

# **PERDITION**

# **SYSTEM**

CARDS

1.0

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# PRINCIPLES

Hello Captain.

It looks like you are going to be in charge of a team of Officers, a Squad, who are going to risk their lives in the streets of this damn City.

It's not going to be easy on any of you. You will need to handle the situations of stress and conflict with fairness and seriousness.

The following chapters are here to help you handle all type of situations.

Remember that the best leaders can think outside the box. If you feel like a situation must be handled differently, trust yourself!

## The cards on the table

You will need standard decks of playing cards. You know, the ones that you and your folks use around the table in the mist of cigaret smoke when the City is quiet? Yes, those.

Keep the **52 cards** in each decks and keep only **one joker**.

The Officers share one deck called the **Officers Deck** and you have your own, the **Captain Deck**. Make sure yours is a different color. I suggest black for the Officers deck and red for your own.

At the beginning of a session, each Officer grabs 2 cards from the Officer Deck (OD). These are called the **Tenacity Cards**. The Officers can look at their cards, but should keep them facedown, hidden from the rest of the table.

Then you give each of them a card from the Captain Deck (CD). This card is the **City Card** and should be kept facedown, remaining hidden from all eyes (including the Officer keeping it until used!).

**Optional:** Officers at the table will be coupled with a Partner. Instead of having one Officers Deck, you can give an Officers Deck for every couple of Partners to share.

## The Base: Drawing two cards

When you need to figure out if the actions of an Officer fail or succeed, have them draw cards from their Officers Deck.

They should draw **2 cards**, one after the other and lay them face on the table. These two cards are called **The Base**.

They are the two cards that anybody with no specific training or skills can draw when attempting to perform an action.

If an Officer has no specific training related to the action they are attempting, they draw the basic two cards.

Once a card is drawn or played, it is automatically discarded and placed face up on the side of the deck it comes from.

## Keywords

Keywords are written on the Officer sheet.

They are used to quantify the expertise the Officers have in a specific domain.

Keywords are associated with a value of +1 or +2, depending on whether an individual is well trained in that domain (+1) or an expert at it (+2).

If the Officer has a Keyword that is related to the ongoing action, they can draw as many additional cards as the value of the Keyword (+1 or +2).

An Officer can combine up to 2 keywords to perform an action. Not more.

If a Keyword indicates a weakness (-1), the Officer must draw only one less card.

## The card values

Each card has a specific value attached to it. They are the following:

- Cards from 2 to 10 have the value indicated by their numbers.
- Jacks are 11, Queens are 12 and Kings are 13.
- Aces are 14.
- The Ace of Spades is a 15.
- The Joker can be any card that you or the Officer who drew it want it to be.

## Beat the difficulty!

To succeed in whatever they are attempting to do, the Officers must draw at least one card from the deck that is equal or superior to the **Difficulty** of the action.

Only one successful card is needed.

The difficulty of the action is a number usually set between 7 and 14.

Here are the **values** associated to each **difficulty**:

- **Given 7**
- **Easy 9**
- **Challenging 11**
- **Hard 13**
- **Extreme 14 +**

In other words, when a difficulty is Challenging, you need to draw at least a Face to succeed.

When the difficulty is Extreme, you need an ace or a specific combination of cards such as a Pair, a Three-of-a-kind or such. You know, like Poker ones.

The values of the difficulty are set to make sure that an Officer with no specific skills will most likely succeed in a "challenging" situation. Even if the risk of failing is real.

## Drawing poker Hands

If an Officer draws a poker **Hand**, the action is automatically successful.

Here are the Hand rankings in growing order:

- High Card
- Pair
- Two pair
- Three of a kind
- Straight
- Flush
- Full House
- Four of a Kind
- Straight Flush
- Royal Flush

Because drawing 4 cards or more is a rare occurrence in game, the most common Hands will be Pair or Three of a Kind.

The Hand rankings are used to decide who wins an **Opposition Draw**.

## Opposition Draws

Sometime Officers will act against another individual, or even another Officer.

When players at the table are opposing their effort, you should call for an Opposition Draw.

Set a difficulty for the action they are trying to perform. A challenging difficulty of 11 is usually the standard.

Then every participant to the Opposition draw their cards as they usually do.

The one with the highest Hand successful Hand wins the opposition.

## Placing Bets

To develop.

Using bullet cases as token.

