

Action Rolls (p36)

Describe your actions in the fiction. If needed the GM can engage the mechanics and call for an Action roll.

1. Pick a Trait relevant to the Action



- **Agility** (*Sprint, Leap, Manoeuvre*)
- **Strength** (*Lift, Smash, Grapple*)
- **Finesse** (*Control, Hide, Tinker*)
- **Instinct** (*Perceive, Sense, Navigate*)
- **Presence** (*Charm, Perform, Deceive*)
- **Knowledge** (*Recall, Analyse, Comprehend*)



2. The GM sets the Difficulty, or uses an Adversary's Difficulty, and clearly establishes the stakes of the roll.

3. Assign any other modifiers to the roll:

- **Experiences:** Spend 1 Hope to add a relevant experience (e.g. "Gotta Go Fast! +2")
- **Advantage:** add a d6 to your total (e.g. **Help** from an Ally)
- **Disadvantage:** subtract a d6 from your total (e.g. being **Vulnerable**)



4. Roll the Duality dice and add them with the modifiers. Say the total and which die (*Fear* or *Hope*) was higher.

5. Interpret the Results:

Duality Dice

≥ DIFFICULTY

< DIFFICULTY

Hope = Fear

Critical Success. You get what you want & more.
You gain 1 Hope & clear 1 Stress.

Hope > Fear

Success with Hope. You triumph & gain 1 Hope

Failure with Hope. You falter but gain 1 Hope, the GM makes a Move

Fear > Hope

Success with Fear. You prevail, but the GM makes a Move & gains 1 Fear.

Failure with Fear. You botch it, the GM makes a Move & gets 1 Fear.

Reaction Rolls (p37)

Reaction rolls do not generate Hope, Fear, or GM Moves. A **Critical Success** ignores *all* negative consequences

Attack & Damage (p39)

Attack rolls use the adversary's difficulty. If you get a **Critical Success**, you deal extra damage.

- You roll your weapon's damage dice a number of times equal to your Proficiency (e.g. 2d10 + 3, when your weapon deals d10 + 3, and your Proficiency is 2)
- On a **Critical Success**, you take the maximum possible result of your damage dice and then add your damage dice roll (e.g. if your weapon deals 3d8 + 1, you deal 24 + 3d8 + 1)

Making Experiences (p38)

Use a catchphrase or evocative word to capture a specific set of skills, personality traits, or special aptitudes.

- **Backgrounds** (e.g. Thief, Field Medic, Priestess, Merchant)
- **Characteristics** (e.g. Know-it-all, Stubborn, Charming)
- **Specialties** (e.g. Social Chameleon, Inventor, Survivalist)
- **Skills** (e.g. Eye for Detail, Scavenger, Quiet, Liar)
- **Phrases** (e.g. Gotta go Fast, Stronger together)
- Don't go too broad (e.g. Lucky), or give your character abilities they don't have (e.g. magic wings)

Group Action Rolls (p38)

When characters acts as a group, the party chooses one PC to lead the action. Other players describe how they help the leader and make reaction rolls.

The leader makes an Action roll, with +1 for every success, and -1 for every failed reaction roll from the other players.

Tag Team Rolls (p38)

Once per session, you can spend 3 Hope to initiate a Tag Team roll with another player. Work together to describe how you combine your Actions, and each make separate Action rolls. Choose one of the rolls to apply to both actions.

- On a roll with Hope, each PC gain 1 Hope
- On a roll with Fear, the GM gains 1 Fear for each PC
- If the Tag Team roll is an Attack roll, both players combine their damage dice together.

A tag team roll counts as a single action, and a single attack action. A PC can be involved in multiple Tag Team rolls but initiate only one.

USING HOPE (p37)

You get 1 Hope every time you roll with Hope (max 6). Spend a Hope to:

- **Help an Ally:** describe how you help another player's action roll. Roll an Advantage d6. If multiple players Help, you only keep the highest roll.
- **Utilize an Experience:** Before you make a trait roll, you can add a relevant experience
- **Initiate a Tag Team Roll:** Spend 3 Hope to have you and another PC team up.
- **Activate a Hope Feature:** some abilities and features cost Hope to activate.

ADVANTAGE &

DISADVANTAGE (p38)

Advantage or Disadvantage can be given at the GM's discretion, or mechanical triggers.

- **Advantage:** add a d6
- **Disadvantage:** subtract a d6

Advantage and Disadvantage cancel each other out 1-for-1.. If you have multiple Advantage or Disadvantage dice, roll them and keep the highest result.

CONDITIONS (p41)

- **Vulnerable:** When a creature has the *Vulnerable* condition, all rolls against them have advantage.
- **Restrained:** When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.
- **Hidden:** While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.
- **Temporary Conditions:** If a condition is affecting a PC, they usually need to make an Action roll to clear it. Some conditions have special requirements before they can be cleared.

PLAYER PRINCIPLES

- Be a fan of your character and their journey
- Spotlight your friends
- Build the world together
- Address the characters and address the players
- Play to find out what happens
- Hold on gently

PLAYER BEST PRACTICES

- Embrace Danger
- Use your resources
- Tell the story
- Discover your character

DEATH MOVES (p42)

- **Blaze of Glory:** Critically succeed on one final action, then you die.
- **Avoid Death:** You fall unconscious, and the situation worsens, but you can't be attacked. You return to consciousness if you gain a HP, or after a long rest. When you drop, roll your Hope die. If it is equal or less than your level, cross out one of your Hope slots and gain a narrative scar.
- **Risk it all:** Roll your Duality dice. If the Hope die is higher, you distribute its value to clear HP or Stress. If the Fear die is higher, you die. If they are the same, you clear all HP and Stress.

