






**Chance Roll:** Roll 4, 6-sided die and add them together to get your chance score. Chance scores will have a **Difficulty Class (DC)** that must be met or exceeded in order for the roll to be considered a success. Advantage means you add 1 die to the roll, and Disadvantage means you take 1 away. Chance rolls that land in the critical or fluke sections of the chart below, are context dependent, but generally speaking it means you either performed really well or really poorly at the given task.


	Fluke (0.39%)		Critical (5.01%)			Normal (94.6%)					
Roll	4   24	5   23	6   22	7   21	8   20	9   19	10   18	11   17	12   16	13   15	14
Odds											

**The Trinity (Angles):** There are three **angles** of the trinity, **Mind**, **Body**, and **Spirit**, each of which have 3 sub-stats of their own: **Bonus**, **Defense**, and **Energy**. Each attack will denote one of the **angles** as a target for the attack. **Defense** is 10 + the **bonus** for the specified **angle**, which is the DC one must pass to land the hit. **Energy(EP)** is a separate pool of points to spend on things like techniques. The GM may have you spend one of these points in order to perform a difficult task.


 **Mind(M):** Resistance to Stun. Science, Technology and Psionics. Chance rolls involving intelligence, memory, and knowledge. Expend (M)EP performing taxing mental feats. Defends against attacks targeting the mind.

 **Body(B):** Resistance to Poison/Bleed. Weapon Attacks and Martial Arts. Chance rolls involving strength, speed, and endurance. Expend (B)EP performing taxing physical feats. Defends against attacks targeting the body. Resting heals HP equal to your (B)Bonus.

 **Spirit(S):** Resistance to Frighten. Spiritual Attacks and Magic. Chance rolls involving charisma, and emotional control. Expend (S)EP performing taxing emotional feats. Defends against magical attacks. Resting heals EP in a single category equal to your (S)Bonus, per hour.

 **Hit Points (HP):** Characters with 0 HP are unconscious. Characters with -10 HP are dead.

**Quirks:** A quirk is a description of your character and what they are capable of. These are simply words and a bonus denoting magnitude. The player requests a quality magnitude be added to the result of a chance roll, before it is made. The player must justify the use of this quirk narratively, and the GM may or may not approve this request. A trinity bonus can be used in place of, or in conjunction with a quirk bonus, also at the GM's approval.

 **Instinct:** This score represents your ability to act quickly, and be prepared. In situations where the GM needs to determine who is able to act first, such as combat, all parties involved make a chance roll and add their instinct score. Actions are resolved one at a time from highest to lowest Instinct rolls.

**Action Points (AP):** In combat, each character begins each turn with 6 Action Points. Every action will cost a number of AP, which represents how long the action takes to perform. 1 AP is roughly 1 second. A turn is 6 seconds, and 10 turns is a minute.