## Stress

Blabla.

## Bonuses and penalties

There will be situation when other factors than the difficulty of the action itself affects the chances of success of the Officers.

Using a special gear for the task, suffering from injuries or benefiting from some kind of support.

In that case, the game uses a system of **bonuses** and **penalties**. They are cards that can be added to or removed from the Officer's hand.

A bonus adds a card to the total of card an officer can draw to accomplish an action, a penalty removes one.

As the Captain, you get to decide when they get one or the other.

## Shuffling the decks

There are two appropriate times to shuffle the decks: at the end of a scene, or any time more than half the cards has been drawn and discarded.

Doing so allows the officers to keep a certain level of awareness of what has been down and what is still in the dark. And yet, because it is shuffled before being empty, the deck retains a certain level of randomness.

# TYPE OF CARDS

Aside from the cards that they draw from their deck, there are two other types of cards that the Officers can use. They are the **Tenacity Cards**, and the **City Cards**.

This is how they work.

## The Tenacity Cards

The Tenacity Cards are the two cards that each Officer draws from the Officer Deck at the beginning of the session.

At anytime during the game, an Officer can use one or both of their Tenacity Cards.

A tenacity Card can be used to **create a Pair, or a higher-ranked Hand**, in order for the Officer to achieve a success or increase its quality.

A Tenacity Card can **not be played for its value**. It can only **complete the cards** already drawn on the table.

For example, if an Officer needs a 9 or more to succeed, but did draw only a 4 and a 6, a Tenacity Card of 10 will not make the action successful. But a Tenacity Card of 4 could be played, making a Pair with the card already played, and turning the action into a success!

Using a Tenacity Card increases the tension, and therefore the Officer must check **1 Stress Point** on the **Stress Gauge**.

Once a **Tenacity Card** is played, it is **discarded**. After a period of **rest**, like a good night of sleep, the Officer can draw another Tenacity Card, ready to be used when needed.

## The City Card

At the beginning of a session, you should shuffle the Captain Deck and give one card to each Officer at the table. Each Officer keeps this card on the side of their Tenacity card, facedown. This is the City Card.

It should not be seen by anybody, including your Captain as well as the Officer who has it, until it is played.

The **City Card** represents the City. It is always here, right next to the Officers, happy to help, and ready to **corrupt**.

Memories of Retrocity, the graphic novel, is about the City. And so is the game. About the way the Officers live, survive, within. And how much it shapes them.

The system is built to emphasize the slow influence of Retrocity on its inhabitants, Officers included.

The city and its dark influence, its corruption, also referred to as **Perdition**, is slowly tainting the soul of the citizens. The City always offers easy options, easier choices to make. The more the Officers accept those options, the more the city corrupts them, owns them.

If the Officers find themselves in a situation where one of their Inclinations is being triggered, the City may take advantage of it and provide a precious ... corrupted assistance.

The **City Card** is a powerful one.

Its **value can be added** to one of the card the Officer drew and placed on the table! This in itself multiplies the chances of success. But the help of the City Card always comes at a cost.

Using the City Card means that the Officer is accepting the influence of the City in order to increase their chances of success. The use of the card potentially comes with the following consequences, depending of the value of the card:

- Drawing the **City Card** adds **1 Corruption Point** to the Officer's Corruption Gauge.
- Drawing a **Queen** adds **1 Corruption Point** to the Corruption Gauge.
- Drawing a **Heart** adds **1 Corruption Point** to the Corruption Gauge, and the result of the action (even if successful) comes with a **special outcome**, as the City manifests herself into the action of the Officer.
- Drawing a **Spade** is a **failure**. The City rejects the Officers and manifests itself in order to ensure that the attempted action fails dramatically. The **Officer loses a Corruption Point**.

# PERDITION

Perdition is based on the principle that the City is taking advantage of her Citizens' personalities and inclinations to slowly corrupt them, to ultimately devour them.

This means that the City will push the Officers toward behaviors and actions that involves their own behavioral patterns. And the more the Officers allow themselves to be pushed in that direction, the more they slowly become one with the City. Their individuality, their ability to make choices, to contradict their habits, to change, disappears. As they allow the insidious immersion of the City into their psyche, their free will is slowly obliterated. This process is called Perdition.