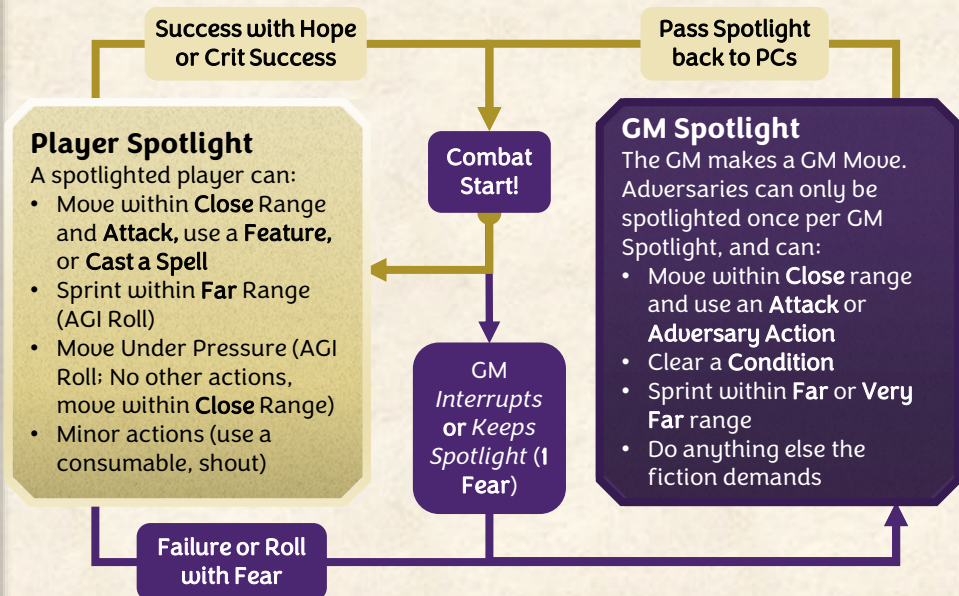
DOWNTIME (p41)

The players can take 3 short rests before they need to take a long rest. A **short rest** is enough time to patch some wounds, about an hour. A **long rest** requires camping or resting for several hours. During a rest:

- the players can move Domain cards between their Vault and Loadout
- the players make **two Downtime moves**
- the GM gains 1d4 Fear (**Long Rest:** +1 Fear for each PC and can advance a long-term countdown)

When you rest, choose two downtime Moves:

- **Tend to Wounds.** Clear 1d4 + Tier HP for yourself or an Ally (**Long Rest:** Clear all HP)
- **Clear Stress.** Clear 1d4 + Tier Stress (**Long Rest:** Clear all Stress)
- **Repair Armour.** Clear 1d4 + Tier Armour slots from yourself or an Ally's armour (**Long Rest:** Clear all Armour slots)
- **Prepare.** Gain 1 Hope. If another player also prepares, you each gain 2 Hope.
- **Work on a Project (Long Rest only).** Create a countdown for your long-term project. Each time they make this move, they can make an action roll or advance it automatically.



HP & Damage (p39)

Compare the damage to your **Damage Thresholds**:

- \geq Severe threshold, mark **3 HP**
- \geq Major threshold, but less than your Severe threshold, mark **2 HP**
- $<$ Major threshold, mark **1 HP**
- reduced to 0 Damage, mark **0 HP**
- (optional) $\geq 2 \times$ Severe Threshold, mark **4 HP**

When you mark last your last HP, you make a Death Move.

Resistance, Immunity & Direct Damage (p40)

Damage is either **physical** or **magical**.

- **Resistance.** Halve the damage before comparing to Thresholds.
- **Immunity.** Ignores the damage.
- **Direct Damage.** Can't be reduced by marking an Armour Slot

Evasion (p39)

If an adversary's attack roll \geq your Evasion, they hit and deal damage.

Stress (p39)

When a character is out of Stress, they become **Vulnerable** until they regain at least 1 Stress. A character without Stress slots can't choose to mark Stress. If an effect forces a character to mark Stress, they must mark **1 HP** instead.

Using Armour (p56)

Armour Score = available Armour Slots. Once per attack, a player can mark 1 Armour Slot to reduce incoming damage down by a Threshold

Using Hope (p56)

- Help an Ally (+d6 Advantage die)
- Utilise an Experience
- Initiate a Tag Team Roll (3 Hope, once per session)
- Use a Hope Feature

The Spotlight (p35)

The Spotlight represents the Player or GM who has the focus for a part of the scene, both narratively and mechanically. A player with the Spotlight can make an Action Roll, and then the spotlight swings to whoever:

- The fiction would naturally turn it toward
- Hasn't had the spotlight in a while (**NB: Work to make sure everyone gets the spotlight**)
- A triggered mechanic puts it on (e.g. the GM after the players roll with Fear/Failure)

The Flow of Combat (p36)

The PCs can keep acting and making Action Rolls until they roll a Failure, roll with Fear, or the GM **interrupts** (1 Fear). The Spotlight swings to the GM and they make a Move (e.g. spotlight an Adversary) and then passes the Spotlight back to the players or **Keeps it** (1 Fear).

Range and Movement (p65)

Adversaries and Players can move within Close Range when they get the spotlight.

- **Melee.** A few feet, close enough to touch. 1 square, adjacent minis
- **Very Close.** 5-10 feet, 3 squares, 2-3 inches
- **Close.** 10-30 feet, 6 squares, 5-6 inches
- **Far.** 30-100 feet, 12 squares, 11-12 inches
- **Very Far.** 100-300 feet, 13+ squares/inches
- **Out of Range.** Beyond Very Far range

Leveling Up (p42)

The back of your character sheet has the procedure for leveling up.

1. When you advance in Tier (Level 2, 5, 8), you gain a new +2 Experience, increase your Proficiency by 1, and clear any marked traits.
2. You can mark any two advancements slots from your tier or below.
3. Increase your damage thresholds by 1
4. You can choose a new domain card of your Level or below. If you have 5 in your loadout, any others go to your Vault.

GM MOVES (p65)

- SOFTER**
- Show how **the world reacts**
 - Ask a **question** and build on the answer
 - Make an NPC act in accordance **with their motive**
 - Drive a PC to take action by **dangling their goals** in front of them
 - Signal an **imminent off-screen threat**
 - Reveal an **unwelcome truth** or unexpected danger
 - Force the group to **split up**
 - Make a PC **mark Stress**
 - Make a move **the characters don't see**
 - Show the **collateral damage**
 - **Clear** an adversary's condition
 - **Shift** the environment
 - **Spotlight** an adversary
 - **Capture** someone or something important
 - Use a PC's **backstory** against them
 - **Take away** an opportunity permanently
- HARDER**

NB: Harder moves are more immediate, dangerous, and don't give a chance to react. Softer moves foreshadow threats or give an opportunity to react.

