

# DIRTY WORLD CHEAT SHEET

## IDENTITIES

**Patience (Mental):** Focus on a problem and grind away at it. If it hits zero you go **berserk** and can't use Patience, Cunning or Understanding until some Patience is restored.

**Cunning (Mental):** Reacting to the unexpected and thinking nontraditionally.

**Vigor (Physical):** Good health, strength and raw vitality. If it hits zero your character is dying.

**Grace (Physical):** Balance, body control and delicacy.

**Understanding (Spiritual):** The ability to relate to people and empathize with them on a profound and personal level. If it hits zero, your character despairs and is unable to use Vigor or Patience for rolls.

**Persuasion (Spiritual):** Getting people to see things your way.

## INSTANT QUALITY IMPROVEMENTS

**Generosity:** Help the unwilling.

**Selfishness:** Steal from the trusting.

**Demonstration:** Understand something new.

**Observation:** Get taken by surprise.

**Courage:** Win an even or disadvantageous fight.

**Wrath:** Torment the helpless.

**Endurance:** Survive a physical confrontation.

**Defiance:** Be scorned.

**Purity:** Right a wrong at cost, without duress.

**Corruption:** Torment on purpose, for no gain.

**Honesty:** Suffer from being deceived.

**Deceit:** Have your faith betrayed.

## QUALITIES

**Generosity (Mental):** Financial resources and social status.

**Selfishness (Mental):** Taking things from other people to their cost and your benefit.

**Demonstration (Mental):** Education, knowledge and experience. Explaining things to people.

**Observation (Mental):** Learning, noticing or observing things.

**Courage (Physical):** Cope with danger. Fight fair or against the odds.

**Wrath (Physical):** Bully and physically torment.

**Endurance (Physical):** Use your body to make something keep happening.

**Defiance (Physical):** Use your body to keep something from happening.

**Purity (Spiritual):** Contact the good side of other people, inspiring them to better action.

**Corruption (Spiritual):** Perceive others' sins and weaknesses, and lure them towards them.

**Honesty (Spiritual):** Deal with the truth.

**Deceit (Spiritual):** Deal with Deception.

## QUALITY DAMAGE

**2x or 3x Set:** Slide a point off the Quality. If it's empty, slide off the Identity associated with it.

**4x Set:** Remove a point from the Quality. If it's empty, remove a point from its Identity.

**5+x Set:** Remove a point directly from the Identity attached to the Quality.

## WEAPONS, SECRETS & SURPRISES

**Minor:** +1 Width. Switchblade, embarrassment, circumstantial evidence.

**Serious:** +2 Width. Handgun, humiliation, objective evidence.

**Horrendous:** +3 Width. Machinegun, total social upheaval, damning and incontrovertible evidence.