

ACTION ROLLS

Call for an action roll when a character takes an action where the outcome is in question and the success or failure is interesting to the story.

1. Pick a character trait.
2. Decide on a Difficulty.
3. Establish the stakes of the roll with the player.
4. Assign advantage or disadvantage if applicable.
5. Tell the player to roll the Duality Dice.
6. Resolve the situation based on the result of their roll.

ACTION ROLL RESULTS

- **Critical Success:** They get what they wanted and a little extra. They gain a Hope and clear a Stress.
- **Success with Hope:** They get what they wanted and they gain a Hope.
- **Success with Fear:** They get what they want, but it comes with a consequence. You gain a Fear.
- **Failure with Hope:** They probably don't get what they want and there are consequences, but they gain a Hope.
- **Failure with Fear:** They don't get what they wanted and things go very badly. You gain a Fear.

CHARACTER TRAITS

- | | |
|--|---|
| • AGILITY
Sprint, Leap, Maneuver | • INSTINCT
Perceive, Sense, Navigate |
| • STRENGTH
Lift, Smash, Grapple | • PRESENCE
Charm, Perform, Deceive |
| • FINESSE
Control, Hide, Tinker | • KNOWLEDGE
Recall, Analyze, Comprehend |

DIFFICULTY

5	10	15	20	25	30
VERY EASY	EASY	AVERAGE	HARD	VERY HARD	NEARLY IMPOSSIBLE

HOPE & FEAR

On a roll with Hope, the player gains a Hope.

They can spend Hope to:

- Help an Ally
- Utilize an Experience
- Initiate a Tag Team Roll
- Activate a Hope Feature

On a roll with Fear, you gain a Fear.

You can spend a Fear to:

- Interrupt the players to make a move.
- Make an additional GM move.
- Spotlight an additional adversary during a battle.
- Use an adversary's Fear feature.
- Use an environment's Fear feature.
- Add an adversary's Experience to a roll.

SPOTLIGHTING ADVERSARIES

When you spotlight an adversary, you might have them:

- Move within Close range and make a weapon attack
- Move within Close range and use an adversary action
- End a temporary condition or effect
- Sprint somewhere else on the battlefield

GM MOVES

Make a move whenever:

- They roll with Fear on an action roll.
- They fail an action roll.
- They do something that would have consequences.
- They give you a golden opportunity.
- They look to you for what happens next.

EXAMPLE GM MOVES

- | | |
|--|---|
| <p>• Show how the world reacts.
 <i>"The kick shatters the door. Light spills in from the barracks as a half-dozen sleepy soldiers stumble to their feet, looking worried."</i></p> | <p>• Make a move the characters don't see.
 <i>"You brace for the alarm... but the door clicks open and everything seems fine... for now."</i></p> |
| <p>• Ask a question and build on the answer.
 <i>"How is it that you notice the assassin lurking in the treetops?"</i></p> | <p>• Show the collateral damage.
 <i>"The Minotaur Wrecker barrels into the street, shattering a vegetable cart, sending cabbages flying and knocking the merchant into the wall."</i></p> |
| <p>• Make an NPC act in accordance with their motive.
 <i>"The Jagged Knife Bandit snips the gold purse off the merchant's hip and attempts to escape."</i></p> | <p>• Clear a temporary condition or effect.
 <i>"The guard cuts through the vines that are holding her legs in place. She looks around to find her next target and raises her sword."</i></p> |
| <p>• Lean on the character's goals to drive them to action.
 <i>"The relic you've been trying to recover for your people floats ominously in the center of the altar, surrounded by cultists preparing to drain its power."</i></p> | <p>• Shift the environment.
 <i>"As soon as you cross, the ancient rope bridge snaps, leaving you stranded."</i></p> |
| <p>• Signal an imminent off-screen threat.
 <i>"You hear the crashing of falling trees and shattered branches as thundering steps approach. What do you do?"</i></p> | <p>• Spotlight an adversary.
 <i>"As the Skeleton Dredge shambles forward to strike you, you see the two others on their flank turn their attention toward you as well."</i></p> |
| <p>• Reveal an unwelcome truth or unexpected danger.
 <i>"He reaches into his cloak and produces the Orb of Vengeance as you realize that he was the necromancer the entire time."</i></p> | <p>• Capture someone or something important.
 <i>"The thief slides past you and jumps into the cart, grabbing the idol from the seat and stuffing it into their pouch."</i></p> |
| <p>• Force the group to split up.
 <i>"The elementals are scattering—two heading for the town, three bearing down on the mill. What do you do?"</i></p> | <p>• Use a PC's backstory against them.
 <i>"Your mentor sighs, drawing their blade. 'I wish it didn't come to this, child. But you still don't understand what sacrifices are required to maintain the peace.'"</i></p> |
| <p>• Make a PC mark Stress as a consequence for their actions.
 <i>"You can pull the baron to safety if you mark a Stress. Otherwise you can only get yourself out of the way. What do you do?"</i></p> | <p>• Take away an opportunity permanently.
 <i>"The door slams shut, cutting you off from the vault as the temple continues to collapse. You'll need to find another exit if you want to make it out alive."</i></p> |