GM Principles (p63)

- Begin and end with the **fiction**
- **Collaborate** at all times, especially during **conflict**
- Fill the world with **life, wonder, and danger**
- Ask **questions** and work in the **answers**
- Give **every roll impact**
- **Play to find out** what happens
- **Hold on gently**

GM Practices (p63)

- Cultivate a **curious table**
- Gain your **players' trust**
- Keep the **story moving forward**
- Cut to the **action**
- **Help the players** use the game
- Create a **meta conversation**
- Tell them what **they would know**
- Ground the world in **motive**
- Bring the game's **mechanics to life**
- **Reframe** rather than reject
- Work in **moments and montages**

GM Pitfalls (p63)

- **Undermining** the heroes
- **Always telling** the players what to **roll**
- Letting scenes **drag**
- **Singular solutions**
- **Overplanning**
- **Hoarding fear**

Making GM Moves (p64)

The GM should consider making a GM Move when the Players:

- Roll with **Fear**
- **Fail** an Action Roll
- Do something with **unavoidable consequences**
- Give you a **"golden opportunity"** (that demands a response)
- **Look to you** for what happens next

Consider Softer Moves for Successes with Fear, and Harder Moves for Failures with Fear

Using Fear (p65)

The GM gains 1 Fear when the Players roll with Fear (max 12). They can use this to:

- Steal the spotlight and make a Move
- Keep the spotlight and make a Move
- use an adversary's Fear feature,
- add an Adversary's Experience to their difficulty or a roll.

Use more fear to increase the stakes:

- **Incidental (0-1 Fear)**. A catch-up after a high-stakes scene, resting, resupplying
- **Minor (1-3 Fear)**. A travel scene, a minor fight, a negotiation
- **Standard (2-4 Fear)**. A major battle with a crucial objective, a tense social encounter
- **Major (4-8 Fear)**. A large battle with a solo or leader, a character defining scene
- **Climactic (6-12 Fear)**. A final confrontation

Spend Fast, Spend Often, Spend Big

Balanced Encounters (p72)

Starting Battle points = 2 + (3 x # of PCs)

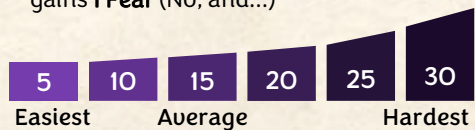
- **-1** : for easier or shorter fight
- **-2** : to use 2 or more Solo adversaries
- **-2** : to add +1d4 or +2 to adversaries' damage
- **+1** : for an adversary from a lower tier
- **+1** : if you don't have any Bruisers, Hordes, Leaders or Solos
- **+2** : for a harder or longer fight

Spend battle points for each adversary:

- **1 point** for each **Social** or **Support** adversary, or group of **Minions** equal to the size of the party
- **2 points** for each **Horde, Ranged, Skulk,** or **Standard** adversary
- **3 points** for each **Leader** adversary
- **4 points** for each **Bruiser** adversary
- **5 points** for each **Solo**

PC Action Rolls (p36)

1. **Pick** a relevant **Trait**
2. **Set Difficulty** or use an Adversary's Difficulty.
3. Assign any other modifiers to the roll (e.g. Experiences, Advantage, Disadvantage)
4. **Roll the Duality dice** and add them with the modifiers to get the result:
 - **Critical Success (Match)**. You gain 1 Hope & clear 1 Stress (Yes, and...!)
 - **Success with Hope**. PC gains 1 Hope (Yes, and...)
 - **Success with Fear**. GM makes a Move & gains 1 Fear (Yes, but...)
 - **Failure with Hope**. GM makes a Move, PC gains 1 Hope (No, but...)
 - **Failure with Fear**. GM makes a Move & gains 1 Fear (No, and...)



Reaction Rolls (p37)

Reaction rolls don't generate Hope, Fear, or GM Moves. A **Critical Success** reaction roll ignores all consequences, even those that trigger on a success

Attacks & Damage (p39)

Attack rolls use the adversary's difficulty, or PC evasion. Adversaries roll with a d20. If you get a **Critical Success**, you deal Critical damage.

When you hit, you roll your weapon's damage dice a Proficiency number of times (e.g. if your Proficiency is 3, and your weapon is d8 + 1 physical, you would deal 3d8 + 1 physical)

- **Critical Damage**. Take the maximum possible result of your damage dice and then add your damage dice roll (e.g. if your weapon deals 3d8 + 1, you would deal 24 + 3d8 + 1)

Success with Hope
or Crit Success

Pass Spotlight
back to PCs

Player Spotlight

A spotlighted player can:

- Move within **Close** Range and **Attack**, use a **Feature**, or **Cast a Spell**
- Sprint within **Far** Range (AGI Roll)
- Move Under Pressure (AGI Roll: No other actions, move within **Close** Range)
- Minor actions (use a consumable, shout)

Combat
Start!

GM
Interrupts
or Keeps
Spotlight (1
Fear)

GM Spotlight

The GM makes a GM Move. Adversaries can only be spotlighted once per GM Spotlight, and can:

- Move within **Close** range and use an **Attack** or **Adversary Action**
- Clear a **Condition**
- Sprint within **Far** or **Very Far** range
- Do anything else the fiction demands

Failure or Roll
with Fear

The Spotlight (p35)

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- **Out of Range.** Beyond Very Far range

Adversaries (p68)

Adversaries roll a d20 + modifier for Attack actions. If the attack meets or beats a PCs **Evasion** score, it hits and deals damage.

- spend a Fear to add an Experience
- Advantage or Disadvantage make the Adversary roll 2d20 and keep the highest (adv.) or lowest (disadv.)
- A 20 on the d20 is a Critical Success.

PC Conflict (p70)

When the characters (not the players) come into conflict, have a meta conversation about how to resolve it before reaching for the dice.

HP & Damage (p39)

Compare the damage to your **Damage Thresholds**:

- \geq Severe threshold, mark **3 HP**
- \geq Major threshold, but less than your Severe threshold, mark **2 HP**
- $<$ Major threshold, mark **1 HP**
- reduced to 0 Damage, mark **0 HP**
- (optional) $\geq 2 \times$ Severe Threshold, mark **4 HP**

When you mark last your last HP, you make a Death Move.

Resistance, Immunity & Direct Damage (p40)

Damage is either **physical** or **magical**.

- **Resistance.** Halve the damage before comparing to Thresholds.
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If an adversary's attack roll \geq your Evasion, they hit and deal damage.

