Rolling

Roll	Result	Description
<4	Major Failure	The Attack misses, additional badness happens. The Game Master will determine its form
4-7	Minor Failure	The Attack misses
8-11	Minor Success	Inflict the Combat Technique's Base Damage
12-14	Moderate Success	Inflict the Combat Technique's Base Damage and Gain 1 Attack Effect
15+	Major Success	Inflict the Combat Technique's Base Damage and Gain 2 Attack Effects

Playing the Game

Vigor - Damage is taken from Vigor before Health. Full at the beginning of each Encounter.

Health - If a character's Health is reduced to 0 they are Dying. Recovered at the end of a Full Rest.

Strain - Straining can be used to Exert or to pay the cost of any Ability or Action that specifies a Cost.

Inspiration - You may spend an Inspiration instead of Straining an Attribute. This is considered Straining that Attribute for the sake of Abilities and Conditions.

Exerting - When a Character wants to put in extra effort to increase the chance a Check succeeds they can Exert by Straining the Attribute used for the Check and Roll 2d10. Environmental Damage - 1d4 for every vertical Space fallen.

Influence - Exchanged for goods and services. If 20 is accumulated move up to the next Teir. If you lose enough to lower your Teir you have 5 of the previous Teir.

Actions

Attack! (AW) [NA] {SP} - Make an Attack Check with a Combat Technique. Strain {1Attribute} determined by the Combat Technique used. Each additional Attack! in a round increases the Strain by 1.

Dash (2R) [NA] {1Physique} - You can move a distance this Turn equal to your Move Speed.

Defend (1R) [NA] {1Resilience} - Attack Checks made against you until the start of your next Turn Suffer a -1 penalty.

Disengage (AW) [NA] {1Discipline} - Prevent one Character from making an Opportunity Attack against you this Round.

Opportunity Attack (1R) [RE] {-} - You may make an Attack Check against a Character that is leaving your ZoC using their own movement.

Conditions

Bloodied - Suffers -1 on all Checks. (Less than half of max Health)

Helpless - All sources of Damage inflict their maximum amount of damage possible. To end the Helpless Condition you must spend {1Physique||Discipline||Resilience}.

Wounded - Suffer a -1 penalty on all Checks and all Inspiration Gained is reduced by half. Wounded is removed at the end of a Full Rest.

X Bleed - At the start of your Turn you Suffer Vigor Damage equal to your Bleed. This Damage ignores Damage Reduction. At the end of your Turn reduce your Bleed by 1.

X Drain - Anytime you Strain you Suffer Vigor Damage equal to your current Drain. This Damage ignores Damage Reduction. At the end of your Turn reduce your Drain by 1.

Frightened - Suffer -1 on all Checks while you can Perceive the source of your fear.

Terrified - At the beginning of your Turn lose 1 Inspiration.

Prone - Attack Checks against you get +1, Your Attack Checks get -1, all movement is Difficult. Strain {1Physique|| Discipline||Resilience} to end.

Stuck - Movement Speed is 0, cannot remove Prone. Adjacent Character can move you when they move as Difficult Movement.

Taunted - As long as you can Perceive the source of your Taunted Condition, all Abilities and Attack Checks that don't Target that source Suffer a -1 penalty. You can only have one instance of Taunted on you at a time.

Dying - The Character can only make Death Checks. Additionally, they cannot perform any Normal Actions or Reactions, or gain Health. All Attack Checks against them gain a +1 Bonus.

Attack Effects

Consistent Damage {1 AE} - Reroll Damage and take the higher of the results.

Major Damage {2 AE} - Roll the Damage again and increase the Damage Inflicted by that much.

Shove {1 AE(Melee)/2 AE(Ranged)} - Target is moved directly away from you 2 Spaces or to the side 1 Space.

Knock Down {2 AE} - Target is knocked Prone.

Ensnare {1 AE} - Inflict the Stuck Condition on the Target. The Target must be in your ZoC.

Break Free {1 AE} - End a Stuck Condition that was Inflicted by your Target.

Defend {1 AE} - Attack Checks Targeting you Suffer a -1 Penalty until the start of your next turn.

Brutal {2 AE} - SP - This Attack Inflicts Health Damage.

Barrier {1 AE} - SP - Select an Edge of your Space, until the beginning of your next Turn that Edge becomes Light Cover.

Abbreviations

(PA) - Passive, If there are requirements, once they are met, the ability is considered to be in effect.

(AW) - At Will, can be used as many times as you want.

(xE) - x Per Encounter.

(xR) - x Per Round.

(SP) - Special, specified rules.

[NA] - Normal Action, only on your turn, cannot initiate while Resolving another Normal Action or Reaction.

[RE] - Reaction, specified trigger, once met you can use immediately, resloving before whatever triggered it.

[PR] - Prepared Action, initiate as Normal Action, specify a scenaro, if the scenario is never met nothing happens.

{-} - No Cost.

{#1Yc#2} - Cost Increases each additional time you use this.

{#1Y||X} - Spend a total of either Y or X in any combination.

{SP} - Special, specified rules.