One-Page Wyrd

Skill Rolls

Any time a character wish to overcome an obstacle, they

- Roll a **4dF**
- Add an appropriate **skill level**
- Add any relevalt **Traits** bonuses
- Add any relevant **Gear** bonuses

The resulting score is their **total score**.

Passive Opposition

With **passive opposition**, the player's score has to equal or exceed a **difficulty level** set by the GM. At **ties**, the player will generally succeed, but the GM may impose a complication or twist.

Active Opposition

With **active opposition**, the player rolls against an opposing character's score. The player wins if their score is higher than the opponent's. At **ties**, the defender will generally succeed, but the GM may impose a complication or twist.

Improving Scores*

Players can improve their scores in three ways:

- **Teamwork** allows multiple characters to work together on a task. Each participlant must succeed on an appropriate roll and this will add a +1 bonus to the total score for each success.
- **Boosts** are temporary bonuses created by a character. Requires creative use of skills, traits or gears to add a +1 bonus to the total score. The GM may require a roll to create the boost.

Combat

Combat is a series of **opposed rolls** between the attacker and the defender. The attacker rolls their **attack score** and the defender rolls their **defense score**. The difference between the two scores determines the outcome of the attack. For each point of difference, the attacker deals **1 stress** to the defender. If the defender's score is higher, they successfully defend against the attack.

Stress

Each character has a **stress pool** that represents their ability to withstand damage. When a character takes stress, they reduce their stress pool by the amount of stress taken. Stress is split into **Fatigue** and **Wounds**. Fatigue is temporary and does not affect the character's abilities. Wounds take time to heal and will reduce relevant skill rolls by 1 for **Mild Wounds**, 2 for **Moderate Wounds**, and 3 for **Severe Wounds**. If a character's stress pool is reduced to 0, they are taken out.

Stress	
Fatigue:	○○○○
Mild:	♡♡♡ _____
Mod:	💔💔 _____
Severe:	♥ _____

Boons*

If either player in a conflict beats the other by more than 3 points, they can receive a boon, giving them a +2 bonus for their next roll.

* Optional rules.