

【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

Denizen Statuses

High Ground - -1 Penalty to target's Avoid Reaction. [Half]

Light Cover - -1 Penalty to attack denizen. [Half]

Full Cover - Attacks deal 1 less damage to denizen. [Full]

Hidden - Denizen cannot be targeted. [Full]

Grappling - Attack a target. Upon dealing unavoids damage, target can only attempt to escape next turn. [Full]

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.

Combat Conflict

Actions

Take Action - Spend Threat to attack, deceive, etc.
1 Threat = 1 damage.

Create / Remove Status - Spend Threat to create or remove a Status. Cost listed in Statuses section..

Move - Spend half Threat to move Zones.

Assist - Spend half Threat to grant ally 1 Threat.

All-Out Defense - Nullify #damage = spent Threat.

Stealth Conflict

Actions

Pursue - Spend Threat to search the current Node.

Deal stealth damage = spent Threat to all PCs in Node.

Move - Spend half Threat to move to a different Node.

Social Conflict

Actions

Rebuttal - Spend Threat to deal social damage.
Social damage = spent Threat.

Reveal - Spend full Threat, but party cannot make Counterpoint Reactions next Round.

Hordes

Choose one weak denizen and set an appropriate DR.

Remaining DR	Benefits
1 < DR < 5	+1 Threat
5 ~ 10	+1 Threat, +1 turn
11 ~ 15	+2 Threat, +1 turn
16 ~ 20	+2 Threat, +2 turns
21+	+3 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**.