# Chapter 1: The Audition

## Step 1: Personality

### Attributes

Every character has eight attributes that range from zero to five. These attributes are:

* Brawl
* Ranged/Aim
* Brawn
* Finesse
* Mental
* Ingenuity
* Social
* Awareness

All starting characters start with zero in each attribute. Each dot in an attribute represents how competent a character is in that attribute. In addition, during character creation no attribute can go above two.

### Trope

Tropes are a phrase or one/two words that describes how The Audience will view your character’s personality on a surface level.

As an example, a trope can be something as descriptive as *Thug with a soft centre* or as vague as *Sidekick.*

Playing to your character’s trope can be a useful tool for roleplaying, but it can also be hindering if relied on. It is important to remember that a character should be more than their trope. When a character acts outside their trope in tense or dramatic situations it can make for powerful and memorable moments.

### Quirk

Quirks are a short phrase or sentence that describes the most obvious defining physical characteristic of your character.

As an example, a Quirk could be something akin to *Gnarled* as a descriptor of your character’s looks or it could be something like *Twitchy* as a descriptor of physical tells.

Quirks can be anything that describes your character, but it should be something that can be used as tool for you, the GM, or other players to reinforce roleplay.

### Bringing it Together

Once you have chosen your Trope and Quirk, combine them in a way that makes sense to you. For example, *Gnarled Thug with a soft centre*.

Now that you have your persona it can now be used during gameplay. During the game, anyone may call upon your persona to give you a bonus or penalty. This is detailed further in Chapter 3.

## Step 2: Choose Profession.

Your character’s profession determines how they fight in combat encounters. These professions will favour one attribute and give your character unique abilities to support your allies or takedown your foes. Your profession will give two attribute dots to the attribute the class favours and one to any other attribute.

You will then receive two advancement points to can be spent on abilities. Each ability costs one advancement point.

### Brawl Profession - Duellist

+2 Brawl attribute dots.

+1 dot to any other attribute.

#### Abilities

Cost: 2 Plot Armour

Effect: Before you make an attack action, you apply a minor affliction. (Recommended 1 damage every round. Bleeding effect)

Effect 2: If you have damaged an enemy with an affliction, that affliction continues until the end of your next turn.

Effect 3: Before you make an attack roll, you may apply a major affliction or two minor afflictions to the enemy being attacked.

Effect 4: When calculating your CAP and attacking an afflicted enemy, you may replace all negative dice given to you with neutral dice. This ability can only be used once per day.

Cost: 1 CAP

Effect: Make an attack with a melee weapon. If you deal the weapon’s glancing or normal damage tiers, you may also apply a minor affliction as well. You may apply a major affliction instead if you deal weapon’s critical damage tier.

Effect 2: When you successfully attack an afflicted enemy, you may apply half the amount of damage to another enemy next to that afflicted enemy.

Effect 3: Once per day you can reset your CAP.

Cost: Free

Effect: You enter a duelists stance. At the start of each of your turns gain Shields equal to the amount of Brawl dots you have. Limit the amount of movement you can move in your turn as you must focus on controlling your stance. (Active until you drop the stance)

Effect 2: While in this stance and an afflicted entity causes you to make a resistance roll, you may add an additional positive dice to that pool.

Effect 3: When making an attack, exert or resistance roll while in this stance and against an afflicted enemy, plot twists are not given to the GM.

Effect 4: If you succeed a resistance roll while in this stance and an afflicted enemy caused you to make the roll, you may make a free attack against that entity.

Effect 5: An afflicted enemy can never do glancing damage to you while in this stance.

Cost: 1 Plot Armour

Effect: Once per turn, make an Exert roll. If that Exert roll is successful, you may remove one negative dice from your next attack pool.

Effect 2: When making an Exert roll against an enemy that has an affliction that Exert roll ignores and does not contribute to your CAP.

Effect 3: Once per day you can make an Exert roll, if successful remove all negative dice from the next attack roll you make.

Cost: 1 CAP

Effect 1: Increase the damage of your next attack by 2/3/4 if that attack uses a Light or Medium weapon

Effect 2: When you hit an afflicted enemy you may deal additional damage equal to the amount of positive dice in your attack dice pool.

Effect 3: Your next attack does double damage. This ability can only be used once per day and if your CAP is 3 or more.

### Ranged Profession - Sniper

+2 Ranged attribute dots

+1 dot to any other attribute

#### Abilities

Cost: 2 Plot Armour

Effect: You may mark one entity. The next ally to attack the mark gains an additional positive dice. This mark lasts until your next turn.

Effect 2: Whenever an ally deals damage to a marked entity, your ally deals additional damage equal to your Ranged attribute.

Effect 3: You may mark two entities rather than one.

Effect: 4: If an ally is attacked by marked enemy, they may remove a negative dice from their resistance pool.

Cost: 1 CAP

Effect: When using a ranged weapon that has the Marksman trait, apply the amount of ranged dots you have as additional damage.

Effect 2: When using a ranged weapon that has the Marksman trait, you deal additional 5 damage if the enemy is 3 or more Stages of Range away from you.

Effect 3: Increase your damage by 1 stage when using a ranged weapon that has the Marksman trait. (If after your roll you deal max damage add you first stage to your damage)

Cost: Free

Effect: When performing a Targeted Attack, add an additional positive die.

Effect 2: Instead of dealing damage with a Targeted Attack, you may break an item they are holding.

