

THE CORE, ATTRIBUTES, AND SKILLS

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WITS		RESOLVE		SPEED		POWER	
Knowledge	Cunning	Presence	Willpower	Agility	Dexterity	Strength	Endurance
Alchemy	Deception	Beast Ken	<i>Remain calm, resist pain and</i>	Acrobatics	Fired Missile	Brute Melee	<i>Resist poison, toxins, physical</i>
Craft	Scrounge	Charm	<i>mental duress, courage, etc.</i>	Athletics	Lock Picking	Feat of Strength	<i>exhaustion, etc.</i>
Medicine	Tracking	Menace		Escape Artistry	Precise Melee	Thrown Missile	
Query	Traps	Performance		Stealth	Sleight of Hand	Unarmed Melee	

See p.114 for **The Big Skill List** in the Core Rule Book

GENERAL REFERENCE

DIFFICULTY	CHECK
Trivial	4
Challenging	6
Tough	8
LISTS	PAGES
Weapons	148-153
Outfits	154-159
Equipment	161-165
Talents	188-199
Spells	225-229
Downtime	169-181

CRYPTOMANCY

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ENCRYPTION	METHOD
Symmetric	Keyphrase
Asymmetric	True Name + Soul Key

COMBAT

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MOVE (ATHLETICS/ACROBATICS)	VARIABLE
Change by one level relative other characters/objects:	
Close	A few yards
Short	Less than 30 yards
Medium	Less than 60 yards
Long	Less than 120 yards
Extreme	Less than a mile

ACTION

Anything that warrants a non-movement skill check
Can instead by converted into an additional move

Each turn, a character has one move and one action

DEFENSE

ATTACK			Parry (Power)	Dodge (Speed)	Take Cover (Wits)	Resist (Resolve)
Melee	Brute		✓	✓		
	Precise		✓	✓		
	Unarmed		✓	✓		
Missile	Fired		✗	✓	✓	
	Thrown		✗	✓	✓	
	AoE		✗	✓	✓	
Magic						✓

**Parry only with shield*

THREATS

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TRIVIAL	CHALLENGING	TOUGH
All core ranks are 4	All core ranks are 6	All core ranks are 8
All attribute ranks are 2	All attribute ranks are 3	All attribute ranks are 4
Incapacitated by either:	Incapacitated by either:	Lots of HP tracked just like a player character's HP
<ul style="list-style-type: none"> 2 wounds of any kind 1 critical wound 1 mortal wound 	<ul style="list-style-type: none"> 3 wounds of any kind 2 critical wound 1 mortal wound 	

SKILL CHECK OUTCOMES

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SUCCESSSES	RESULT
-2 or less	Dramatic failure; horrible things happen
-1	Clearly failed
0	Barely failed; failure with a silver lining
1	Barely succeeded; success with complication
2	Clearly succeeded
3 or more	Dramatic success; awesome things happen

WOUNDS

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TYPE	CAUSE	RESULT
Flesh	1 HP of damage	Stitches
Serious	2 HP of damage	Bone fractures/bleeding, days recovery
Critical	3 HP of damage	Life-threatening, 1 HP loss per move AND action
Mortal	4+ HP of damage	1 HP loss per turn

STABILIZING SKILL CHECKS

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STATUS	HEALING OTHERS	HEALING SELF
Critical	Trivial	Challenging
Mortal	Challenging	Tough
Dying	Tough	Impossible

ENVIRONMENTAL HAZARDS

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TYPE	RESULT
Fire	1 HP per turn, ignores armor
Acid	1 HP per turn, ignores armor, 3 HP total
Gravity (Acrobatics)	Short: critical wound Medium: mortal wound Long: HP to 0, bleeding
Physics (Feats of Strength)	<i>Leverage results of Gravity</i>

ADVANCEMENT

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TYPE	RESULT
Risk	+1 to 3 points per bad opsec
Strategic Assets	+1 per successful mission from patron
Talent Points	+1 per session survived and hacking something
Attribute Rank	+1 per narrative gap