

Encounter Disks

Type	Statistics and Notes	Color	Count
crossbow	(Int+Search TN) 3K, (Stats) +2d: A (RMW) special Range rules, Wt: 3	blue	1
crowbar	(Int+Search TN) 3S, (Stats) +1d A (Strength, H-t-H), Wt: 2	blue	1
duct tape	(Int+Search TN) 1P, (Stats) discard Nuisance, Wt: 1	blue	2
flashlight	(Int+Search TN) 6H, (Stats) +1d INT (Search), Wt: 1	blue	2
knife	(Int+Search TN) 6H, (Stats) +1d A (H-t-H), Wt: 1	blue	2
med-kit	(Int+Search TN) 6H, (Stats) +1d Med (First Aid), Wt: 1	blue	2
money	(Int+Search TN) 1P, (Stats) +1d Pers (Human), Wt: 0	blue	2
pistol	(Int+Search TN) 3S, (Stats) +2d: A (RMW), Wt: 2	blue	3
shotgun	(Int+Search TN) 3K, (Stats) +3d: A (RMW), Wt: 3	blue	2
sniper rifle	(Int+Search TN) 4S, (Stats) +2d: A (RMW) special LOS/Range rules, Wt: 3	blue	1
talisman	(Int+Search TN) 3S, (Stats) +1d Int (Perception), Wt: 0	blue	1
wrench	(Int+Search TN) 1P, (Stats) +1d A (H-t-H), Wt: 1	blue	2
animal components	(Int+Search TN) 3K, spell component usable only once	brown	2
candles	(Int+Search TN) 1P, spell component usable only once	brown	2
crystal	(Int+Search TN) 3S, spell component usable only once	brown	2
incense	(Int+Search TN) 1P, spell component usable only once	brown	2
minerals	(Int+Search TN) 3S, spell component usable only once	brown	2
orb	(Int+Search TN) 3K, spell component usable only once	brown	2
plant components	(Int+Search TN) 3S, spell component usable only once	brown	2
precious metal	(Int+Search TN) 3K, spell component usable only once	brown	2
scroll	(Int+Search TN) 3K, spell component usable only once	brown	2
ally 1 "Buddy"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 3S, (Re-Rolls) A: 2, Dex: 1	yellow	1
ally 2 "Dude"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 1P, (Re-Rolls) Pers: 1, Int: 1	yellow	1
ally 3 "Doctor"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 6H, (Re-Rolls) Int: 1, Med: 1	yellow	1
ally 4 "Fireman"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 1P, (Re-Rolls) A: 1, Dex: 1	yellow	1
ally 5 "Medic"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 6H, (Re-Rolls) Pers: 1, Med: 1	yellow	1
ally 6 "Surgeon"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 1P, (Re-Rolls) Dex: 2, Med: 1	yellow	1
ally 7 "Cop"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 3S, (Re-Rolls) A: 2, Pers: 1	yellow	1
ally 8 "Babe"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 1P, (Re-Rolls) Int: 1, Dex: 2	yellow	1
ally "Demon Hunter"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 3S, +1d A (H-t-H), +1d Int (Occult Knowledge)	yellow	1
ally "Occultist"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 3S, +2d Int (Occult)	yellow	1
ally "Priest"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 1P, +1d Pers., +1d Int (Occult)	yellow	1
ally "Therapist"	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 1P, +2d Health (Willpower)	yellow	1
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nuisance 1 "Confused GM"	Attack rolls	grey	1

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nuisance 2 "Reporter"	Attack rolls	grey	1
nuisance 3 "Little Brother"	Defense rolls	grey	1
nuisance 4 "Hero Cop"	Dexterity rolls	grey	1
nuisance 5 "Crazy Bum"	Intelligence rolls	grey	1
nuisance 6 "Granny"	Medical rolls	grey	1
nuisance 7 "Beat Reporter"	Movement rolls	grey	1
nuisance 8 "Hysteria"	Persuasion rolls	grey	1
obstacle 1 "Broken-Down"	(Int TN) 3S, Penalty for Failure: -1d Speed (for 1 skill check, then discard)	orange	2
obstacle 2 "Confused Cop"	(Dex+Sneak) 3S, Penalty for Failure: -1d A (for 1 skill check, then discard)	orange	2
obstacle 3 "Hazards"	(Dex+Dodge) 3S, Penalty for Failure: -1d Dex (for 1 skill check, then discard)	orange	2
obstacle 4 "The Crowd"	(Speed) 1P, Penalty for Failure: -1d Pers (for 1 skill check, then discard)	orange	2
obstacle 5 "TV Crew"	(Pers+Bluff) 3S, Penalty for Failure: -1d A (for 1 skill check, then discard)	orange	2
alarm	(Int+Disarm TN) 3S	green	2
guard dog	(Pers+ Animal Handling TN) 1P or, (Combat) I: 3S, A: 1P, D: 6H	green	2
security	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 3S or, (Combat) I: 1P, A: 3K, D: 3S	green	2
property owner	(Pers+ Bargain, Bluff, Bribe, Flirt or Threaten TN) 3S or, (Combat) I: 1P, A: 3S, D: 1P	green	2
adversary 1 "Creeper"	(Combat) I: 1P, A: 3S, D: 3K, S: 2	red	3
adversary 2 "Eyeball"	(Combat) I: 1P, A: 4S, D: 3S, S: 2	red	3
adversary 3 "Nosferatu"	(Combat) I: 1P, A: 3K, D: 4K, S: 2	red	3
adversary 4 "Mummy"	(Combat) I: 3S, A: 3S, D: 3K, S: 3	red	3
adversary 5 "Franken-Head"	(Combat) I: 3S, A: 3S, D: 4S, S: 3	red	3
adversary 6 "Zombie"	(Combat) I: 3K, A: 4S, D: 3S, S: 3	red	3
mega-adversary "Master"	(Combat) I: 4S, A: 4K, D: 5K, S: 4	red	1
damage	n/a	purple	20
failure	n/a	purple	10
no door	n/a	purple	6
no window	n/a	purple	2
numbers	n/a	black	10
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