

Game Structure	DICE POOLS	ROLLING
ARC - a story/adventure	Essence	1m/Doom Die to keep an additional die for your total. If opponent does so, you can immediately do the same
ACT - a game	Attribute (Physical - Mental - Social)	PARTIAL DEFENSE - If your total is higher than the reaction BUT the reaction's effect is higher than yours, step it back. If reduced to less than a d4, it does nothing
SCENE - a single situation	Distinction (Personal or Scene, d8 or d4 for 1m)	
TRANSITION ACTION	Specialty	CRIT - Step up your Effect by every 5pts your total beats the Reaction
Exploration Social Combat Tension	Powers (1 x set, max 2 active sets)	
Action Basics	Stunt	
1. Describe intent	Asset	
2. Assemble pool - min 2d, Essence & Distinction (or use Doom Pool)	Resource	
3. Roll. Set aside 1s - Opportunities	Opponent's Complication	
4. Use 2 dice for your total	Opponent's Stress/Trauma	
5. Use a remaining die for your Effect - if none are left default at d4	<i>Your own Stress/Trauma</i> for 1m, step it up after action	
6. You can spend Motes	If you don't have an applicable Specialty or Power you can default @ d6, but you can't use anything else from that category - no SFX, no Limit, no splitting dice etc	
7. Decide on effect - Stress type/Complication/Asset etc		
8. Opponent rolls Reaction		
9. Compare totals and determine outcome	TYPES OF ACTION	
10. Opposing party can buy Opportunities - MC can give you 1m each to get Doom d6s, or 1m to get 1 Doom Die stepped up by the number of xtra Opportunities	ASSET Value = Effect Die, only next roll (or next 2, MC's decision). 1m to have it last till end Scene, 1m for each xtra character who can use it	
	RESOURCE Value = related Specialty stepped back. Till end following scene, 1m till end current Act	

