

Devil's Bargain

~or~ Offer someone a choice.
Take someone's offer.

offer
~or~ **+1 Die***
gain & pay the price

*Can not also Push for +1D.

Setup

Roll Action or Fortune
to provide an advantage.

Choose
+1 Position or Effect

Push

Gain 2 Stress.

+1 Die or Effect*
~or~ Act while Incapacitated

*May Push once each for both.

Protect

Take someone's Consequences.

Suffer or Resist

Assist

Gain 1 Stress.

give

+1 Die

Trade

Increase the danger to
improve effectiveness.

-1 Position +1 Effect

Resist

Gain 6 Stress minus Resistance roll.*
Or mark off an Armor instead.

Reduce Consequences

*on critical lose 1 Stress.

Flashback

Gain 0, 1, or 2 Stress.
Roll Action or Fortune if needed.

Alter the Fiction

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Alter the Fiction

Teamwork

Gain 1 Stress per team member whose roll fails.

Use Best Result

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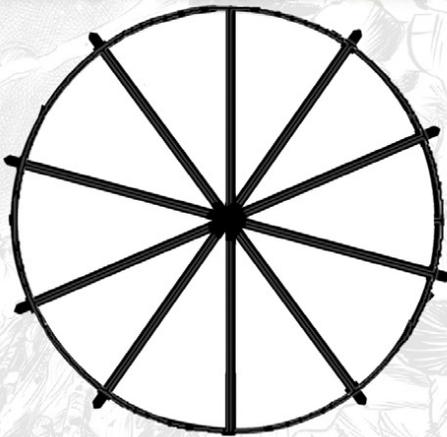
Use Best Result

Teamwork

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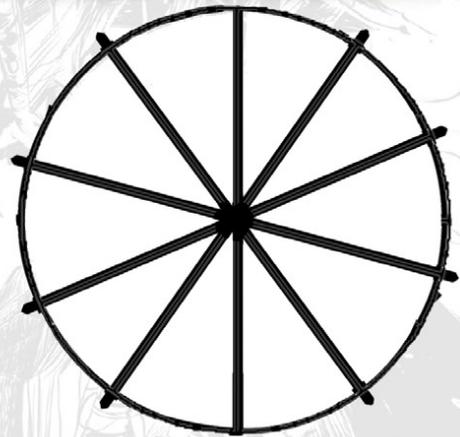
Use Best Result

Summer Ends



The South Falls

Fall Deepens



Panya Burns

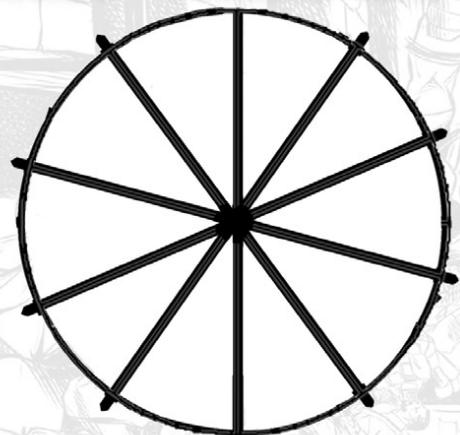
Pressure

Morale

Supply

Intel

Winter Arrives



Skydagger Falls

		POSITION			or other Consequences
		Controlled	Risky	Desperate	
EFFECT	Great	1 3	2 3	3 3	Crit: +1
	Standard	1 2	2 2	3 2	
	Limited	1 1	2 1	3 1	

Position =
 Fiction & Action
 +/- Scale difference
 +/- Threat difference
 +Setup
 +Trade

Effect =
 Fiction & Action
 +Potency
 +/- Scale difference
 +/- Threat difference
 +Setup
 +Push
 +Trade

4/5 or 6: Ticks
 1-3 or 4/5: HARM +/- Threat diff +/- Scale diff

Separately determine... 1. Position 2. Effect 3. Harm

Devil's Bargains

- Collateral Damage
- Unintended Harm
- Sacrifice an Item
- Betrayal
- Anger your Chosen
- Troublesome Clock
- Suffer Harm
- Gain Corruption

(Ask: What complication or hard choice do you want to see happen?)

Action Roll

Roll 1d6 per Action dot.

1-3: fail
 4/5: success but...
 6: success
 2x6: +1 Effect

Take Highest Roll

Order of Action

1. Player states goal
2. Player chooses Action
3. GM sets the Position
4. GM sets the Effect level
5. Player adds bonus dice
6. Player rolls, judge result

Position

Controlled 4/5: withdraw (try again) minor complication reduced effect lesser harm risky position 1-3: withdraw (try again) seize risky opportunity (make same roll again)	Risky 4/5: moderate harm complication reduced effect desperate position 1-3: moderate harm complication lose opportunity	Desperate 4/5: severe harm serious complication 1-3: severe harm serious complication lose this opportunity
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Consequences

Effect

Limited 1 Harm or Tick	Standard 2 Harm or Ticks	Great 3 Harm or Ticks
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Potency +1 Effect
 Teamwork +1 Effect
 Critical +1 Effect

Compare
 Threat +/- Effect
 Scale +/- Effect

Add Item or Ability to Effect after GM sets level

Harm

Position + difference in Threat and Scale.

Lesser (1): Minor injuries, short-lived. Bruised. Confused. Distracted. Drained. Scared. Sprained Ankle.
Moderate (2): Injuries that impede fundamental tasks. Bleeding Cut. Burns. Exhaustion. Panic.
Severe (3): Incapacitating injuries. Impaled. Broken Leg. Catatonic. Crushed Rib. Shot.
Fatal (4): Unrecoverable Injuries. Drowned. Poisoned. Sucking Chest Wound.

Scale

- 1 One or two people. Witch hex. Caustic bile.
- 2 Small group (3-5). Squad. Pack of hounds. Grenade. Horror.
- 3 Medium group (6-10). Fire Oil. Pack of Rotters. Gaunt. Knights.
- 4 Large group (20). Platoon. Miasma. Pack of Burned.
- 5 Huge group (40). Squadron of cavalry. Bell of Keening.
- 6 Massive group (80). Company. Breaker's Fog and Storms.
- 7 Colossal group (160). Battalion.

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	Limited	1 1	2 1	3 1	

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Effect =
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 1-3 or 4/5: HARM +/- Threat diff +/- Scale diff

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Consequences

Effect

Limited 1 Harm or Tick Potency Teamwork Critical	Standard 2 Harm or Ticks +1 Effect +1 Effect +1 Effect	Great 3 Harm or Ticks Compare Threat Scale +/- Effect +/- Effect
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