THE VIGILANTE CHEAT SHEET

Basic Terms:

- **APs=Attribute Points:** measurement for everything in game, each point is a value twice as much as the one preceding
- **RAPs=Result Attribute Points:** The APs generated as the result of a Dice Action
- **Automatic Actions:** Things a character can do automatically (move a certain amount, activate a power, look around)—generally you have 2 automatic actions in a combat round, one of which can be used to move
- **Dice Actions:** Things a character do that require a dice roll to resolve
- **AV=Acting Value:** trying to hit, attempting to use a skill/power, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **OV=Opposing Value:** trying to avoid being hit, evade discovery, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **EV=Effect Value:** doing damage, effect of power/skill, etc. Can be STR, WILL, AURA, EV of weapon, APs of Power/Skill, etc.
- **RV=Resistance Value:** resist damage (armor, toughness, power/skill) or resist effect of power/skill, etc. Can be BODY, MIND, SPIRIT, APs of Power/Skill, etc.
- **Hero Points:** used to create characters and to affect the game state (can add temporarily to attributes, be spent to heal, to change environment, etc.

Combat Procedure

1. **Activate Automatic Powers (Protective Powers only)**
2. **Roll Initiative**
3. **Declare Actions—lowest initiative first**
   a. Declare any maneuvers or any changes in AV/OV/EV/RV from maneuvers, or use of Hero Pts.
   b. 2 Automatic Actions (1 or which can be movement), 1 Dice Action
4. **Perform Actions—highest initiative first**
   a. Roll 2d10 and add together—explode doubles, any double 1 action automatically fails
   b. Tell me AV/OV/EV/RV (with any temporary changes that you previously declared) and die roll—I resolve on chart, including column shifts
   c. Damage applied to Resistance Attribute (Body, Mind, Spirit)—decide immediately whether to Last Ditch Defend or make a Desperation Recover Check

Vigilante's Most Common Combat *Skills*/Maneuvers

- **Hand-to-hand combat:**
  o *Martial Arts*—substitute APs of skill for AV, OV, EV, or RV—must declare when declaring action
- **Ranged combat:**
  o *Weaponry*—when using a gun, substitute APs of skill for Dex/AV, EV used for weapon's damage
  o Trick Shot—gives target +2 Column Shifts (can be adjusted up based on difficulty of shot). If offensive action, damage is done normally; if not done to damage target, successful if at least 1 APs or greater
  o Multi-Attack—declare number of targets: number of characters attacked gives OV+RV column shifts, see table on pg. 21
    - OV is the highest possessed by any defender;

- Any RAPs are suffered by all targets (RV based on highest RV)
- **Other Combat Maneuvers:**
  o *Offensive:* Critical Blow (harder to connect, more damage, p. 20), Devastating Attack (more powerful Critical Blow, p. 20), Flailing Attack (easier to connect, less damage, p.20), Grappling Attack (p. 21), Sweep Attack (using an object to hit multiple targets, p. 22), Team Attack (p. 22), Pull a Punch (cause slightly less damage to not cause Knockback, p. 22), Planned Knockback (p. 22), Charge (p. 22), Take Away (p. 23)
  o *Defensive:* Block (p. 23), Dodge (p. 24)
  o *Initiative:* Press the Attack (your targets have their OV reduced -1, your OV also reduced -1, p. 24), Laying Back (your targets have their OV increased +1, your OV also increased +1, p. 24)
- **Last Ditch Defense and Desperation Recover**
  o *Last Ditch Defense:* immediately spend up to your RV in Hero Points to reduce RAPs of damage
  o *Desperation Recovery:* pay 15 Hero pts. to make a Recovery Check (p. 19) (your character or another—unless under 0 Current Condition, then pay 1 to increase only to 0)

Character Interaction

- **Interrogation, Persuasion, Intimidation:** All use Influence/Aura as the AV/EV, Influence/Spirit as the OV/RV. RAPs generated determine degree of success or failure.

Vigilante's Non-Combat Skills

- **Animal Handling:** moment to moment, this will be used for Riding an animal most of the time (not interaction with an animal to calm it or command it, which would use Persuasion or the Charisma skill). When riding an untrained animal (trained is Automatic), use the APs of your skill as the AV, the OV the animals Dex/Str (p.149)
- **Artist (Performing):** APs of skill are AV/EV, OV/RV=4/4 (unless trying to influence specific person), RAPs=how performance is received (p.149)
- **Detective:** 5 separate sub-skills: Clue Analysis, Counterfeit Recognition, Identification, Law, Police Procedures (p. 150)
  o Clue Analysis: AV/EV=APs of Detective, OV/RV is Int/Mind of Opposing Criminal, # of RAPs determines results
- **Vehicles:** Automatic Actions don't require a check. Trick Maneuvers receive a Column Shift of +1 to +10 to the OV (p. 155)
- **Using Skills "Unskilled:"** Acrobatics, Animal Handling, Detective, Gadgetry, Medicine, Military Science, Scientist, Thief, Vehicles, Weaponry—Substitute the Link Attribute (listed in the Rules Manual), +2 Column Shifts to OV/RV (Artist, Charisma, Martial Artist, Occultist cannot be used unskilled)