Perdition can lead a human being through different mental and physical states, all more or less critical. It affects them up to the point of no return. Madness, Ghosting, Hollowing and Retroprocessing are some of the consequences of an advanced stage of Perdition.

## Perdition, the Self, and Mental Sanity

In order not to let the City corrupt their souls, the Officers end up being in perpetual conflict with themselves. Listening to their "selves" is not something one should fear or avoid doing. But somehow, in Retrocity, this is the vicious way the City gets to its citizens. By drowning them deeper into who they are, flattering them, encouraging them to the extreme. The City provides a sense of comfort, like a slow melody that will take the children of Retrocity off their beds to drown them with the rats, deep into the river.

Retrocity will push on the Inclinations of the most vicious individuals as well as the kindest. Retrocity has no specific moral code. The City does not discriminate between "bad" or "good". It is just some entropic force, pushing the individuals always a step further.

This is why Perdition will get you, no mater if your Inclinations are the sweetest or the most toxic. Nobody is immune. And there is no moral logic behind that.

## In Game

The Officer Sheet features a Corruption Gauge, as well as a box to write down the Perdition Rank. The gauge has 10 circles and once the 10 circles are checked, the Perdition Rank increase.

## Perdition and Inclinations

Each Officer's Profile comes with a list of behaviors called Inclinations. The Inclinations are the personality traits that give to the city a grab on the Officers.

In critical situations, acting in accordance with those Inclinations provides the Officers with the option of using their **City Card**.

But this comes with consequences, in the shape of Corruption points.

## The Corruption Gauge

Every time Officer use a **City Card**, they gain a **Corruption Point**. They check a circle in the **Corruption gauge**.

As the **Corruption Gauge** gets fuller, the City takes over the soul, and the Officer gains **Perdition Ranks**.

Once the Corruption Gauge is full, the Officer gains 1 Perdition Rank and erases the 10 circles.

Every new Perdition Rank comes with consequences and "scars", called **Afflictions** that will affect the Officers in heavy negative ways.

Perdition Ranks scale from 0 to 5.

### Gaining Corruption points

Each time the Officers act accorded to their **Inclinations** in a significant situation, they can use their **City Card**. The City supporting the Officers' Inclinations.

- Drawing the **City Card** adds **1 Corruption Point** to the Officer's Corruption Gauge.
- Drawing a **Queen** adds **1 Corruption Point** to the Corruption Gauge.
- Drawing a **Spade** adds **1 Corruption Point** to the Corruption Gauge, and the result of the action (even if successful) comes with a **dark outcome**, as the City is powerfully tainting the action of the Officer.

### Losing Corruption points

- If the **City Card** shows a **Spade**, then something terrible happens. The City rejects the Officers in a violent way, try to hurt him, resulting in some kind of traumatic **failure**. The player **loses 1 Corruption Point**.

Any time the Officers are **significantly acting against their Inclinations** in order to "resist" the City, by proving they can change, they can be different and they have free will, they are fighting the influence of the City.

Officers **insistently acting against their Inclinations** are drawing cards with a **-1 malus**, with **no access to the Tenacity gauge**. If the action succeeds, then the Officer loses 1 Corruption Point.

### Using the **City Card**

Using the City Card will give advantages to the Officers, as the city is empowering them. But this comes with some **consequences** as well.

A successful action performed with the support of a City Card will be tainted by the city.

In other words, something feels off. Whether the Officer becomes a more hectic version of themselves, or show some signs of **lack of control over themselves**. Emotions, or lack of are pushed to the extreme and so on. Anger is a common sign of the city influence, inability to stop and reflect on the action one is performing is another.

Actions performed with a City Card have a **dark side**.

The Captain should always imply this fact in the descriptions of the results of the Officers's actions.

### Perdition Ranks

Most Officers start the game with a Perdition Rank at 1, because they have been living in Retrocity. It is very rare to meet individuals who manage to remain unaffected by the Perdition process.

Every time an Officer checks their last of the **10 circles** on the **Perdition Gauge**, they can erase them all and add one level to their **Perdition Rank**.

Corruption can be moderated, but **Perdition Ranks do NOT go down**. Once an Officer reaches a Perdition Rank, there is no way back to a lower rank.

Well, there is, but it is a tough one. The only solution is to separate themselves from their own humanity ... by adding mechanical implants within their bodies. By increasing the machine in them, the citizens separate themselves from their own humanity and therefore reduce the power that the City has on them.

