

Game Structure

ARC - a story/adventure

ACT - a game

SCENE - a single situation

TRANSITION ACTION

Exploration Social Combat Tension

Action Basics

1. Describe intent

2. Assemble pool - min 2d, Essence & Distinction (or use Doom Pool)

3. Roll. Set aside 1s - Opportunities

4. Use 2 dice for your total

5. Use a remaining die for your Effect - if none are left default at d4

6. You can spend Motes

7. Decide on effect - Stress type/Complication/Asset etc

8. Opponent rolls Reaction

9. Compare totals and determine outcome

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

DICE POOLS

Essence

Attribute (Physical - Mental - Social)

Distinction (Personal or Scene, d8 or d4 for 1m)

Specialty

Powers (1 x set, max 2 active sets)

Stunt

Asset

Resource

Opponent's Complication

Opponent's Stress/Trauma

Your own Stress/Trauma for 1m, step it up after action

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

TYPES OF ACTION

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

ROLLING

1m/Doom Die to keep an additional die for your total. If opponent does so, you can immediately do the same

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

CRIT - Step up your Effect by every 5pts your total beats the Reaction

