

### Character Creation

### Check types

Type	Formula	Result
Accuracy (combat)	Use weapon's formula (see weapon list)	HR (high roll of two rolled dice) + weapon bonus
Magic (cast offensive spell or ritual)	Depends on spell used	Spell determines
Opposed	Both participants roll the same applicable dice	Highest roll wins. Crits can generate OPPORTUNITIES
Open (used for ex. for research, no DC is set)	Roll appropriate attributes	Compare to DC table for level of success

### Check types (cont)

**GROUP** Once PC is LEADER, others are SUPPORT. SUPPORTS roll vs DC 10, and on success, add +1 to LEADER'S roll. Each BOND with the LEADER and succeeds on their roll, they ADD their strongest BOND with the LEADER to the roll. LEADER then rolls with these bonuses

**MODIFIERS** - +2 / -2 determined by (dis)advantage of PC in the situation and set by GM

See page 51 for common checks and what rolls to use

### Inventory

**Inventory Points** You start with six points, may have more based on skills  
It costs 10z per point to recover points in town, you may never go over your max Inventory  
Points cannot be shared

### Inventory (cont)

**Spending points** Points can be spent on items on page 104 (potions, shards, tent). Item MUST be immediately used when paid for, and is depleted/destroyed after use

You cannot save created items for later

**Gear and Tools** You will always have available, at no cost, basic tools appropriate to your class and skills

**Equipment** Certain items have a red diamond icon in their entry. This marks them as martial, and only specific classes can use them

**Encumbrance** You get one free slot for Armor, one for main hand gear, one for off hand gear, and one slot for an accessory

Anything not equipped is in the BACKPACK. You can store as much as makes sense in your BACKPACK

Pulling something from your BACKPACK always requires an action



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Page 1 of 4.

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### Fabula Points

Start with 3 points as a new Character

Gain 1 point on a FUMBLE

Gain a point when a VILLAIN enters the SCENE - this can stack if multiple villains enter the same scene

Always start with at least one at the start of the session

If you SURRENDER, gain 2 FABULA points

Invoking BONDS or TRAITS to force yourself to fail a check, gain 1 POINT

No limit to how many points you may have at any time

### Combat - Initiative - Actions

PCs do an INITIATIVE GROUP CHECK, need to beat the enemy's HIGHEST INIT

If PCs win, one of them goes first, then an enemy, then an ally, then an enemy, etc

Actions - everyone gets one ACTION PER ROUND

You CANNOT pass your round/turn

Whichever side won INITIATIVE has won it for the entire encounter, there is no rerolling INIT

### Attack Rolls

Decide if you can reach target Flying targets, for ex. might not be hittable with melee

Roll Accuracy check Weapon Accuracy vs Target's Defense number

Fumbles & Crits Generate OPPORTUNITIES

Damage On a hit, do Weapon DMG

### Attack Rolls (cont)

Conditions Target is: Vulnerable = 2x damage, Resistant = 1/2 dmg, Immune takes no damage, Absorbing recovers HP = to damage inflicted

Multi-attack Using a weapon tagged multi lets you make that many attacks, but just make one attack roll and compare to each target. Crit success means you auto hit all your targets, Fumble means you miss them all. Do normal damage to each target

Two weapon fighting Weapons must be of same category. Multi weapons lose the multi property for the attack. Damage is 0+ weapon (you don't use HR)

You can never use two weapon fighting in a free attack

### DC Setting

DC	Action Difficulty	Comparable to
7	Easy	anyone with some training or natural talent
10	Normal	A competent person
13	Hard	An expert or prodigy

### DC Setting (cont)

16 Very Hard Someone who is among the very best in their field

When in doubt for a DC, just go with 10

### Travelling

Each Travel Day, determine the Travel Roll Die (choose the highest die roll for the terrain) and roll against it

Travel roll >= 6 Encounter a danger

Travel roll = 1 Make an unexpected discovery

After rolling, continue travelling

List of Dangers is on p 108

### Damage, HP, and MP

Zero HP Downed

Zero MP Cannot cast spells or use MP-based abilities

Zero HP NPC They are down, players can finish them off if they want

Zero HP Villain Villain surrenders or tries to flee

Villain must spend 1 Ultima point to freely escape

PC at Zero - Sacrifice Sacrifice themselves to complete a great goal option

Two of the following conditions required



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Page 2 of 4.

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### Damage, HP, and MP (cont)

\* A villain is in the scene

\* A PC you have a BOND with would benefit

\* Your sacrifice benefits the world

PC at Zero HP - Surrender option

They are not DEAD and cannot be killed (it's against the game's theme!)