Stress (p39)

When a character is out of Stress, they become **Vulnerable** until they regain at least 1 Stress. A character without Stress slots can't choose to mark Stress. If an effect forces a character to mark Stress, they must mark **1 HP** instead.

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Armour Score = available Armour Slots. Once per attack, a player can mark 1 Armour Slot to reduce incoming damage down by a Threshold

Using Hope (p56)

- Help an Ally (+d6 Advantage die)
- Utilise an Experience
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- Use a Hope Feature

USING FEAR (p65)

The GM gains 1 Fear when the Players roll with Fear (max 12). They can use this to:

- Steal the spotlight,
- keep the spotlight after making a move,
- use an adversary's Fear feature,
- add an Adversary's Experience to their difficulty or a roll.

Use more fear to increase the stakes:

- **Incidental (0–1 Fear).** A low stakes scene
- **Minor (1–3 Fear).** A small engagement
- **Standard (2–4 Fear).** A moderate challenge
- **Major (4–8 Fear).** A significant moment
- **Climactic (6–12 Fear).** A game-defining spectacle

COMBAT OBJECTIVES (p65)

Keep your Players engaged by making combat about more than just attrition:

1. Acquire (obtain or steal) an important item or items.
2. Capture one or more of the opponents.
3. Activate a magical device.
4. Frame a character or tarnish their reputation.
5. Drive the opponent into a corner or ambush point.
6. Stop a magical ritual, legal ceremony, or time-sensitive spell.
7. Hold the line—keep the enemy from reaching a specific area or group.
8. Plant evidence or a tracking device on a target.
9. Secure a specific location ahead of another group's arrival.
10. Harass the opponent to deplete their resources or keep them occupied.
11. Destroy a piece of architecture, a statue, a shrine, or a weapon.
12. Investigate a situation to confirm or deny existing information.

DEATH MOVES (p42)

- **Blaze of Glory:** Critically succeed on one final action, then you die.
- **Avoid Death:** You fall unconscious, and the situation worsens, but you can't be attacked. You return to consciousness if you gain a HP, or after a long rest. When you drop, roll your Hope die. If it is equal or less to your level, you cross out one of your Hope slots and gain a scar.
- **Risk it all:** Roll your Duality dice. If the Hope die is higher, you distribute its value to clear HP or Stress. If the Fear die is higher, you die. If they are the same, you clear all HP and Stress.

DOWNTIME (p41)

The players can take 3 short rests before they need to take a long rest. A **short rest** is enough time to patch some wounds, about an hour. A **long rest** requires camping or resting for several hours. During a rest:

- the players can move Domain cards between their Vault and Loadout
- the players make **two Downtime moves**
- the GM gains 1d4 Fear (**Long Rest:** + 1 Fear for each PC and can advance a long-term countdown)

When you rest, choose two downtime Moves:

- **Tend to Wounds.** Clear 1d4 + Tier HP for yourself or an Ally (**Long Rest:** Clear all HP)
- **Clear Stress.** Clear 1d4 + Tier Stress (**Long Rest:** Clear all Stress)
- **Repair Armour.** Clear 1d4 + Tier Armour slots from yourself or an Ally's armour (**Long Rest:** Clear all Armour slots)
- **Prepare.** Gain 1 Hope. If another player also prepares, you each gain 2 Hope.
- **Work on a Project (Long Rest only).** Create a countdown for your long-term project. Each time they make this move, they can make an action roll or advance it automatically.

Conditions (p41)

- **Hidden.** Attacks against you have Disadvantage. Ends if you are seen.
- **Restrained.** You can't move, but can take actions
- **Vulnerable.** All rolls targeting you have Advantage
- **Temporary Conditions.** By default, PCs can make Action rolls to end a temporary condition.
- **Special Conditions.** Need specific actions before they can be cleared.

Countdowns (p37)

Standard countdowns begin at a starting value ("X") and tick down by 1 when it advances (or more). Standard Countdowns advance when the players make action rolls. Dynamic Countdowns advance by 1-3 based on the outcome of action rolls:

- **Failure with Fear.** Tick Consequence countdown by 3
- **Failure with Hope.** Tick Consequence countdown by 2
- **Success with Fear.** Tick Consequence countdown by 1, tick Progress countdown by 1
- **Success with Hope.** Tick progress countdown by 2
- **Critical Success.** Tick progress countdown by 3

Other countdowns could be:

- Looping countdowns
- Random starting values (e.g. roll a die to determine starting value)
- Increasing/decreasing starting value looping countdowns
- Linked progress and consequence countdowns
- Long-term countdowns that advance after a rest (or some other trigger)

Progress countdowns have positive effects, Consequence countdowns have negative effects

Drowning (p70)

Attacks made underwater have disadvantage. If a character can't breathe underwater, start a Countdown (3) that advances whenever they take an action (or advance as a GM move). When triggered, the PC marks Stress when they make an Action roll.

Falling & Collision (p70)

- A Very Close fall deals 1d10 + 3 phy
- A Close fall deals 1d20 + 5 phy
- A Far or Very Far fall deals 1d100 + 15 phy, or death at the GM's discretion
- Colliding with an object, wall, or another character at dangerous speed, they take 1d20 + 5 direct phy damage

Fate Rolls (p70)

When you want to leave an outcome entirely to chance, tell the players what's at stake and have them roll one of their duality dice (e.g. "on a 4 or less, the fire spreads")

GM NPCs (p69)

Regular NPCs should embody GM principles, but they only need a Name, Description, and Motives. In combat, use the spotlight to describe their action (without necessarily needing a statblock). If you like, you can give them features (with a Trigger and Effect)

Gold & Loot (p69)

Reward players at the end of a session with **information, story hooks, loot, gold, or enhancements**. Gold is abstracted into handfuls, bags and chests. You can only carry 1 chest at a time.

- 1 Chest = 10 Bags
- 1 Bag = 10 Handfuls
- (optional) 1 Handful = 10 Coins

The table is only a guide. You can change prices to better reflect your game:

Meals for the party	1 Handful per night
Inn room per night	1 Handful per night
Luxury inn room	1 Bag per night
Carriage Ride	2 Handfuls
Mount (horse, mule, etc.)	2 Bags
Specialised tools	3 Bags
Fine clothing	3 Handfuls
Luxury clothing	1 Bag
Tier 1 equipment	1-5 Handfuls
Tier 2 equipment	1-2 Bags
Tier 3 equipment	5-10 Bags
Tier 4 equipment	1-2 Chests

Leveling Up (p42)

The back of the character sheet has the procedure for leveling up. The PCs should level up about every 3 sessions, or when you reach a narrative milestone.

