

Hellfire Gulch Rules Overview

Introduction

This is a rules system developed by Brett Peters and Ryan McMullan that is designed to be simple to learn and use, be as transparent to the story as possible, and have a firm basis in reality. It based on a firm hatred of White Wolf's Mind's Eye Theatre which is very complex and requires large amounts of time to resolve challenges (as anyone who's been in mass combat can tell you). These rules are intended to be flexible and intentionally vague at points, so that they will bend to the story and those telling it as much as possible while still providing a consistent and fair method of resolution. We hope that, after finishing the game, as you look back at it, you will not remember the mechanics. However, we do value any feedback you can provide us about the system and welcome all comments, criticisms, and suggestions. Thanks for helping us try something new together.

Table of Contents:

- 1. Rules of Safety**
- 2. The Character**
- 3. Challenges**
- 4. Garou-specific rules**
- 5. Sample Character: Miss Clancy**
- 6. Rules Summary**

The Rules of Safety

There are rules that should be followed by players at any live-action game. All players must follow them at all times.

- No weapons.
- No drugs or alcohol.
- No violence or horsing around.
- No touching other people.

These rules are important to create a safe atmosphere conducive to a good role-playing environment. They are for everyone's protection and should never be broken.

The Character

Characters are represented by different ratings to describe their abilities and limitations. Characteristics are rated on a graded scale from 0-5 or 0-10 points.

Characteristics are divided into the following broad categories:

- **STATISTICS** - Basic talent and natural ability
- **SKILLS** - Studied and practiced proficiencies
- **BACKGROUNDS** - Advantages from the character's past
- **SPECIAL POWERS** - Gifts, Rites, Merits and Flaws

The notation for characteristics is "Characteristic-Level." Hellfire Gulch we usually pronounce it "Wrasslin' three" (drawl optional.)

CHARACTER DESCRIPTION A character's Nature is now included in the character description, along with concept, public persona, history, and personality. In challenges that would make you do something against your Nature you may add your Willpower rating to the challenge PL, in addition to the relevant Statistic/Skill.

Demeanor has been dropped as a game mechanic but is still a useful descriptive concept.

STATISTICS The description of your character's basic natural abilities are divided into twelve STATISTICS. These are:

Physical - Dexterity, Endurance and Strength
Mental - Intuition, Reason and Perception
Social - Appearance, Charisma and Communication
Special - Willpower, Gnosis, Rage (for werewolves)

- **STRENGTH (STR)** measures your muscular power and ability to use it.
- **ENDURANCE (END)** measures your vigor, ability to withstand pain, and general health and constitution.
- **DEXTERITY (DEX)** measures your speed, agility, reaction time, manual dexterity, flexibility, and general motor control.
- **PERCEPTION (PRC)** represents the ability to focus attention, recognizing significant pieces of sensory information in a scene, and picking out details.
- **INTUITION (INT)** represents inductive, heuristic thinking, acting on instinct, listening to hunches and feelings, and understanding things in a non-rational manner.
- **REASON (RSN)** represents deductive, logical thinking and using known facts to draw conclusions.
- **APPEARANCE (APR)** represents your physical attractiveness as well as how you present yourself; this includes poise and grace.
- **CHARISMA (CHA)** represents the effect you have on other's beliefs. With a high Charisma, you can inspire, manipulate, intimidate, convince, or lead others well.
- **COMMUNICATION (COM)** can be verbal and/or non-verbal; you can express yourself and/or understand others well.
- **WILLPOWER (WILL)** represents the characters internal resolve and strength of will. It is used to resist temptation and the influence of outside forces.
- **GNOSIS (GNOS)** is a measure of your connection to Gaia and spirituality. It is the basis for many Gifts and feats performed in the Umbra.
- **RAGE (RAGE)** is the all-consuming passion that is the double-edged sword of the Garou. It can be focussed to achieve startling effects, but is not without its drawbacks.

