

BROKEN SHIELD  **2.0**



**USEFUL
SHEETS**



WOUND THRESHOLDS

▶ Wound Thresholds are based on your Core skills. Look up your Wound Thresholds below using the following skills:

- ▶ **Physical Wound Threshold:** Physical (Endurance) + Scale -1.
- ▶ **Smarts Wound Threshold:** Smarts (Control)
- ▶ **Resources Wound Threshold:** Resources (Influence)
- ▶ **Wyld Wound Threshold:** Wyld (Resistance)
- ▶ **Divinity Wound Threshold:** Divinity (Faith)

WOUND THRESHOLDS

Skill Total	Wound Threshold
1-3	2
4-6	3
7-9	4
10-12	5
13-15	6
+3	+1



INITIATIVE

▶ Add together your **Physical**, **Smarts** and **Resources** skills to determine your base Initiative on the table below, then add +1 for each point of **Sense** and **Faith** Skill Specialisations. Some sliverware also gives Initiative bonuses.

INITIATIVE

Physical + Smarts + Resources	Initiative
3-5	2
6-8	3
9-11	4
12-14	5
15-17	6
18-20	7
21-23	8
24-26	9
27-29	10
+3	+1



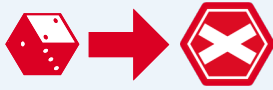
LIFESTYLE

▶ Your Lifestyle is determined on the table below with your Resources (Influence) skill using the column for your Social Class:

LIFESTYLE REQUIREMENTS

Lifestyle	Noble	Patrician	Upper	Middle	Lower	Underclass
Upper Zen	3+	5+	9+	-	-	-
Lower Zen	1+	3+	5+	9+	-	-
Uptown	-	1+	3+	5+	9+	-
Downtown	-	-	1+	3+	5+	9+
Ground Zero	-	-	-	1+	3+	5+
Streets	-	-	-	-	1+	3+
Undercity	-	-	-	-	-	1+

READING SKILL TESTS

Zero successes:
FAILURE!

You've failed your action. You **can** try again but to do so you **must** either use a different skill or try a different approach to the action.

+ You not only failed but you suffered a **Catastrophic Complication!** Something has gone badly wrong.

+ **Not possible!** If you get a Boost, then you have at least one success (see **Partial Success**, below).

1 or 2 successes:
PARTIAL SUCCESS/FAIL!

If you are not in a hurry or in combat, your action **succeeds**, but takes twice as long (think of this as a **Minor Complication**). But if you are pressed for time or in combat then the attempt **fails**.

+ You succeed at the skill test but with an unexpected **Major Complication!**

+ **Minor Boost!** You succeed with style. Treat your result as if you rolled 3 successes in total (see **Success**, below).

3+ successes:
SUCCESS!

You fully succeed at your action! Every three additional successes you get beyond the first three should add some additional bonus (think of these as a **Minor Boost**).

+ **Minor Complication!** You easily succeed at the task but with a complication.

+ **Major Boost!** You not only easily succeed you achieve a result far better than you planned and get a bonus from the **Major Boost!**

OPPORTUNITY POINTS

Each Opportunity Point can be spent on **one** of these effects:



1. **Give yourself an extra action** in a Dramatic Time Round (such as a Conflict Round) once Initiative has been rolled, up to a maximum of **two** additional actions.



2. **Re-roll all failed dice except the Drama Dice in a skill test**, including Initiative tests. This includes any bonus dice you may have for this test.



3. **Add one bonus additional success to a skill test.** *You can do this after the skill test is rolled.*



4. **Add a bonus two dice to a skill test.** *You can do this after the skill test is rolled.*



5. **Perform the impossible** and lower any Difficulty Level/Armour Value that is 7+ or higher down to 6+. Lower the Difficulty Level **before** any bonuses (such as Penetration) are applied. *You must do this before the skill test is rolled.*



6. **Uncover an additional clue** using a **Smarts** Opportunity Point.



7. **Have an Ally or Contact show up** with useful assistance by spending a **Resources** Opportunity Point.



8. **Acquire a piece of equipment or vehicle** that you need right now by spending a **Resources** Opportunity Point (you still must to make the Availability test though!).