1. Tier Advancements. At Level 2, 5 & 8, gain a new +2 Experience, increase your Proficiency by 1, and clear any marked traits.
2. mark any two advancements slots from your new tier or below.
3. Increase your damage thresholds by 1
4. You can choose a new domain card of your Level or below. You can have a maximum of 5 in your Loadout.

Action Rolls (p36)

Describe your actions in the fiction. If needed the GM can engage the mechanics and call for an Action roll.

1. Pick a Trait relevant to the Action



- **Agility** (*Sprint, Leap, Manoeuvre*)
- **Strength** (*Lift, Smash, Grapple*)
- **Finesse** (*Control, Hide, Tinker*)
- **Instinct** (*Perceive, Sense, Navigate*)
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3. Assign any other modifiers to the roll:

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- **Advantage:** add a d6 to your total (e.g. **Help** from an Ally)
- **Disadvantage:** subtract a d6 from your total (e.g. being **Vulnerable**)



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Use a catchphrase or evocative word to capture a specific set of skills, personality traits, or special aptitudes.

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- **Characteristics** (e.g. Know-it-all, Stubborn, Charming)
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- **Skills** (e.g. Eye for Detail, Scavenger, Quiet, Liar)
- **Phrases** (e.g. Gotta go Fast, Stronger together)
- Don't go too broad (e.g. Lucky), or give your character abilities they don't have (e.g. magic wings)

Group Action Rolls (p38)

When characters acts as a group, the party chooses one PC to lead the action. Other players describe how they help the leader and make reaction rolls.

The leader makes an Action roll, with +1 for every success, and -1 for every failed reaction roll from the other players.

Tag Team Rolls (p38)

Once per session, you can spend 3 Hope to initiate a Tag Team roll with another player. Work together to describe how you combine your Actions, and each make separate Action rolls. Choose one of the rolls to apply to both actions.

- On a roll with Hope, each PC gain 1 Hope
- On a roll with Fear, the GM gains 1 Fear for each PC
- If the Tag Team roll is an Attack roll, both players combine their damage dice together.

A tag team roll counts as a single action, and a single attack action. A PC can be involved in multiple Tag Team rolls but initiate only one.

USING HOPE (p37)

You get 1 Hope every time you roll with Hope (max 6). Spend a Hope to:

- **Help an Ally:** describe how you help another player's action roll. Roll an Advantage d6. If multiple players Help, you only keep the highest roll.
- **Utilize an Experience:** Before you make a trait roll, you can add a relevant experience
- **Initiate a Tag Team Roll:** Spend 3 Hope to have you and another PC team up.
- **Activate a Hope Feature:** some abilities and features cost Hope to activate.

ADVANTAGE &

DISADVANTAGE (p38)

Advantage or Disadvantage can be given at the GM's discretion, or mechanical triggers.

- **Advantage:** add a d6
- **Disadvantage:** subtract a d6

Advantage and Disadvantage cancel each other out 1-for-1.. If you have multiple Advantage or Disadvantage dice, roll them and keep the highest result.

CONDITIONS (p41)

- **Vulnerable:** When a creature has the *Vulnerable* condition, all rolls against them have advantage.
- **Restrained:** When a creature has the *Restrained* condition, they can't move, but they can still take actions from their current position.
- **Hidden:** While you're out of sight from all foes and they don't know where you are, you gain the *Hidden* condition. While you're *Hidden*, any rolls against you have disadvantage.
- **Temporary Conditions:** If a condition is affecting a PC, they usually need to make an Action roll to clear it. Some conditions have special requirements before they can be cleared.

DEATH MOVES (p42)

- **Blaze of Glory:** Critically succeed on one final action, then you die.
- **Avoid Death:** You fall unconscious, and the situation worsens, but you can't be attacked. You return to consciousness if you gain a HP, or after a long rest. When you drop, roll your Hope die. If it is equal or less than your level, cross out one of your Hope slots and gain a narrative scar.
- **Risk it all:** Roll your Duality dice. If the Hope die is higher, you distribute its value to clear HP or Stress. If the Fear die is higher, you die. If they are the same, you clear all HP and Stress.

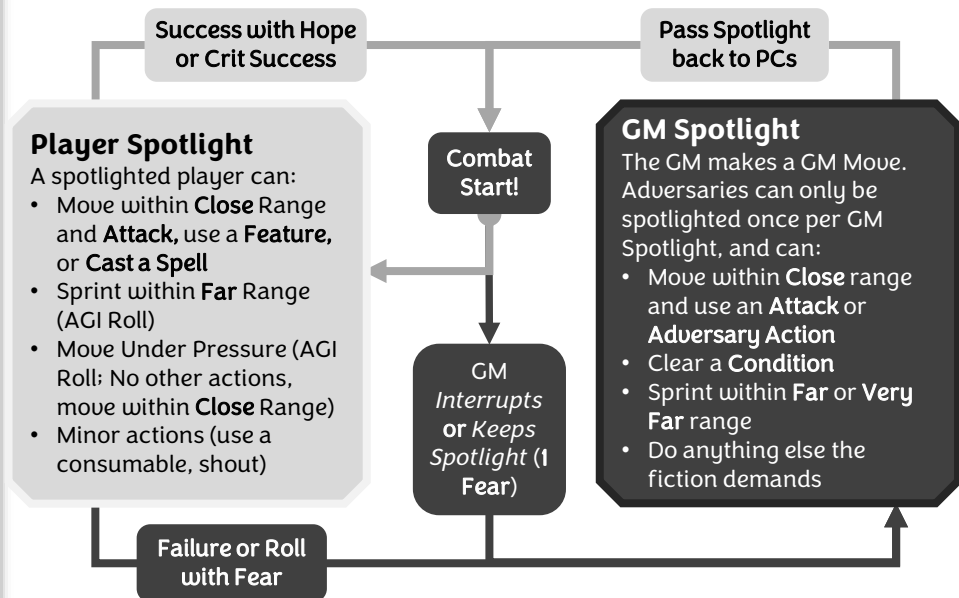
DOWNTIME (p41)