Effect 3: Instead off dealing damage with a Targeted Attack, you may describe what happens next. (Up to GM’s discretion)

Cost: 2 Plot Armour

Effect 1: When using a ranged weapon, do not apply the CAP penalty from shooting a heavy weapon. (Marksman still applies)

Effect 2: Upgrade one Negative Dice to a Neutral Dice.

Effect 3: Each time you gain Plot Armour when using a ranged weapon. You receive two instead of one.

Effect 4: Upgrade one Neutral Dice to a Positive Dice.

Effect 5: Once per turn, Upgrade all Negative Dice in your pool to Neutral Dice.

Cost: 1 CAP

Effect: Once per turn when making an Exert to take cover, you may apply an additional positive dice to your next resistance roll.

Effect 2: Once per turn before making an attack, make an Exert roll. If successful, add the number of successes to the next attack roll.

Effect 3: Make an Exert Roll. If successful, you cannot be targeted by enemy’s attacks. (AOE attacks don’t target individuals)

### Brawn Profession - Berserker

+2 Brawn attribute dots

+1 dot to any other attribute

#### Ability

Cost: 2 Plot Armour

Effect: Don’t apply the additional CAP penalty from using a Heavy melee weapon for you turn

Effect 2: When attacking with a Heavy melee weapon, you may split the damage you deal between two targets within your melee range.

Effect 3: You need two critical failures for your turn to end.

Effect 4: Once per turn you may make an attack roll that ignores all CAP but still contributes to future CAP.

Effect 5: Whenever you score a succeeding result on an attack roll, that attack does not contribute to your CAP.

Cost: 1 CAP

Effect: At start of your turn, you may add up to your Brawn dot value in negative dice to your resistance rolls, if so add that many positive dice to your attack rolls.

Effect 2: Until the end of next turn, each successful attack beyond the first does an addition 2 cumulative damage.

Effect 3: Spend 2-4 CAP. The next successful attack roll is multiplied by the amount of CAP spent.

Cost: Free

Effect: At the start of each of your turns you heal Shields equal to your Brawn dots.

Effect 2: Once per round when you are dealt damage, you take half as much damage.

Effect 3: Once per day you regain all your shields.

Cost: 1 CAP

Effect: Attacks made against targets that have been affected by an Exert you have made add 1 additional Positive dice. Exerts made against targets that you have attacked add 1 additional positive dice.

Effect 2: Move to a target and make an Exert roll. If successful either push them away or knock them down, then make an attack roll. These rolls only contribute once to your CAP.

Effect 2: Make an Exert roll. If successful you can throw an ally or enemy forward.

Effect 4: Making Exert rolls does not contribute to your CAP.

Cost: 1 Plot Armour

Effect: You force an enemy to attack you in its turn.

Effect 2: You may spend 1-5 Plot Armour to allow ally to re roll that many dice on that resistance rolls.

Effect 3: Once per day, when making a resistance roll you Upgrade all neutral dice to positive dice.

### Finesse Profession - Assassin

+2 Finesse attribute dots

+1 dot to any other attribute

#### Ability

Cost: 1-5 Plot Armours

Effect: After rolling a dice pool, you may roll a number of neutral dice equal to the amount of Plot Armour spent re rolling dice. For each success or Plot Armour rolled gain a Plot Armour.

Effect 2: Pick up that many dice and re roll them. Can’t re roll negative dice.

Effect 3: Once per turn, you can re roll negative dice when spending Plot Armour.

Effect 4: Whenever you spend Plot Armour to re roll dice Upgrade that dice before re rolling it.

Cost: 1 CAP

Effect: When wielding a Light weapon in each hand, add a fourth tier of damage. This tier is if an attack results in a Disadvantage result. This damage can never be modified to more or less than 1.

Effect 2: When wielding a Light Weapon in each hand, every other attack ignores your CAP but still contributes to future CAP.

Effect 3: When wielding a Light Weapon in each hand, deal additional damage equal to the amount of successes rolled.

Effect 4: Once per day, if you are wielding a Light Weapon in each hand double the number of positive dice in your pool.

Effect 5: As above but triple the number of positive dice.

Cost: Free

Effect: Your Plot Armour capacity increases by 2.

Effect 2: Whenever you make Exert roll to hide from an enemy, gain 1 Plot Armour.

Effect 3: If you attack an enemy while hidden from them, you gain double the amount of Plot Armour you would normally.

Cost: 1-5 Plot Armour

Effect: Make an attack. This attack does no damage. Instead, this enemy lose defenses equal to Plot Armour spent. (Enemy defenses are the negative dice given to players. CAP still applies)

Effect 2: If ally attacks an enemy that can’t benefit from defenses, that ally gains a Plot Armour.

Effect 3: If ally attacks an enemy that can’t benefit from defenses, that ally deals additional damage equal your Finesse dots.

Cost: 1 CAP

Effect: When attacking an enemy that is Wounded or worse, add a positive dice to your pool.

Effect 2: While attacking an enemy that is Wounded or worse, deal additional damage equal to the number of positive dice in your pool.

Effect 3: While attacking an enemy that is Injured you may deal lethal damage.

### Ingenuity Profession - Technomancer

+2 Ingenuity attribute dots

+1 dot to any other Attribute

#### Ability

Cost: 2 Plot Armour

Effect: Restore 5 Shields to an ally’s Shields.

Effect 2: Restore an additional 5 Shields and add 1 positive dice to the next resistance roll.

Effect 3: All allies restore Shields equal to Ingenuity dots. For a number of rounds equal to your Ingenuity dots, allies restore Shields as before at the start of their turns.

