Pre-session Recap (p.17)

Before each session (after the first), recall the previous session and share your PC's best moment. *Each player takes spark.*

When all are finished, the GM Recaps *(taking suspense)* tying all of these moments together into a proper *"Previously on..."* and starts the session.

How to roll (p.12)

Roll of d6s. Check **highest value** :

6s	**Critical** (can't be cut + critical bonus)
6	**Perfect**
4-5	**Messy**
1-3	**Grim**
Cut Grim	**Disaster** (gain Spark)

Montage Roll (p.13)

Roll to condense a sequence you don't want to play out in detail, but still want to leave up to the dice. *Roll 2d,* resolving it all as a single action roll, then narrate a few beats. Keep things moving or zoom in on a grim.

If multiple PCs join, *each rolls 2d and shares the risk.* Collaborate on the results. 6s on separate rolls don't count towards criticals.

Thorns (p.12)

Normal roll / Though	+0 thorns
Very tough	+1 thorn
Extremely tough	+2 thorns
Impossible	+3 thorns

Setup (p.12)

When a previous action makes a follow-up more effective, you assist without risk. You **roll 1d** as a normal assist, but **don't share the risk**.

Spark (p.12 & 17)

Max 2 per players.

Gain when adding a *tangle*, rolling a *disaster*, resolving a *story arc* or a *quarrel*.

Spend to take +1d on a roll. *You can spend multiple spark on a single roll.*

Carries over each session.

Bonds (p.14)

Your dynamic with each PC. When a bond changes, give a short vignette. *The other PC takes spark.*

Tangles (p.15)

Character-driven complications you introduce and have to follow-up on. *Take spark*. Tangles must stem from your vantage or story arcs and always have an immediate impact *(action roll, option closing off, forcing inaction, etc)*.

Diminishing Pools (p.13)

Set of d6s used to track things (time, resources, effort, etc).

Roll every die in the pool ➜ **drop 1d** for each 1-3 result.

With the *greater effect* bonus on a critical, **drop 1d** before rolling the pool.

If no dice dropped on a messy or perfect action roll, **take a secondary effect**.

If the pool was 1d and it didn't drop, **push yourself** to drop the last die. GM can **spend supsense** to do the same.

Story (p.15)

Each session, you have **2 story**. Spend it to add **story details** that must fit your vantage, at least as a stretch, or tie to a story arc. GM can make a story roll to see how true or beneficial it is, or add nuance.

Potency (p.17)

The ability to pull off *jaw-dropping* feats. When you have potency on a task, you **ignore thorns from difficulty** *(but not from other sources like damage)* and can attempt normally impossible (+3t) tasks.

A **potent feat** can do things like:

━ Group action: Something a team of people could accomplish with an action.

━ Stretching Limits: Something just beyond normal human limitations.

━ Mystical: Feats that don't fit in with the above, but have similar narrative impact.

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Interrupt (p.17)

Make an action roll to try to stop an impact move. This requires a specific talent. If not already involved, you now share the risk. On a messy, the GM takes or keeps suspense.

Vex (p.16)

An intense flash of emotion like *anger*, *fear*, or *confusion*.

Vex is inflicted as a consequence, sometimes in addition to a mark or harm. **You can also spend spark to take vex in place of rattled,** if it fits the situation.

Vex prompts an immediate instinctive response. Choose one:

| Fight | Flight | Freeze | Freakout |

If there's a follow-up roll, take +1t on it. After the response, the vex clears.

Conditions (p.16)

Specific injuries or maladies that impact only relevant situations and are often lasting. They sometimes come alongside harm or a mark *(rattled + broken heart)*, and can be:

- **Urgent**: *4d bleeding out, 6d losing your mind.*
- **Short-term**: *Twisted ankle, drunk.*
- **Long-term**: *Broken arm, a deep hatred.*
- **Permanent**: *Gouged out eye, insanity*

Take +1t when a condition specifically hinders a roll. It can also make an attempt impossible.

Conditions clear when it makes sense, like after a scene, with rest, or when a pool tracking them depletes. They may also require treatment or another specific method to clear them.

You have the final say on long-term and permanent conditions.

Rest (p.16)

A stretch of time between significant action *(a night's camp, a week's travel)*. Paced for drama, not realism. *Clear all marks and harm.*

If a harm's dropped box is checked, roll the healing pool and clear the box instead of clearing the harm.

Vantage (p.14)

Your character's frame of reference, the sum of your backstory, talents, and the current fiction. When a question arises about what you can do, have, or know, check it against your vantage: does it feel like a **given**, a **stretch**, or a **reach** ?