Whether it is because of the Perdition process, or the increase of metal parts within their bodies, Retrocity inhabitants do not have many fulfilling and positive options ... The City, the machine, or the perpetual fight. And at the end, only death.

### **Perdition reduces Tenacity**

Perdition Ranks affect the Tenacity Gauge  
Each Perdition Rank after the 2nd one reduces the Tenacity Gauge by 1 point permanently.

### **Afflictions**

Each Perdition Rank comes with **Affictions (See Paths)**. Those are the physical and mental consequences of the Perdition increasing.

Each time an Officer reaches a new Perdition Rank, they draw a card and refer to the **Affiction table** corresponding to the Perdition Rank they reached.

The card indicates what Affliction affects the Officer from now on.

As the Perdition Rank increases, the Afflictions become stronger and more violent. Reaching the last Perdition Rank always has tragic consequences for the Officers.

Afflictions Lvl 01:

Afflictions Lvl 02:

Afflictions Lvl 03:

Afflictions Lvl 04:

Afflictions Lvl 05:

## **Inclinations and Paths**

### **Inclinations**

Officers are partly defined by their Inclinations. Officers have a minimum of 2 Inclinations. One provided by their Profiles and the other chosen freely during the Officer Generation. They are some sort of Keywords linked to the Officer's personality. Inclinations that can trigger the use of the City Card.

New Inclinations can be added, some can evolve, going with the flow of in-game experiences, accorded to what the Officers are going through.

Here is a list of Inclinations that the Officers can chose from. They are also invited to create their own if none of the following fits:

- Terrified by (Type of phobia)
- Self negligent
- Selfish
- Obsessed with order
- Need for chaos
- Need for Justice
- Narcissism
- Sadistic
- Masochist
- Perfectionist
- Depression
- Greedy

- Lazy
- Entitled
- Judgemental
- Paranoid
- Domination
- Impulsive
- Cowardice
- Untrustworthy
- Blind courage
- Naivety
- Craving power
- Obsessed with money
- Sex addict
- Drug addict
- Rigid

## Paths

During the Officers Generation phase, the Officers will be assigned a "Path" symbolizing their spiritual evolution as they go through their routine within the City.

All Paths lead to Perdition, as they are all subject to Corruption. Because the City is a dark place that breeds and feeds on the worst of mankind. No matter who you are, the City will find its way to your core.

Each path offers their own manifestation of Perdition. But the ultimate state always involves the idea of being "devoured" by the City. Whether it is through the Retroprocessus, Ghosting or Hollowing (empty human walking the streets with no goal. The City is talking and seeing through them).

A way to decrease the buildup of the Corruption Gauge and the inevitable Perdition is to get some implants installed within their flesh. Implants are turning Citizens into machines, making them less and less human, and therefore less subject to their own Inclinations.

Inclinations are attached to a specific Path.

Paths are broader categories that include the Inclinations and gather them under umbrellas.

Paths are in between the lines. They are the invisible streets of the City, the invisible roads that the Officers are taking.

Depending what Path an Officer or a Citizen wanders, the City will affect them in various and specific ways.

Paths are the overall directions that the Officers are taking in their lives. As individuals walk a Path, they manifest more and more physical and mental signs of the progression.

Each **Path** comes with **5 Ranks** matching the **Corruption Rank** of the Officers. Each Rank comes with mental and/or physical consequences called **Afflictions**.

## 8 Paths

- Path of Blood (Violence, passion, impulsivity, etc)
- Path of Glory (Perfection, ambition, narcissism, success, etc)
- Path of Madness (fear, madness, disorders, etc)
- Path of Darkness (evil, pain, sadistic, etc)
- Path of Judgement (Righteousness, Domination, Control, judgmental, order)
- Path of Oblivion (Cowardice, opportunist, nihilism, laziness etc)
- Path of Perversion (Sex addiction, instant gratification, obsessions, greed)
- Path of Sacrifice (Self sacrifice, blind courage, naive sense of justice, self-neglect)

## Path Ranks

• **Level 01:** The first level of a path is always mental. So are the afflictions coming from this first rank. It comes with recurrent dreams at night and ideas. It is a step where the path confirms itself to the Officers. The deal is being made. At this step, the Officers can still

fight the path, and try to radically modify their actions. Most of the time this is a vain effort.

