

【Cheat Sheet for GM】

Setting the DR of Checks

DR	Example Task
0 (Trivial)	Opening an unlocked door
1 (Simple)	Deceiving the town drunkard
2 (Easy)	Searching for recent tracks
3 (Fair)	Disarming a trap
4 (Hard)	Swimming against a current
5 (Master)	Deciphering a dead language
6+ (Godly)	Climbing an overhang or ceiling

Setting the DR of Challenges / Conflict

Solo Challenges use the below DR. **Team**

Challenges multiply the DR by (#players - 1).

DR (Solo)	Example Task
3 (Simple)	Rowing across a lake
6 (Fair)	Controlling a runaway cart
9 (Expert)	Pacifying an angry mob
12 (Master)	Stopping a ceiling from collapsing
15 (Godly)	Travelling from Upper to Mid Spiral

Difficulty	DR (Solo)	DR (Party of 4)
Simple	3	9
Fair	6	18
Expert	9	27
Master	12	36
Godly	15	45

Zone Statuses

Rough Terrain (PC) – Move Actions cost 5 dice.

Rough Terrain (NPC) – Move Actions cost full Threat.

Slick Ground (PC) – Must pass Free **Body** Check or lose turn.

Slick Ground (NPC) – Roll a D10; on 6+ lose all Threat.

Enclosed – No participant may flee the Conflict.

Darkness – Only nearby targets may be selected.

Smokescreen – Only nearby targets may be selected.

Participants in the Back Zone are not automatically moved to the Melee Zone.

Underwater (PC) – Ranged attacks fail, and Move Actions cost 5 dice.

Underwater (NPC) – Ranged attacks fail, and Move Actions cost full Threat.

Vortex (PC) – At end of Round, must pass a Free **Body** Check or be pulled one Range / Zone closer to the vortex.,

Vortex (NPC) – At end of Round, D5 denizens are pulled one Range / Zone closer to the vortex.

Denizen Combat Actions

Actions

Simple Attack – [Spend] Damage = half spent Threat rounded down.

Move – [Half] Change Combat Zones.

Assist – [Half] Grant nearby ally 1 Extra Threat.

All-Out Defense – [Spend] Nullify #damage = spent Threat.

Check Attack – [Check] Damage = [#success].

Create/Remove Status – [Check] Create or remove a Status.

Improvise – [Check] Any other active move.

Stealth Conflict

Actions

Pursue – [Spend] Damage = half spent Threat rounded down.

Move – [Half] Move to a nearby Node.

Sweep – [Check] Damage = [#success], target all nearby PCs.

Create/Remove Status – [Check] Create or remove a Status.

Improvise – [Check] Any other active move.

Social Conflict

Actions

Simple Rebuttal – [Spend] Damage = half spent Threat rounded down.

Shock – [Spend] Inflict Penalty to party's next Argue Check equal to half spent Threat rounded down.

Check Rebuttal – [Check] Damage = [#success].

Hordes

Choose one weak denizen and set an appropriate DR.

Remaining DR	Benefits
< 5	N/A
5 ~ 10	+1 Threat
11 ~ 15	+1 Threat, +1 turn
16 ~ 20	+2 Threat, +1 turn
21+	+2 Threat, +2 turns

Boss Encounters

Increase boss' DR appropriately and multiply Threat by (#players - 1). The boss has multiple turns, where it may spend up to its default Threat on a single turn.

General Tips

- If there are ever two or more rules conflicting, always go with whatever benefits the players the most.
- Skip uneventful travel and events, focus on important and exciting narrative moments.
- Reward creative descriptions and plans with Bonuses, Extra Dice, or Statuses.
- Only ask for Checks if the action has potential for failure, or otherwise make the story more interesting.
- Grant each player 3~4 **XP** each Session.
- Try to have a way for every player to contribute even if their character isn't geared for the current Conflict.
- Challenges and Conflict should last roughly 3 Rounds.
- Remind players they can recover **Stress** by invoking **Flaws**.
- Remember to allow players to perform a **Coup de Grace**.