CATALYST

Attack Phases
1. Pick target
2. Roll Attack check (Firearms or Melee)
3. (If Defend or Move) Target rolls check
4. (If Attack ≥ Target) Roll for damage
Able to move your speed in meters during attack

Vitae and Vigor

Vitae – Life-force of creatures; ≥ 0: no visible injury; ≥ Drop Point: conscious; regains 1/10 of capacity per hour (double if asleep)

Vigor – Energy of creatures; ≥ 0: can do any action not dropping vigor below the drop point; < 0, ≥ Drop Point: cannot do any action costing vigor; regains 5 every turn.

Spell Maintenance – Vigor required per turn to keep ongoing spells active. The maintenance cost of a spell is 10% of its cost, rounded up.

Spell Phases
1. Pick target
2. Roll vein check -> (if needed) Compare to target attribute (+5 if Defend, -3 if Unaware)
3. (If Vein ≥ Attribute) Apply spell effects

Capacity:	
Drop Point:	

Capacity:	
Drop Point:	

Basic Player Action Rules	
Attack	Melee (-3 vigor); Ranged (0 vigor)
Defend	Block or dodge attacks (+5 vigor)
Move	Run *2* Speed* in meters (-2 vigor)
Interact	Use something in the environment (GM decides vigor cost)
Ability/Spell	Replace one of the other action with a special action

Enemy Target Action	Attack Check Required to Hit
Attack	3
Defend	Target acrobatics or melee check
Move	Target *Speed* + 1D6
Interact	3
Unaware	0

If the Attack check is 10 or more above the goal, it is a lethal strike

10	
9	142 140 138 136 134 132 130 128 126 124 122 120 118 116 114 112 110 108 106 104 102
8	
7	100
6	58 60 62 64 66 68 70 72 74 76 78 80 82 84 86 88 90 92 94 96 98
5	56
4	
3	54 52 50 48 46 44 42 40 38 36 34 32 30 28 26 24 22 20 18 16 14
2	12
1	
0	-30 -28 -26 -24 -22 -20 -18 -16 -14 -12 -10 -8 -6 -4 -2 0 2 4 6 8 10