Effect 4: Once per day, you can restore all the shields of all allies.

Cost: 1 CAP

Effect: Roll an attack. After making this attack, roll a number of neutral dice equal to the number of successes, deal damage equal to the number successes.

Effect 2: When using this ability, you can split the bonus damage between any number of enemies.

Effect 3: When using this ability, you can apply the bonus damage to all enemies.

Cost: Free

Effect: Once per turn, before you or an ally attack, you can give that attack pool a positive dice or apply a weapon trait to the attacking weapon. These ignore the normal restrictions for Weapon Traits.

Effect 2: Once per turn, before you or an ally makes a resistance roll, you can that roll a positive dice or apply an Armour trait to you or an ally. These ignore the normal restrictions for Armour traits.

Effect 3: You can apply either of these affects twice per turn.

Effect 4: When using these abilities, you can apply both of the affects and the effects are doubled.

Cost: 1 CAP

Effect: You have an autonomous drone that assists you. Drone rolls two positive dice when attacking and exerting. Spend 1 CAP to use your drone this turn. (Drone counts as an ally)

Effect 3: Drone rolls 4 positive dice when attack and exerting.

Effect 4: Your drone doesn’t cost 1 CAP to activate. It no longer contributes to your CAP. (has its own)

Effect 4: Make an Exert roll. You explode your drone. 10/20/30.

Cost: 1 Plot Armour

Effect: You can create temporary cover.

Effect 2: You can create a small temporary object.

Effect 3: You can create a large temporary object

### Mental Profession - Pyromancer

+2 Mental attribute dots

+1 dot to any other Attribute

#### Ability

Cost: 1 Plot Armour

Effect: Apply a minor affliction to an enemy. (Recommended 1 damage every round. Represents Burning)

Effect 2: If an enemy has a minor affliction, apply another point of damage to the effect and it lasts until the end of your next turn. Then roll a number of neutral dice equal to the affliction’s value, if successful you may spread the effect to a nearby enemy. (This new effect starts at 1)

Effect 3: Increase the initial amount of rounds and damage the affliction equal to the amount of Plot Armour spent.

Cost: 1 CAP

Effect: Make an Exert roll. If successful, deal damage equal to the value of the affliction to the target.

Effect 2: Make an Exert roll. If successful, instead of dealing damage you may double the value of the affliction.

Effect 3: Make an Exert roll. If successful, deal damage to the target and all nearby enemies equal to the value of the affliction plus the number successes rolled. The affliction ends after this.

Cost: Free

Effect: When an enemy takes damage at end of their turn from an affliction you caused, you gain 1 Plot Armour.

Effect 2: Plot Armour capacity increases by 2

Effect 3: Whenever you gain Plot Armour, you gain one more instead.

Cost: 1 Plot Armour

Effect: Choose you or an ally, apply a major affliction to that player. However as long as that affliction is on that player, they roll two additional positive dice when rolling for resistance. Only one player can benefit from this at once. (Recommended 3 damage every round. Represents Burning)

Effect 2: Whenever an enemy forces a player with this affliction to roll a resistance from a melee attack, they take damage equal to the amount of successes rolled before calculating failures.

Effect 3: Two players can benefit from this effect simultaneously.

Effect 4: This ability applies an Edge that heals the ally instead of an affliction that harms them. Still apply the 2 positive dice.

Cost: 1 CAP

Effect: You a new type of attack. 3/6/12. (Recommended to use Mental)

Effect 2: Once per turn, you can apply the Spray Weapon Trait to the attack. In addition, whenever you deal damage with this attack apply a minor affliction to all damaged enemies. (Recommended 1 damage every round. Represents Burning)

Effect 3: The damage tier for this attack increases to 6/11/22.

Effect 4: Once per turn, you can apply the Explosive Weapon Trait to the attack. In addition, this enemies are pushed away from you and knocked down.

Effect 5: Once per day, this attack does not contribute to your CAP and for the rest of this turn you can use the 2 and 4 abilities an unlimited number of times. Immediately after this ability you roll once on the Injury table. (Up to GM how serious the wounds are)

### Social Profession - Expert

+2 Social attribute dots

+1 dot to another attribute

#### Ability

Cost: 2 Plot Armour

Effect: You can allow an ally to make an Attack or Exert without any CAP. An ally can only be affected once by this ability each turn.

Effect 2: When an ally makes this attack apply a positive dice to the pool.

Effect 3: When using this ability both you and an ally can Attack or Exert without any CAP.

Cost: 1 CAP

Effect: Gain one Plot Armour.

Effect 2: Whenever you gain Plot Armour this turn, an ally receives the same amount.

Effect 3: Once per day, any Plot Armour you or an ally receives from you, does not contribute to your or their capacity of Plot Armour respectively.

Cost: Free

Effect: Whenever you make an attack or exert roll against an enemy, apply a minor affliction to them. While this enemy has this affliction, the first attack made against this enemy or attack made by this enemy, remove one negative dice from the pool. The affliction is then removed from the enemy. (Recommended a demoralize or frightened effect)

Effect 2: Whenever the first effect of this ability happens modify the damage by your Social attribute dots. (More damage for an ally attacking. Less damage for the enemy attacking.)

Effect 3: The affliction is not removed the first attack or any subsequent attacks. However, it still functions like any other affliction.

Effect 4: Whenever this ability would remove a negative dice from a pool, add a positive dice to the pool in addition.