9. **Strengthen your connection to the Wyld** and initiate two Echo Powers at the same time in a single roll by spending a **Wyld** Opportunity Point.



10. **Activate a Divine Gift** with a **Divinity** Opportunity Point.



11. **Heal a Wound or Injury.** You can use an Opportunity Point to heal a Wound or Injury of the related Wound Threshold.



12. **Easier defence.** In combat, you can spend a **Physical** Opportunity Point to set all your defence test Difficulty Levels 4+ for the rest of the Conflict Round. *You can do this at any time.*



13. **Draw and shoot.** In combat, you can spend an Opportunity Point to allow you to quick draw and fire a gun, pull a melee weapon, or throw a grenade in the same action.





ECHO CHEAT SHEET

Pick the aptitude from the Echo Power you want to use and note its starting Magnitude. You can use powers up to **Magnitude of 4**. You can increase this with:

- ▶ The *'Echo Focus'* Edge adds +1 Magnitude to your maximum.
- ▶ The *'Wyld Surge'* Edge adds +2 Magnitudes to your maximum.
- ▶ Taking the drug *Slammer* adds +2 Magnitudes to your maximum.

Do you want to make your Echo Power last longer?

LONGER DURATION POWERS

Additional Magnitude	Duration
Default	Power lasts for one Conflict Round
+1	Power lasts for one Scene
+2	Power lasts for one Mission
+3	Power lasts for one Year (10 Missions)

Do you want to make your Echo Power harder to detect?
(Requires the *'Echo Focus'* Edge)

FINESSED POWERS

Additional Magnitude	Wyld (Sense)
Default	No change in Wyld (Sense) Difficulty
+1	+1 Difficulty Level harder to detect
+2	+2 Difficulty Levels harder to detect
+3	Difficulty Level 7+ to detect (impossible without spending an Opportunity)

Do you want to make your Echo Power harder to resist?
(Requires the *'Echo Focus'* Edge)

TOUGHENED POWERS

Additional Magnitude	Wyld (Resistance)
Default	No change in Wyld (Resistance) Difficulty
+1	+1 Difficulty Level harder to resist
+2	+1 Difficulty Level harder to resist and Pen 1 attacks
+3	+2 Difficulty Levels harder to resist
+4	+2 Difficulty Level harder to resist and Pen 2 attacks

Now add up the Magnitude you need to work out the Difficulty Level for the power:

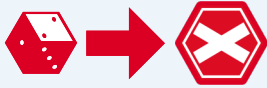
ECHO POWER DIFFICULTY

Total Magnitude	Difficulty Level
6+	6+ (or 5+ if you have the <i>'Echo Focus'</i> Edge)
5	5+
3-4	4+
1-2	3+



Make your Echo (Attack, Nature or Manipulation) skill test:

- ▶ **Success:** It works! Take 1 Wyld Cancer.
- ▶ **Partial Success:** If in combat it fails (take Wyld damage).
- ▶ **Complication:** Wyld! Various effects.

INITIATING A NEW POWER




**Zero successes:
POWER INITIATION FAILS!**

You failed in your attempt to initiate the Echo power and nothing happens. The power has failed this time, so you *don't* take any Wyld Cancer, but you do take **one Damage Dice of Wyld Damage per Magnitude** of power you tried to initiate.

- +  **Catastrophic Wyld!** You lose control of your powers and tear open a massive hole in reality. See the rules on Wylding.
- +  **Not possible!** If you get a Boost, then you have at least one success (see **Partial Success**, below).




**1 or 2 successes:
POSSIBLE SUCCESS/FAIL!**

A partial success, if you are not in combat, the Echo Power **succeeds**, but takes several minutes to initiate and you take 1 Wyld Cancer. If you are in combat, then the Power has **failed** this time but you do not take any Wyld Cancer. Either way, you take **one Damage Dice of Wyld Damage per Magnitude of power** you tried to initiate.

- +  **Major Wyld!** You lose control of your powers and tear open a massive hole in reality. See the rules on Wylding.
- +  **Minor Boost!** You successfully initiate the Echo power, take 1 point of Wyld Cancer and get one **bonus** extra level of Finesse for free.


