

# PLAY GUIDE

## ACTION ROLLS

Describe what you want to do and work with the GM to determine whether a roll is necessary to accomplish it. If it is...

### AGILITY +1, THIEF +2

Decide which modifiers apply. Spend a Hope to add an Experience.



Roll your Duality Dice and add them together along with your modifiers.

### "21 WITH FEAR!"

Tell the GM the result and which Duality Die rolled higher.



### CRITICAL SUCCESS!

If the Hope and Fear Die both land on the same number, it's a critical success.

## ACTION ROLL RESULTS

- **On a critical success**, you get what you want and a little extra. You gain a Hope and clear a Stress.
- **On a success with Hope**, you pull it off well and get what you want. You gain a Hope.
- **On a success with Fear**, you get what you want, but it comes with a cost or consequence. You might get attacked, get limited information, attract danger, or face another complication. The GM gains a Fear.
- **On a failure with Hope**, things don't go to plan. You probably don't get what you want and there are consequences, but you gain a Hope.
- **On a failure with Fear**, things go very badly. You probably don't get what you want, and a major consequence or complication occurs because of it. The GM gains a Fear.

## DAMAGE ROLLS

After a successful attack, roll a number of your weapon's damage dice equal to your Proficiency and add them together.

If your attack roll critically succeeds, your attack deals extra damage! Start with the highest possible value the damage dice can roll, and then make a damage roll as usual, adding it to that value.

## REACTION ROLLS

Reaction rolls work similarly to action rolls, except they don't generate Hope, Fear, or additional GM moves.

## USING ARMOR

Your Armor Score represents how many Armor Slots you have available. When you take damage, you can mark an Armor Slot to reduce the severity by one threshold. You can only mark 1 Armor Slot per incoming attack.

## QUICK REFERENCE

**Advantage:** Add a d6 advantage die to your roll.

**Disadvantage:** Subtract a d6 disadvantage die from your roll.

**Help an Ally:** Spend a Hope and roll a d6 advantage die to add to an ally's roll. If the ally has gained advantage on a roll from multiple sources, they only add the highest result to their roll.

**Group Action:** Nominate a leader of the action. All other participants in the group action roll make a reaction roll using whichever traits they and the GM decide best fit (they don't need to use the same traits). The leader then makes an action roll. Their action roll gains a +1 bonus for each reaction roll that succeeds and a -1 penalty for each reaction roll that fails.

**Tag Team Roll:** Once per session, each player can choose to spend 3 Hope and initiate a Tag Team Roll between their character and another PC. When you do, work with the other character's player to describe how you combine your actions in a unique and exciting way. You both make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear for each PC involved. If you succeed on a Tag Team Roll attack, you both roll damage, then add it together to determine the damage dealt.

**Vulnerable:** When a creature has the *Vulnerable* condition, all rolls against them have advantage.

**Restrained:** When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.

**Hidden:** While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.

**Direct Damage:** Armor Slots can't be marked to reduce this damage.

Level 1 ▶ Tier 1

Levels 2-4 ▶ Tier 2

Levels 5-7 ▶ Tier 3

Levels 8-10 ▶ Tier 4

# DOWNTIME

*Downtime represents moments of respite within the perilous journey the characters are on together. It's not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.*

## SHORT REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains 1d4 Fear.

### • Tend to Wounds

Describe how you hastily patch yourself up, then clear a number of Hit Points equal to 1d4 + your tier. You can do this to an ally instead.

### • Clear Stress

Describe how you blow off steam or pull yourself together, then clear a number of Stress equal to 1d4 + your tier.

### • Repair Armor

Describe how you quickly repair your armor, then clear a number of Armor Slots equal to 1d4 + your tier. You can do this to an ally's armor instead.

### • Prepare

Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

## LONG REST

Each player can swap any domain cards in their loadout for cards in their vault, then choose two of the following moves (or choose the same move twice). The GM gains an amount of Fear equal to the number of PCs + 1d4 and can advance a long-term countdown.

### • Tend to All Wounds

Describe how you patch yourself up, then clear all Hit Points. You can do this to an ally instead.

### • Clear All Stress

Describe how you blow off steam or pull yourself together, then clear all Stress.

### • Repair All Armor

Describe how you spend time repairing your armor, then clear all Armor Slots. You can do this to an ally's armor instead.

### • Prepare

Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

### • Work on a Project

Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down the progress countdown.