent the Edge with a toy (or a Yin-Yang symbol) to help visualize.
- *Attacks and Defences:* There is no such thing as a « defence action » in this system : there is only one winner that takes the advantage and can attempt to inflict a Damage Draw to damage his opponent (hence the name, baby!). If a target can't match an action made against him with one of his own action (if he spent all of his actions), only a marginal success by the attacker is needed to entitle to a Damage Draw, but the target still has his full Soaking Score.

A draw is made by each, usually against *combat value + combat ability used*. For example, swashbucklers in a sword duel would probably face off using their own Combat Value + Sword Swingin' abilities.

The antagonist with the best result wins and inflicts a Damage Draw. It can also state different "victory conditions" and do things such as flee like a coward if he takes the upper hand. (GM's call for what actions are valid.)

- *Movement:* There is no such thing as a movement action in this system. This is all about ACTION! not square-inches nitpicking! If you really want to impose « spend one action to get to the guy and then another to hit him », that's your choice, but it's altogether unnecessary. An interesting fight is nothing if not chaotic: people jump, swing and run everywhere.

It is very recommended to break the fight into multiple "sub-fights" starring sub-groups of characters and NPCs: not only will this make managing combat easier, it will give your players the feeling that they are "in the spotlight".

To hamper movement wouldn't be very constructive: you can even give them bonuses if they swing from chandeliers. For situations where movement rate is very important, assume that a character can run [Speed+Strength] meters per second.

Example: Bishop, Corporate Bodyguard, defends a convoy of young schoolgirls against two dangerous Freelancer Mercenaries. With his 3 actions, he takes the initiative, attacking Da Hook, who spends one of his 2 actions to reply, and his 2nd to attack savagely Bishop (who's spending his 2nd action to match Da Hook's). Bishop wins both tests and Da Hook goes down. Wedge, cyber-violent, claws at the solo's face, but Bishop saves his 3rd and last action for later (not matching Wedge's 1st action of 2), gets Wedge's wolfer's badly, but stays on course. Wedge's 2nd action is spent to attempt to kidnap a schoolgirl (probably because of his base instincts), but Bishop matches his action and lodges a big bullet in the freak's head using his 3rd and last action, silencing him for good. The girls all say "Thank you Bichouuuu..." in chorus and proceed to Geisha school.

Damage

Life is not easy, and staying alive in The Yin-Yang Principle is not easy either! Defense is fixed, determined by the defender's Soaking Score (obtained by adding Endurance and Armor Value). The whole burden goes to the Attacker, who must attempt a Damage Draw higher than the defender's Soaking Score. If successful, the victim subtracts the Attacker's Damage Value from his Vitality. Even if unsuccessful, a minimum of 1 damage is inflicted, except on a drawn Jack. After all, the character did win the assault in the first place.

If the Damage Draw is a Queen or a King, a Stamina is also lost for the Defender (which can lead to unconsciousness). On a King, a second Damage Draw's result can be added to the first one, and on a King again, a third one, and so on.

When brought to 0 Vitality, the character suffers 1 penalty card on all actions. When brought below 0, he's unconscious and will probably die if not taken care of soon. You'll notice that there is not much wound accounting taking place, and for good reasons: hindered characters can't be very dynamic!

Damage Chart

Attack	Jack	Failure or < DS	Success and > DS	Queen	King
Damage Inflicted	0	1	Damage Value	Damage Value +	DV & Another Draw +

+ : Additionally, a point of Stamina is lost.

For unarmed combat or when the opponents want to "pull punches", consider the character unarmed and dealing non-lethal damage (see below for Weapons Flaws). Knowing boxing or martial arts can certainly remedy to that little nuisance.

Example: Vassili, who's pretty fond of boxing in his spare time, battles a very scared Gabrielle Crowley to knock her out of her senses, probably to perform unholy desecration of her body. Vassili has a Damage Score of 5 (his Strength), a Damage Value of 1 (his fists with boxing) and a Soaking Score of 4. Gabrielle has a Damage Score of 3 (her Strength), but she doesn't know Boxing and does no Vitality Damage, only Stamina. (see the Weapons section). She has a Soaking score of 3.

The first challenge goes in Vassili's favor, and he gets a Damage Draw of 2, which is a success. But does not beat Gabrielle's Soaking Score of 3, and thus inflicts only the minimal 1 Vitality Damage. Crowley stands her ground.

Gabrielle Crowley, luckily, gets the advantage on the second test, and attempts a surprise uppercut. She gets a King, and inflicts 1 Stamina Damage and another Draw. She gets a second King! The last draw gives a 7, failing to do any damage. Having got through Big Vassili's Stamina of 2, he's now at 0 Stamina, 1 penalty card down on all challenges, and definitely in a bad position! And just then, she got hold of a two-handed sword that was lying there...

Weapons and Armor

A Damage Score is may be constituted:

- A) of the character's Strength value + the weapon's damage value in the case of Melee or Projectile weapons or
- B) of a base score of 5 + the weapon's damage value in the case of Energy or (Long) Ranged weapons

A Damage Value represents how much actual damage is dealt on a successful Damage Draw.

A successful Damage Draw is one that both succeeds and beats the defender Soaking Score.

