

ADDENDA

Designer's Notes

With the possible exception of Dave Arneson, no RPG designer creates alone. For this project, I deliberately tried to borrow or adapt best-of-breed ideas and mechanics from all over the roleplaying map, to accompany Robin's inspired central GUMSHOE engine.

My clearest and biggest debt is to Elizabeth Shoemaker Sampat's superb game of emotional shear-damage and burnt spies, *Blowback*. The Vampyrism comes right out of her Push Pyramid. Her game also inspired much of the detail and tone, some of the Burn mode, and the basic skeleton of Quick and Dirty city building.

I built the Trust and Betrayal mechanics from a combination of Timothy Kleinert's diamantine *The Mountain Witch* and Malcolm Craig's brilliant *Cold City*. The MOS came from several places, among them John Wick's slick *Wilderness of Mirrors*.

Heat emerged, after some banging about, from the Plot Stress mechanic in the FATE system as implemented by Chris Birch and Stuart Newman in their glorious *Starblazer Adventures*. Its other godparent was Luke Crane's excellent *Burning Empires*, which also informed and infused Quick-and-Dirty city creation and conspiracy design, though perhaps not as much as I wanted it to.

I took nothing but solace (and maybe just a bit of Solace) from Ron Edwards' definitive Story Now "spy vs. guy" game *Spione*.

Everything else about spies I backstopped with Patrick Kapera's amazingly robust and comprehensive RPG *Spycraft*. If you could do it in his game, I needed to at least think about how to do it in mine.

Much coverage of the vampire-hunting stuff (and the tag-team tactical benefits) came in large part from the greatest vampire RPG ever: Chuck Wendig's *Hunter: the Vigil*. Speaking of vampire games, I had the unenviable task of boiling down the urban-gaming genius of Will Hindmarch's *Damnation City* sourcebook into about two thousand words.

And finally, for any game involving real-world adventure and the persnickety details thereof, no gamer or game designer should ignore the HERO system and *GURPS*. I mined *Dark Champions*, *The Ultimate Skill*, and *GURPS Gun Fu*, *GURPS Tactical Shooting*, *GURPS High-Tech*, *GURPS Covert Ops*, *GURPS Special Ops*, *GURPS SWAT*, *GURPS Action*, *GURPS Undead*, *GURPS Monster Hunters*, *GURPS Blood Types*, and *GURPS Horror* both for mechanical inspiration and to make sure I was adequately covering the ground that Steve Long, Hans-Christian Vortisch, Shawn Fisher, Bill Stoddard, Greg Rose, Brian J. Underhill, Sean Punch, PK Levine, and Lane Grate had all ably mapped before me.

My thanks to all of them.

NIGHT'S BLACK AGENTS

Director's Agent Tracking Sheet

Player					
Agent					
Previous Patron					
Drive					
Health					
Stability					
Symbol					
Solace					
Safety					
Cover Pool					
Network Pool					
Contact 1					
Contact 2					
Contact 3					
Contact 4					
Accounting					
Archaeology					
Architecture					
Art History					
Astronomy					
Bullshit Detector					
Bureaucracy					
Chemistry					
Cop Talk					
Criminology					
Cryptography					
Data Recovery					
Diagnosis					
Electronic					
Flattery					
Flirting					
Forensic Pathology					
Forgery					
High Society					
History					
Human Terrain					
Interrogation					
Intimidation					
Languages					
Law					
Military Science					
Negotiation					
Notice					
Occult Studies					
Outdoor Survival					
Pharmacy					
Photography					
Reassurance					
Research					
Streetwise					
Tradecraft					
Traffic Analysis					
Urban Survival					
Vampirology					

Hit Threshold Modifier Sheet

In games using the full range of options and tactical rules, Hit Thresholds can vary widely. Try to rebalance those values if you can: if one combatant has a Hit Threshold of 7 and one has a Hit Threshold of 9, run their combat as if they had Hit Thresholds of 3 and 5, respectively. This keeps fights shorter and more dangerous, and therefore more exciting.