**3+ successes:
POWER INITIATION SUCCEEDS!**



You successfully initiate the Echo Power! The power will last for Duration you chose, during which time you can use the Echo Power once per action. You take **1 Wyld Cancer**. Your eyes and Echo tattoo glow brightly enough to illuminate everything within Short Range (10m) of you and you gain +2 dice to any Mouth (Intimidate) skill tests and -2 to any Cloak (Sneak) skill tests.

- +  **Minor Wyld!** You lose control of your powers. See the rules on Wylding.
- +  **Major Boost!** You tap into additional reserves of power. Echo attacks cause an Injury to your target(s) and you gain one bonus extra level of Magnitude to spend.

RECALLING A POWER




**Zero successes:
FAILURE: POWER LOST!**

Your power is lost and must be initiated from scratch regardless of any remaining Duration.

- +  **Catastrophic Complication!** The power is gone and you also take **one Damage Dice of Wyld Damage per Magnitude** of the sustained power.
- +  **Not possible!** If you get a Boost, then you have at least one success (see **Partial Success**, below).




**1 or 2 successes:
POWER POSSIBLY RECALLED!**

A partial success, the power works but takes several minutes to recall. Your eyes and Echo tattoo glow brightly enough to illuminate everything within Short Range (10m) of you, you gain +2 dice to any Mouth (Intimidate) skill tests and -2 to any Cloak (Stealth) skill tests.

- +  **Major Complication!** The power is recalled as normal but **after this use** the power is lost and must be initiated from scratch regardless of the remaining Duration and you take a Wyld Injury.
- +  **Minor Boost!** You successfully recall the Echo power.


**3+ successes:
SUCCESS: POWER RECALLED!**

Success! The power works as normal. Your eyes and Echo tattoo glow brightly enough to illuminate everything within Short Range (10m) of you, you gain +2 dice to any Mouth (Intimidate) skill tests and -2 to any Cloak (Sneak) skill tests.


- +  **Minor Complication!** The power is recalled as normal but after this use the power is lost and must be Initiated from scratch regardless of the remaining Duration.
- +  **Major Boost!** You successfully recall the Echo power and increase its Duration by one Scene.




WYLD SENSE

Zero successes:
WYLD SENSE FAILS!


You fail to sense any disturbances in the Wyld in your vicinity.


+  **Catastrophic Complication!** Feedback from the Wyld causes you **10 Damage Dice of Wyld Damage** and a **Wyld Injury!**

+  **Not possible!** If you get a Boost, then you have at least one success (see **Partial Success**, below).

1 or 2 successes:
PARTIAL WYLD SENSE!


A partial success, if there has been Echo Power use in your vicinity (Medium Range / 50m) in the last 25 hours or Scene (your choice) you can tell it occurred but not exactly where or when.


+  **Major Complication!** You take Wyld Feedback that causes 5 Damage Dice of Wyld Damage!

+  **Minor Boost!** You can not only successfully sense any Echo Power usage in your vicinity (Medium Range / 50m) but can tell what power was used.

3+ successes:
WYLD SENSE SUCCEEDS!

Success! If there has been Echo Power use within Long Range (250m) you can tell when, where and on whom it was used but not what power was used.

+  **Minor Complication!** You are only able to determine where any Echo Power was used within Long Range (250m)

+  **Major Boost!** You can tell when and where there has been Echo Power use (within Long Range / 250m), what the power initiated was and can identify the exact Echo from the way they used their powers. Should you encounter that Echo in the future a 4+ Wyld (Sense) will allow you to confirm it is the same Echo.

NEW TO COMBAT?

Field Agents and Cops are expected to be able to handle themselves in physical combat, however Analysts and inexperienced characters are not so fortunate. If you are one of the latter, you are likely a novice to combat. So, what you should do in a combat situation? Here are a few tips that might save your life:

◆ Find cover!

Combat is dangerous so find some cover. The person standing up in the middle of a room when all around them are diving for cover is usually the first to die. Cover immediately makes you one **Difficulty Level harder** to hit.

◆ Attack first!

If the talking isn't working, you are better off being the first to attack. Seize the initiative! You would be surprised how far some aggression will get you. Don't be afraid to spend an **Opportunity Point** to improve your **Initiative** dice or add a second, or even third action.