Weapons

Weapon's Edges

Any Weapon's base Damage Score and Damage Value adjustment are +1

Long Ranged	Can hit targets at a long range (anything in sight is fair game). Base Damage Score is 5.
Melee	Can hit targets within arm's reach. Base Damage Score is character's Strength.
Mental	Do Damage Draw against Intellect only. Damage Value is scored on the target's Mental Balance.
Multihanded	Add a "stackable" +1 to the weapon's Damage Score if held with the character's 2 nd hand.
Multiple	In the case of a drawn King, the following attacks can be made on nearby targets other than the current adversary.
Parrying	Add the weapon's precision adjustment to the character's Soaking Score.
Piercing	Ignore any armor.
Powerful	The Damage Value adjustment is +2 instead of +1.
Precise	The Damage Score adjustment is +2 instead of +1.
Projectile	Can hit targets at a distance (a room's length for example). Base Damage Score is character's Strength.
Ranged	Can hit targets at a distance (a room's length for example). Base Damage Score is 5.
Used to Charge	If charging (or generally having enough leeway to take a very good swing), Damage Draw gets a Bonus Card.
Very Powerful	The Damage Value adjustment is +3 instead of +1.
Very Precise	The Damage Score adjustment is +3 instead of +1.
Energetic	Can hit targets within arm's reach. Base Damage Score is 5.

Weapon's Flaws

Dangerous	On a Jack, the Damage Draw is attempted... on the character itself or one of his friends. (GM's Call)
Non-lethal	Only inflicts the Stamina damage on a Queen or a King Damage Draw (no Vitality damage is dealt).
Unfit to Parry	Subtract the Damage Value adjustment from the character's Soaking Score.

Armor

Armor's Edges

Any Armor's base Soaking Score adjustment is +1

Hardened	Blocks Piercing Weapons normally.
Heavy	The Soaking Score adjustment is +3 instead of +1.
Medium	The Soaking Score adjustment is +2 instead of +1.
Mental	Blocks Mental attacks normally. The Soaking Score is still based on the character's Intellect.
Stackable	Can be “stacked” with other armor.

Armor's Flaws

Destroyable	If two consecutive Kings are drawn, the Armor is destroyed and no longer counts towards the Soaking Score.
Cumbersome	Causes a penalty card on all speed and precision-related tasks.

Example: Gaby's Damage Score with the two-handed sword goes up to 5 (Her Strength of 3 +1 because of the weapon itself, and +1 because she's holding with both hands a weapon with the Multihanded edge), and her Damage value goes up to 3 (base 1 +3 for the Very Powerful). Winning the next round of combat (that Stamina Penalty Card of Vassili's surely didn't help him), she now attempts a Damage Draw and gets a Queen, subtracting 3 from Big V's Vitality, and causing his Stamina to go down another point to -1. Being below 0 Stamina, the Russian Bear looks straight ahead with a dumb look for a second or two, and crashes on the floor, unconscious.

Designer's note: So what's with all the frickin' +2's and +3's everywhere suddenly you say? Didn't I just say to keep away from them like small pox? Well...yeah, and I still do. In this case, Damage Score and Damage Value should only be calculated once: the first time the character gets the weapon. In theory, the only modifiers you'll get during combat are bonus/penalty cards, or additions/omissions of scores (ex: Endurances without Armor, etc). Such is life with this system, and life is good.

Weapons and Armor Chart

Weapon	Characteristics
Brass Knuckles	Non-lethal Melee Weapon
Martial Arts	Melee Weapon
Jacknife	Precise Melee Weapon
Large Knife, Short Sword	Powerful Multihanded Parrying Melee Weapon
Wrist Blade	Precise Parrying Melee Weapon
Sword	Powerful Precise Melee Weapon
Axe, Mace	Powerful Unfit to Parry Melee Weapon
Daicho	Multihanded Parrying Melee Weapon
Two-handed sword	Very Powerful Multihanded Melee Weapon
VibroSword	Powerful Energy Weapon
Savage, sharp and heavy VibroAxe	Powerful Unfit to Parry Energy Weapon
Polearm	Powerful Multiple Melee Weapon used to charge
LightSaber	Very Powerful Dangerous, Precise and Piercing Energy Weapon
Slingshot	Ranged Weapon
Javelin	Powerful Projectile Weapon
Smith&Wesson	Powerful Multihanded Long Ranged Weapon
Stun Blaster	Piercing Long Ranged Non-Lethal Weapon
Phaser/Blaster/Whatever	Powerful Piercing Long Ranged Weapon
Large Magnum	Very Powerful Long Ranged Weapon
Long Bow	Powerful Long Ranged piercing Weapon
SMG	Powerful Multiple Long Ranged Weapon
Crossbow	Very Powerful Piercing Long Ranged Weapon
Shotgun	Very Powerful Dangerous Ranged Weapon
Machine Gun	Very Powerful Multiple Long Ranged Weapon
Heavy Repeating Blaster	Very Powerful Piercing Multiple Long Ranged Weapon (ouch!)

Armor	Characteristics
Fringer's leather jacket	Armor
Shield	Stackable Armor
Chainmail	Medium Cumbersome Armor
Flak Jacket	Hardened Medium Armor
Full plate armor	Heavy Cumbersome Armor
StormTrooper Armor	Heavy Hardened Armor
Energy Field	Stackable Hardened Armor

Parting words and copyright violation acknowledgement.

I borrowed a lot from a lot of people, for it is my belief that good rules should not be kept for oneself, nor hidden behind a copyright. But I borrow ideas, not actual work. So in short: if you think I stole a rule idea from you, hell yeah I probably did. So sue me. A little bit more seriously though, feel free to borrow whatever you will from this, as long as it's not textual (but may be quoted), and that you give me credit and/or a beer if you ever meet me.

This work was inspired mainly (but not only) by:

- Daniel Pond's excellent NAMELESS ruleset (more specifically the Star Wars variant (available <http://www.bayn.org/games/index.html>)
- Pierre Rosenthal none the less fantastic SimulacreS (<http://confrerie-acier.chez.tiscali.fr/default.htm>)
- Olivier Fanton's 4th edition In Nomine Satanis/Magna Veritas

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I urge you to get back to me on the actual gaming experience: alex (at) chezalex.net.

Role on.

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