

ACTION TESTS

Choose a Skill

- Fight** for all forms of physical combat
- Interact** covers the entire gamut of social interactions
- Move** to skillfully move and maneuver
- Physique** for physical strength, power, and endurance
- Resolve** for mental strength, power, and endurance
- Wits** for higher-order reasoning, knowledge, and perception

Choose an Action

- Create advantage** for yourself or an ally or against an enemy
- Overcome** an obstacle between you and your goal
- Attack** a target to take them out of the scene
- Defend** yourself or an ally against another action

Gather Dice

- Gather the dice from one skill, one perk, as well as any other talents, features, or modifiers that apply. These are *bonus dice*.
- Gather any dice from difficulty, disadvantages, and conditions. These are *penalty dice*.
- Remove a bonus and penalty die until only bonus, penalty, or no dice remain.
 - You are *up* if you have bonus dice remaining.
 - You are *down* if you have penalty dice remaining.
 - You are *even* if you have no dice remaining.
- Before you roll, trade dice for stunt points at a 2-to-1 rate.
 - If more than 4 dice, trade dice until you have 4 or fewer.
 - If you are up, the stunt points are yours when you succeed.
 - If you are down, the stunt points go to the GM if you fail.
- Add 3 base dice to your remaining dice and roll:
 - If you are up, choose any 3 dice to be your *action dice*.
 - If you are down, the lowest 3 dice are your action dice.
 - If you are even, the only 3 dice you rolled are your action dice.

Determine Outcome

Add together your action dice to determine your total.

You succeed if your total is 11 or more.

You may earn stunt points to improve your success (see back).

TIME AND DURATION

Duration	Duration Interval	Time
Instant [I]	Starts and ends immediately	-
Brief [B]	Until the end of the target's next turn	A Few Seconds
Quick [Q]	Until the end of the next round	10-15 Seconds
Scene [S]	Until the end of the scene	Rounds
Temporary [T]	Until the target successfully rests/recovers	Minutes to Hours
Lasting [L]	Until the next milestone	Hours to Days
Long-Lasting [LL]	Until the next major milestone	Days to Weeks
Enduring [E]	Until the next epic milestone	Weeks to Years
Permanent [P]	Until redefined	Possibly Forever
Action [A]	Until a character uses an action to end the effect	
Maintained [M]	Until you no longer spend an action to maintain	
Sustained [Su]	Until you end effect; cumulative -1d penalty per sustained effect	

ASPECTS

Invoke an aspect by briefly explaining why it is relevant, spend a plot point, and choose one of these benefits:

- Reroll all the dice
- Turn simple failure into simple success
- Turn simple success into simple failure
- Create a basic effect
- Add or negate a stunt point

Invoking Aspects More Than Once

You may not invoke an aspect more than once in the same scene until it is invoked against you or otherwise compelled. Multiple players can invoke the same situation aspect during a scene—the limitation is relative to the individual.

CONFLICTS

You act before your opponents with success on an unskilled Initiative test or after with failure. **Quick** adds +1d.

On your turn, you can perform one action and one snap action without penalty.

Multiple Actions must be declared before rolling. Each action beyond the first is a -1d penalty to all actions until your next turn.

Bonus Actions enable you to perform a single action at the end of the round. You gain bonus actions from stunt points on Initiative tests or by spending a plot point. **Quick** provides +1 bonus action per conflict.

Movement is an overcome action. Moving to an adjacent zone does not require a roll unless there is an obstacle. Success overcomes the obstacle or moves one additional zone, plus one zone per additional stunt point.

Snap actions

Focus you gain +1d to the next basic action you take, but any other actions (including reactions) suffer a -1d penalty until the start of your next turn. You may not take multiple actions if you use the focus snap action.

Move. You may move anywhere within your current zone if that movement does not require a Move overcome action. You can also stand from a **PRONE [A]** position.

Ready to prepare one accessible item, reload a weapon, or activate an item (e.g., open a door, flip a switch, readied item).

MODIFIERS AND CONDITIONS

Advantages give bonus dice, **Disadvantages** give penalty dice.

Cover increases the coverage property (p. 20) by +1 (half cover) or +2 (near-total cover). Cover that is not overcome provides soak.

Range is close (1 zone), near (3 zones), far (10 zones/100m), distant (300m), remote (1000m), obscure (5000m). There is no modifier for range—use stunt points to increase range.

