

THE EDGE OF MIDNIGHT





PLAYER CHARACTER CHARTS

A COMPLETE LIST OF AVAILABLE SKILLS

Appraise	Magnetism**
Athletics	Martial Arts*
Brawl*	Medicine
Bureaucracy	Melee*
Contortions	Perception
Craft	Perform
Demolitions	Pick Lock
Disguise	Puzzles
Drive	Sleight of Hand
Electricity**	Sport
Engineering	Stealth
Etiquette	Streetwise
Evasion*	Tensile Energy**
Fast Talk	Thermal Energy**
Firearms*	Throwing*
Forgery	
Gravity**	
Intimidation	
Kinetics**	
Lore	

* Indicates a combat skill

** Indicates a scientific skill, which is used in practicing magic

A COMPLETE LIST OF COMBAT MANEUVERS

Blind Fighting	Lightning Reflexes
Deadly Aim	Quick Draw
Defensive Fighting	Sucker Punch
Disarm	Superior Defensive
Grapple	Fighting
Haymaker	Unbalancing Attack
Leap Up	

A COMPLETE LIST OF PROFESSIONS

Academic	Officer of the Law
Athlete	Performer
Blue Collar Worker	Politician
Clergy	Rogue Scientist
Con Artist	Soldier
Femme Fatale	Street Tough
Gangster	Thief
Gunman	Wealthy
Investigator	White Collar Worker
Lady Killer	

A COMPLETE LIST OF AVAILABLE BACKGROUNDS

Accelerated Immune System*	Magic License
Acrobatic	Magical Aptitude
Alert	Marksmanship
Bone Spurs*	Mean Streets
Charismatic	Prodigy
Dead Zone*	Racer
Dense Bone Structure*	Reduced Light Vision*
Education	Rugged
Enhanced Teeth*	Sinewy Joints*
Exotic Knowledge	Small
Fanaticism	Wise
Gaunt	
Huge	
Loyal Retainer	
Lucky	

* Indicates a background which may only be purchased by gaunts

COST OF LIVING EXAMPLES

High-class evening wear	\$75
Nice clothing	\$25
Cheap clothing	\$10
Shoes/boots	\$9
Hat	\$10
Postage stamp	\$0.03
Movie ticket	\$0.20
Baseball ticket	\$1
Record player	\$50
Record	\$0.50
Camera	\$5
Hotel room, luxury	\$10 per night
Hotel room, average	\$4 per night
Hotel room, dump	\$1 per night
Apartment	\$50 per month
House, run-down (mortgage)	\$75 per month
House, small (mortgage)	\$100 per month
House, average (mortgage)	\$175 per month
Meal, nice	\$2
Meal, greasy spoon	\$0.50
Pack of cigarettes	\$0.25
Pint of beer	\$0.25
Quart of milk	\$0.25
Medical equipment/first aid kit	\$20
Crowbar	\$4
Lock picks, set	\$2
Stout lock	\$1
Saw	\$4
50 ft. of rope	\$6
Suitcase/steamer trunk	\$10
Flashlight	\$5
Binoculars	\$30
Tool kit	\$8
Dynamite	\$2 per stick
Taxi fare	\$.25-\$3
Cross-country bus pass	\$10
Cross-country train ticket	\$20
Cross-country plane ticket	\$100
Telegram	\$1 per 50 words

MAGIC ADDICTION

Each time a warlock generates a magical effect, his Brains attribute increases by +1; his Brains may increase beyond 10 in this manner, with no upper limit. However, during the same period, his physical attributes (Brawn, Smoothness, Build) all decrease by 1, with an attendant drop in corresponding attributes. The effects of this last for a period of time — called a “Debilitation Period” — dictated by the level of the magical effect generated:

LEVEL	DEBILITATION PERIOD
1	1 minute
2	5 minutes
3	15 minutes
4	1 hour
5	2 hours
6	5 hours
7	12 hours
8	24 hours
9	36 hours
10	48 hours

EXPERIENCE COST

Increase an attribute	current rating x 3
Increase a scientific skill	current rating x 2
Increase a non-scientific skill	current rating x 1
Purchase a new skill	2
Increase the level of a profession by one	current level x 5
Purchase a new profession	10
Purchase a new background*	5

* After character creation, backgrounds may only be purchased with the GM's approval.

