








**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.

**Props:** Money and experience are combined as a resource called **\$credits**, which can be spent on props. A **Prop** is an item owned by your character which represents your character's growth as you progress through the story. The things a person owns reflect upon their personality. Each prop will come with permanent **quirk** and stat **gains** to customize your character. Owning a **prop** may also unlock the ability to purchase associated **upgrades** and **techniques**. Once purchased, the cost of the **prop** is added to your character's **Power Level**. The GM will determine when it is appropriate to spend **\$credits** (usually in town). A **shop** is a list of props available to the party. **Props** and **Upgrades** can be sold back to the shop for half-price. Selling a **prop** or **upgrade** does not remove the **gains** from the original purchase, and techniques purchased remain. A **prop** will be stored in one of the following locations:

	Head		Face		Neck		Wrists		Hands		Finger
	Back		Chest		Waist		Legs		Feet		Pack
	At Hand	A character may only own 1 <b>prop</b> for each location with the exception of <b>Pack</b> , <b>Finger</b> , and <b>At-Hand</b> . There are no limit to <b>Pack</b> and <b>At-Hand props</b> , and you can have up to 8 <b>Finger props</b> .									

**Loadout:** The **loadout** is what a character is currently holding in thier hands. If you want to switch **loadouts**, and if the new **loadout** only consists of **at-Hand props**, it costs 2AP to switch the equipment held in either or both hands. If one or both **props** are stored in the **pack**, it costs 4AP to switch. **Props** usually need to be in the **loadout** to be used, or to use **techniques** associated with them. If one character is standing within 5ft. of another, and if the act is consensual, a **prop** can be taken out of a character's **loadout** for 2AP. Throwing and catching items requires a **chance** roll with a **DC** determined by the **GM**. The thrower spends 3AP and makes their throw roll when the object is thrown. The catcher must have a free hand at the time the object is thrown. The catcher starts their next turn with 3 AP, at which point they also make their catch roll. Consuming an object in your loadout costs 4AP.

**Resistance/Weakness:** Each attack will have an associated **damage type** which reflects the method by which the damage was delivered. A character may have either a **resistance** or a **weakness** to a particular **damage type**. A **resistance** can either be a **damage reduction(DR)**, an **immunity(Imm)**, or a status effect bonus. A **DR** is a number which is to be subtracted from damage rolls done to this character by a certain **damage type**. Damage done cannot be reduced below 1 in this way. **Immune** characters obviously take no damage from this **damage type**. Inversly, a **weakness** will be a multiplier (ex: x2) which is to be applied to damage after the roll, and before calculating multipliers for a **critical** or **fluke success**.

	Bash		Slash		Pierce		Burn		Shock		Freeze		Dark		Light
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**Status Effect:** A **status effect** is something that continues to affect your character over time. **Status effects** will have an associated number of **tokens**, **DC** number, and **angle**. When a character is to recieve a new **status effect**, roll: **Chance + Effect Resistance + Angle Bonus** VS the **status effect DC**. A success means the character does not recieve the effect. At the end of a character's turn, if they have any **status effects**, make the same roll. A success reduces the number of **tokens** by 1, and earns another roll. A failure reduces the token number by 1 and ends the roll. When the **token** number reaches 0, the effect ends. If a new Effect is of the same type, make an initial **resistance** check, and on a failure add the new **token** number to the existing one. If the new **DC** is higher, change the existing one to match. **Acid**, **poison**, and **bleed** all do damage equal to the number of **tokens** after **resistance** rolls have been made. **Frightened** characters can only move away from the source of their fear on their turn. If they cannot move they may make a melee attack. **Stunned** characters Have 4 AP and **disadvantage** on all **chance** rolls.

	Acid (B)		Poison (B)		Bleed (B)		Frighten (S)		Stun (M)
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Uses per Day



Uses per Combat



Ammo per Clip



Clips per Day



Ranged Attack



Melee Attack

**Attack:** ( ex: [5ft.-CRoll +2 +(sword)] VS (B)DEF )

An attack will have a bonus for ease of use and if it requires skill, another bonus for a 'mastery' quirk. Attacks target one of the 3 angles. The target must be within the given range. A critical success does x2 damage, and fluke success does x4 damage. The attack will specify any AP and Energy costs. Attacks will also specify a damage type, and possibly status effects. Ranged attacks may have a set ammount of ammunition per clip and/or clips per day. When a clip is empty AP costs for reloading will be specified by the weapon. If your target is behind cover, roll ranged attacks at disadvantage.

**Move/Dash:** Moving 5ft. costs 1AP. If 6 AP are spent on movement, a character may expend 1 (B)EP to move and extra 30ft..

**Go Prone:** Laying on the ground can give you an edge in ranged combat, but it may also be something you didn't intend to do. Going prone intentionally costs 2AP. A prone character gains an additional +4 bonus to\_hit\_ with guns and crossbows, and +4 (B)DEF VS ranged weapons. This condition also earns a -4 penalty to\_hit\_ on melee attacks, and successful melee attacks recieved do double damage. Standing up, from a prone position costs 4AP.

**Defend/Relax:** Defending costs 5AP, and doubles all angles for the purpose of calculating defense (EX: (B)+4 DEF:14 >> (B)+8 DEF:18 ). If a character is exhausted, they may spend 6AP to relax raising a single EP score from 0 to 1 at the beginning of their next turn. A character who is disturbed in any way while they are relaxing, does not earn this EP. While relaxing all DEF scores are 10, and damage recieved is doubled. Those who are unaware that they are in combat are considered relaxed. Penalties from relax stack with prone if the target is taking a nap.

**Disarm:** A character that couldn't hang on to their weapon is disarmed. Whether a prop is knocked from one's hand, thrown, or dropped, the thing is now on the ground and must be retrieved before it can be used again. Dropping props costs 0 AP. Any character with a free hand, may spend 5AP to grab the prop on thier turn, which can be used if possible. Props retrieved from the environment cannot be added to the character sheet unless purchased, and are discarded when out of ammo, or when the party is no longer in danger.

**Grapple:** Sometimes you just want to grab somebody. Both hands must be free in order to perform a grapple or a reversal. Some techniques will require grappling the opponent. In this case spend 3AP to do a contested CRoll against a target within 5ft.. If the attacker wins the roll, the defender is grappled and cannot move. On the defender's turn another contest takes place to see if the hold is broken. A broken hold can immediately be reversed with another CRoll contest, swapping attacker and defender positions. Another option with a broken hold is to walk away and end the grapple. Either way, no AP is spent.

**Techniques:** Techniques can either be attacks, or just about anything else you can imagine. Each Technique will have an AP cost, and possibly an EP cost. They may also have limits on how many times per combat and/or per day they can be used.

**Consuming Items:** An object held in one's hand can be swallowed for 5AP. If you want to give a hamburger to a friend, simply hold it in your hand and tell them you wish for them to have it. On their turn if they are within 5ft. and have a free hand they can take it for 2AP, and thank you as a free action. If they are further away the hamburger may need to be thrown for 3AP. Whoever threw the burger makes a CRoll VS a DC made up by the GM depending on the context. Whoever wants to catch the burger makes the same roll to catch it. Otherwise you are considered disarmed, and the burger will need to be retrieved from the dirty floor.