Visibility ranges from 1d (dusk, full moon) to 3d (dark, no moon) and may be an advantage or disadvantage depending on the perceiver.

Size provides a bonus to smaller creatures when attacking with or defending against physical attacks and sneaking by or perceiving other creatures. Conversely, larger creatures suffer a penalty relative to smaller creatures. The modifier ranges from 1d to 4d.

STRESS AND CONSEQUENCES

Damage Resolution

1. Hardened negates pierce (p. 20)
2. Pierce halves soak (p. 19)
3. Soak reduces damage (p. 20)
4. Compare damage to damage thresholds
5. Consider options to reduce the damage (p. 29)
 - **Concede:** earn plot point or reduce by 4; incapacitated
 - **Make a Sacrifice:** reduce by 2 (4 if extra useful)
 - **Acquire a Grave Aspect:** reduce by 2 per step in aspect duration relative to effect
6. Fill in one **STRESSED**, **staggered** (4-7 damage) or incapacitated box (8 damage or more) as required
 - Use abbreviation for damage duration to fill box
 - If all the boxes of the required level are filled, fill in a box at the next level
 - If there are no boxes to fill, you are incapacitated

Incapacitated (p. 28)

You can no longer act in the scene. Whoever takes you out narrates what happens to you. The duration of the effect that takes you out determines when you return.

Recovery (p. 31)

Clear stress boxes based on their duration interval. This is especially important for Brief [B] and Quick [Q].

Rally

During a conflict, spend your entire turn to attempt an overcome action (Physique for physical, Resolve for mental) to clear one **STRESSED** box of Scene [S] duration. Each stunt point earned on this roll clears an additional **STRESSED** box or increases the duration that can be cleared.

You may only benefit from one rally per conflict without spending a plot point. **staggered** and incapacitated boxes cannot be removed by a rally.

STUNT POINTS

Spend a stunt point (SP) to activate a stunt. The cost for stunts with multiple levels of effect is indicated by the symbols ①, ②, or ③.

The Rule of Awesome

Stunting should always result in awesome

If a stunt results in nothing, the GM will explain (giving 1 SP worth of Discovery), and then spend all but 1 SP on a different stunt.

Earning Stunt Points

Earn one stunt point on a success when you:

- Trade 2 bonus dice before rolling
- Roll triples
- Spend a plot point and invoke an aspect

Additionally, you may earn one when you:

- Trade 1 bonus die before rolling a Specialized skill
- Roll doubles with a Focused skill
- Apply a special Talent

STUNTS

Create Effect	Create a basic effect appropriate for the skill. See the individual basic effect (such as Advantage, Damage, or Soak) for details. This can be used to introduce an object or create conditions.
Declaration	Declare something about the scene, such as a situational aspect or NPC. The declaration must be a result of or related to your action (e.g., while attempting to sneak past a guard, you describe how the guard decides to take a smoke break). If a declaration would contradict critical story elements, the GM will work with you to come up with an appropriate alternative. ① Subtle change: introduce a situational aspect. ② Minor change: introduce an NPC extra to the scene. ③ Major change: introduce a group of NPC extras or an NPC principal to the scene.
Discovery	Ask the GM to reveal additional information. ① Increase Range one step. ① Some additional information related to your discovery, usually well hidden or restricted to a limited few. ② Most of the information related to your discovery, but not the darkest, most forbidden, or lost secrets. ③ All discoverable details concerning your target or outcome, including deepest secrets.
Increase Effect/ Decrease Effect	Increase or decrease a basic effect that has no more than a brief [B] duration, typically 1d per stunt point. See the individual basic effect (such as Advantage, Damage, or Soak) for details.
Increase Scope	① Some targets in the zone, either an additional principal or 2-3 extras of equal or lesser skill. ② Most targets in the zone, either all extras or 2-3 principals. ③ All potential targets within the zone.
Increase Time/ Decrease Time	Increase or decrease a duration or interval. Choose only once. Brief/Action ↔ Quick ↔ Scene ↔ Temporary ↔ Lasting ↔ Long-Lasting ↔ Enduring ↔ Permanent
React	Perform a single action as a reaction that cannot generate stunt points. Choose this stunt only once per turn. You cannot move between zones as a reaction. This is a very versatile stunt. For example, make a counterattack, attempt a Recovery test, assess an area, or take a ready snap action.
Special	Talents and feature may have special stunts, denoted by (S). Unless otherwise noted, special stunts can only be activated once per action.
Trigger Property	Trigger a property as per its rules.