

# Start (Rules in a Nutshell)

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## 1) Hero in 1 Minute

- **Concept:** who you are and what genre you are playing (1 sentence).
- **Role (choose one):**
  - **Assault** – pressure, combat, overcoming obstacles
  - **Specialist** – sneaking, precision, technique, observation
  - **Adept** – powers, knowledge, influence, improvisation
- **Attributes (3):**
  - **Strength (S)** – physical strength, endurance, melee combat
  - **Agility (A)** – reflexes, sneaking, shooting, piloting
  - **Might (M)** – magic/psionics/technology/bluff/intuition (depending on the world)
- **Attribute Dice:** one attribute **d12**, one **d8**, one **d6** (choose according to your role).
- **Hearts:** 5. **Power Points:** 3 (spend on powers and "special moves"). Below you have a ready-made snippet to paste (variant A), in the style of short rules "1-page".

**Luck** **Roll (how it works):** spend 1 **Luck Point**, to choose one:

- **Reroll** your test (keep the better result), or
- **Increase the die by 1 step** for this one roll (**d6** → **d8** → **d12** → **d20**), or
- **Turn a failure into a "success at a cost"** — the action succeeds, but the GM immediately adds a price (e.g., you lose time, make noise, expend a resource, end up in a worse position, attract attention, damage equipment).

**Recovering Luck Points:** at the beginning of the next session, you return to the limit. The GM may grant +1 **Luck Point** for bold risks, great narrative decisions, or playing consequences.

- **Equipment:** 1 "key" tool (e.g., sword, rifle, hacking kit), 1 protection (armor, energy shield, camouflage), 3 trinkets fitting the concept.

**Example:** Specialist: **S** **d12**, **M** **d8**, A **d6**. In cyberpunk, **M** is "Hacking/Influence"; in fantasy, **M** is "Magic/Will".

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## 2) How to Resolve Actions

1. The player states **what they do** and **how** (description in the game world).
2. The Game Master determines the **Difficulty** and the stakes ("what happens on failure").
3. Roll the attribute die (**S / Z / M**) and compare it to the Difficulty.

**Difficulty (D):**

- 3 easy, 4 standard, 5 hard, 6 very hard, 8 heroic, 12 legendary.

**Roll Result:**

- **1** – failure with consequence (a complication definitely arises).
- **< D** – failure (but the scene continues: loss of time, noise, worse position, loss of resource).

- $\geq D$  – success.
- **Max on the die** (e.g., 12 on a **d12**, 20 on a **d20**) – exceptional success: you gain an additional benefit.

#### Modifiers without counting:

- **Better situation**: increase the die by 1 step (**d6** → **d8** → **d12** → **d20**).
- **Worse situation**: decrease the die by 1 step (**d20** → **d12** → **d8** → **d6** → **d4**).
- **Ally's help** (costs their action): increase the die by 1 step.

**Example:** The Adept tries to close the portal (**M** **d8**) under alarm and stress → worse situation, drops to **d6**. D = 5. Roll 6: success, but the "alarm" remains in the background as narrative pressure.

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### 3) Movement and Combat – Default without Grid, Grid as an Option

#### Default: theatre of mind (recommended)

- Describe distances as: **Close** (within reach), **Nearby** (a few steps), **Far** (the other side of the stage), **Very Far** (sniper/vehicle).
- In a turn, you have: **Movement + 1 Action**.
  - Movement usually changes the distance by 1 "degree" (Nearby → Close, etc.).
- **Attack**: roll **M** (melee) or **R** (ranged) against the target's **Defense**.

#### Defense of opponents (approximate):

- **Weak 4, Typical 5, Elite 6, Boss 8** (legendary boss 12).

#### Effects of a Hit (quick combat):

- A hit deals **1 Heart**.
- A critical success deals **2 Hearts** or provides a strong effect (disarm, knockdown, distraction).

