

Cheat Sheet

Basic Play

Check – Roll 5 dice and compare the results to the appropriate **Attribute**. Results equal to or under the Attribute count as a success.

Free Check – Roll 1 die and compare the result to the appropriate Attribute. Does not consume dice.

DR – Difficulty Rank; the number of successes required to pass a Check.

Stress – Physical, mental, and emotional damage. Check off 1 **Stress Box** for each damage taken. Upon checking off all Stress Boxes, gain 1 **Decay** and cannot act until the end of the Scene / Conflict.

Flaw – Declare you are acting your **Flaw** and put yourself into a narrative disadvantage. Depending on how much trouble you are in, you may uncheck Stress Boxes.

Conflict

Each **Round** you get **5 dice** to spend on **Actions / Reactions**.

Yielding – At the start of the Round, Conflict immediately ends and the party suffers a narrative consequence.

Evocative Descriptions – May grant Bonuses, Extra Dice, or even Statuses depending on how well you describe.

Ranges

Nearby – Close distance; within the same Zone.

Midrange – Fair distance; one Zone away.

Faraway – Long distance; two Zones away.

Out of Range – Too far; cannot be targeted.

Statuses

High Ground – +1 Bonus on ranged attacks.

Light Cover – Make a Free **Body** Check upon taking damage. On success, take 1 less damage.

Full Cover – Take 1 less damage (to a minimum of 0).

Hidden – Cannot be targeted.

Disarmed – Cannot use the disarmed weapon until spending half Essence Dice / Threat.

Grappling – Grappled target cannot make any Actions; make another Check to maintain the grapple next turn.

Blinded – Always fail any sight related Actions.

On Fire – Target takes 1 damage every turn.

Poisoned – Lose half Essence Dice / Threat each turn.

Immobile – Target cannot Move, gain a +1 Bonus to attack the immobile target.

Combat Conflict

Actions

Take Action – Check to attack, deceive, etc.

Assist – Check to grant +1 Bonus to ally's Action.

Create / Remove Status – Check to create or remove a Status.

Move – Spend 3 dice to change Zones.

Set Overwatch – Declare Action, dice, and trigger. Act when trigger is met.

Improvise – Anything else.

Reactions

Avoid – Check to avoid damage; 1 success negates 1 damage. Spend one die at a time until damage is 0, you have no more dice, or you accept the remaining damage.

All Out Defense – Declare at Round start. Forfeit your turn but gain +1 Bonus on Avoid.

Protect – Spend 2 dice to give nearby ally 1 Bonus Die on Avoid Reaction.

Overwatch – Act on trigger.

Improvise – Anything else.

Stealth Conflict

Gain **SP** equal to **Teq** + 1. Upon reaching 0 SP, you become discovered.

Actions

Same as Combat unless otherwise stated.

Take Action – Lose all SP upon revealing self.

Move – Make a Check to move to a new **Node**.

Reactions

Same as Combat unless otherwise stated.

Avoid – For each unavaoided damage lose 1 SP.

Social Conflict

Gain **SP** equal to leader's **Soul** + 1. Upon reaching 0 SP, negotiations have failed.

Actions

Support – Check to grant +1 Bonus to leader.

Argue – Leader makes a Check to convince, deceive, or intimidate the opposing side.

Reactions

Counterpoint – Upon taking social damage, make a Check to avoid damage. Multiple players may take this Reaction.

General Tips

- Before acting, check your Skills, Equipment, and Rhetoric.
- When in doubt, ask the GM for help.
- In Conflict, try to save some dice for Avoid Reactions.
- You can always Yield in dangerous fights.
- Creatively describe your actions and their results for boons.

DR for Creating Statuses

DR	Status Example
1	Temporary effect or takes little effort / <i>Gaining High Ground on a hill</i>
2	Takes a moderate amount of effort / <i>Grappling a target your size</i>
3+	Takes high effort or luck / <i>Hiding in a mostly open area</i>

Combat Zones