◆ Active dodge!

If you can't decide what to do, keep your head down and dodge! It will help keep you safe until you find a tactical opportunity. Defending normally gets harder each time you do it, unless you are **Active Dodging** when it stays easy and you get a bonus!

◆ Aim!

Aiming your weapon before firing, rather than just snap shooting, can make you significantly more likely to hit your targets. Of course, this only works with guns that have a good **Accuracy (ACC)** bonus.

◆ Grenades are good!

Grenades are your friends when used correctly. They can be thrown roughly in the direction of the enemy and take several out in one go. Even better your character can throw them around cover and corners.

◆ Wound them!

Sounds obvious, but it is better to partially wound many of the enemies than just kill one and leave the rest intact. The first Physical or Smarts **Wound** an enemy takes will cause them to miss their next action (unless they are hopped up on combat drugs like Fury).













◆ Take Drugs!

Fury to makes you fight on through the pain, **Hypervate** speeds you up, **Tiranine** increases your damage capacity. Drugs will help you close the gap in ability between you and your enemies.

◆ Run Away!

Don't be afraid to get out of there if things aren't going your way. Discretion is the better part of valour.

BOOSTS & COMPLICATIONS

D12	DISCIPLE	BOOST (Minor/Major)	COMPLICATION (Minor/Major/Catastrophic)
1	 Overlord <i>Order & Light</i>	<ul style="list-style-type: none"> ▶ You receive surprise backup ▶ and a Disciple takes direct but subtle interest in your situation and provides minor assistance 	<ul style="list-style-type: none"> ▶ The challenge is more complicated than it first appeared ▶ and your target is slippery (GM gains one Opportunity) ▶ and a Disciple is irritated by your actions and intervenes
2	 Albion <i>Progress & Technology</i>	<ul style="list-style-type: none"> ▶ You are provided with unusual and cutting-edge tech ▶ and a Sliverware implant or tech item acquires a new ability 	<ul style="list-style-type: none"> ▶ Your target is better trained/prepared ▶ and your target has better equipment ▶ and your target has access to unusual and cutting-edge tech
3	 Isoke <i>Creation & Love</i>	<ul style="list-style-type: none"> ▶ A new opportunity reveals itself to you ▶ and love intervenes to assist you 	<ul style="list-style-type: none"> ▶ You become the target of an unwanted advance ▶ and your opponents are reinforced ▶ and one you love has sided with your target
4	 Kali <i>Death & Rebirth</i>	<ul style="list-style-type: none"> ▶ Your opposition suffer a loss ▶ and an unexpected ally makes a dramatic return 	<ul style="list-style-type: none"> ▶ Death is ever present ▶ and an ally or witness unexpectedly dies ▶ and an opponent thought defeated returns!
5	 Tattooed Man <i>Judgement & Control</i>	<ul style="list-style-type: none"> ▶ An accomplice seeks forgiveness and confesses ▶ and rules are changed in your favour 	<ul style="list-style-type: none"> ▶ You are curtailed by your superiors ▶ and rules are changed to hinder you ▶ and you are declared renegade
6	 Nihil <i>The Void & Darkness</i>	<ul style="list-style-type: none"> ▶ Shadows mask your action ▶ and your action leaves no trace 	<ul style="list-style-type: none"> ▶ Shadows obscure your goal ▶ and they know you are coming ▶ and have vanished like 'Kaiser Soze'
7	 Fool <i>Fortune & Chance</i>	<ul style="list-style-type: none"> ▶ You make a surprising positive discovery ▶ and the impossible becomes possible 	<ul style="list-style-type: none"> ▶ You make a surprising negative and disturbing discovery ▶ and the possible becomes challenging ▶ and you are cursed by bad fortune (Lose all your Opportunity Points)
8	 Cai-Shen <i>Commerce & Trade</i>	<ul style="list-style-type: none"> ▶ Additional resources are placed at your disposal ▶ and an opportunity to trade for advantage appears 	<ul style="list-style-type: none"> ▶ You lose access to a key resource ▶ and you are betrayed for money ▶ and your target is backed by powerful, rich forces
9	 Thoth <i>Knowledge & Information</i>	<ul style="list-style-type: none"> ▶ Someone left their password laying around ▶ and important and relevant information is unexpectedly revealed 	<ul style="list-style-type: none"> ▶ You leave trace evidence ▶ and information you thought was true is false ▶ and your action was predicted by your opponents
10	 Samael <i>Secrets & Vengeance</i>	<ul style="list-style-type: none"> ▶ A secret is revealed ▶ and unexpected vengeance on those who oppose you 	<ul style="list-style-type: none"> ▶ A secret you tried to hide is revealed ▶ and someone you wronged has found you and seeks redress ▶ and you suffer instant vengeance (take a random Injury)
11	 Lokden <i>Entropy & Change</i>	<ul style="list-style-type: none"> ▶ The environment changes to your advantage ▶ and an unexpected faction provides you aid 	<ul style="list-style-type: none"> ▶ The environment is changed to your disadvantage ▶ and you suffer serious malfunction ▶ and an unexpected faction enters on the side of your opponents
12	 Baal <i>War & Freedom</i>	<ul style="list-style-type: none"> ▶ You shrug off (heal) a Wound or Injury ▶ and you feel recharged (and regain all your Opportunities) 	<ul style="list-style-type: none"> ▶ Anger turns to violence all around you ▶ and that which was caught is set free ▶ and the tide of battle favours your enemies (the GM refreshes all Opportunities)