Cost: 1 CAP

Effect: Make an Exert roll against an enemy if successful give that enemy an Edge. While the enemy has this Edge, any Exert rolls made by you adds an additional positive dice to the pool.

Effect 2: The Edge from the first effect is stackable. Each stack of this Edge adds a positive dice to the pool and extends the Edge until the end of your next turn.

Effect 3: While an enemy has this Edge, you can make an Exert. If successful, this enemy cannot attack you.

Effect 4: If the Exert of the third effect of the ability is successful, the enemy cannot attack you or an ally.

Effect 5: If the Exert of the third effect of this ability is a critical, you may control that enemy’s next turn.

Cost: 1 Plot Armour

Effect: Give an ally an Expert dice for the next roll they make. 1-2 = 1 Plot Armour, 2-5 = 2 Plot Armour, 6 = 1 Success. This ability can only be used once per turn.

Effect 2: You can give out two Expert dice to any combination of allies with this ability.

Effect 3: You can give out three Expert dice to any combination of allies with this ability.

### Awareness Profession - Tactician

+ 2 Awareness attribute dots

+1 dot to another attribute

#### Ability

Cost: 1 Plot Armour

Effect: Give a positive dice to yourself or ally for the next attack they would make. This ability can only be used once per turn.

Effect 2: If the receiver of a positive dice through this ability succeeded in their roll, you gain 1 Plot Armour.

Effect 3: If the receiver of a positive dice through this ability is attacking, they cannot deal damage less than the amount of positive dice in this pool. (even if the attack would result in a Neutral, Disadvantage or Failing)

Effect 4: You can spend 1-5 Plot Armour instead. Until the start of your next turn you give a positive dice to any attack or exert roll made by an ally. You can do this a number of time equal to the amount spent but can only give one positive dice at a time.

Cost: 1 CAP

Effect: Make an attack roll. Add a positive dice to this attack roll.

Effect 2: After this attack roll is made from the first effect of this ability, but before totaling values, remove one of each type of die.

Effect 3: The first effect of this ability gives two positive dice instead of one.

Cost: Free

Effect: Say how your turn is going to play out. When resolving this turn, you never increase your CAP but a Disadvantage or Neutral result ends your turn.

Effect 2: A Neutral result no longer ends your turn.

Effect 3: Disadvantage no longer ends your turn.

Cost: 1 Plot Armour

Effect: When a player is forced to reroll a dice by the GM using their Plot Twists that player may reroll a different dice instead of the dice chosen by the GM.

Effect 2: Once per day, you can use your Plot Armour to negate the effects of GM using Plot Twists. (Describe how you thought about this twist might have happened and how you compensate for it)

Effect 3: You can use the second effect of this ability twice per day.

Cost: 1 CAP

Effect: Target an enemy. This turn an exert checks made against this enemy by you add a positive dice to the pool.

Effect2: Make an Exert roll. If successful, when that enemy forces a player to make a resistance roll remove a negative dice from the pool.

Effect 3: If successful on this Exert check you may choose to apply its effect to a resistance roll forced by the enemy or an attack made against the enemy.

Effect 4: You may apply both effect 2 and 3 of this ability to an enemy.

Effect 5: All negative dice in this pool are removed.

## Step 3: Choose Background.

Your character’s background determines how they interact with other people and obstacles in the world. Like Professions, Backgrounds favour one attribute over the others. Your background will give two attribute dots to the attribute the background favours and one to any other attribute.

You will then receive two advancement points to spend on your background’s abilities. Each ability costs on advancement point

### Brawl Background - Brute

+2 dots to Brawl Attribute

+1 dot to any other Attribute

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Criminals
* Professional fighters
* Law enforcement
* Mercenaries
* Skilled civilians

#### Ability

Cost: Free

If you are the leader of a Showdown, you can perform Exert rolls as if you were a support player in addition to leading the Showdown.

Cost: Free

As a supporting player in a Showdown, you have access to this ability in addition to the other supporting abilities. Make an Exert roll, if successful the Tracker cannot progress downward.

Cost: 1 Plot Armour

Effect: If an ally makes an Exert roll using violence, add 1 positive dice to their pool.

Cost: Free

Effect: When rolling an Exert using violence, you start with 1 success.

Cost: Free

Effect: When making a resistance roll for an Exert roll that is using violence, you may re roll one dice of any type.

### Ranged Background - Gunslinger

+2 dot to Ranged Attribute

+1 dot to any other attribute

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Mercenaries
* Law Enforcement
* Hunters
* Criminals
* Skilled civilians
* Arms Dealers

#### Ability

Cost: Free

As the leader of a Showdown if you succeed your Exert roll the Tracker progresses up twice. However, if you fail your Exert roll the Tracker progresses down twice.

Cost: Free

If succeeded your Exert roll to assist the leading player in a Showdown, you may upgrade a negative dice to neutral dice instead of upgrading a neutral dice to a positive dice.

Cost: 1 Plot Armour

Effect: Allow any player to re roll when rolling for an Exert. (can only be used once per roll)

Cost: Free

Effect: Whenever you roll for an Exert that uses ranged equipment, you gain 1 Plot Armour.

Cost: Free

Effect: Whenever rolling an Exert using ranged equipment, you start with 1 success.

### Brawn Background - Bodyguard

+2 dots to Brawn Attribute

+1 dot to any other attribute

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Law Enforcement
* Private Security
* Merchants/Salesmen
* Nobles
* Mercenaries
* City officials

#### Ability

Cost: Free

Effect: When leading the Showdown, if the GM forces another player to lead in order for the Tracker to progress, that player can remove a negative from their pool.

