

**TOP SECRET BROOMSTICK - ОСОБОЙ ВАЖНОСТИ «МЕТЛОВИЩЕ»**

1.  
Approval  
Побрение  
Approbation  
Zustimmung

2.  
Name  
Имя  
Nom  
Name

3.  
Nationality  
Национальность  
Nationalite  
Staatsangehorigkeit

4a.  
Background  
Задний Олан  
Passe  
Erfahrung

4b.  
Draw  
Ничья  
Interet  
Einsteig

5.                    Initial            Current  
  
Action  
Действие  
Action  
Handlung

6.                    Initial            Current  
  
Influence  
Влияние  
Influence  
Einfluss

7.                    Initial            Current  
  
Reason  
Разум  
Raison  
Verstand

8a.  
+ Traits  
+ Черты  
+ Traits  
+ Merkmale

8b.  
- Traits  
- Черты  
- Traits  
- Merkmale

9a.  
Trust In:  
  
I Trust Him    He Trusts Me

Why?  
почему?  
Pourquoi?  
Warum?

9b.  
Trust In:  
  
I Trust Him    He Trusts Me

Why?  
почему?  
Pourquoi?  
Warum?

9c.  
Trust In:  
  
I Trust Him    He Trusts Me

Why?  
почему?  
Pourquoi?  
Warum?

10.  
Hidden Agenda: National  
Скрытые цели (национальные)  
Agendas Caches: National  
Geheime Ziele: Staatlich

11.  
Hidden Agenda: Personal  
Скрытые цели (личные)  
Agendas Caches: Personel  
Geheime Ziele: Personlich

# COLD CITY CHEAT SHEET

## CONFLICT (P.44)

Choose the most appropriate attribute. Your attribute score is the initial pool of d10s.

Does the conflict involve one of your hidden agendas? Double your attribute score.

Do you have a positive trait that can be applied? Add one for each.

Do you have a negative trait that can be applied? Subtract one for each.

Does your trust for another character come into play? Add the trust rating.

## STAKES (P. 45)

Each side should set clear stakes about what they want as an outcome of the conflict.

## HELPING (P.48)

You can add your attribute rating to another player's roll. The lead normally takes all the consequences, but in combat, the helpers take one level less of consequences.

## LEVEL OF SUCCESS (P.50)

The number of dice in your roll that are higher than your opponents highest roll is your level of success.

<u>Successes</u>	<u>Degree</u>	<u>Consequences</u>
One	Slight	None
Two	Standard	1
Three	Substantial	2
Four	Superior	3
Five	Superlative	4

Both sides receive consequences, but the winners are positive and the losers are negative. If the winner is using a weapon, the loser will receive additional consequences in the form of damage.

## CONSEQUENCES (P.52)

### Positive

Turn a - trait into a +.

Add a new + trait.

Temporarily raise an attribute.

### Negative

Turn a + trait into a -.

Add a new - trait.

Temporarily lower an attribute.

## DAMAGE (P.56)

<u>Object</u>	<u>Damage</u>
Small hand weapon	+1
Large hand weapon or pistol	+2
Submachinegun	+3
Assault rifle	+4
Rifle	+5
Shotgun or machinegun	+6

With a weapon, you still need at least one success before you can apply the damage bonus for additional consequences.