PC is knocked out, but gains 2 FABULA points

PC wakes up at start of next scene that they'd be part of

GM may inflict a CONSEQUENCE, see p89

Resting

Requires uninterrupted 4-6 hours

Recover all HP and MP

Remove all STATUS effects/conditions

May create a new BOND towards someone or something

May add a new EMOTION to a BOND

May erase an EMOTION from a BOND and replace it with a new one

### Study Action

Roll Result

7+ Basic info. A Hint that's useful but not broad

10+ Complete. A full answer, no room for doubt

13+ Detailed, Complete plus a bonus detail

16+ Encyclopedic. Everything someone would know about the question

### Combat - Movement

Movement is not distinct from your action, it's part of it. So to dash across the room and punch the monster in the nose is an action

Descriptive cool sh\*t doesn't take up part of your action, it is part of it. So doing a cool blade dance as you close in and attack doesn't count against you

### Bonds

Each BOND may have THREE EMOTIONS connected to it at most

EMOTIONS come in pairs (ex. Loyalty and Mistrust) and PC can only have one element of the pair in a current BOND

Creation of BONDS can occur during RESTS or be granted by an OPPORTUNITY. New bonds get a single EMOTION and a starting STRENGTH of +1

During RESTS you can shift EMOTIONS around and add more EMOTIONS to a BOND

You can never have more the SIX Bonds. You may manually remove a BOND to make space for a new one

Even after DEATH, PCs continue to have the BONDS until they are erased

### Actions

Attack melee or ranged attacks

Equipment Switch equipped gear with something in your pack. Cannot do this for ARMOR

Guard (once per turn at start of your next turn) Gain RESISTANCE to all damage types. +2 to OPPOSED CHECKS. You may COVER another creature, preventing all MELEE attacks against them

Hinder Perform a DC 10 check against a foe. Success = make them dazed, shaken, slow, or weak

Inventory Spend INVENTORY PTS to produce and immediately use a consumable item

Objective Work towards completing a conflict objective. Uses an ATTRIB or OPPOSED check. If complex - may require a clock

Spell Cast one spell

Study Gain info about someone or something. Uses an INS+INS open check



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Page 3 of 4.

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### Actions (cont)

Use a Skill	Some skills require an action to activate
Other	Your do something that's not part of this list

Players may use GROUP checks when performing actions, but that means all supporting players and the lead player have used their action for the round.

### Conditions

Condition	Die or Dice Reduced
Dazed	Insight
Enraged	Dex & Insight
Poisoned	Might & Willpower
Shaken	Willpower
Slow	Dexterity
Weak	Might

Effects can be cumulative, though no die can go below d6

### Conditions

Condition	Die or Dice Reduced
Dazed	Insight

### Ultima Points for Villains

Minor villain	5 - enemy commander, unique or infamous monsters
Major	10 - tyrants, mages, powerful legendary creatures
Supreme	15 - Archdemons, demigods, immortals

### Spending points

- Escape	1 point to leave the scene
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### Ultima Points for Villains (cont)

- Invoke Trait	After performing a check, Villain may spend a point to invoke a TRAIT and reroll one or both dice
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- Recovery	1 Point to gain back 50 Mind Points and remove ALL STATUS effects
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Villains do not gain more or recover Ultima pts

A villain with 0 Ultima points stops being a villain and becomes an NPC, though they may ESCALATE

- Escalate	Villain rises to the next level (ex, Minor becomes Major)
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Treat villain as a whole new character with a new stock of Ultima points

Give players one FABULA point

### Using Bonds or Traits to adjust rolls

After making a check, you can SPEND a FABULA POINT and invoke IDENTITY, ORIGIN, or appropriate THEME

Spend a point, and reroll one or both dice taking the better results.

You can continue to spend FABULA points to reroll, there's no limit to rerolls until you run out of FABULA points

BONDS - after making a check, spend a FABULA POINT to invoke the bond. Add the STRENGTH of the BOND to the overall roll total

### Spells and Rituals

Casting a spell	You must be able to move your body, but can be holding items
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Must be able to speak

### Spells and Rituals (cont)

Must have enough MP to cast the chosen spell

Must be able to see your target, unless it's yourself

Spell cast checks	Offensive spells: Elemental, Entrophism, and Spiritism require INSL + WLP checks. Chimerism can choose between INS+WLP or MIG+WLP. Roll vs Target's Magic Defense. Crits auto succeed
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Non-offensive spells automatically succeed

Fumbles and Crits	Generate OPPORTUNITIES as normal
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Hidden casting	Not possible, it's always obvious you're casting
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Stacking	Spell effects, such as ones that cause conditions, do not stack, only the most recent effect is relevant
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RITUALS p.118	Describe what you want the ritual to do
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Determine MP cost by consulting AREA and POTENCY tables

Cast like a spell, but roll vs POTENCY DL (see p 118)



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