Cost: Free

Effect: As a supporting player in a Showdown, you can remove a negative dice from your pool when dealing with the GM plot twists.

Cost: 1 Plot Armour

Effect: Negate a Plot Twist the GM would gain. Can only use once per round.

Cost: Free

Effect: If an ally is forced to make a resistance roll you may make it for them. You can use ability a number of times equal to Brawn dots per session.

Cost: Free

Effect: When rolling an Exert using strength or intimidation start with 1 success.

### Finesse Background - Acrobat

+2 dots to your Finesse Attribute

+1 to any other Attribute

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Street performers
* Skilled civilians
* Beggars
* Peddlers

#### Ability

Cost: Free

Effect: When leading a Showdown, the turn limit is increased by 1.

Cost: Free

Effect: When assisting in a Showdown, you may apply the effect your successful Exert roll to another assisting player in addition to leading player.

Cost: 1 Plot Armour

Effect: You may reattempt an Exert that uses agility, however, add another negative dice to the pool.

Cost: Free

Effect: When an ally attempts an Exert that uses agility, they start with 1 success.

Cost: Free

Effect: Whenever you make an Exert roll that uses Finesse, you gain 1 Plot Armour in addition.

### Ingenuity Background - Hacker

+2 dots to your Ingenuity Attribute

+1 dot to any other Attribute

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Skilled civilians
* Merchants
* City officials/nobles
* Mercenaries
* Cache Runners

#### Ability

Cost: Free

Effect: While leading a Showdown the Tracker only progress downwards on a critical failure.

Cost: Free

Effect: If the leading player fails their Exert roll to progress the Tracker, you initiate a “Flashback” where you can explain how you have a contingency. Roll an Exert roll if successful progress the Tracker normally. Once per Showdown.

Cost: 1 Plot Armour

Effect: Allows you to recharge a limited use ability.

Cost: Free

Effect: When rolling an Exert that involves Hacking, you start with 1 success.

Cost: Free

Effect: At the start of the session roll an Exert. You may substitute this result with any Exert you roll in the session. (Initial roll is recommended to have 3 neutral and no negative dice)

### Mental Background – Scholar

+2 to your Mental Attribute

+1 to any other Attribute

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Academics
* City Officials/Nobles
* Law Enforcement

#### Ability

Cost: Free

Effect: When leading a Showdown, one assisting player may make both Support Actions.

Cost: Free

Effect: When assisting, you may make both Support Actions

Cost: Plot Armour

Effect: You learn broad information about:

* The location you are in.
* Flora
* Fauna
* The region you are in.

Cost: Free

Effect: When rolling an Exert that uses intellect, recollection, etc you start with 1 success.

Cost: Free

Effect: Whenever an ally attempts to recollect information you can give them a positive dice.

### Social Background – Cultist

+2 dots to your Social Attribute

+1 dot to another Attribute

You gain a Follower dice. Any time you would roll you may include your Follower dice. 1-3 Success, 4-6 Failure. If your Follower dice were to result in a failure three times it cannot be used for the rest of the session.

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Followers of other cults
* Followers of your cult

#### Ability

Cost: Free

Effect: When leading a Showdown, you may use up all your Follower’s HP to auto succeed on your Exert roll.

Cost: Free

Effect: When supporting in a Showdown you may apply your Follower dice to the leading players pool.

Cost: Plot Armour

Effect: You may use this before a combat encounter starts. Roll an Exert. If successful you may initiate a Showdown to convince the enemy to not fight.

Cost: Free

Effect: You gain another Follower. (You advance this ability three times)

Cost: Free

Effect: Whenever you are rolling an Exert to deceive, convince, reassure, etc you start with 1 success.

### Awareness Background – Detective

+ 2 dots to your Awareness Attribute

+1 to any other Attribute

Given some time you can make contact with likeminded individuals or people you have worked with/for in the past. (the amount of time should be dependent on how many individuals, the skill level needed and the purpose the player intends for them) These could include:

* Law Enforcement
* Criminals
* City Officials

#### Ability

Cost: Free

Effect: When leading a Showdown, you may Upgrade all negative dice to neutral dice.

Cost: Free

Effect: If dealing with a Plot Twist within a Showdown, you add a positive dice to any Exert roll made.

Cost: Plot Armour

Effect: Start a flashback in which you explain how you planned to overcome the problem you’re facing.

Cost: Free

Effect: When making an Exert roll to investigate, interrogate, etc you gain 1 Plot Armour.

Cost: Free

Effect: When making an Exert roll to investigate, interrogate, etc you start with 1 success.

## Step 4: Assign Attribute Points.

To round out your character assign two more dots to any two Attributes. These cannot take any Attribute to above two.

# Chapter 2: The Bio

Each character has eight Attribute that are used to interact with the game. The list below is intended to act as fallback rather than a rule to how these attributes are played.

### Brawl

The brawl attribute is how good you are with melee weapons. Some things you can do with brawl include but are not limited to:

* Attacking with a melee weapon or your body.
* Crafting a melee weapon

### Ranged/Aim

The ranged/aim attribute is how good you are with ranged weapons. Some things you can do with ranged/aim include but are not limited to:

* Attacking with a ranged weapon.
* Crafting ranged weapons

### Brawn

The brawn attribute is how tough or strong you are. Some things you can do with brawn include but are not limited to:

* Resist outside effects. (Poisons, Diseases, Gases, etc)
* Wrestle an enemy.
* Jump long or high distances.
* Run for long distances.
* Intimidate an enemy.