#### Cover and Positional Advantage:

- Light cover / poor angle: lower the attacker's die by 1 degree.
- Good position / surprise: raise the die by 1 degree.

#### Option: play on a grid

- 1 square = 1–2 m. Movement in a turn: **up to 5 squares**. The rest of the rules remain unchanged.

**Example:** A specialist shoots from cover (**R** **d12**) at an elite (Defense 6). The target is in light cover → R drops to **d8**. Roll 7: success, 1 Heart of damage.

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### 4) Powers, 'Spells' and Special Maneuvers (Universal)

This includes magic, psionics, cybernetics, gadgets, film tricks – depending on the world.

- When you do something **above standard**: spend **Power Point** and roll **M**.
- Determine the level of effect:

#### **Power** Levels (T / cost):

- **Trick** (short effect, trick, "flash"): **T 4 / 0–1 PP**
- **Standard** (attack, shield, impulse, minor control): **T 5 / 1 PP**
- **Strong** (area, healing, paralysis, live hack): **T 6 / 2 PP**
- **Great** (scene change, powerful intervention): **T 8–12 / 3 PP**

**Failure:** PP is lost, and the consequence is immediate (overload, digital trace, crack in the ritual, unwanted attention).

**Recovery:** after the conflict scene, you regain **1 PP**, after a safe rest – to full.

**Example:** In a space opera, the Adept tries to "bend the sensor" of a drone: Standard, T 5, cost 1 PP. Roll **M** **K8** = 8: exceptional success – the drone loses signal and goes off track.

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## 5) Fall, Risk, and Healing

- When you fall to **0 Hearts**, you are **out of action** (injured, stunned, in shock – according to the convention).
- An ally can spend an action to bring you back to **1 Heart** (first aid, adrenaline, system reboot).
- After the scene, if you have a moment to catch your breath: you return to **full Hearts**, provided you have the conditions (shelter, bandage, service, meal).
- If the scene was particularly brutal or the enemies have the upper hand, the Game Master may require that a "full reset" necessitates a safe stop.

**Example:** Storm falls to 0. The specialist pulls him behind cover and spends an action: Storm returns to 1 Heart and can act in the next turn.

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## 6) Character Development (campaign without tables and bookkeeping)

After the adventure, choose **one**:

- **Increase** one attribute by 1 step (max. to **d20**), or
- **+1 Heart** (max. 7), or
- **+1 Power Point** (max. 5), or
- **New Trait** (a short, one-sentence rule agreed upon with the Game Master).

**Examples of traits (universal):**

- **Pressure:** once per scene, when you hit in melee, you deal +1 Heart of damage.
- **Shadow:** when you act from hiding, you have a die increase of 1 step.
- **Spark:** once per scene, you can spend 1 PP to automatically achieve a "success at a cost" without rolling.

**Example:** The Adept increases **M** from **d8** to **d12** – now his powers stabilize better at T 5–6.

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## 7) The "only **d6**" variant in 2d6 mode (fast and highly playable)

If you don't have a set of dice or want more "narrative" degrees of success:

- Each test is: **roll 2d6 + ability modifier**.
- **Ability modifiers** are chosen at the start: one ability **+2**, one **+1**, one **+0**.
- Result:
  - **6 or less** – failure with consequence
  - **7–9** – success at a cost (compromise, loss of resource, worse position)
  - **10+** – full success
  - **12** – exceptional success (additional benefit)

**Difficulty of the situation:** instead of changing thresholds, give **+1 / -1** to the roll (helps / hinders) or a cost in case of 7–9.

**Mapping to the dice-ability version (if you want compatibility):**

- **d6** ≈ +0, **d8** ≈ +1, **d12** ≈ +2, **d20** ≈ +3 (for very experienced characters).

**Example:** A specialist shoots while running: **Z** = +2, difficult situation (-1). Roll 2d6 = 8, total 9: success at a cost – hits, but ends up in an exposed position.