

CORE RULES CHEAT SHEET

THE CORE MECHANIC

1. Say what you're trying to do. If it may fail, the GM sets a **Difficulty**. 1 is normal. 2 is hard. 3 is impossible for an average human.
2. Collect a **Dice Pool**. This is a number of D6 equal to your relevant statistic. In some situations you may also add your **Class Dice**.
3. Determine if there's anything which may make the task easier. For each **Advantage** add one six-sided dice to the dice pool.
4. Determine if there's anything which may make the task harder. For every two **Disadvantages** add one to the difficulty. If there's a disadvantage left, add one **Bad Dice** to the dice pool.
5. Any dice that is 4+ counts as a success. If the Bad Dice is 4+ one success is negated. If the number of successes equals or exceeds the difficulty, you fully succeed.
6. For each 6+ you can activate a single relevant **Special** a character may have.
7. If you roll no successes and at least one dice rolls a 1, it's a **Critical Failure**.

COMBAT

1. Generate **Guard** (If not surprised, all characters set their Guard to maximum.)
2. Determine **Initiative Order** (Roll your Dexterity dice pool. The characters with most successes go first, the characters with least successes go last.)
3. The **Combat Round** (In Initiative order, everyone takes an action. An action is anything that can be reasonably completed in 5-10 seconds, understood cinematically. An action can normally be accompanied by moving a short distance. You can save your action for later in the round.)
4. Repeat Step 3 until combat is over.

ATTACK

1. Roll relevant dice pool, as per core mechanic. For close combat, this is usually Strength. For Ranged, this is normally Dexterity. For spells, it varies depending on what sort of magician you are.
2. The difficulty is equal to the **Defence** of the target.
3. If you match the difficulty, you score one **Hit**. For every further success, you score an additional **Hit**.

DAMAGE AND DEATH

- Every Hit causes a character to lose either a Guard or a Health.
- Unless otherwise stated, Guard is lost before Health.
- If a Hit causes a character to lose Health it is called a Wound.
- If you have lost Health, and have two Health left, you have a disadvantage on all rolls. If you have one Health left, you suffer two disadvantages on all rolls.
- If a character reaches zero Health, they will fall unconscious and die at the end of a combat.
- If a character would ever be at less than zero Health, they die. Erk.