WEAPONS

NAME	COST	BASE RANGE**	SHOT CAPACITY	DAMAGE
Automatic pistol, concealable	\$60	15 feet	4	3d10
Automatic pistol, small	\$60	30 feet	9	4d10
Automatic pistol, large	\$70	30 feet	15	4d10
Pipe gun (“zip gun”)	—	15 feet	1	3d10
Revolver, small	\$60	30 feet	6	4d10
Revolver, large	\$70	50 feet	6	5d10
Rifle, hunting	\$100	100 feet	10	5d10
Rifle, sniper's	\$200*	350 feet	10	6d10
Shotgun, break open (scatter gun)	\$80	10 feet	2	6d10–1d10/10 ft.
Shotgun, pump	\$80	10 feet	6	6d10–1d10/10 ft.
Submachine gun	\$300*	45 feet	30–50	4d10
Machine gun	\$900*	60 feet	100 (belt-fed)	5d10
Hand grenade	\$25*	10 feet	N/A	Special
Brass knuckles***	\$5	0	N/A	As Brawling + 3
Baseball bat/club	\$1	0	N/A	2d10 + Brawn
Knife****	\$3	10 feet	N/A	1d10 + Brawn
Nunchuks	\$100	0	N/A	1d10 + Brawn
Sai	\$300	10 feet	N/A	1d10 + Brawn
Sword/axe	\$500/\$4	0	N/A	2d10 + Brawn

* This weapon is generally only available through the military. The price listed is its black market cost; use of them outside of military hands is horrifically illegal.

** The listed number is the weapon's range at which an attack may be made without penalty. The weapon's maximum range is three times the listed distance.

*** Many improvisational weapons also fall into this category. For example, pistol-whipping someone or hitting them with a roll of nickels in your fist would both produce effects similar to using brass knuckles.

**** Shivs, broken bottles and other improvisational cutting weapons inflict damage like a knife but the TN to use them is +1.

POISONS AND THEIR EFFECTS

TYPE	INITIAL EFFECT	CONTINUING EFFECT	TN TO RESIST
Contact	1d10/2 wounds (rounded up) (2 minutes after exposure)	1 wound per hour until poison is cleared	10; 1 check per 15 minutes
Ingested	1d10/2 wounds (rounded up) (10 minutes after exposure)	1 wound per hour until poison is cleared	12; 1 check per 10 minutes
Knock-out	Unconsciousness lasting 1d10 hours (1 round after exposure)	None	10; 1 check upon exposure

MULTIPLE CONTESTED ROLLS

TASK	NUMBER OF SUCCESSFUL ROLLS REQUIRED TO WIN
Playing a game of chess	5 rolls
Holding a door closed	1 roll per round
Chasing someone on foot	3 rolls per 50 feet of initial difference between pursuer and pursued
Chasing someone in cars	3 rolls per city block (or 250 feet) of difference between pursuer and pursued.
Hiding from someone	1–5 rolls

SAMPLE TNS

#	DIFFICULTY
5	Easy (climb a rope or hotwire a car)
8	Average (climb a rock wall or rebuild a car engine)
10	Difficult (free-climb a rock wall or build an engine from spare parts)
15	Extremely difficult (climb a rock wall during a storm or invent a new kind of car engine)
20	Once in a lifetime (scale a glass wall with no equipment or discover groundbreaking technology)

DAMAGING OBJECTS

OBJECT	TOUGHNESS	VIGOR
Handkerchief	2	5
Book	3	10
Wooden box	4	25
Cane or baseball bat	6	30
Knife	6	40
Chain	6	40
Tire rubber	6	50
Padlock/door hinges	7	50
Pistol	7	60
Rifle or shotgun	7	75
Wooden doorway	7	75
Fire escape	8	75
Automobile part (engine or car door)	8	125
Standard wall (drywall)	9	125
Brick/stone wall	10	175
Steel safe	9	175
Vault door	10	200

MODIFIERS IN COMBAT

The following situations increase or decrease the TN to hit with an attack during combat:

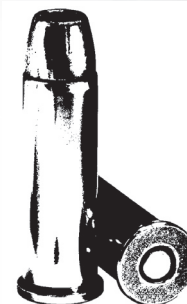
CONDITION	MODIFIER
Bad lighting (fighting in a poorly lit ally)	+1 to +2
Heavy rain or fog*	+1 to +2
Unable to see (fighting in the dark or when blinded)	+3
Drunk or similarly incapacitated	+2
Target has:	
10%–25% cover	+1
26%–40% cover	+2
41%–60% cover	+3
61%–80% cover	+4
81%–95% cover	+5
Target is prone	–2
Taking an action	+2
Point blank range (target is less than 3 feet away)	–1
Medium range (target is outside of the weapon's base range)	+1
Long range (target is outside of the weapon's base range x2)	+2
Extreme range (target is outside of the weapon's base range x3)	+3

Note: Range modifications apply only to the Firearms and Throwing skills.