- **Level 02:** The second level of a path brings the first physical manifestation of Corruption. At this step, the physical signs are light and can be concealed. Skin changes, little twitches, sensitivity to the sun, ... They are nothing more than physical manifestations that could occur occasionally with a non-corrupted person. But at this rank, the signs are permanent.

- **Level 03:** At the third level of Corruption, new physical and mental manifestations appear. The Officer is now Corrupted to a level that others can perceive. This level comes with handicaps and also advantages, as the City starts to manifest itself to the Officers in more obvious ways. Some Corrupted individuals will say that the City speaks to them, with words, or images. Hallucinations or wishful thinking? ... probably not.

At this level, the Officers also become affected with one of the three main "diseases" of the City.

The three diseases are the following:

The **Retroprocessus** (the individual is infusing with an object that is especially significant for them), **Ghosting** (the individual is losing their own materiality, they are becoming translucent, actually disappearing) and **Hollowing** (The individual's personality is disappearing. The body remains, but the City is taking over the spirit. Hollows, also called **Wanderers**, are avatars of the City walking the streets!). At level three, the disease affecting the individual is only at an early stage.

- **Level 04:** At the fourth level, the Officers' physical and mental afflictions are becoming more intense. It is now almost impossible to hide their manifestations.

- **Level 05:** At the fifth level, the Officer is fully Corrupted. Physical and mental consequences and signs of the Corruption are at their most intense level. The individual is also experiencing the Disease they are affected by at an advanced level. The fifth level is the last level for Officers to remain playable. When an

Officer evolves past Level 5, they become the City, whether they are Ghosts, Hollows or Processed.

# COMBAT

## A violent system

Combat is a nasty thing. You know this well Captain, and the Officers may soon have to find that out as well.

The Perdition System is meant to be gritty, adult and realistic, the combat mechanics are made to build up tension and narrative drama. In fact, it is intended to make the Officers avoid combat by all means.

Nobody pulls a gun in the street without expecting heavy consequences. Nobody presses a trigger unless trapped in a fully critical situation.

And nobody runs around with two bullets in the chest as if taking one more would barely affect them.

This is not Hollywood.

The Perdition System is made to make players avoid violent confrontations unless it is the last resort, because they know how much they can lose, and how fast.

## Rounds and actions

Every round lasts somewhere between one and five seconds in game.

During that round, an Officer can do one Move and one Action.

The move can be running up to 7 yards, jumping, taking cover, etc.

The action can be anything from shooting a gun to reloading or throwing a punch.

## Initiative

In most situations, the first person who decides to pull the trigger is the one with the initiative.

When you need to determine "who acts first", simply ask the Officers if they have a Keyword that implies speed or reaction. If they do, they act before the ones who do not.

In case of an equal amount of Keywords, just have the Officers pull a card. The one with the higher result comes first. In this case, Officers can also draw a Tenacity Card to try to boost their initiative.

## Gun fight

### Distances and difficulty

To hit their target when firing a gun, the Officers must test against a difficulty that depends on the **distance** between the shooter and the target:

- **Point blank (+1 Card for the shooter): Diff 3**
- **Short distance: Diff 9**
- **Medium distance: Diff 11**
- **Long distance: Diff 13**
- **Extreme distance: Diff 14+**

### Difficulty modifiers

Sometimes the difficulty of the shoot needs to be adjusted with a modifier:

- If the **target is moving**, the difficulty increases by 1.

- If the **shooter is moving**, the difficulty also increases by 1.
- Same thing if the target is partially **covered**.

## Special moves

- **Aiming:** the Officer can use an action to focus to aim better. That makes him an easy target, and he has to skip a round, but it also gives him 1 additional card to draw for his shot next round!
- **Headshot:** the difficulty is increased by 2 points, but in case of success, it inflicts 2 additional damages.

## Close combat

Close combat is resolved in opposition.

Each opponent draw cards against a **difficulty of 11**.

The opponent who succeeds, or the one with the best Hand on the table is the one inflicting damages.

If both opponents fail, draw again.

## Damages

When an attack is a success, the Officer adds the Damage of the weapon used to the damages from the attack. The total will tell you how hard it hits!

