



Using Skills

Say what you are doing and what you intend the outcome to be. Decide with the GM what Skill is required. Roll a die and consult the appropriate table below.

Skilled	
6	Success with a Bonus
5	Success
4	Success
3	Success with a Cost
2	Twist
1	Twist with a Cost
Unskilled	
6	Success; learn the Skill OR Bonus
5	Success
4	Success with a Cost
3	Twist
2	Twist
1	Twist with a Cost

Learning

Roll a 6 Unskilled and give up the extra bonus.

With Advantage/Disadvantage: Roll 5 and 6, or two 6's.

Opposed vs Skilled Opponent: Roll one 6 and win or tie.

Team Conflict: Roll one die per Skill used that you don't know. Learn one of those Skills for each 6 rolled.

Some skills are Restricted. Ask the GM how to learn them.

Wealth

Money is rated in tiers: prices, cash parcels and Wealth have tiers. When you try to buy an item, compare your Wealth tier to the item's price tier and roll on the table below:

Item is:	Below Wealth	At Wealth	Over Wealth
6	S + Bonus	S + Bonus	S
5	S + Bonus	S	S + Cost
4	S	S + Cost	S + Two Costs
3	S	S + 2 Costs	Twist
2	S + Cost	T	T + Flaw
1	S + 2 Costs	T + Flaw	T + Flaw

Conditions: If Short or Broke, act one wealth tier lower. Short 3x = Broke. Broke multiple times is cumulative.

Cash Parcel: spend one to buy item of equal or lower tier.

Increase Wealth Tier: Invest Cash Parcel of target tier + 1.

Recover from Short: Work 1 week, or spend Cash Parcel equal to your (unpenalized) Wealth.

Recover from Broke: Work 1 year, or Increase Wealth as above.

Advantage and Disadvantage

Advantage Only: Roll twice and take higher result.

Disadvantage Only: Roll twice and take lower result.

Both Advantage and Disadvantage: Roll normally.

Multiple Advantages or Disadvantages do not stack.

Opposed Rolls

Each side rolls a die. **Win by 3+:** Win completely.

Win by 1 or 2: Get what you want, but... (Loser picks)

- Their hold on it is insecure.
- It costs them more than they expected
- It costs you less than you expected
- You get something extra too. Maybe part of your intent, maybe not.

If you tie: Neither side gets what they want.

Skilled vs. Unskilled: Unskilled rolls with Disadv.

General vs. Specific: General Skill has Disadv.

Linked Rolls

Needs its own skill and intent. Is a basic skill roll.

Success generates Advantage for a future roll.

Cost *may* generate Disadv. for the future roll.

A Twist here is like any other Twist.

Conditions

Minor Conditions give Disadvantage to certain rolls.

Angry: Social situations and concentration.

Winded: Physical tasks. Winded 3x = Exhausted.

Lost Confidence: Skills relating to one ability. Also cannot use related Tricks.

Exhausted: ALL tasks.

Major Conditions give -1 to all rolls. Multiple Major Conditions act cumulatively.

Recovering from Conditions

Angry/Minor Mental: Take time to chill out. May not recover if you have any other Minor Condition.

Winded: Rest at least 10 minutes and drink.

Lost Confidence: Succeed despite Disadvantage.

Exhausted: Long rest in a safe place.

Major Physical: Doctor's aid and full day of rest.

Major Mental: Defeat or back down from cause.

Major Other: GM's discretion.

Player Reference

Spending Action Points

Use a Related Skill to gain Advantage.

Automatically Succeed with a Trick.

Use your Action Trigger or Rally in Combat.

Prevent a loss in Team Conflict.

Bring in a Relationship. (GM picks).

Earning Action Points

Start session with at least 1 and at most 3.

During session, award 1 for something cool.

Gain one when you use a Complication or Flaw: take a Twist instead of rolling; get your character into trouble when no roll is needed; break a tie on an Opposed Roll.

Helping

Roll a die. If your roll is higher than the primary roll, it gets +1.

Multiple Helpers: Resolve from lowest to highest.

Preparatory Actions

Each player can pick one of these six ways to prepare for a Team Conflict.

Fortify	
5-6	+1D each round until you Lose or Push.
3-4	+1D in round 1.
1-2	-1A in round 1.

Play the Long Game	
5-6	+1A in round 2, +2A in rounds 3 & 4.
3-4	+1A in rounds 3 & 4.
1-2	-1A in round 1.

Scout	
5-6	Scout both enemy rolls in round 1.
3-4	Scout 1 enemy roll in round 1.
1-2	-1A in round 1.

Seize the Advantage	
5-6	Deal one Hit.
3-4	+1A in round 1.
1-2	-1A in round 1.

Stock Up	
5-6	+1 in any round after the rolls.
3-4	+1 in any round before the rolls.
1-2	-1A in round 1.

Inspire	
5-6	Ignore one Condition each.
3-4	Ignore one Condition
1-2	-1A in round 1.

Team Conflict

Each player picks an action. Team rolls 2 dice: Advance and Defense (A and D). Add bonuses from your actions. GM rolls A and D and adds opponent's bonuses. Compare your A to their D and vice versa.

Draw (Both D's beat or tie A's): Conflict continues.

Push (Both A's beat or tie D's): Both take a hit. Conflict continues.

Win (Both your rolls beat theirs): You win!

Tie (Both rolls are tied): Surprising Twist! Conflict ends.

Loss (Both their rolls beat yours): You lose.

Spend an Action Point when you lose: your team takes 1 hit, opponent removes 1 Strike or recovers a Trait. Conflict continues.

When you take a hit: you get a Strike or lose a trait (other side picks).

Basic Actions	
Progress	+2A
Block	+2D
Reckless Effort	+3A and take a Hit.
Take One for the Team	+3D and owe a personal Concession (usable once per player per conflict).

Advancing Actions	
All-Out Effort	+3A - 1D
Calculated Risk	+3A but take an extra Hit if you Draw.
Win At All Costs	+4A and take an unrecoverable Strike.
Targeted Effort	+2A and enemy takes a Hit if you Draw.

Defense Actions	
Total Defense	+3D - 1A
Prepare	+2D - 1A now and +1A next round.
Observe	+1D + 1A and scout one roll next round.
Recover	+1D and remove a Strike or regain a Trait.

Team Conflict Conditions

Team gets Disadvantage for one roll for each Minor Condition or relevant Flaw the party has. Each Major Condition gives the team -1 to one roll each round.

Winning and Losing

Win or Lose: 2-3 Strikes, each take a Minor Condition. 4+, a Major.

Players Win: 1-2 Strikes, owe a Minor Concession. 3-4, owe a Major. 5+, owe both a Major and a Minor.

Players Lose: If opponent has at least 1 Strike, pick from Opposed Rolls list as though you had lost an Opposed Roll by 1 or 2.