### Finesse

The finesse attribute is how fast or agile you are. Some things you can do with finesse include but are not limited to:

* Jump long or high distances.
* Move quietly.
* Sleight of hand.
* Squeeze through small entrances
* Balance.

### Ingenuity

The ingenuity attribute is how creative or adaptive you are. Some things you can do with ingenuity include but are not limited to:

* Hacking.
* Crafting.
* Convincing someone to do something.
* Administer medicine.

### Mental

The mental attribute is how smart or studious you are. Some things you can do with mental include but are not limited to:

* Recall knowledge about a specific topic.
* Conjure “magic”.
* Crafting.
* Hacking.

### Social

The social attribute is how charismatic or authoritative you are. Some things you can do with social include but are not limited to:

* Convince someone of something.
* Lie to someone.
* Sing or perform musically.

### Awareness

The awareness attribute is how alert or observant you are. Some things you can do with awareness include but are not limited to:

* Spot something.
* Listen intently.
* Taste.
* Feel.
* Smell.

### Plot Armour

Plot Armour is a resource within the game that represents how lucky or important your character is to the story. Plot Armour is gained through die rolls during the session. They can be used to:

* + - Reroll one neutral or positive dice.
    - Activating abilities.

A character can only have a maximum of 5 plot armour at any one time.

# Chapter 3: The Script

##### Dice Pools

Dice Pools are made of three types of D6s.

* Positive Dice represent the prowess the acting player.
* Negative Dice represent the level of difficulty of the desired action or how powerful an enemy is.
* Neutral Dice represent the chance of random good or bad luck.

To build your dice pool.

The acting player will add Positive Dice equal to the attribute they wish to use.

The acting player always adds five neutral dice to the pool.

The GM will then add negative dice to the pool.

Lastly the player considers any extra dice from abilities, weapons, extra actions, etc. These will be explained further later.

Once the dice pool has been finalised, the player rolls the pool.

Separate the dice into their categories of neutral, positive, and negative. Tally up the number of successes, failures, and other outcomes. Each failure rolled negates a success.

If there are successes remaining the roll has passed.

If there are failures remaining the roll has failed.

If the amount of successes and failures are equal the individual that initiated the roll passes.

##### Dice Values

Positive – D6

* 1-2 one Plot Armour
* 3-5 success
* 6 2 successes

Negative – D6

* 1-2 one Plot Twist
* 3-5 failure
* 6 2 failures

Neutral

* 1 one Plot Twist
* 2 one Plot Armour
* 3-4 success
* 5-6 failure
* Successes represent a value of overall success. If the final result of a die shows a success, it is considered a successful dice.
* Failures represent a value of overall failure. If the final result of a die shows a failure, it is considered a failed dice.
* Plot Armour is a resource given to the players. When as part of a dice pool, plot armour represents outcomes that don’t directly contribute to the success or failure of the action but give the player an advantage for future actions and rolls.
  + Plot Armour can a be used to:
    - Re roll 1 neutral or positive.
    - Activate abilities.
  + Plot Armour can also be used to make a statement true or create an opening. For example, the players are assaulting a warehouse. Player 1 asks if there is a ladder that leads to the roof. As the GM you could ask for an Exert roll (explained later) or you could offer them an amount of Plot Armour for them to spend to insert it.

Describing the fiction of how the player is gaining and spending Plot Armour will lead to a more collaborative feeling during gameplay, but it isn’t for all groups.

* Plot Twists are a resource given to the GM. Plot Twists these don’t directly contribute to the success or failure of an action but can be used by the GM to influence future turns.
  + Negative Consequences can be used to:
    - Giving negative dice to a dice pool.
    - Forcing a player to re roll.
    - Adding reinforcement to a fight.
    - Introducing a complication to an encounter.
    - Enemy specific abilities.

Similarly with Plot Armour, describing the fiction of when Plot Twists are gained and spent is important for a collaborative experience. As the GM you shouldn’t feel you have to be consistent with how much Plot Twists you are spending, and you shouldn’t feel hindered in creating a story because you don’t have Plot Twists available. Plot Twists are intended to feel cinematic and a way for players to feel the tension of the game.

##### Using Personas

Personas can be used by the GM or Players to justify a character’s reasoning to pursue a course of action. This course of action could beneficial or detrimental for the character. This would take the form of negative or positive dice.

For example, Player 1’s Persona is a *Gnarled Thug with a soft centre*. The GM, Player 1 or another could call that Persona. The calling player would say as a *Gnarled Thug with a soft centre* people find you intimidating giving Player 1 a positive dice. The opposite could also be called saying as a *Gnarled Thug with a soft centre* you find it difficult to interrogate others, giving Player 1 a negative dice.

Personas are intended to be used during Showdowns and Exploration modes.

##### The Tracker

The Tracker is used to define how successful an action was. This informs the GM when to describe the level of success or failure. The Tracker has 5 tiers ranging best result to worst result.

|  |
| --- |
| Succeeding |
| Advantage |
| Neutral |
| Disadvantage |
| Failing |

3-4 Successes

1-2 Successes

0 Successes and 0 Failures

1-2 Failures

3-4 Failures

* Succeeding is the best outcome – Always in the player’s favour.
* Advantage is a good outcome – Often in the player’s favour but could require more effort.
* Neutral is a partial success – Not always in the player’s favour and will require more effort.
* Disadvantage is a bad outcome – Often in the enemy’s favour but not totally lost for the players.
* Failing is the worst outcome – Always in the enemies’ favour.