The Boost and Complication effects from the table above come as sentences to inspire without limiting you. These are *different* to *Injuries* and are less specific and open to interpretation by you and your players. You can also use the *Companion App* for this. Boosts and Complications change the environment around the characters without necessarily changing the characters. 'you' in the table means the *character* who got the Boost or Complication.

You get the effects of the *first* sentence for a Minor Boost/Complication, the first *two* sentences for Major Boost or Complication and *all three* for Catastrophic Complications!



PHYSICAL & SMARTS INJURIES

	 PHYSICAL INJURIES	 SMARTS INJURIES
D12		
1	BROKEN RIB <i>"That snapping sound wasn't good, was it?"</i> The pain is intense. Even breathing hurts. Take a Smarts Wound and -1 dice to Smarts (Control) skill tests.	TREMORS <i>"Hacking this comm wouldn't be so hard if my damn hands would stop shaking!"</i> Your hands are shaking so much it is difficult to use tech. You get -2 dice to your Weaver skill tests.
2	SPRAINED WRIST OR ANKLE <i>"At least it's not broken!"</i> It's difficult to hold your weapons steady. You get -2 dice to your Killer skill tests.	MIGRAINE <i>"Somebody please turn off the sun... and shut up while you're doing it!"</i> The pain is making it difficult to think. All your Smarts, Sandman and Weaver skill tests are one Difficulty Level harder.
3	BROKEN ARM OR LEG <i>"Is it supposed to crunch like that?"</i> All your movement is halved, and you cannot sprint.	SEIZURES <i>"Ahh! Ug! Gah!"</i> Your body convulses violently from the pain. Take a Physical Wound and -1 dice to Physical (Endurance) skill tests.
4	HEAVY BRUISING <i>"It looks worse than it is."</i> Take a Resources Wound and also -1 dice to Resources (Network) skill tests.	BRAIN FREEZE <i>"Thoughts... confused... thinking... slowly..."</i> You get -2 dice to your Smarts skill tests.
5	DISLOCATED ARM <i>"It popped out of the socket. Can't I just pop it back in?"</i> It makes physical activity much harder. All your Physical, Killer and Cloak skill test are one Difficulty Level harder.	BLURRED VISION <i>"Shoot him? Which one? Left or right?"</i> Everything is out of focus and you can't tell friend from foe. You get -2 dice to your Sandman skill tests.
6	HEAD TRAUMA <i>"This is bad! I..." [Collapses]</i> You've lost consciousness and will stay unconscious until this injury is healed.	FEAR <i>"Game over, man! Game over! We're all going to dieeeee!"</i> Terror overwhelms you. Your Smarts Armour Value is reduced by one level (minimum AV2).
7	PUNCTURE WOUND <i>"It's not looking good and that sucking noise from my chest isn't helping."</i> Your Physical Wound Threshold is reduced by one (minimum one).	INCOHERENT BABBLING <i>"Argh! Gah!"</i> You can't make yourself verbally understood. You cannot talk in character until this Injury is healed.
8	BADLY WINDED <i>"I... I... ug... can't... breathe."</i> Your body is wracked by wheezing. You get -2 dice to your Cloak skill tests.	MUDDLED THINKING <i>"Was I coming or going?"</i> Lose a Smarts Opportunity Point (if you can), or take a Smarts Wound and Injury, then discard this Injury.
9	ARMOUR DAMAGE <i>"I got off lucky!"</i> Your Physical Armour Value for any armour you are wearing drops by one level (minimum AV2).	COWARDICE <i>"We have to run! RUN!"</i> Your palpable fear unnerves your companions. All your companions get -2 dice to all Smarts (Control) skill tests when in your proximity (Short Range).
10	GROTESQUE WOUND <i>"Why is everyone staring at me and screaming?"</i> You're fine, but everyone who sees you immediately must make a 4+ Smarts (Control) skill test or take 5 Smarts Damage Dice! On the plus side, you get +2 dice bonus to any Mouth (Intimidation) skill tests.	PANIC <i>"Oh shit! Oh shit! Oh shit!"</i> You are freaking out and become indecisive. You get -2 dice to your Initiative skill tests.
11	BLOODIED <i>"It's just a flesh wound... a very bloody flesh wound!"</i> Your limbs are slippery with blood. You get -2 dice to any defence skill tests.	SCREAMING <i>"AHHHHHHHHHHHHHHHHHHHHHHHH!"</i> You're uncontrollably screaming! Your companions (within Short Range) must make a 4+ Smarts (Control) skill test or take 5 Smarts Damage Dice! You also get -2 to any Cloak skill tests.
12	INTERNAL BLEEDING <i>"I think I felt something inside burst..."</i> Lose a Physical Opportunity Point (if you can), or take a Physical Wound and Injury, then discard this Injury.	CATATONIA <i>"...!"</i> You're Stunned for 5 Conflict Rounds, or one Scene if not in Combat. Then discard this Injury.