Athletics Ability Rating

Athletics 8+ Hit Threshold 4
 Athletics 7- Hit Threshold 3

Cover

Defender is exposed: -1
 Defender is under partial cover: +0
 Defender is under full cover: +1

Darkness

Darkness Level	Range			
	Point-Blank	Close	Near	Long
Night			+1	+1
Dark		+1	+2	+2
Pitch Black	+1	+2	+3	+3

Illuminated

If you are carrying a lit flashlight, spattered with glowing paint, lighted up by a laser sight, or pinpointed by firing (or being hit by) a tracer round, your Hit Threshold goes **down**: -1

Surprise

Surprised attackers: +2

Thrown Weapons

Attacker throwing weapon at Near range: +1

Injury

Attacker is Hurt: +1
 Attacker is blinded (tear gas, dazzle laser, etc.): +2
 Defender is blinded: -2


See also **Thriller Combat Options**: Evasive Maneuvers (p. 74), Extra Attacks (p. 74), Feint (p. 75), Mook Shield (p. 76), Reckless Attacks (p. 76), Throws (p. 76), Sniping (p. 77) and

Vampiric Powers: Distortion (p. 135), Hive Mind (p. 135), Invisibility (p. 130), Shadow Attack (p. 152), Temporal Distortion (p. 129), Vampiric Speed (p. 133).

Called Shots

Desired Location	Modifier to Hit Threshold
Large carried object (rocket launcher, laptop computer, backpack)	+1
Torso, <i>windshield</i>	+1
Chest (if attacker is facing target)	+2
Gut, <i>specific window, tail rotor</i>	+2
Head or limb	+2
Hand or foot, joint, <i>tire</i>	+3
Heart, throat, mouth, or face	+3
Weapon or other hand-held object	+3
Eye, <i>headlight</i>	+4
Chest (if target faces away from attacker)	+4

Mental State

Attacker is Shaken: +1
 Depressive Disorder: -1

Chases

Attacker climbing on a vehicle: +1
 Attacker is passenger in a chase: +1
 Attacker is pursuer or runner in a chase: +1

Thriller Chase Summary Sheet

Determine Starting Lead

Halfway between runner's goal and 0

Open chase: Adjust Lead by 1 for faster participant

Normal chase: No change

Cramped chase: Adjust Lead by 1 for more maneuverable participant

Chase Roll Procedure

- The pursuer and the runner reveal their spends simultaneously, and then roll.
- The results are applied to the Lead; individual successes or failures do not necessarily end the chase.

Chase Roll Modifiers

Faster participant:

In open chase add difference in Speed to all chase rolls (min +1)

In normal chase add +1

Higher skill in chase ability:

If only participant with ability 8+ add +1

More maneuverable participant:

In cramped chase add difference in Maneuver rating to all chase rolls (min +1)

Changing the Lead

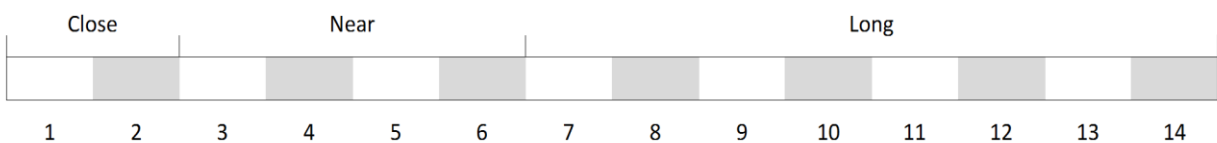
The results of the two ability rolls (runner and pursuer) alter the Lead as follows:

- Pursuer succeeds, runner fails: the Lead shortens by 2.
- Pursuer, runner both succeed or fail: the Lead alters by 1 depending on whose margin of success (or failure) was greater. If the pursuer won by more or lost by less, the Lead drops by 1; otherwise, the Lead increases by 1.
- Pursuer fails, runner succeeds: the Lead lengthens by 2.

Raise

Before the next round of the chase starts, the runner can raise both sides' Difficulty Numbers, raising them by 1.