For Example, Player 1 rolls their dice pool. The outcome of the pool is 2 Successes. This result comes to be an Advantage result as the player has 2 Successes. The Advantage result is intended to represent the character succeeding in the action but their might still be a need for more actions. It’s up to the GM and the Players to come with how and why this result is only partially successful.

##### Actions

###### Exert

Exert is a way for you to determine how your character is overcoming an obstacle. To do this the player must state the way their character will approach to overcoming this obstacle, they then choose an attribute they feel is most appropriate to that action. The player then builds a dice pool based on the chosen attribute, 5 neutral dice, the difficulty of the chosen course of action, (determined by the GM) and then any miscellaneous dice (determined by classes, abilities, armour, cover, etc).

The player then uses the Tracker to determine how successful they were in the Exert.

Exert is a unique action that can be used in Combat, Showdown and Exploration (not in Combat or in a Showdown).

###### Attack

To attack, the player must first choose the weapon they want to use then the Attribute they intend use. A dice pool is then made with the attribute chosen, 5 neutral dice, the difficulty of the enemy, and any miscellaneous dice. Using the Tracker, the player determines their overall outcome.

###### Movement

Any time a player takes an action they may make a move alongside that action. How far the player is dependent on how the player describes their action.

If the player describes movement as part of their action it is assumed they can do it easily. The movement being made, or action is particularly difficult the GM may call for an Exert roll. The result of the Exert roll is then interpreted by the GM into an amount of time. For example, Player 1 wants to sprint 500 metres and swing with their Cleaver, the GM could call for Exert roll. Player 1 rolls 1 success. The GM describes the player sprinting with their Cleaver towards the enemy and within that description uses a phrase like after some time or for a while. If Player 1 had failed their roll, a complication would have arisen.

##### Encounters

Encounters are ways for the players to resolve obstacles that require more than one Exerts. Encounters are broken into two types, Showdowns and Combats.

Showdowns

There are times when a single roll isn’t enough when determining the outcome of a desired action. In these instances, the GM can initiate a Showdown. A Showdown goes as such:

* The GM sets up the scene if needed.
* The players elect one among them to lead the Showdown. They are in charge of progressing their Tracker. In addition, they will be making the main Exert roll to overcome the obstacle.
* The other players will be supporting the lead player in their Exert roll.
* Showdowns are resolved in rounds, allowing for all the players and the GM to do one Exert in their turn.
* At the start of each round the GM will initiate a complication to progress the Showdown. This can be anything, but it is important for the GM to have it make sense within the fiction of the Showdown. The GM will decide how the complication will impact the players mechanically. Some examples are:
  + Need multiple leaders to succeed for the tracker to progress.
  + Add negative dice to a pool.
  + One player can’t assist the leading player/players.
  + Turn limit goes down.
  + Players start further down the Tracker when rolling
* Non leading players can affect the leading players Exert roll by:
  + Making an Exert to assist the leading player. If successful, this allows the leading to replace one neutral dice one positive. If the leading player has no neutral dice to replace, add a neutral dice to the pool.
  + A player can also use their turn to deal with the complication the GM proposes. To do this the player must make a successful Exert roll.
* After every supporting player has had their turn the leading player/players roll their Exert check. If successful progress the Tracker. If failure, progress the Tracker.
* Choose new leader for next round. Cannot be the same player that just led.
* Repeat for 1-5 turns. (Up to when the GM feels the Showdown has come to an appropriate end)

Combat

When diplomacy has broken down, the GM can initiate a Combat.

* The Players act first.
  + They must decide amongst themselves who will act first.
* In their turn a player can do any amount of actions.
* For each Attack or complex Exert actions beyond the first increases the dice pool by 1 Negative Dice and Neutral. This is known as the cumulative action penalty or CAP.
* If a player roll a result that resolves as a Failing that player ends their turn.

##### Resistance Rolls

Resistance Rolls represents the attack of enemy entity and how the player characters overcome it.

* A Resistance roll is made when the player is targeted by an enemy attack.
* The player must choose an attribute they want to resist with. They add Positive Dice to the pool equal to that attribute.
* 5 Neutral Dice are added.
* The GM then adds Negative Dice from the enemy’s difficulty.
* The GM then adds dice for miscellaneous modifiers. Such as cover, injuries, etc
* If the check is successful, progress the Tracker down one or times depending on the result. The player has prevented taking damage.
* If the check fails, the Tracker progresses one or more times and the player takes damage from the monster.

##### Shields & Health Tracker

* Shields represent a combination of skill, armour, and luck.
* Shields are a pool of that all players have. Shields are totalled by multiplying the Shield value of any armour the character is wearing by an attribute of their choice.
* Once a player has lost all their Shields, if they fail a resistance roll the Health Tracker progresses.
* Each time the Health Tracker progresses the player must roll on the Damage Table. The further down the Tracker the worse the result will be.
* If the Health Tracker reaches Downed, the player is unconscious and is at risk of dying.
* Shields recover to their full capacity once the players leave the encounter mode, they are in.

|  |
| --- |
| Healthy |
| Hurt |
| Wounded |
| Injured |
| Downed |

##### Ranges

Ranges are an intentionally vague concept to continue the flow of play. Each GM should make a judgement call on what they think the individual ranges mean to them and their players. The four ranges are:

* Near
  + Example maximum would be between 0-2 metres
* Short
  + Example maximum would be between 25-30 metres
* Mid
  + Example maximum would be between 90-100 metres
* Far
  + Example maximum would be between 200-300 metres

Any player or enemy can attack beyond the range of their weapon but should suffer negative dice penalties.

