

CONDITIONS

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Aflame. On fire. Fire makes Potency attack and Potency raises by 1 each turn. Also dazed.

Blinded. Cannot see. Vex to all actions. Fail sight-based Perception tests.

Charmed. Friendly demeanor. Social skill tests against you have edge.

Dazed. -2 all actions. Attacks against you have +2.

Deafened. -2 Perception. Fail hearing-based Perception.

Dominated. Under another's control.

Encumbered. -2 all actions w/3 extra kit slot; vex w/6.

Engaged. Non-engaged attacks against you are +2. Your ranged attacks have vex.

Frightened. Terrified of opponent. Move to ranged zone or flee.

Grabbed. You are engaged and may not disengage/withdraw without making an Escape move first.

Hidden. Attacks against you have vex. Your next attack against target you are hidden from has edge, but you are revealed.

Incapacitated. Helpless and unable to move. You may not take actions or reactions or make moves.

Poisoned. Under a toxin's effect.

Prone. Attacks against you are +2 (melee)/-2 (ranged). You cannot skirmish or change zones. You can only melee attack engaged targets at -2. Your ranged attacks have vex.

Ranged. In ranged zone. No melee attacks.

Restrained. Immobilized. You are engaged and cannot take any physical moves other than Escape. Melee attacks against you have edge.

Skirmishing. In skirmish zone. Must spend > to Skirmish on turn or take 1 jolt.

Staggered. Off-balance. No reactions. Vex on first REF- or FIT-based skill test.

Stunned. Vex on all actions. Attacks against you have edge.

Surprised. Cannot take actions or reactions on first round. Attacks against you have edge.

Taking Cover. +2 PD vs. ranged.

Unconscious. Unaware and unable to move. You may not take actions or reactions, make moves, or use senses.

Undetected. You cannot be targeted with an attack. Your next attack against target you are hidden from has edge, but you are revealed.

APTITUDES

EGO	willpower, self control, determination Social Defense
FITness	vitality, strength, overall health Melee, strain meter
INtelleCt	reasoning, judgment, overall smarts Knowledge skills
PERsonality	social savvy, charisma, ability to compel others Social skills
REFlexes	physical speed, agility, coordination Physical Defense, ranged attacks
WIT	mental acuity, awareness, cleverness, intuition Mental Defense, perception.

SKILLS

Acrobatics	Maneuvers relying on dexterity and nimbleness.
Athletics	Maneuvers relying on strength and stamina.
Chronicles	History, myth, and folk tales
Conjuring	Summoning and controlling spirits. Sparks only.
Cultures	Knowledge of current-day people, factions, traditions, and politics
Deception	Lies and misdirection.
Endurance	Stamina and fortitude.
Insight	Evaluating emotions, character, and honesty.
Medicine	Healthcare and first aid.
Melee	Physical skirmishes, with arms and without.
Missiles	Ranged weapons.
Mysteries	Understanding the secret workings of the Weald
Nature	Knowledge of flora and fauna
Perception	Awareness and investigation.
Persuasion	Convincing others.
Provocation	Prodding others to emotional reactions.
Stealth	Prowling and hiding.
Sorcery	Manipulating reality. Sparks only.
Survival	Living off the wild, handling environmental hazards.
Threats	Knowledge of the Blight, Creep, and other dangers
Tinker	Making and repairing things
Trickery	Sleight of hand.

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POSITIVE TWIST OPTIONS

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Actions: An environmental feature works to your advantage.

Actions: Your action has a favorable bonus effect: something catches on fire, an opponent's path is blocked, the lights go out, etc.

Combat: Your action unsteadies an opponent, inflicting 1 (extra) jolt.

Combat: You steady yourself. Remove 1 jolt.

Combat: Your attack has a bonus effect: the opponent is disarmed, knocked prone, deafened, knocked off a ledge, or drops a piece of gear.

Combat: Your opponent cannot use armor to mitigate a hit or wound you have just inflicted.

Social: The NPC you are interacting with becomes distracted, confused, or turns away, creating an opening for action.

Social: You awe or stun nearby onlookers.

Social: Discover a commonality with an NPC.

Social: An NPC lets slip a secret.

Exploration: Something unexpected is revealed—a new path, a hidden resource, a refuge, or something similar.

Exploration: You encounter a beneficial NPC.

Exploration: You discover an interesting creature, item, or aspect of the environment.

NEGATIVE TWIST OPTIONS

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Actions: Your gear malfunctions, breaks, or gets dropped/lost.

Actions: An element of the environment impedes you.

Actions: You trigger an unfavorable side effect: a cacophony inhibits communication, your exit is cut off, smoke inhibits your vision, etc.

Combat: You find yourself in a prone or contorted position.

Combat: You leave yourself vulnerable to the enemy. +1 jolt.