RESOURCES & WYLD INJURIES

D12
1
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11
12



RESOURCES INJURIES

FINANCIAL INVESTIGATION

"What do you mean by 'financial irregularities'?"

You've boxed yourself in financially. Lose a Resources Opportunity Point (if you can), or take a Resources Wound and Injury, then discard this Injury.

PERMIT REVOKED

"I don't want to hand back my gun!"

The government has revoked your license to buy and carry Restricted items. It is illegal for you to buy or request Restricted Availability items.

LICENSE REVOKED

"Guess it is a taxi for me then."

Your piloting licenses have been revoked and it is illegal for you to drive or pilot any vehicle or drone.

ANGRY QUARTERMASTER

"Who knew that filing form #392/I would make him so mad?"

You've pissed off logistics and now all your Availability tests to acquire mission equipment are one Difficulty Level harder.

OSTRACISED

"What do you mean I've been removed from the committee?"

You've been black-balled. You get -2 dice to your Resources (Network) skill tests.

FAUX PAS

"Yes, the Governor is a fool. He's standing behind me, isn't he?"

A bad case of foot-in-mouth! You get -2 dice to your Mouth skill tests.

MEDICAL CARE SUSPENDED

"I guess I'll be patching this gunshot wound myself then."

You cannot receive medical assistance from professional services. Only street doctors will treat you.

STOCK VOLATILITY

"Bear Milk futures have tanked. We're going to be up to our ears in angry bears."

Issues in the stock market have left you vulnerable. Your Resources Armour Value drops by one level (minimum AV2).

IDENTITY STOLEN

"Apparently I just bought a dropship in Ravenna & an undersea base on Archimedes..."

Someone has stolen your identity! Take a Smarts Wound and you also get -1 dice to Smarts (Control) skill tests.

SCANDALISED!

"WeaveNet Now! has published details of our affair. The Duke is going to be pissed..."

It is difficult to function socially like this. All you Resources, Mouth and Vapour skill tests are one Difficulty Level harder.

