

Silhouette House Rules (Tribe 8)

Genre Points

There are three ways to get genre points. Every time one of your **flaws** comes into effect in a critical situation, you get a genre point *if you claim it at the end of the session*. Every time one of your *fellow PCs nominates you* for a genre point because you did something really cool and the DM approves (which is never does) you get a genre point. Finally, **experience points** can be used to buy genre points on a one-to-one basis.

Genre points can be used for the following (note that other PCs may transfer genre points to you any time they want):

- Get X additional dice for a single skill or attribute roll. (Cost: X)
- Reduce a wound by one/two level(s) (Cost: 3/6)
- Buy off X points of flaws from the result rolled after death (Cost: X*2)
- Undo last 5 minutes, with DM approval (Cost: 5)

Complexity

Complexity only comes into play, when the PC does not have enough Cpx for a skill roll. In that case the difference is subtracted from his roll. There are also some special uses such as in combat.

Combat

Initiative

Initiative is rolled for the group by one character on each side, with each side allowed to move one character in a battletech-like way. Each character can use his complexity as additional

emergency dice for the duration of the conflict.

Special Actions

The following special actions/manoeuvres are currently allowed in combat:

- Free strike if a threatened zone is left or special actions are taken within the special zone (including standing up).
- Multiple actions (-1 for each)
- Paired Weapons: use the best damage and parry but the worst accuracy
- A full dodge can be declared when acting (+2 on defense) and lasts until the next time this character is activated.
- Deception attacks (reduce your and the enemy's dice in close combat)
- By raising the Cpx of the attack (usually 1, 2 for swords etc.) or defence, attack and defense penalties can be bought off (e.g. the one for multiple attackers)
- Grapple (1), trip (2), disarm (3), attacking weapons (2), bull rush (2) all use the appropriate D&D rules, for each a combat manoeuvre exists to avoid the free hack (min. cpx in brackets)
- Grapple: to get a hold, a hand-to-hand roll with any MoS is needed. While in grapple, only small weapons can be used or a grapple be conducted, i.e. an opposed Hand-to-Hand/STR roll where the winner can either break free, pin the enemy, or deal unarmed damage.
- Trip attacks need a successful attack roll, with a minimum MoS of 1. After the hit an opposed STR check (+1 for entangling weapons and pole arms) is made to see if the defender is tripped. A fumble lets the attacker fall.

- A disarm attack requires a successful to hit roll at -1. The MoS is a bonus for the subsequent attack roll with STR which decides whether the weapon is lost. A fumble means that the own weapon is lost instead.
- a bull rush requires a hand-to-hand or melee roll with BLD to push the enemy back MoS meters.
- attacking weapons when used on shields does not provoke an attack of opportunity. The shield's stamina based on its armour value x 2 and a system shock based on its AD bonus.

Allowed Combat Manoeuvres

These manoeuvres can be bought for 5 skill points each and none of them can be performed "unskilled". While a manoeuvre can be learned without meeting its given Cpx, the usual penalties apply.

- Grapple (1), trip (2), disarm (3), attacking weapons (2), bull rush (2) - see above.
- Blind Fighting (2): reduce penalty due to concealment and lighting by 2.
- Combat Reflexes (2): get an additional free strike per turn
- Defender (2): lend own skill level to others within Cpx * 1m for parry and defense.
- Heavy Blow (1): increase DM by 3, reduce defense and parry by 2.
- Keep at Bay (1): if a character with a pole arm and keep at bay succeeds with his free strike against an opponent, the opponent has to stop moving and takes one step back (and therefore has to undergo the same procedure the next time).
- Paired Parry (1): if using two weapons, parry is increased by +2.
- Two Weapon Fighting (2): use best acc, parry, and DM

- Vital Strike (3, requires heavy blow): increase MoS by one on a successful hit.
- Whirlwind Strike (2): defense and parry -1, allows to attack all enemies adjacent to the character, maximum is Cpx. No other actions are allowed that turn.

Fumbles

A fumble on initiative allows the other side to move two of their characters first. Attack fumbles lead to the weapon being lost or even breaking (if applicable). Defence fumbles let the character fall down or his shield take damage.

Wounds

The location of the wound caused by a strike is determined by the "hit die" (a special die with hit locations on it). Wound effects are normal, the only difference is instant death. If a limb is hit, instant death means the limb is destroyed and the character suffers the same effects as if his system shock rating had been reached. Thus, only head and body hits will cause instant kills.

Death

True heroes rarely die and therefore those who are dead still have a chance to come back. Roll 2d6, determining the value in the usual way. A roll of 7 means that the character is permanently dead. In all other cases he survives but the DM assigns an appropriate flaw (or flaws) of the rolled point value to the character. Having to pause for 1 adventure counts as a 1 point drawback.

Stealth

Notice is a ranged action somewhat similar to an attack. Those on guard can use equipment (which has complexities

to use similar to weapons) as can the intruders.

The base range for listening is 2m but can be improved by equipment, the visual base range is 35m. Both values apply for human-sized targets (all BLD above 3 is applied as a penalty, all BLD below -3 can be added as a bonus to the stealth roll). The side which uses the higher-complexity equipment can add the difference as a bonus. Also, the DM may rule that some equipment counts as a certain level of Cpx but is easier to use (for example, a cloaking device with a single button to activate is Cpx 1 but acts as Cpx 3).

Sneaking is a bit like combat with Notice being an attack and Stealth a defense roll. Should the guards succeed in a roll they have not automatically detected the intruders, but "wound" him. The MoS of the guard is applied as a penalty to further rolls, the "System Shock" depends on the level of security at the enemy installation but usually after they have accumulated a total MoS of about 4, the guards will be pretty sure that there is some kind of intruder.

Example: John (Stealth 3/2, AGI +1) has used a camouflage kit (Cpx 2) to prepare himself for a raid. His stealth rolls use 3 dice and he gets a bonus of +1 for AGI and +1 for the kit since the defenders use only binoculars (Cpx 1). The guards have Notice 3/3 and a PER of +0. Due to the binoculars, their optical base range is 50m. In his first turn, John moves slowly through light cover and thus rolls 3D+3 (which includes the cover bonus) for a 7. The guards roll 3D +0 (short range) and get an 8 (lucky bastards). Thus, one of them notices a movement in the trees and trains his binoculars on the spot. John's next roll will thus be penalised by 1. Since the guards work at a high security facility, the "system shock" rating is 3, so an additional blunder is likely to lead

to the discovery of John. Also, had John used his magical potion of elephant size (increase BLD to 6), all his stealth rolls would have been penalised by a 3.

Synthesis

Technosmithing

The difficulty of Homoeopathy is 2 rather than 4 as suggested.