Action Roll (p.13)

Roll to pull off something risky. State **how & why**, clarifying your intent. The GM picks the stat that matches your intentions.

Perfect	You do it, and avoid trouble.
Messy	You do it, but there's trouble. *Prompts an impact move.*
Grim	You fail, and there's trouble. *Prompts an impact move.*

Defense Roll (p.13)

Roll to avoid incoming trouble, **but only when not caused by your own action**. The GM calls for the roll and picks a stat to test.

Perfect	You avoid trouble.
Messy	You avoid the brunt of the trouble. *The GM lightens the consequences.*
Grim	You fail to avoid the trouble. *The GM follows through on the move.*

Stats (p.14)

Your core capabilities rated from 1/*poor* to 3/*great*, used for action and defense rolls.

Brawn	Power, menace, toughness
Agility	Precision, athletics, reflexes
Wits	Smarts, trickery, reading situations
Presence	Influence, willpower, reading people

Assist (p.12)

Help another PC on a roll.

State how & why, then *roll 1d* and **share the risk**.

Include your roll result to theirs.

You can **defend a PC** when they suffer an impact move due to their own roll. *Roll a 1d denfense roll* in their place.

Teamwork (p.12)

When 3+ PCs work together, the **GM picks who rolls the action** — sometimes the most skilled *(lifting a boulder)*, sometimes the least *(sneaking in)*. **The other PCs assist.**

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Quarrels (p.17)

Conflicts between PCs. First, **make sure all players agree to the quarrel.**

Clearly state the stakes for winning and losing, erring on the side of dramatic *(bruises, not bloodied; hurt feelings, not vex).* **Each player rolls 2d and the highest wins** *(5 beats 4).*

Others can assist, or they can join at 2d with their own agenda. On a tie, compromise or keep quarreling.

The winner narrates how they won. Then, the loser narrates how they handle losing. The results of the quarrel are **final**—it's okay for the PC that lost to be bitter, but the story moves in the winner's direction.

Both sides take spark.

Power Pools (p.17)

The power of some talents or items, rolled in place of a stat. The same roll determines the outcome and drops dice from the pool. Even if it's automatically successful, still roll the pool when used and drop dice.

You must roll all dice in the pool.

Story arcs (p.15)

Ambitions	Struggles	Growth
Build a Reputation	Come Unraveled	Embrace Change
Explore the World	Doubt Convictions	Escape My Past
Finish the Mission	Feed My Vices	Find Belonging
Make Things Right	Flirt with Bretayal	Just Enjoy Life
Satisfy Desires	Keep a Secret	Prove Myself
Uncover the Truth	Survive the Storm	Settle Debts

Take spark by resolving an arc with a meaningful moment.

Push Yourself (p.17)

Expend extra effort to activate certain talents. After using the talent, *mark the related stat (your choice).*

Talents that require you to push yourself **can be activated without a mark once per session**.

Harm (p.16)

A hard hit to your mind or body. **This is the default damage from an impact move.**

 ▬ Physical damage leaves you **bloodied**.

 ▬ Mental damage leaves you **rattled**.

Bloodied and rattled each inflict +1t on all rolls. However, you ignore thorns from marks to the related stats.

Getting bloodied or rattled a second time leaves you **dropped** - you're out of the scene. Make a story roll *(usually 2d)* to see the outcome.

Mark (p.16)

Lesser damage, temporary hindrance to a stat. *Take +1t on the next roll with that stat, then clear the mark.*

If a stat is already marked, mark the paired stat instead (Brawn/Agility and Wits/Presence). If both are marked, take the related **harm**.

Take a mark when you **push yourself**.

Healing (p.16)

Treatment requires *time, tools, training*, and carries risk. Each pool can only benefit from treatment a single time. **Marks can't benefit from treatment**.

When bloodied or rattled, start a 3d healing pool. When you **heal** harm from treatment or another source, roll the pool. At 0d, clear the harm.

When dropped, check that harm's dropped box next to the healing pool. You no longer automatically recover during rest.

Downtime (p.16)

Extended breaks *(a month, a season)*. Fully heal and reset per-session talents.

Post-session XP (p.17)

After each session, *take 1 XP* and fill in its box. You start at level 1 and advance when you fill boxes equal to the next level. This lets you choose a **new talent.**

The GM can award 1 bonus XP for a standout session *(about 1 in 4)*. For a slower pace, slash each XP box before filling it.

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