##### Edges & Afflictions

Edges & Afflictions represent temporary benefits or detriments given to players or NPCs by different circumstances. It should be collaborative effort to determine how Edges & Afflictions effect the characters. These can be gained from the abilities of characters and monsters or from narrative moments that the GM and players feel make sense.

Sometimes Edges & Afflictions will be referred minor or major. This a way for the GM and players to have greater control when determining the effect. Often the ability of a character or monster will tell you if it is a minor or major effect. Unless otherwise stated, Edges & Afflictions last until the end of the effected creature turn.

###### Edges

Edges are positive effects given to a character. Examples of these are:

* Exchange one dice in the afflicted character’s dice pool for a positive dice.
* Reroll a failed die.
* Make an Exert roll (most applicable attribute) at the start of turn for the character who has an Edge. For every success, gain that many actions.
* Each success rolled by the character with an Edge counts as two
* Two failures are needed to count as a fail for the roll made by the character with an Edge.
* Negative consequences are not counted for the next roll made by the character with an Edge.
* Actions made by the character with an Edge cost one less to a minimum of one.
* Reaction actions cannot be made against the character with an Edge.
* Recover Shields at the start of every round.

###### Afflictions

Afflictions are negative effects give to a character. Examples of these are:

* Exchange one dice in the afflicted character’s dice pool for a negative dice.
* Reroll a successful die.
* Make an Exert roll (most applicable attribute) at the start of the afflicted character’s turn. For every failure, lose that many actions.
* Two successes are needed to count as a success for the next roll made by the afflicted character.
* Failures count as two failures for the next roll made by the afflicted character.
* Positive consequences are not counted for the next roll made by the afflicted character.
* Actions made by the afflicted character cost an addition point.
* Reaction actions cannot be made by Afflicted characters.
* Lose Shields at the start of every round.

# Chapter 4: The Props

Pieces of equipment are split into Type categories. These categories represent the lethality, ease of use and efficient the equipment pieces are.

##### Armor

All Armour have values that represent different aspects of the types of armour.

* Shields – Every Type of Armour has value that represent the amount of protection it offers to its wearer. These shields are multiplied by the attribute of the player’s choice.
  + Light – 10
  + Medium – 13
  + Heavy – 15
* Bulk – This value represents the Brawn value needed to wield these armours effectively. When determining Shields for a character who does not have the listed Brawn value of these armours, minus the value of the armour from any Attribute they use for Shields.
  + Light – 0
  + Medium – 1
  + Heavy – 2

##### Weapons

All Weapons have values that represent different aspects of the weapons.

###### Ranged

* Damage – Every Type of Ranged weapon has three flat damage values. These are based on the attacker’s level of success on the Tracker:
  + Light – 3/6/12
  + Medium – 5/9/18
  + Heavy – 9/14/28
* Reload Time - Number of action points based on the weapon:
  + Light – 1 CAP
  + Medium – 2 CAP
  + Heavy – 3 CAP
* Ammo - Every Type of Ranged weapon has an amount of ammo before the player must reload:
  + Light – 24
  + Medium – 12
  + Heavy – 4
* Range – Every Type of Ranged weapon has a value which indicates the intervals the weapon can shoot at. Each interval beyond the first will incur penalties:
  + Light – Short
  + Medium – Mid
  + Heavy – Far

These ranges are meant to be a representation that the GM should interpret as they see fit.

###### Melee

* Damage – Every type of Melee weapon has three flat damage values. These are based on the attacker’s level of success:
  + Light – 2/5/10
  + Medium – 4/8/16
  + Heavy – 8/13/26

# Chapter 5: The Antagonists

Every enemy has a Negative Dice Number or NDN. This value applies to negative dice given to players for attack, exert and resistance rolls. This value also correlates to their Damage, Shields, and number of Traits. (*Not Ready yet)*

When running an enemy, the GM will ask for resistance rolls from the players when attacking or making an exert roll against them. Generally, as the GM you will not have to roll for the enemy. If there is a case where the enemy needs to make a roll that is not targeting a player, build a Dice Pool like you would for a player using the NDN of the monster as positive dice.

**Enemy Shields**

For each NDN add between 30-50 shields.

* + 1 neg dice between 30-50 hp.
  + 2 neg dice between 60-80 hp.
  + 3 neg dice between 90-110 hp.

**Damage**

A 1 NDN enemy starts with a 5/10/15 damage tier. For each NDN beyond the first add 1/2/4 to the enemy’s damage tier

**Traits**

Traits are abilities given to enemies. Traits can be anything the GM feels works with the Trait name, but each Trait will also have a selection of pre-set abilities to choose from.

When making an ability for a Trait, consider high impact damaging and status effects that have cooldowns or have tiered effects that become less harmful the better the players roll.

Enemies can have a number Traits according to the table below.

1-2 NDN = 1

3-5 NDN = 2

6-8 NDN = 4

**Raider – 30 Shields** (Monster Example)

*Negative Dice Number (NDN)* ***1***

Gives the players 1 negative to resistance rolls

Gives the players 1 negative to attack/exert rolls

*Damage*

3/6/12

*Traits*

**Pack**

**Group Attacker** – When attacking, add a negative dice to the resistance pool if a creature with the Pack trait is Near to the resisting player.