*This normally only applies to ranged combat

EXPLOSIVES DAMAGE

EXPLOSIVE	PRIMARY RADIUS	SECONDARY RADIUS
Gunpowder	0–3 feet	3.1–6 feet
Molotov cocktail	0–5 feet	5.1–10 feet
Stick of dynamite	0–6 feet	6.1–12 feet
Hand grenade	0–10 feet	10.1–20 feet
Dynamite bundle	0–20 feet	20.1–40 feet



HEALING

Every hour, a character may make a Build roll with a TN of 6 in order to regain 1d10 vigor points. Additionally, every second day, a character may make a Build roll with a TN of 6 to heal one wound. Characters with the Medical skill can aid the healing process. Injured characters in a hospital or other facility automatically receive the benefits of a successful Medicine skill check once each day.

MAGIC LEVELS

Electricity

ELECTRICITY LEVEL	POWER LEVEL
1	10 watts
2	25 watts
3	75 watts
4	150 watts
5	325 watts
6	650 watts
7	1,250 watts
8	2,500 watts
9	5,000 watts
10	10,000 watts

Gravity

GRAVITY LEVEL	WEIGHT AFFECTED
1	5 lbs.
2	15 lbs.
3	30 lbs.
4	60 lbs.
5	125 lbs.
6	250 lbs.
7	500 lbs.
8	1,000 lbs.
9	2,000 lbs.
10	4,000 lbs.

Kinetics

KINETICS LEVEL	SPEED INCREASED/DECREASED
1	1 mph
2	3 mph
3	5 mph
4	10 mph
5	15 mph
6	30 mph
7	60 mph
8	125 mph
9	250 mph
10	500 mph

Magnetism

MAGNETISM LEVEL	WEIGHT AFFECTED
1	1 lb.
2	3 lbs.
3	5 lbs.
4	15 lbs.
5	30 lbs.
6	60 lbs.
7	125 lbs.
8	250 lbs.
9	500 lbs.
10	1,000 lbs.

Tensile Energy

TENSILE LEVEL	OBJECT
0	Powder
1	Tissue paper
2	Notebook paper
3	Cloth
4	Glass
5	Drywall
6	Mahogany
7	Sheet metal
8	Brick/concrete
9	Granite
10	Steel

Thermal Energy

THERMAL LEVEL	MATERIAL AFFECTED
1	Water
2	Paper, alcohol
3	Light wood, rope
4	Cloth (cotton, wool)
5	Oak, nylon
6	Tin
7	Aluminum
8	Glass
9	Gold
10	Steel

THE MARK

Every time one or more attributes are reduced to 0 through the effects of magic addiction, the warlock gains a "mark:" a sign of the magic he has misused. To determine the exact nature of a mark, roll 2d10 and add the results, and then consult the table below (the GM may choose an entry if he wishes). Unless otherwise stated, the effects last for 1-5 (1d10/2, rounded up) days before fading.

ROLL	EFFECT
2-3	The warlock's eyes become unnaturally colored — yellow, purple, or some similar shade — and glow slightly.
4	The warlock's skin becomes pale and slightly luminescent.
5-6	A sixth finger or toe develops on one extremity (GM's choice).
7-8	An odd-shaped birthmark develops on the warlock's body.
9	The warlock develops an unnatural aversion to cats.
10	The warlock develops an unnatural aversion to water.
11	The warlock develops an unnatural aversion to moonlight.
12	The warlock can consume only raw eggs.
13	The warlock can consume only raw meat.
14	The warlock can consume only fresh milk.
15	The warlock can consume only white or red wine.
16	The warlock periodically (once every 3d10 hours) excretes (sweats, cries, etc.) blood.
17-18	The warlock gains an unnatural aura that makes others uncomfortable (+1 TN to all Moxie-based rolls involving positive social interaction).
19-20	Roll again, rerolling if this result is achieved. The determined effect is permanent.