Thriller Chase Lead Track



Special Thriller Chase Rules Sheet

Unless specified, both runner and pursuer can use these rules. Required ability levels are for ability *ratings*, not current pool size.

Attacking During Chases

- Spend 3 from chase pool (no spend needed for passengers)
- +1 to Hit Threshold of target

Gear Devil

- Requires Driving or Piloting 8+ and descriptive phrase
- Grants 3-point refresh once per chase

Parkour

- Requires Athletics 8+ and descriptive phrase
- Grants 3-point Athletics refresh once per chase

Ramming

- Lead must be 1 or 2
- Spend 3 points from chase pool
- Player always rolls against Difficulty 4

Ram rolls use only the following modifiers and rules:

On the defensive (avoiding being rammed): The player adds his vehicle's Maneuver to the die roll (against a Difficulty of 4), plus any other spends he makes.

- If he fails, the Lead alters in the opposition's favor by 1.
- If he rolls an unmodified 1 and fails, he crashes.
- If he succeeds, the rammer must spend 2 points immediately from her chase pool; if her pool is insufficient, the Lead alters in the player's favor by 1 for every point by which she falls short.

On the offensive (ramming): The player *adds* her vehicle's Maneuver to the Difficulty of 4, plus any

other spends she makes. (Heavier vehicles lower Difficulty.)

- If she fails, she must spend 2 points immediately from her chase pool; if her pool is insufficient, the Lead alters in the opposition's favor by 1 for every point by which she falls short.
- If she succeeds, the Lead alters in her favor by 1.
- If she rolls an unmodified 6 and succeeds, the other vehicle crashes.

Sudden Escape (Runner Only)

- Requires Lead 7+ and success in chase round contest
- Make another General test at Difficulty 1 higher than previous contest

Success: escape the chase instead of changing Lead

Failure: crash or fall, double damage

Swerve

- Requires equal or higher Maneuver rating; must be in third+ round of chase
- Spend 3 points from chase pool
- Ignore Speed bonus on next roll
- Next Lead change is doubled
- If chase ends, loser crashes or falls

Take the Wheel!

- Spend 2 points from chase pool
- NPC driver takes over; your chase rolls at +1 Difficulty
- If runner, cannot Raise while NPC is driving

Thriller Combat Options Sheet

Required ability levels are for ability *ratings*, not current pool size. Spends to activate abilities never add to die rolls.

Autofire

- Spend 3 Shooting per 1 extra damage die rolled on the target
- Spend 3 Shooting per 1 extra target within 3m of initial target

Called Shot

- Increase Hit Threshold of foe depending on specific target
- Increase damage depending on target and on whether you used a weapon (gun or melee) or hand-to-hand attack.
- May then spend 6 points from attack ability to move foe from Hurt to Seriously Wounded or from Seriously Wounded to dead.

See full table and rules on p. 72; additional damage not cumulative with +2 for Point-Blank gunshots:

Called Shot To	Hit Threshold Modifier	Additional Weapon Damage	Additional Unarmed Damage
Chest (from front/back)	+2/+4	+2	--
Eye	+4	+2 and blind for 2 rounds	+3
Head	+3	+2	--
Heart	+3	+3	--
Joint, Groin	+3	--	+2
Throat	+3	+2; beheaded if cutting attack drops foe's Health to 0 (or -12)	+2

Critical Hit

- If attack die roll is a 6 **and** you exceed target Hit Threshold by 5+
- Extra die of damage

Evasive Maneuvers

- Declare at beginning of your action, does not use your turn, lasts until beginning of your next action
- Spend 2 Athletics per +1 to Hit Threshold, max +3
- Your attacks suffer a -2 penalty per +1 to your Hit Threshold

Extra Attacks

No melee weapon (except swords) with damage modifier over -1 can have Extra Attacks.

Hand-to-Hand or Weapons

- Requires Hand-to-Hand or Weapons 8+ and successful hit
- Spend 3 Hand-to-Hand or Weapons plus 2 Health for second attack

Shooting

- Requires Shooting 8+ and successful hit
- Spend 4 Shooting plus 1 Stability for second attack; 8 Shooting and 2 Stability for third attack; etc.

