

PLAYER QUICK REFERENCE GUIDE

EXPLODING DICE

Any dice that roll the maximum value explode! You can roll them again and add the new total to your action roll as well. Continue rerolling dice until none of them explode.

ADVANTAGE X

Roll X extra attribute dice where X is your advantage level. Discard the lowest X attribute dice. Explode the remaining dice as normal.

DISADVANTAGE X

Roll X extra attribute dice where X is your disadvantage level. Discard the highest X attribute dice. Explode the remaining dice as normal.

FOR NO ATTRIBUTE DICE

Roll 2d20 and keep the highest for Advantage or keep the lowest for Disadvantage. You cannot gain greater than 1 advantage or disadvantage when rolling with no Attribute Dice.

EVERY ROLL MATTERS

Every action roll should drive the story in a new direction. A failed roll should not let the story stagnate, nor should a failure be easily negated by a successful roll from another character.

<p>REACT TO WHAT THE GM DESCRIBES Say what you want your character to do. The GM will tell you if you auto succeed, or if you need to roll to determine the outcome of your choice.</p>	<p>CORE MECHANIC: THE ACTION ROLL Roll 1d20 + attribute dice all dice can explode</p>	<p>SUCCESS Action roll equals or exceeds the CR FAIL & PROGRESS / SUCCESS WITH A TWIST Action roll is less than the CR</p>
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DAMAGING ATTACK OR BANE ATTACK

STEP 1	DETERMINE RANGE	<p>MELEE – Within your reach PROJECTILE – Weapon Range Disadvantage 1 for 1 extra range increment Disadvantage 2 for 2 extra range increments EXTRAORDINARY – Based on Attribute Score 1-3 = 25' 4-6 = 50' 7-9 = 75'</p>	<p>RANGED ATTACKS IN MELEE If enemy within melee reach, you have disadvantage 1. Area attacks are ranged attacks if the area doesn't have at least one space adjacent to the attacker.</p>
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STEP 2	DETERMINE TARGET(S)	<p><i>If more than one target...</i> MELEE – Disadvantage = total # of targets RANGED – Disadvantage = total # of targets (Max 5 within 25' square) AREA – Disadvantage varies as follows: • Cube – Disadvantage 1 per 5' of cube's side. • Line – Disadvantage 1 per connected 5'x10'x10' line (w x l x h) • Cone – Disadvantage 1 per 5' length of cone (width = length)</p>
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STEP 3	DETERMINE TARGETED DEFENSE	<p>Weapon Attacks always target Guard. Extraordinary Attacks target the most logical defense. GUARD – Dodging or Deflecting TOUGHNESS – Bodily Health RESOLVE – Psyche or Will</p>
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STEP 4	ACTION ROLL & CALCULATE RESULT	<p>Attack & Bane Success = Matching the Target Defense Damage Dealt = Action Roll minus Defense (minimum 3 damage) Exceptional Success = 10+ over Defense • Inflict an appropriate Bane for the Attribute and/or Weapon • End one Sustained Boon by your Target</p>
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ATTRIBUTES			
Score	TOTAL COST	DICE	AVG CR BOON CR
1	1	1d4	12
2	3	1d6	14
3	6	1d8	16
4	10	1d10	18
5	15	2d6	20
6	21	2d8	22
7	28	2d10	24
8	36	3d8	26
9	45	3d10	28
10	-	4d8	30

Cannot purchase a score of 10

CALCULATIONS	
GUARD	10 + Agility + Might + Armor + Armor Bonus + Feats
TOUGHNESS	10 + Fortitude + Will + Feats
RESOLVE	10 + Presence + Will + Feats
HIT POINTS	10 + 2(Fortitude + Presence + Will) + Feats
1 XP	3 Attribute Points & 1 Feat Point
3 XP	1 Level

INVOKING A BOON

Target(s) are same as Damaging or Bane Attacks. Your roll determines the Power Level you invoke at (see "Attributes" table). Max Power Level is your Attribute Score invoking the boon. Remember, on a failed roll, your GM might still allow you to succeed with a twist.

MAJOR ACTIONS

DAMAGING ATTACK
See the table to the left.

BANE ATTACK
See the table to the left.

INVOKE A BOON

- Determine Range
- Determine Target(s)
- Roll to Invoke
- Determine Power Level

See info box below.

ASSIST AN ALLY
If you have an attribute score of 1 or more in the attribute an ally is using, you can grant them Advantage 1 on their roll.

TAKE AN EXTRA MOVE ACTION
See Move Actions

MOVE ACTIONS

MOVE YOUR SPEED
You have a default of 30' of movement, which can be broken up. GM might inform you have a different default value.

TAKE SPECIAL MOVEMENT
You can Climb or Swim at half your Speed.
You can make a Might roll to jump:

- Long Jump – distance in feet equal to the roll.
- High Jump – distance in feet equal to half the roll.

RESIST BANES
Roll 1d20 for each bane affecting you. On a roll of 10+ the bane is removed.

MINOR ACTIONS

You may take only 1 of each type of Minor actions. Some examples are:

- Draw Weapon
- Sheath Weapon
- Retrieve Item Stored on Your Person
- Sustain a Boon
- Perception roll to observe surroundings
- Learning roll to recall useful information
- Open a door, chest, drawer, etc.
- Make an Opportunity Attack with Melee weapon when Enemy voluntarily moves from inside to outside of your reach
- Other Minor Actions via GM discretion.

FOCUSED ACTIONS

SUPERIOR ACTION
You can make an action roll with Advantage 1.

CHARGE
You can move up to twice your Speed and make one melee attack at disadvantage 1.

INTERRUPT ACTIONS

You lose your major action the next time your turn in the initiative order comes up.

DEFEND
After a successful attack roll is made against you or an ally, you may roll Defend to replace your targeted defense. You may move up to half your Speed.

IMPROVISE
You may improvise a response to the situation. These will generally be non-offensive actions.