There is also one derived Statistic that is based upon the values to other Stats:

- **SPEED (SPD)** represents the character's reaction speed and ability to move quickly. It is used to determine initiative and the difficulty to hit the character. It is the average of Dexterity and Perception, representing the need for both coordination and the ability to perceive fast action.

Statistics are assigned a ranking from 0-5.

0	Feeble
1	Poor

2	Average
3	Good
4	Excellent
5	Incredible

Special Stats:

WILLPOWER Willpower is the character's resistance to outside forces that attempt to persuade or control them. Accordingly, whenever this happens, you may add your Will to your PL when attempting to resist.

Example: Smooth the Con Man is trying to convince Skeptic Joe to buy real estate. Smooth is driving a hard sale and is trying to fast-talk Joe into making a hasty purchase. Joe can add his Will when attempting to resist Smooth's sales pitch. The same would be true if Smooth was using the Mystic Medallion of Kath-Kar to control Joe's mind or make him dance the tango.

GNOSIS Gnosis is the basis for many of the supernatural aspects of the Garou (werewolves). It is used to Pierce the Gauntlet, commune with spirits, and is the basis for many Gifts. See the specific descriptions of these powers for their functioning.

RAGE Rage can be spent for the following results.

- +1 Health Level for the scene
- +1 Strength for the scene
- +1 Action this round
- Change to any form instantly
- Enter Frenzy at will (leaving is another matter)

The effects of Rage cease at the end of the scene, so be aware that losing the extra Health granted by Rage may cause your character to fall unconscious after the ordeal.

When a Garou's current Rage exceeds his current Willpower he suffers the following penalties.

Over	Penalty
1	-1 all social Statistics
2	-1 all social and mental Statistics
3+	-1 all social and mental Statistics and Dexterity

Rage is recovered by the following methods (one level per situation):

- First view of the moon for the day
- Beginning a new confrontation
- First wound of the day
- Severe humiliation

SKILLS Skills combine with a Statistic to determine your PERFORMANCE LEVEL (PL) for a particular task. Skills do not require descriptions and can be as specific or as general as desired by the Storyteller. You could have the generic Skill Gambling, or you could have the specific Skill Blackjack.

Skills are assigned a ranking from 0-10.

0	Unskilled or the skill level common to society
1	Novice
2	Competent
3	Proficient
4	Skilled
5	Very Skilled
6	Accomplished
7	Expert
8	Master
9	One of the best alive today
10	One of the best ever

Unlike the MET system, Skills never allow retests.

Skill Default: If you are attempting an action that requires a skill you don't have, then you are still able to attempt it (unless it is ridiculously hard, like hacking into the Pentagon or building a nuclear bomb), but are only able to bid half of your appropriate Stat for the test. If you have a Dex-2 and are trying to pick a lock without the Lockpick skill, then your is PL-1. It pays to have the proper skill.

BACKGROUNDS Backgrounds represent advantages from the character's past. They are represented on a 0-5 scale (similar to Statistics), and described below.

The following Backgrounds are available in Hellfire Gulch:

Artifact - Some form of magical item.

Fame - Broad recognition in mortal society.

Influence - Control you exercise over a mortal organization or society.

Kinfolk - Individuals who are related to the Garou.

Lore - You have knowledge not available to most.

Mentor - Access to a teacher.

Past Life - Knowledge of one's past ancestors and their abilities.

Pure Breed - Noble heritage (+1 PL on social vs Garou and Kinfolk per level).

Renown - Your deeds are respected.

Resources - Access to money and other resources.

Totem - A spirit that watches over you or your pack.

MERITS AND FLAWS Merits and Flaws represent unusual aspects of your character. They denote both the type of advantage and the degree to which it applies.

Merits and Flaws may grant one or more of the following:

- bonuses or penalties to your PL in certain situations
- retests in certain situations
- ability to add willpower to certain situations
- special powers

They are ranked from 0-5, just like Statistics.

