

# 【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** – +1 Extra Die on Avoid Reactions.

**Full Cover** – +1 Success on Avoid Reactions.

**Hidden** – You cannot be targeted.

**Disarmed** – Cannot use the disarmed weapon.

**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** – Target has 1 less Threat Point.

**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 Combat, 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