REPOSSESSED

"How does someone repossess my bioware? With an axe? Uh-oh."

Surely this is a mix up? Your Lifestyle drops one level.

SLIVERWARE FAILURE

"Is it supposed to smoke like that?"

One entire sliverware Node of your choice (that you have at least one implant in) has malfunctioned.



WYLD INJURIES

WYLD GLITCHING

"My connection to the Wyld feels weaker. This is going to be tough."

The Wyld around you is glitching strangely. All your Wyld and Echo skill tests are one Difficulty Level harder.

WYLD BLINDNESS

"I cannot see the Wyld!"

You become Wyld blind. You get -2 dice to your Wyld skill.

WYLD BURNS

"The Wyld is burning my flesh!"

The Wyld burns your flesh. Take a Physical Wound and you also get -1 dice to Physical (Endurance) skill tests.

WYLD HALLUCINATIONS

"I am seeing strange memories of past and future."

You can see possible futures and impossible pasts. Take a Smarts Wound and -1 dice to Smarts (Control) skill tests.

WYLD TETHERED

"Something is peeling away my protection from the Wyld."

The Wyld channels energy into you reducing your protection. Your Wyld Armour Value drops by one level (minimum AV2).

WYLD OVERLOAD

"My connection to the Wyld feels burned out somehow."

Your connection to the Wyld is overloaded. You get -2 dice to your Echo skill tests.

WYLD GLOW

"The good side of glowing eyes is that now I don't need a torch."

Your eyes & tattoo glow with Wyld energy! Everyone who sees must make a 4+ Smarts (Control) skill test or take 5 Smarts Damage Dice! You get +2 dice bonus to any Mouth (Intimidation) skill tests.

WYLD IRRADIATING

"I'm hotter than a fusion reactor, baby!"

Your body is emitting Wyld Radiation, harmless to you. Lethal to those around you. You cause one Wyld Cancer per Scene to everyone else in proximity of you who fails a 4+ Wyld (Resistance) skill test (Short range).

WEAKENED WYLD

"I... can't... feel the Wyld!"

You can barely feel your connection to the Wyld. Lose a Wyld Opportunity Point (if you can) or take a Wyld Wound and Injury, then discard this Injury.

WYLD VORTEX

"Oh. This can't possibly be good."

You create a Wyld vortex which channels away your power. The maximum Magnitude you can initiate is two less than normal.

WYLD FEEDBACK

"Overlord's Beard! This hurts!"

You are getting more feedback than normal. You take one extra Wyld Cancer for all new Echo Powers and one Damage Dice of Wyld damage on all recalled powers..

DIMENSIONAL RIFT

"Run! Run now! Some... thing... is approaching!"

You have attracted things from deep in the Wyld. Take a Divinity Wound and you also get -1 dice to Divinity (Faith) skill tests.