Merits and Flaws are represented in the same format as all other characteristics. Acute Hearing-3 means that in tests involving your hearing you may add 3 to your PL. Impaired Vision-1 means that you subtract 1 in tests involving your sight. Lucky-5 means that you are really lucky and may gain 5 retests over the course of the night. Medium-1 means that you are a weak spirit medium. Haunted-5 means you always see dead people and they harass you constantly.

GIFTS Gifts are supernatural powers granted by spirits. The Gifts specific to your character will be described with your character sheet. More details can be found with the character sheet.

RITES Rites are mystical ceremonies that Garou perform as part of their society and protection. They take a while to perform (15 minutes at least) and can achieve unique results. For Hellfire Gulch, Rites are based on the Rites Skill. If you want to perform a Rite that you feel your character should know (such as Spirit Rites for a Theurge, or Rites of Punishment for a Philodox), and you have the Rites Skill, you may attempt it.

Challenges

When you want your character to perform an action that you cannot role-play (like picking a lock, jumping onto a moving train or shooting someone in a showdown) there is a chance that they will not succeed. This is called a CHALLENGE.

To perform a Challenge, you must first have a clear idea of what your character is attempting to do. Are you trying to shoot the bandit behind that rock? Are you trying to rope a skittish calf? Are you trying to win a game of poker? Declare this action first to firmly establish what you are attempting and the hoped-for results. "I'm going to jump the gap in the bridge to the other side" is an excellent example, declaring both the action (jump the gap) and the desired result (get to the other side of the bridge).

If your action will affect another character, they have the option to resist by declaring a counter-action. If you are trying to lasso your opponent, they could then try to dodge behind a boulder.

Once you have established the conditions for the challenge, you TEST to see if you succeed. A Test consists of playing Rock-Paper-Scissors with another player or Narrator.

If you win, your character accomplishes the action.

If you lose, your character does not accomplish the action.

If you tie, your character may accomplish the action.

In the event of a tie you take the most relevant Statistic and the applicable Skill and add them together for your PERFORMANCE LEVEL (PL), a rating of how well you do a certain task (usually ranging 0-15). If the character has taken Wounds, this will hinder their chances of success.

$$PL = (\text{Statistic} + \text{Skill} - \text{Wounds})$$

Performance Levels measure how well your character performs a particular action.

<u>PL</u>	<u>PL DESCRIPTION</u>
0	Feebly
1	

2	Poorly
3	
4	Okay
5	
6	Well
7	
8	Excellently
9	
10+	Incredibly

In the case of a tie, you compare your Performance Level to a DIFFICULTY LEVEL (DL) either assigned by the narrator or one based on your opponent (such as their skill). If your PL is higher than the DL you win the tie. Otherwise (if it is equal or lower) you fail. Tests with a DR-0 are also called SIMPLE TESTS, indicating that all ties are automatically won.

Challenges never dictate exactly how your character must react to another character. You can never force another character to respond in a certain way without magical abilities. However, you can temporarily sway them for one scene.

If you lose the test there are three characteristics that might let you still succeed through a RETEST. A Retest is when you perform the test again, discarding the results of the first RPS in favor of a new Test. Retests may be called through three methods: STATS, SPECIAL POWERS, and OVERPOWERING.

- Each game, your character may call for a STAT RETEST for every point of the appropriate Stat they possess (see Overexertion below). If they do so, their Stat level is temporarily reduced by one for the remainder of the session.
- Some SPECIAL POWERS, like the Merit: Lucky, confer a limited number of retests each game.
- OVERPOWERING (“overbidding” in MET) is available when your PL is twice the DL of an action (or visa versa). If this applies, you may announce that you are Overpowering your opponent and perform a retest.

Once all retests have been settled, the test is complete. Once all tests have been completed, the challenge is complete. Once all challenges have been settled, the turn is complete. Once all turns have been taken, the round is complete.