The players can take 3 short rests before they need to take a long rest. A **short rest** is enough time to patch some wounds, about an hour. A **long rest** requires camping or resting for several hours. During a rest:

- the players can move Domain cards between their Vault and Loadout
- the players make **two Downtime moves**
- the GM gains 1d4 Fear (**Long Rest:** +1 Fear for each PC and can advance a long-term countdown)

When you rest, choose two downtime Moves:

- **Tend to Wounds.** Clear 1d4 + Tier HP for yourself or an Ally (**Long Rest:** Clear all HP)
- **Clear Stress.** Clear 1d4 + Tier Stress (**Long Rest:** Clear all Stress)
- **Repair Armour.** Clear 1d4 + Tier Armour slots from yourself or an Ally's armour (**Long Rest:** Clear all Armour slots)
- **Prepare.** Gain 1 Hope. If another player also prepares, you each gain 2 Hope.
- **Work on a Project (Long Rest only).** Create a countdown for your long-term project. Each time they make this move, they can make an action roll or advance it automatically.



HP & Damage (p39)

Compare the damage to your **Damage Thresholds**:

- \geq Severe threshold, mark **3 HP**
- \geq Major threshold, but less than your Severe threshold, mark **2 HP**
- $<$ Major threshold, mark **1 HP**
- reduced to 0 Damage, mark **0 HP**
- (optional) $\geq 2 \times$ Severe Threshold, mark **4 HP**

When you mark last your last HP, you make a Death Move.

Resistance, Immunity & Direct Damage (p40)

Damage is either **physical** or **magical**.

- **Resistance.** Halve the damage before comparing to Thresholds.
- **Immunity.** Ignores the damage.
- **Direct Damage.** Can't be reduced by marking an Armour Slot

Evasion (p39)

If an adversary's attack roll \geq your Evasion, they hit and deal damage.

Stress (p39)

When a character is out of Stress, they become **Vulnerable** until they regain at least 1 Stress. A character without Stress slots can't choose to mark Stress. If an effect forces a character to mark Stress, they must mark **1 HP** instead.

Using Armour (p56)

Armour Score = available Armour Slots. Once per attack, a player can mark 1 Armour Slot to reduce incoming damage down by a Threshold

Using Hope (p56)

- Help an Ally (+d6 Advantage die)
- Utilise an Experience
- Initiate a Tag Team Roll (3 Hope, once per session)
- Use a Hope Feature

The Spotlight (p35)

The Spotlight represents the Player or GM who has the focus for a part of the scene, both narratively and mechanically. A player with the Spotlight can make an Action Roll, and then the spotlight swings to whoever:

- The fiction would naturally turn it toward
- Hasn't had the spotlight in a while (*NB: Work to make sure everyone gets the spotlight*)
- A triggered mechanic puts it on (e.g. the GM after the players roll with Fear/Failure)

The Flow of Combat (p36)

The PCs can keep acting and making Action Rolls until they roll a Failure, roll with Fear, or the GM **interrupts** (1 Fear). The Spotlight swings to the GM and they make a Move (e.g. spotlight an Adversary) and then passes the Spotlight back to the players or **Keeps it** (1 Fear).

Range and Movement (p65)

Adversaries and Players can move within Close Range when they get the spotlight.

- **Melee.** A few feet, close enough to touch. 1 square, adjacent minis
- **Very Close.** 5-10 feet, 3 squares, 2-3 inches
- **Close.** 10-30 feet, 6 squares, 5-6 inches
- **Far.** 30-100 feet, 12 squares, 11-12 inches
- **Very Far.** 100-300 feet, 13+ squares/inches
- **Out of Range.** Beyond Very Far range

Leveling Up (p42)

The back of your character sheet has the procedure for leveling up.

1. When you advance in Tier (Level 2, 5, 8), you gain a new +2 Experience, increase your Proficiency by 1, and clear any marked traits.
2. You can mark any two advancements slots from your tier or below.
3. Increase your damage thresholds by 1
4. You can choose a new domain card of your Level or below. If you have 5 in your loadout, any others go to your Vault.

GM MOVES (p65)

- SOFTER**
- Show how **the world reacts**
 - Ask a **question** and build on the answer
 - Make an NPC act in accordance **with their motive**
 - Drive a PC to take action by **dangling their goals** in front of them
 - Signal an **imminent off-screen threat**
 - Reveal an **unwelcome truth** or unexpected danger
 - Force the group to **split up**
 - Make a PC **mark Stress**
 - Make a move **the characters don't see**
 - Show the **collateral damage**
 - **Clear** an adversary's condition
 - **Shift** the environment
 - **Spotlight** an adversary
 - **Capture** someone or something important
 - Use a PC's **backstory** against them
 - **Take away** an opportunity permanently
- HARDER**

NB: Harder moves are more immediate, dangerous, and don't give a chance to react. Softer moves foreshadow threats or give an opportunity to react.

GM Principles (p63)

- Begin and end with the **fiction**
- **Collaborate** at all times, especially during **conflict**
- Fill the world with **life, wonder, and danger**
- Ask **questions** and work in the **answers**
- Give **every roll impact**
- **Play to find out** what happens
- **Hold on gently**

GM Practices (p63)

- Cultivate a **curious table**
- Gain your **players' trust**
- Keep the **story moving forward**
- Cut to the **action**
- **Help the players** use the game
- Create a **meta conversation**
- Tell them what **they would know**
- Ground the world in **motive**
- Bring the game's **mechanics to life**
- **Reframe** rather than reject
- Work in **moments and montages**

GM Pitfalls (p63)

- **Undermining** the heroes
- **Always telling** the players what to **roll**
- Letting scenes **drag**
- **Singular solutions**
- **Overplanning**
- **Hoarding fear**

Making GM Moves (p64)

The GM should consider making a GM Move when the Players:

- Roll with **Fear**
- **Fail** an Action Roll
- Do something with **unavoidable consequences**
- Give you a "**golden opportunity**" (that demands a response)
- **Look to you** for what happens next

Consider Softer Moves for Successes with Fear, and Harder Moves for Failures with Fear

Using Fear (p65)

The GM gains 1 Fear when the Players roll with Fear (max 12). They can use this to:

- Steal the spotlight and make a Move
- Keep the spotlight and make a Move
- use an adversary's Fear feature,
- add an Adversary's Experience to their difficulty or a roll.

