

GM REFERENCE SHEET

ACTION DIFFICULTY TABLE

ACTION COMPLEXITY	3 PLAYERS	4 PLAYERS	5 PLAYERS
Easy	4	4	4
Average	7	8	9
Hard	10	12	14
Daunting	14	18	22
Overwhelming	18	22	26

SKILL ENCOUNTER OPTIONS

- **Set a time limit.** (PCs only have x turns to achieve goal)
- **Failure is not an option.** (PCs can only fail x actions this encounter)

NPC MANEUVERS

- One (1) NPC takes one (1) maneuver following each player's turn.
- NPCs may take a second maneuver if they take two (2) strain.

NPC ACTIONS

- One (1) NPC takes one (1) action when a player fails an action
- NPC actions always succeed (no roll needed)
- NPCs inflict damage by on their danger level

NPC OPTIONS

- Special equipment / innate skills (+PC difficulty or -PC dice)
- Groups (take maneuvers together, pool health and damage dice)
- More rounded (different Wisdom and Logic stats create different danger levels)

FLOURISHES AND FUMBLES

FLOURISH (rolling sixes): When half or more of the dice rolled are sixes (6), players gain one (1) Moirai and a large advantage

FUMBLE (rolling ones): When half or more of the dice rolled are ones (1), players are granted a large disadvantage

FUMBLE-FLOURISH: If half the dice rolled are ones (1) and the other half are sixes (6), players are presented with a large and unexpected event

NPC DIFFICULTY TABLE

NPC DANGER LEVEL	SOCIAL ACTION DIFFICULTY	DAMAGE DICE	HEALTH
Trivial	Easy	1d6-2 (min. 1)	5
Moderate	Average	1d6	7
Dangerous	Hard	2d6	11
Deadly	Daunting	3d6	14

NPC COMBAT MANEUVERS

- **Flank.** When two NPCs who are engaged with the same opponent both choose this maneuver, they may attack jointly. Each NPC adds one (1) damage die to their damage. They cannot take a second maneuver this turn.
- **Move.** Engage/disengage an opponent, or move up to several meters.
- **Guarded Stance.** Remove one (1) die from melee combat actions against the NPC. Halve the damage inflicted by the NPC's combat actions.
- **Take Cover.** Remove one (1) die from ranged combat actions against the NPC
- **Take the High Ground.** While in this place, remove one (1) die from melee combat actions against the NPC, but add one (1) die to ranged attacks against them.
- **Go Prone/Stand Up.** While prone, remove one (1) die from ranged attacks against the NPC, but add one (1) die to melee attacks against them. Halve the damage dealt by the NPC's melee attacks.
- **Manage Gear.** Draw, holster, ready, or load a weapon. Retrieve a stored item in a bag, pouch, or backpack.

NPC SOCIAL MANEUVERS

- **Spend a Resource.** Remove one (1) die from a PC's next social action. The resource is lost if it must be spent or if accepted.
- **Capitalize on a Secret.** Remove one (1) die from a PC's next social action. A secret can only be used this way once per encounter.
- **Lose Composure.** Remove one (1) die from a PC's next social action. Take two (2) strain.
- **Make it Personal.** Add one (1) die to a PC's next social action, but add one (1) die to the damage the next time a PC fails.
- **Flatter.** Remove one (1) die from a PC's next social action. Add one (1) die to the damage of the PC's next action.

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MOIRAI

Moirai is a group resource, shared between players. Moirai can be spent to add one (1) die to a roll, or to introduce a new advantage to a scene. Players start each session with three (3) Moirai. Multiple Moirai can be spent per turn.

Players can gain Moirai:

- As a reward for good roleplay
- In exchange for removing one (1) die from a roll to indicate a character's Foible is hindering them at that moment
- In exchange for an Outburst
- If players roll a Flourish (half or more of the dice rolled are sixes (6))

TAKING DAMAGE

Physical Conditions (wounds)

- **Immobilized.** Cannot take maneuvers
- **Staggered.** Cannot take actions
- **Disoriented.** Remove one (1) die from Logic and Force actions

Mental Conditions (strain)

- **Frightened.** Remove one (1) die from Force actions
- **Angry.** Remove one (1) die from Wisdom actions
- **Hopeless.** Remove one (1) die from Charm actions

HEALTH

Players track their character's health as two sets of attributes: **Wounds** and **Strain**

- **Wounds** represent physical health
- **Strain** represents mental health

Players start with no Wounds or Strain and count up to a threshold of nine (9) as they take damage

- **Rest.** Each full night of rest (eight (8) hours of sleep or minimal activity) heals all strain and two (2) wounds.
- **Medicine.** Can be taken a maximum of three (3) times per day. Heals two (2) wounds.
- **Healing.** To heal another character, players must offer them emotional support in a way that is meaningful to the character. They can roll +Logic or +Wisdom. If the healing PC and the PC receiving the healing have a strong emotional bond, they can add one (1) die to the roll.
 - Offer emotional support in a way that's meaningful to the PC being healed and roll +Logic or +Wisdom.
 - If the rolling PC has a strong emotional bond with the target, add one (1) die.
 - If healing succeeds and the target opens up, the target regains two (2) wounds and four (4) strain.
 - PCs can only receive Healing once per encounter.

CHARACTER'S STATE	DIFFICULTY
Current wounds \leq ½ wounds threshold	Average
Current wounds $>$ ½ wounds threshold	Hard
Current wounds $>$ wounds threshold	Daunting
Working without equipment	+1 difficulty level

Heart to Heart. Upon a successful *Healing*, players can spend one (1) Moirai to have a Heart to Heart.

- The PCs discuss their feelings in a short scene.
- After, the player who rolled the initial *Healing* can also gain its benefits