DIVINITY & VEHICLE INJURIES

	 DIVINITY INJURIES	 VEHICLE INJURIES
D12		
1	<p>AVATAR!</p> <p><i>"This form is now host to My Magnificence!"</i></p> <p>You're possessed! Your Pledged Disciple possesses your body for the next Scene and does whatever they want with it then discard this Injury.</p>	<p>ENGINE/REACTOR HIT</p> <p><i>"The 'Check Engine Light' just exploded!"</i></p> <p>The vehicle comes to a complete stop. If this occurs after it has taken three Wounds the vehicle explodes!</p>
2	<p>CRISIS OF FAITH</p> <p><i>"My spirit is in turmoil!"</i></p> <p>Your soul is cast into turmoil. You get -2 dice to all Divinity skill tests.</p>	<p>POWER GRID RUPTURED</p> <p><i>"Warning: power fluctuations detected!"</i></p> <p>You're losing power. The vehicle's Wound Threshold drops by two and the vehicle loses two points of Physical.</p>
3	<p>CULT ATTENTION</p> <p><i>"I am the target of an inquisition."</i></p> <p>Everything you do is under scrutiny you get -2 dice to all Smarts and Resources skill tests.</p>	<p>CARGO HIT</p> <p><i>"There goes the crates of Larescu Ale!"</i></p> <p>A random carried piece of cargo or equipment is destroyed. If it is a person, they take a Physical Wound.</p>
4	<p>TOUCH OF DEATH</p> <p><i>"Kali has marked me for death!"</i></p> <p>You cannot spend Opportunity Points to heal Wounds or Injuries and -1 dice to Wyld (Resistance) skill tests.</p>	<p>PILOT/BRIDGE STRIKE</p> <p><i>"The Captain's been hit!"</i></p> <p>The pilot (or everyone on the Bridge) takes a Physical Wound, then discard this Injury.</p>
5	<p>DIVINE CHARGES</p> <p><i>"The Cult of the Tattooed Man has begun investigating me for heresy!"</i></p> <p>You have been marked as a potential heretic. Take a Smarts Wound and -1 dice to Smarts (Control) skill tests.</p>	<p>PASSENGERS HIT</p> <p><i>"Warning: pressure loss detected in cabins."</i></p> <p>All passengers and crew must make a 5+ Physical (Athletics) skill test or take a Physical Wound, then discard this Injury.</p>
6	<p>PURGE</p> <p><i>"I must purge myself of weakness."</i></p> <p>You need to restore your faith and purge yourself physically. Take a Physical Wound and -1 dice to Physical (Endurance) skill tests.</p>	<p>OUT OF CONTROL!</p> <p><i>"I'm losing her!"</i></p> <p>The pilot must immediately make a 5+ Vapour (Groundcraft, Aircraft or Spacecraft) skill test to bring the vehicle back under control again, then discard this Injury.</p>
7	<p>BAD LUCK</p> <p><i>"Today is not my lucky day..."</i></p> <p>You cannot spend Opportunity Points to re-roll failed dice in skill tests.</p>	<p>DRIVE SYSTEM DAMAGED</p> <p><i>"She's smoking!"</i></p> <p>This vehicle gets a -4 Speed penalty.</p>
8	<p>GUILTY DONATION</p> <p><i>"Can money buy forgiveness? Let's find out!"</i></p> <p>You are weak. Maybe money can make it better? Take a Resources Wound and -1 dice to Resources (Network) skill tests.</p>	<p>STEERING DAMAGE</p> <p><i>"She's drifting wildly!"</i></p> <p>All Vapour skill tests to pilot this vehicle are one Difficulty Level harder.</p>
9	<p>SPIRITUAL FERVOUR</p> <p><i>"My soul is so pure that everything feels so real!"</i></p> <p>Reality becomes more intense. all Smarts and Resources damage you take is doubled.</p>	<p>WEAPON SYSTEM DAMAGED</p> <p><i>"Is it supposed to do that?"</i></p> <p>A random weapon on your vehicle is knocked out and will require repair (the GM will decide).</p>
10	<p>APOSTATE</p> <p><i>"I am cast into doubt!"</i></p> <p>Your soul calls out to another Disciple. Take a Smarts Wound and change your Pledged Disciple. Any Gifts from your previous Disciple cannot be used until you re-Pledge (heal this Injury).</p>	<p>ARMOUR DAMAGED</p> <p><i>"That was close! I felt something scrape the hull plates."</i></p> <p>Several armoured plates have been sheared off. The vehicle's Armour Value drops by one level (minimum AV2).</p>
11	<p>CORRUPTION</p> <p><i>"I have a stain on my soul!"</i></p> <p>Your connection to your Pledged Disciple is corrupted. Lose a Divinity Opportunity Point (if you can), or take another Divinity Injury, then discard this Injury.</p>	<p>A.I. OFFLINE</p> <p><i>"Warning AI damage! Warning AI dam...[static]"</i></p> <p>The Vehicle's AI has been terminated and your vehicle loses all its AI skills and Initiative.</p>
12	<p>HERESY</p> <p><i>"I have been severed from my Pledged Disciple and declared heretic!"</i></p> <p>You are unclean, branded heretic, and you cannot spend any Opportunity Points until this injury is healed.</p>	<p>KEY SYSTEM TAKEN OUT</p> <p><i>"That last hit took out our Jump Drive. Looks like we're going to have to fight out way out"</i></p> <p>One of your key systems has been compromised: Gravity, Life Support, Jump Drive, Grav system has been badly damaged and stops working (the GM will decide).</p>