Multiple Targets

Second target's Hit Threshold +2; third target's Hit Threshold +3; etc.

Two-Fisted Firearms

- Requires pistols in both hands at beginning of action
- Spend 3 Shooting plus 2 Athletics to attack with both pistols
- Name target or targets (+2 to second target's Hit Threshold, as above) before firing; you cannot switch in between shots
- Spend 9 Shooting plus 6 Athletics to attack again with both pistols

Feint

- Give up your attack for a round
- Spend 1 Hand-to-Hand or Weapons per -1 to foe's Hit Threshold; max -3
- Applies to all attacks (including allies) until end of your next round

Jumping In

- At the end of any other character's action, if you have not yet acted
- Spend 4 Athletics or 3 Shooting, Hand-to-Hand, or Weapons
- Immediately attack with the ability you spent from (or with any ability, if you spent Athletics)
- Change in combat order is permanent unless someone else Jumps In

Martial Arts

- Requires Hand-to-Hand or Weapons 8+ and descriptive phrase
- Grants 3-point Hand-to-Hand or Weapons refresh once per fight

Mook Shield

- Requires Hand-to-Hand 8+

Mook in Point-Blank range: Spend 3 Hand-to-Hand and attack

Mook in Close range: spend 3 Hand-to-Hand and 2 Athletics and attack

If successful, you grab the mook and:

- All ranged attacks against you that miss hit the mook
- Mook provides -4 Armor against attacks that hit
- Must drop mook or spend 3 Shooting to fire a weapon

Reckless Attacks

- Spend 1 Athletics to lower Hit Thresholds of both you (against all attacks) and one target (against your attacks); max -3.
- Lasts until beginning of your next action



Smashes and Throws

- Spend 2 Hand-to-Hand and attack foe in Point-Blank range; if successful
- **Smash:** against breakable or hard object, -1 damage; against projecting and hard object, +0 damage
- **Throw:** foe lands at Close range, moves to end of combat order; thrown into breakable or hard object, -2 damage; thrown into hard and projecting object, -1 damage
- **Throw at Window:** +2 to foe's Hit Threshold; on roll of 6 (lower for mooks) they go through window; -1 damage from broken

glass plus fall; Athletics test (Difficulty 5) for name NPCs and agents to avoid fall



Sniping

- Requires Shooting 8+ and taking one round to aim with a rifle
- **Target aware of you:** Hit Threshold -1
- **Target unaware of you:** Hit Threshold -2
- **Your rifle has a scope:** Extended Range attacks (see p. 68) are free

Special Weapons Training

- Requires Shooting or Weapons 8+
- Spend 6 *build points* for additional +1 damage to one make of weapon
- **Shooting:** may take SWT for one light (+0 becomes +1) and one heavy (+1 becomes +2) firearm
- **Weapons:** may take SWT for one knife (-1 becomes +0) and one other make of melee weapon

Support Moves

- Requires Athletics 8+
- Make Athletics test vs. Difficulty 4, describe support move
- Margin of success applies as bonus to ally's next attack roll



Suppressive Fire

- Requires Shooting 8+ and an automatic weapon
- Make a Shooting test against a Difficulty based on the width blocked to foes by fire: 3 (alleyway) to 6 (3-lane road; hangar doors)
- You can maintain the line without rolling for 2 rounds (pistol) or 5 rounds (assault rifle or SMG); then you must take one action to reload

Foes must make Athletics test against your result to cross:

- **Failure:** damage and they stay put
- **Success by 0-4:** damage and they cross
- **Success by 5+:** cross without damage

Technothriller Monologue

- Requires Shooting 8+ and descriptive phrase
- Grants 3-point Shooting refresh once per fight

NIGHT'S BLACK AGENTS

Blank Conspyramid Sheet

core leadership

6

international

5

national

4

provincial

3

city

2

1

Obstacle Difficulty: Conspyramid Level +3

OPFOR Abilities: Conspyramid Level +1 (x2)

- Alertness and Stealth Modifiers: Level/2 (rounded down)

The Vampyramid