Use more fear to increase the stakes:

- **Incidental (0-1 Fear)**. A catch-up after a high-stakes scene, resting, resupplying
- **Minor (1-3 Fear)**. A travel scene, a minor fight, a negotiation
- **Standard (2-4 Fear)**. A major battle with a crucial objective, a tense social encounter
- **Major (4-8 Fear)**. A large battle with a solo or leader, a character defining scene
- **Climactic (6-12 Fear)**. A final confrontation

Spend Fast, Spend Often, Spend Big

Balanced Encounters (p72)

Starting Battle points = 2 + (3 x # of PCs)

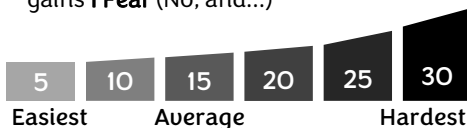
- **-1** : for easier or shorter fight
- **-2** : to use 2 or more Solo adversaries
- **-2** : to add +1d4 or +2 to adversaries' damage
- **+1** : for an adversary from a lower tier
- **+1** : if you don't have any Bruisers, Hordes, Leaders or Solos
- **+2** : for a harder or longer fight

Spend battle points for each adversary:

- **1 point** for each **Social** or **Support** adversary, or group of **Minions** equal to the size of the party
- **2 points** for each **Horde, Ranged, Skulk,** or **Standard** adversary
- **3 points** for each **Leader** adversary
- **4 points** for each **Bruiser** adversary
- **5 points** for each **Solo**

PC Action Rolls (p36)

1. **Pick** a relevant **Trait**
2. **Set Difficulty** or use an Adversary's Difficulty.
3. Assign any other modifiers to the roll (e.g. Experiences, Advantage, Disadvantage)
4. **Roll the Duality dice** and add them with the modifiers to get the result:
 - **Critical Success (Match)**. You gain 1 Hope & clear 1 Stress (Yes, and...!)
 - **Success with Hope**. PC gains 1 Hope (Yes, and...)
 - **Success with Fear**. GM makes a Move & gains 1 Fear (Yes, but...)
 - **Failure with Hope**. GM makes a Move, PC gains 1 Hope (No, but...)
 - **Failure with Fear**. GM makes a Move & gains 1 Fear (No, and...)



Reaction Rolls (p37)

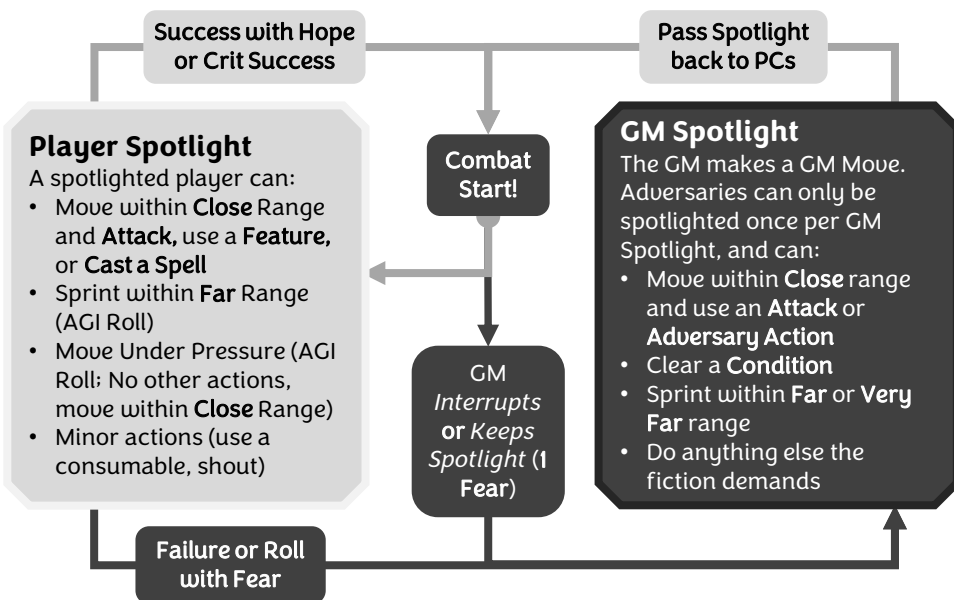
Reaction rolls don't generate Hope, Fear, or GM Moves. A **Critical Success** reaction roll ignores all consequences, even those that trigger on a success

Attacks & Damage (p39)

Attack rolls use the adversary's difficulty, or PC evasion. Adversaries roll with a d20. If you get a **Critical Success**, you deal Critical damage.

When you hit, you roll your weapon's damage dice a Proficiency number of times (e.g. if your Proficiency is 3, and your weapon is d8 + 1 physical, you would deal 3d8 + 1 physical)

- **Critical Damage**. Take the maximum possible result of your damage dice and then add your damage dice roll (e.g. if your weapon deals 3d8 + 1, you would deal 24 + 3d8 + 1)



The Spotlight (p35)

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- **Out of Range.** Beyond Very Far range

Adversaries (p68)

Adversaries roll a d20 + modifier for Attack actions. If the attack meets or beats a PCs **Evasion** score, it hits and deals damage.

- spend a Fear to add an Experience
- Advantage or Disadvantage make the Adversary roll 2d20 and keep the highest (adv.) or lowest (disadv.)
- A 20 on the d20 is a Critical Success.

PC Conflict (p70)

When the characters (not the players) come into conflict, have a meta conversation about how to resolve it before reaching for the dice.

HP & Damage (p39)

Compare the damage to your **Damage Thresholds**:

- \geq Severe threshold, mark **3 HP**
- \geq Major threshold, but less than your Severe threshold, mark **2 HP**
- $<$ Major threshold, mark **1 HP**
- reduced to 0 Damage, mark **0 HP**
- (optional) $\geq 2 \times$ Severe Threshold, mark **4 HP**

When you mark last your last HP, you make a Death Move.

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Armour Score = available Armour Slots. Once per attack, a player can mark 1 Armour Slot to reduce incoming damage down by a Threshold

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- Initiate a Tag Team Roll (3 Hope, once per session)
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- keep the spotlight after making a move,
- use an adversary's Fear feature,
- add an Adversary's Experience to their difficulty or a roll.

