# NIGHT'S BLACK AGENTS



## **Generic** rules

Investigative skills refresh between each case (or breakpoint, for longer cases)

Athletics, Driving, Hand-to-Hand, Piloting, Shooting and Weapons refresh after 24 hrs since last use.

Other general abilities and Stability refresh as investigative abilities.

Paranormal abilities refresh after each operation

Trust refreshes after each operation

Health refreshes 2 pts/day of restful activities.

Seriously wounded: Convalesce in hospital #days = -Health. 1/2 Health day after that, full health day after that

Spend 1 hour at safe haven to refresh 3 gnrl abilities (not Health, Stability)

If a character lives his drive, refresh 1-2 pool pts from any general ability (1/session/player)

Cover and Network do NOT refesh

## Stability

Symbol - A few minutes of meditating/revering your symbol gives 1 Stability back. 1/session

Solace - 6 hrs of interaction with solace gives 2 Stability 1/session

Solace - 1 full day of interaction gives full refresh of Stability

At the end of session where Place of Safety is inviolate refresh 1 Stability

If get to Place of Safety unobserved, refresh Stability completely

Addictive disorder (Burn Mode) - Refresh 2 Stability by engaging in addiction

If a spend gives an impressive result, regain 1d6 pts

### **Skills**

**Medic** - 2 Health per pt of Medic. Max healing = level before last wound. Recepient must be Hurt. If self 1 Health per pt.

#### **Chases and combat**

**Gear Devil** - Req. Drive/Pilot 8+. Narrative refreshes 3 pts to Drive/Pilot. 4 pts if well done. 1/Chase

**Parkour** - Req. Athletics 8+. Narrative refreshes 3 pts Athletics. 4 pts if well done. 1/ foot chase

Invoking an investigative ability during a chase might give a partial refresh on chase ability

Martial Arts - Req. Hand-to-Hand/ Weapons 8+. Narrative refreshes 3 pts to Hand-to-Hand/Weapons. 4 pts if well done. 1/fight

**Technothriller Monologue** - Req. Shooting 8+. Narrative refreshes 3 pts to Shooting. 4 pts if well done. 1/fight

**Tactical Fact Finding** - If GM added to (or before) cbt, finding a tactical fact gives a refresh in specified ability