OVEREXERTION Statistics normally do not change over the course of a game. However, in times of need, the character may exert themselves beyond their normal ability, though the effort will leave them weaker later. In a Challenge, a character may cross off a point of a Statistic being used in the test to gain a Retest. For the rest of the session, that Statistic is considered to be one lower for all purposes (whether the retest was successful or not). For example, Bob, with a Strength-3, is trying to lift a fallen car off of a trapped child. He gives it all he's got, but fails his test, so he crosses off a point of strength and Retests the challenge. He is successful this time, but for the rest of the day, Bob effectively has a Strength-2 due to his weary muscles.

TIME When necessary, time can shift from “Game time” to “Challenge Time” where time is broken into six-second intervals called ROUNDS. Each character is said to get one TURN in each Round. Any number of Turns can make up a Round (and a single turn may contain several Challenges or Tests, but this is rare).

INITIATIVE There are two methods for determining who goes first in a turn. A TEST may be performed using a PL from the character's Speed plus any Skill modifiers, or the Speeds of the characters may be compared at without a Test and the actions resolve in order of highest to lowest. A test is appropriate for situations when both people starting at the same time (like a shoot-out). Straight comparison is appropriate for an ongoing conflict (throughout an extended fight). Most conflicts could start the first round with a test and then go to comparison for each round after that. Special cases, like ambushes/surprise, can determine the first round's results without a test.

For example, Doc and Natty are having a gunslinger's duel. Doc is naturally pretty quick (Dex-3), but though Natty is slower overall (Dex-2) he is quite skilled at fast-drawing his pistols (Fast-Drawin'-4). Their players Test and throw RPS. They tie. Natty has a PL of 6, while Doc has a PL of 3. Natty goes first.

DIVIDING ATTENTION Sometimes you may want to try to do two things at once, such as juggle while dancing. Though difficult, if you have sufficient mental capacity (measured by Intuition), you may **DIVIDE YOUR ATTENTION**. You may divide your attention as many ways as you have points of Intuition (with a 0 or 1 Intuition, you may not divide your attention, with a 2 you may divide it two ways, with a 3 you may divide it three ways, etc.). To do this, you simply perform multiple actions and divide the PL for each one by the number of actions you're performing.

Example: Joe Swankmeister, a smooth operator, and is trying to seduce the barmaid, play poker, and overhear the conversation at the table behind him, all at the same time (luckily, he has an Intuition of 3 and can try this).

While his Stat + Skill gives him a PL-6 at each task, he then divides all of them by 3, so each task has a PL of [6/3 =] 2. So Joe will probably loose ties in all three tasks, but that's the price to pay for trying to do everything at once.

Note that dividing your attention only lets you do multiple actions simultaneously, not the same action faster. You can shoot someone with your pistol while translating the mystic parchment, but you can't divide your attention to shoot someone twice in one round with the same gun. You can, however, attempt to divide your attention between two weapons--see the COMBAT section of Challenges.

COMBAT Combat is handled just like any other type of challenge. The usual result of a combat round is that one or both characters will take damage, but this is not always the case. Any result that both players agree upon is possible.

Resolution

Resolution for combat is handled just like action resolution for the rest of the system: a character adds their Stat (scale 0-5) and Skill (0-10) to determine their Performance Level. The Stat in this case is almost always Dexterity. This is hindered by previous damage received (see "Damage System") and can be improved by equipment (see "Weapons and Armor"). The difficulty to hit someone (their Difficulty Level) is based on their Speed and Armor (see below).