Use more fear to increase the stakes:

- **Incidental (0–1 Fear).** A low stakes scene
- **Minor (1–3 Fear).** A small engagement
- **Standard (2–4 Fear).** A moderate challenge
- **Major (4–8 Fear).** A significant moment
- **Climactic (6–12 Fear).** A game-defining spectacle

COMBAT OBJECTIVES (p65)

Keep your Players engaged by making combat about more than just attrition:

1. Acquire (obtain or steal) an important item or items.
2. Capture one or more of the opponents.
3. Activate a magical device.
4. Frame a character or tarnish their reputation.
5. Drive the opponent into a corner or ambush point.
6. Stop a magical ritual, legal ceremony, or time-sensitive spell.
7. Hold the line—keep the enemy from reaching a specific area or group.
8. Plant evidence or a tracking device on a target.
9. Secure a specific location ahead of another group's arrival.
10. Harass the opponent to deplete their resources or keep them occupied.
11. Destroy a piece of architecture, a statue, a shrine, or a weapon.
12. Investigate a situation to confirm or deny existing information.

DEATH MOVES (p42)

- **Blaze of Glory:** Critically succeed on one final action, then you die.
- **Avoid Death:** You fall unconscious, and the situation worsens, but you can't be attacked. You return to consciousness if you gain a HP, or after a long rest. When you drop, roll your Hope die. If it is equal or less to your level, you cross out one of your Hope slots and gain a scar.
- **Risk it all:** Roll your Duality dice. If the Hope die is higher, you distribute its value to clear HP or Stress. If the Fear die is higher, you die. If they are the same, you clear all HP and Stress.

DOWNTIME (p41)

The players can take 3 short rests before they need to take a long rest. A **short rest** is enough time to patch some wounds, about an hour. A **long rest** requires camping or resting for several hours. During a rest:

- the players can move Domain cards between their Vault and Loadout
- the players make **two Downtime moves**
- the GM gains 1d4 Fear (**Long Rest:** + 1 Fear for each PC and can advance a long-term countdown)

When you rest, choose two downtime Moves:

- **Tend to Wounds.** Clear 1d4 + Tier HP for yourself or an Ally (**Long Rest:** Clear all HP)
- **Clear Stress.** Clear 1d4 + Tier Stress (**Long Rest:** Clear all Stress)
- **Repair Armour.** Clear 1d4 + Tier Armour slots from yourself or an Ally's armour (**Long Rest:** Clear all Armour slots)
- **Prepare.** Gain 1 Hope. If another player also prepares, you each gain 2 Hope.
- **Work on a Project (Long Rest only).** Create a countdown for your long-term project. Each time they make this move, they can make an action roll or advance it automatically.

Conditions (p41)

- **Hidden.** Attacks against you have Disadvantage. Ends if you are seen.
- **Restrained.** You can't move, but can take actions
- **Vulnerable.** All rolls targeting you have Advantage
- **Temporary Conditions.** By default, PCs can make Action rolls to end a temporary condition.
- **Special Conditions.** Need specific actions before they can be cleared.

Countdowns (p37)

Standard countdowns begin at a starting value ("X") and tick down by 1 when it advances (or more). Standard Countdowns advance when the players make action rolls. Dynamic Countdowns advance by 1-3 based on the outcome of action rolls:

- **Failure with Fear.** Tick Consequence countdown by 3
- **Failure with Hope.** Tick Consequence countdown by 2
- **Success with Fear.** Tick Consequence countdown by 1, tick Progress countdown by 1
- **Success with Hope.** Tick progress countdown by 2
- **Critical Success.** Tick progress countdown by 3

Other countdowns could be:

- Looping countdowns
- Random starting values (e.g. roll a die to determine starting value)
- Increasing/decreasing starting value looping countdowns
- Linked progress and consequence countdowns
- Long-term countdowns that advance after a rest (or some other trigger)

Progress countdowns have positive effects, Consequence countdowns have negative effects

Drowning (p70)

Attacks made underwater have disadvantage. If a character can't breathe underwater, start a Countdown (3) that advances whenever they take an action (or advance as a GM move). When triggered, the PC marks Stress when they make an Action roll.

Falling & Collision (p70)

- A Very Close fall deals 1d10 + 3 phy
- A Close fall deals 1d20 + 5 phy
- A Far or Very Far fall deals 1d100 + 15 phy, or death at the GM's discretion
- Colliding with an object, wall, or another character at dangerous speed, they take 1d20 + 5 direct phy damage

Fate Rolls (p70)

When you want to leave an outcome entirely to chance, tell the players what's at stake and have them roll one of their duality dice (e.g. "on a 4 or less, the fire spreads")

GM NPCs (p69)

Regular NPCs should embody GM principles, but they only need a Name, Description, and Motives. In combat, use the spotlight to describe their action (without necessarily needing a statblock). If you like, you can give them features (with a Trigger and Effect)

Gold & Loot (p69)

Reward players at the end of a session with **information, story hooks, loot, gold, or enhancements**. Gold is abstracted into handfuls, bags and chests. You can only carry 1 chest at a time.

- 1 Chest = 10 Bags
- 1 Bag = 10 Handfuls
- (optional) 1 Handful = 10 Coins

The table is only a guide. You can change prices to better reflect your game:

Meals for the party	1 Handful per night
Inn room per night	1 Handful per night
Luxury inn room	1 Bag per night
Carriage Ride	2 Handfuls
Mount (horse, mule, etc.)	2 Bags
Specialised tools	3 Bags
Fine clothing	3 Handfuls
Luxury clothing	1 Bag
Tier 1 equipment	1-5 Handfuls
Tier 2 equipment	1-2 Bags
Tier 3 equipment	5-10 Bags
Tier 4 equipment	1-2 Chests

Leveling Up (p42)

The back of the character sheet has the procedure for leveling up. The PCs should level up about every 3 sessions, or when you reach a narrative milestone.

1. Tier Advancements. At Level 2, 5 & 8, gain a new +2 Experience, increase your Proficiency by 1, and clear any marked traits.
2. mark any two advancements slots from your new tier or below.
3. Increase your damage thresholds by 1
4. You can choose a new domain card of your Level or below. You can have a maximum of 5 in your Loadout.