### Damages from the attack

The color of the cards drawn during an attack determine the amount of damages inflicted. Once an attack hits, look at the cards that have been drawn and refer to the following:

- Each **red** numbered card (Diamond and Hart) is 1 Damage
- Each **red figure** is 2 damages
- Each **red ace** is 2 damages
- The **ace of spade** is 3 damages
- A **Pair** with one red card is 2 additional damage (Cumulated to the damage of the red cards within the pair)
- A **Three of a Kind** or a red Straight is 3 additional damage
- A **Four of a Kind** is 4 additional damage

## Weapon damages

Weapons and calibers inflict different amount of damages:

- Fists +0
- Light calibers / blades +1
- Standard calibers / blades +2
- Magnum calibers / blades +3

	Point Blank	Short (Diff 9)	Medium (Diff 11)	Long (Diff 13)
<b>Snubbies</b>	+1C attack	1 to 7yards	8 to 25 yards	26 to 50 yards
<b>Handguns</b>	+1C attack	1 to 10 yards	11 to 30 yards	31 to 70 yards
<b>Shotguns</b>	+2C attack	1 to 15 yards	16 to 30 yards	41 to 50 yards
<b>Rifles</b>	+1C attack	1 to 30 yards	31 to 70 yards	71 to 100 yards
<b>Rifles + Scope</b>	+1C attack	1 to 70 yards	71 to 200 yards	201 to 700 Yards

## Armors

Officers and individuals equipped with the following can subtract damages from the total of damages they receive.

- Kevlar vest: -1 Damage
- Bullet proof vest + Combat mask: - 2 Damages

## To bleed, to die

### A different wound system

To increase the tension one step further, the Perdition System uses "states" of wound to portray the damages and wounds inflicted to the Officers or Citizens. The three states are Scratched, Bleeding and Dying.

The wounds themselves are not featured on the Officers Sheets. Wounds are reported by you, the Captain, on a "wound wheel" on the Squad sheet that you keep on the side of the table.

In order to understand how much they are wounded, the Officers can only listen to the description you give them.

The absence of access to an exact number keeps the Officers on edge in situations of stress.

- *"You are out of breath and a lot of blood is pumping out from the hole in your abdomen. You don't see clearly and all the panicked voices you hear seem to be so far away..."*
- *"I hurts as hell, and blood is dripping on the floor, but somehow you stand steady and you are surprised to see that your legs are not giving up on you yet!"*
- *"You still have enough presence of mind to realize that the wet whistle you hear comes from a hole between your ribs. Breathing deeply is not an option and your partner is looking at you with fear in the eyes..."*

Keeping a mystery around the numbers, not revealing the exact state of a wound to the Officers is a simple way to emphasize drama and tension at the table. Officers will find themselves

having to gauge and bet ... and hope that they can make it through.

If an Officer takes a bullet, the only thing they should truly care about is how long it will take for the ambulance to get here.

### How does it work?

A human being has 13 Hit Points (HP). Each damage inflicted is subtracted from the total **Hit points**.

When the Officer's HP reach 0, the Officer is considered "Dying", unable to fight and may lose consciousness.

Each time an Officer takes damages, it is considered a **wound**. When taking damages, the Officer can be in one of the three following states:

• **Scratched:** A wound inflicting **1 to 3 damages** is considered a **Scratch**. The first scratch gives a **bonus of +1 Card** to the Officers's next action, because of the adrenaline rush. Every Scratch after the first one adds **1 Stress point** to the **Stress Gauge**.

• **Bleeding:** A wound inflicting **4 or 5 damages** is a significant one. The Officer is **bleeding**. The Officer must make a **test of endurance/resistance/willpower**, or whatever Keyword is appropriate against a **difficulty of 10** to stay conscious.

Each "bleeding" wound inflicts a **Penalty of -1 Card** on the Officers's every actions. The Officers also gain a **Stress point**.

• **Dying:** A wound inflicting **6 damages or more** is a **fatal one**.

For any Citizen, such a wound is death.

If an Officer is **dying**, they must make a **test of endurance/resistance/willpower**, or whatever Keyword is appropriate against a **difficulty of 10**, each turn. Falling the test is

death.

The Officer also **draws a card**. The value of that card indicates the amount of **minutes** they can stay alive , waiting for assistance.

When an Officer takes a wound, you should subtract the wounds from the total Hit Points and report those numbers on the Wound Wheel on the Group Sheet.

Lethality of wounds:

- **1 to 3 damages: Scratched**
- **4 to 5 damages: Bleeding**
- **6 or more: Dying**