- Performance Level (PL) = Stat + Skill + Weapon Accuracy - Wounds
- Difficulty Level (DL) = Speed*2 + Armor + Active Defense (such as someone who is only dodging)
- Play PSR, tie goes to the higher Level (tie goes to defender)

Damage System

All characters have 10 levels of damage. They receive a -1 PL penalty on all tests for each Wound they've received (someone who has taken three Wounds will be at -3 to all PL's). Damage is either TEMPORARY or PERMANENT. Temporary Damage goes away in 15 minutes. Permanent Damage

stays all session and requires medical attention or some other form of healing (such as the Regenerative abilities of the Garou). If your character takes 10 Wounds, you are unconscious. You will wake up when your temporary damage goes away. If all 10 points are Permanent Damage, you are Mortally Wounded and will lose a point of Endurance every 10 minutes until you run out, when your character expires. AGGRAVATED damage is a special type of Permanent Damage that cannot be regenerated. Regenerating creatures may heal one point of Aggravated Damage per day by resting for 24 hours.

In combat, an attacker's damage inflicted is determined by their Attack Strength (AS), based on the weapon's Strength (or just Strength for open-hand attack) + their PL/3 (+1 damage for every three levels of PL). A defender's Defense Strength (DS) is equal to their Endurance + Armor. Damage done to character is AS-DS with a minimum of 1. Type of damage (Temporary or Permanent) is based on the type of attack (usually Permanent for any lethal weapon).

- Attack Strength (AS) = Strength + PL/3
- Defense Strength (DS) = Endurance + Armor
- Damage (Dmg) = AS - DS (minimum of 1)

Weapons and Armor

Weapons and armor can provide a great benefit in a fight. Weapons can both make it easier to strike your opponent and inflict more damage when you do, while armor can help characters avoid damage and take less damage when they're hit (though it does slow them down a bit).

Weapons:

- Accuracy = bonus to PL (likeliness to hit, also affects damage)
- Weapon Strength = strength of attack (affects damage dealt)

Armor:

- Protection = help prevents characters from being hit (increases DL) and take less damage if they are (increases DS)
- Hindrance = subtracts from Speed (average of Dexterity and Perception)

Note that primitive weapons have a Weapon Strength based on the character's strength (WS = Str+2), while firearms have a static Weapon Strength (WS = 3).

Weapon	Accuracy (PL mod)	Weapon Strength	Effective Strength
pistol	3	3	4
heavy pistol	2	4	4.66
rifle	4	4	5.66
shotgun (slugs)	1	6	6.33
shotgun (shot)	5	3	4.66
knife	1	Str	Str+.33
fencing blade	4	Str+1	Str+2.33
sword	3	Str+2	Str+3
greatsword	2	Str+3	Str+3.66
spear	2	Str+2	Str+2.66
bow and arrow	3	Str+1	Str+2

Sample Weapon Listing (for person with stat-2, skill-3): Pistol (Acc-3, WS-3: PL-8, AS-5)

Armor Statistics (omitted for Wyld West game). Sample Armor Listing: Ballistic Vest (Armor-4, Hind-2)

Pistols are either single or double-action in the time period of the Wyld West. A recent invention, double-action pistols can be fired repeatedly as many times as the character can pull the trigger (one shot per round). The more traditional single-action pistols require manually cocking the hammer, restricting the rate of fire to one shot per two rounds (one to cock, one to fire). However, multiple shots can be fired by FANNING a single-action pistol (slapping the hammer back with your other hand); each shot beyond the first suffers a cumulative -1 PL penalty.

Two weapons are usable, but they require Dividing Your Attention (see above). Basically, you may divide your attention between the two weapons to attack with each in the same round, though it halves your PL with each one. In addition to halving your PL, you then receive an off-hand penalty of -2 PL for your second weapon (unless Ambidexterous).

Garou-specific rules

Werewolves have a number of abilities inherent to their mystic nature. They are: Gifts, Changing Forms, Regeneration, Piercing the Gauntlet, Peeking, and Frenzy.

GIFTS Granted by their crazy aunt Luna, werewolves have mystical abilities granted by nature spirits. Certain Gifts are easiest to learn for a given werewolf based on their Breed (race they were born to, humans, wolves, or werewolves), Auspice (the phase of the moon they were born under), and Tribe (tradition/society they adopt). Specific descriptions of the Gifts will accompany the character's sheet.