Combat: Your weapon drops, breaks, or gets stuck.

Combat: Your armor or clothing breaks or becomes entangled.

Social: You draw the attention of unfriendly NPCs.

Social: An NPC's attitude towards you changes in a negative way.

Social: You anger or upset onlookers.

Social: You discover a serious division with an NPC.

Social: You accidentally unveil a secret.

Exploration: You become lost or take the wrong direction.

Exploration: You encounter an antagonistic NPC or hostile creature.

Exploration: You wander into dangerous or precarious terrain.

CRITICAL SUCCESS OPTIONS

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Action: If the action has an effect, duration, or range, you double it.

Task Action: You reduce the timeframe by 50%.

Combat: You inflict a wound on an opponent.

Social: An NPC's demeanor towards you increases 1 step.

Carry Forward: Bolstered with confidence, you get +2 on your next immediate action/test.

Rest: You heal an extra strain.

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MOVES / ACTION COSTS

A turn is 6 seconds and you can take 3 actions.
1 reaction per round

Ø	Free action
>	1 action
>>	2 actions
>>>	3 actions
«R	Reaction
Q	Task (ongoing)
ƒ (X)	Task (timeframe or # of actions)
§	Travel move
=	Respite move
Ⓓ	Downtime move

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DERIVED STATS

Stat	Formula
Initiative	1d6 + WIT + REF
Physical Defense	12 + REF
Mental Defense	12 + WIT
Social Defense	12 + EGO
Wound Point	Physical Defense + 3
Strain Meter	4 + (FIT ÷ 2, round up)
Wound Meter	3
Kit	8 + Endurance

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GRIT USES

- Gain edge on a particular skill test, as noted by your abilities.
- Gain edge when you invoke an environmental aspect.
- Gain edge when you take a risk and invoke a bond with another character.
- Turn a failure into success with consequences.

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INITIATIVE ORDER

- Character who triggers the action (first round only)
- Engaged Characters
 - PCs with Initiative ≥ NPC Initiative
 - NPCs
 - PCs with Initiative < NPC Initiative
- Skirmish Characters
 - PCs with Initiative ≥ NPC Initiative
 - NPCs
 - PCs with Initiative < NPC Initiative
- Ranged Characters
 - PCs with Initiative ≥ NPC Initiative
 - NPCs
 - PCs with Initiative < NPC Initiative

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MAKING TESTS

Skill Test: Roll 2d10 + skill

Test with minor modifier: Roll 2d10 + skill score +/- 2

Test with edge/vex: Roll 3d10 (take two highest/lowest) + skill score

Target Number: Difficulty (10 + opponent's level)

Crit Point: Difficulty + 3

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DIFFICULTY

Challenge Level	Difficulty	Crit Point (Diff + 3)
Trivial	No test	—
Easy	8	11
Mild	11	14
Medium	13	16
Hard	15	18
Formidable	18	21

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TEST OUTCOMES

Test Result Is:	Result
Below Difficulty	Failure
Below Difficulty but 10+ (or per story)	Failure with Opportunity
Equals or Exceeds Difficulty (but below Crit Point)	Success
Equals or Exceeds Crit Point	Critical Success

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COMBAT SUMMARY

- Attacker makes an Attack test: 2d10 + Melee/Missiles + modifiers.
- Target number: defender's Physical Defense.
- If the attack *misses*: it inflicts 1 *jolt* on the defender
- If the attack *hits*: it inflicts 1 *strain* on the defender
- If the attack *hits and equals or exceeds* the defender's Wound Point: it inflicts 1 *wound* on the defender
- Armor may be used to negate hits (no strain/wound is inflicted)

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COMBAT ZONES

Engaged	Skirmish	Ranged
Melee attacks can only target opponents in your engaged cluster (unless using a reaction).	Melee attacks can target anyone in the engaged or skirmish zones.	No melee attacks.
Ranged attacks can target anyone, but have vex.	Ranged attacks can target anyone.	Ranged attacks can target anyone.
Attacks made against you from skirmish or ranged get +2.	Make a Skirmish move during your turn or take 1 jolt.	
Use your reaction to Intercept engaged opponents who Disengage.		

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NPC Demeanor

1d10 Roll	Demeanor	Social Skill Modifier
1	Hostile	Vex
2–3	Disagreeable	–2
4–7	Neutral/Indifferent	—
8–9	Agreeable	+2
0	Friendly	Edge

ENCOUNTER DISTANCE

1d10 Roll	Result
1	Face-to-face. You start engaged.
2–4	Short distance (2–10 meters). You start in skirmish.
5–7	Medium distance. (11–30 meters). You start in ranged.
8–9	Long distance (30–100 meters). You start outside of combat distance.
10	Extreme distance (100–5,000 meters). You spot each other from a great distance.

Attacker makes an Attack test