THE FIVE FORMS The Garou have the ability to change their shape from man to wolf and several phases in-between. These are Homid (human), Glabro (Neanderthal-type brawny human), Crinos (towering man-wolf), Hispo (huge dire wolf), Lupus (wolf). Each form grants certain advantages and weaknesses.

A character must change forms in order. They may automatically change one form per turn and may automatically change into Breed form in one turn. Changes greater than one form require a test of Rage (+Primal Urge) versus a difficulty level (DL) of 2 per change. Or the character may change to any form automatically by spending a point of Rage instead of testing.

Example: Joe, a Homid Garou, is in Lupus form. He may change directly to Hispo (one change) or Homid (breed form) without a test. If he wanted to change to Crinos (two changes), it would be a difficulty of 4. If he wanted to change to Glabro (three changes), it would have a DL of 6. Or he could have just spent a point of rage and automatically changed.

- **HOMID:** Stats unchanged, no regeneration, no Ag damage from silver
- **GLABRO:** +1 Strength, +1 Endurance, -1 Reason, -1 all social, Ag claws
- **CRINOS:** +3 Strength, +1 Dexterity, +2 Endurance, -2 Reason, -3 all social, Ag claws and bite
- **HISPO:** +2 Strength, +2 Dexterity, +2 Endurance, +1 Perception, -2 Reason, -2 all social, +3 to Spd for travel, Ag claws and bite
- **LUPUS:** +2 Dexterity, +1 Endurance, -1 Reason, +3 Perception, -1 all social, +2 to Spd for travel, Ag bite

REGENERATION All Garou have the ability to quickly regenerate damage. They may not regenerate damage in their Breed form or Homid form however. Damage is regenerated at the rate of

one temporary Wound or 3 permanent Wounds per 5 minutes of rest (talking quietly is rest, traveling isn't). Their regenerative capabilities are foiled by contact with silver, and wounds done by silver weapons (when not in Homid form) are considered Aggravated Damage and do not heal at this accelerated rate (they require a day per Wound to heal).

PIERCING THE GAUNTLET Born of two worlds, the Garou may travel between the physical world and the Umbra--the spirit world that strangely parallels it. However, there is a barrier between the two worlds called the Gauntlet that makes travel between the two realms difficult. The Gauntlet is given a rating (0-5) based on its detachment from the spirituality to Gaia.

Gauntlet	Location
0	Powerful Caern (Garou holy site)
1	Caern
2	Wilderness
3	Rural areas
4	Urban areas
5	Heart of an industrial city

It is the character's spiritual affinity to Gaia (their Gnosis) that allows them to overcome this barrier to reach the other side. A werewolf who wishes to cross the Gauntlet must focus on a reflective surface (mirror, shiny badge, pool of water, etc.) to aid in the passage (they may still attempt it without a reflective surface, though the Gauntlet Rating is considered to be doubled. To attempt the travel, Test Gnosis vs Gauntlet Rating. A win indicates safe travel, a loss indicates no travel. Failure indicates that the character may not attempt to pierce the Gauntlet again in that area for 5 minutes.

PEEKING While in the Umbra, Garou may attempt to part the Gauntlet to see the other side (this is called "Peeking"). The procedure is the same as traveling, only the Garou does not physically travel back to the material world. Instead they are able to view events going on in the real world (sight only, the other four senses don't cross). Note that only Uktena (or those with the Umbral Sight Merit) are able to Peek from the material world into the Umbra.

FRENZY Sometimes the Rage within a werewolf comes bursting to the surface and takes over, turning the creature into a mindless killing machine. The trigger for a Frenzy is particular to each character and highly personal. When a situation arises that the player or Storyteller feels might result in a Frenzy, the character must test their own Willpower versus Rage. Success indicates that the character is able to control the bubbling Rage within. Loss however, sends the character into a blind rage, causing them to attack the closest targets indiscriminately (friend or foe). During a Frenzy, however, the blind rage allows the Garou to ignore the effects of all of its wounds and +2 to resist any Social Challenges. Besides the drawbacks of mindless killing, they are incapable of initiating Social or Mental Challenges and using Gnosis (which means most Gifts are beyond their use during their rage). In times of great need or desperation, the character may spend a point of Rage to automatically enter a Frenzy, gaining all of the benefits and hindrances it entails.

Sample Character:

Miss Clancy

Player Name: Sally Schmoe
Public Persona: strict school marm
Concept: school marm with a dark secret
Appearance: Prim features, hair in a tight bun
Pack: Raven
Breed: Homid
Auspice: Philodox
Tribe: Fianna
Rank: Fostern (Rank 2)

STR □□
END □□□
DEX □□
PRC □□□
INT □□
RSN □□□□
CHA □
COM □□□
APR □□
WILL □□□
GNOS □
RAGE □□

Skill:

Teaching-4 (Com)
Starin'-2 (Cha)
History-3 (Rsn)
Mathematics-2 (Rsn)
Writin'-2 (Com)
Club-2 (Dex)
Fightin'-1 (Dex)
Intimidatin'-3 (Cha)

Equipment:

Ruler (acc-2, WS-str), Apple, mirror

Speed = avg (2+3) = 2

DL = 2 * 2 = 4

DS = 3

Weapons:

Hand (PL-3, AS-3)

Ruler (PL-6, AS-4)

Gifts:

Howl of the Banshee	(Cha+Gnos vs Rsn+Will)
Persuasion	(add Gnos to Com to persuade)
Staredown	(Cha+Gnos vs Rsn+Will)
Truth of Gaia	(Int+Gnos vs. Com+Will)
Family Tree	(no test)

Backgrounds:

Resources (teaching job)-1
Faerie Lore-2
Pure Breed-1
Scholarly Influence (schools)-2

Merits: Acute Hearing-2

Flaws: Impatient-1

Summary:**Character Summary:**

1. Statistics - Strength, Endurance, Dexterity, Perception, Intuition, Reason, Appearance, Charisma, Communication, scaled 0-5
2. Skills - Studied and practiced proficiencies, scaled 0-10
3. Backgrounds - Advantages from the character's past, scaled 0-5
4. Special Powers - Gifts, Rites, Merits and Flaws

Challenge Summary:

1. Determine who acts first (highest Speed usually)
2. Declare action
3. Play Paper/Scissors/Rock (win = win, loss = loss, tie = compare PL and DL)
 - $PL = Stat + Skill + \text{modifier (equipment and/or ST)} - \text{Wounds}$
 - $DL = \text{opponent's PL, opponent's Spd} * 2 + \text{Armor (if being attacked), or as per ST}$
4. Resolve effects
 - $\text{Damage} = (\text{Str} + PL/3) - (\text{End} + \text{Armor})$
5. Combat Summary:
 - $\text{Performance Level (PL)} = \text{Stat} + \text{Skill} + \text{Weapon Accuracy} - \text{Wounds}$
 - $\text{Difficulty Level (DL)} = \text{Speed} * 2 + \text{Armor} + \text{Active Defense}$
 - $\text{Attack Strength (AS)} = \text{Strength} + PL/3$
 - $\text{Defense Strength (DS)} = \text{Endurance} + \text{Armor}$
 - $\text{Damage (Dmg)} = AS - DS$ (minimum of 1)

Garou-specific Rules:

- Gifts - see description, usually $Stat + Gnos$ vs DL or victim's $Stat + Will$
- Changing Forms - to breed form or one phase automatically, $DL-2$ per form for more

- Regeneration - heal 1 Permanent or 3 Temporary per 5 minutes of rest (1 Aggravated per day)
- Piercing the Gauntlet - find a mirror, test Gnos vs Gauntlet Rating
- Peeking - see from Umbra to physical world (sight only), test Gnos vs Gauntlet Rating
- Frenzy - test Will vs Rage to avoid, no wound penalties, mad killing machine