

Devil's Bargain

Take someone's offer
& pay the price.

+1 Die*
The price is paid, succeed or fail.

*May not also Push for +1D.

Setup

Roll Action or Fortune
to provide an advantage.

Choose

+1 Position or Effect

Push

Gain 2 Stress.

...but if you took a Devil's Bargain,
you cannot Push for +1D.

+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.

...or reduce the danger but reduce effectiveness.

-/+1 Position +/- Effect

Resist

Tick an appropriate Armor box.

~or~

Take 6 Stress minus Resistance roll.
or clear 1 Stress on critical.

Reduce Consequences
or resist effect of powerful enemy

Flashback

Gain 0, 1, or 2 Stress.

Roll Action or Fortune if needed.

Alter the Fiction

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Alter the Fiction

Fine & Potent

Fine : Threat 2
Potent : +Effect

Improve Situation

Fortune Roll

Roll 1d6 for luck, or per Action dot or Threat level.
+1d per Major Advantage -1d per Major Disadvantage

1-3: Poor result 4/5: Limited result
6: Good result 2x6: Excellent result

Take Highest Roll
or compare two rolls

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or compare two rolls

Teamwork

Gain 1 Stress per team member whose roll fails.

Use Best Result

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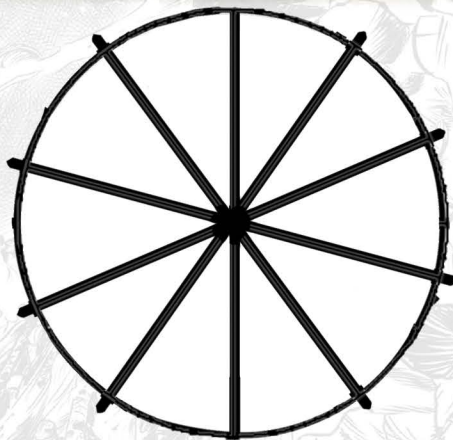
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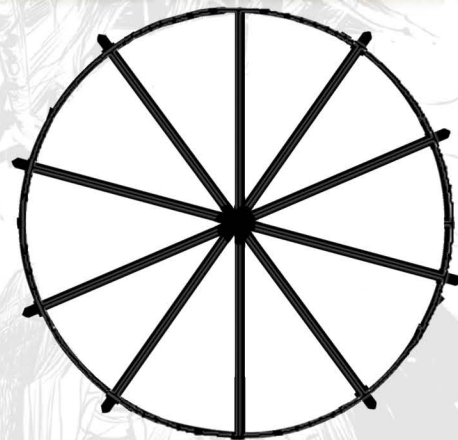
Use Best Result

Summer Ends



The South Falls

Fall Deepens



Panya Burns

Pressure

☐

Morale

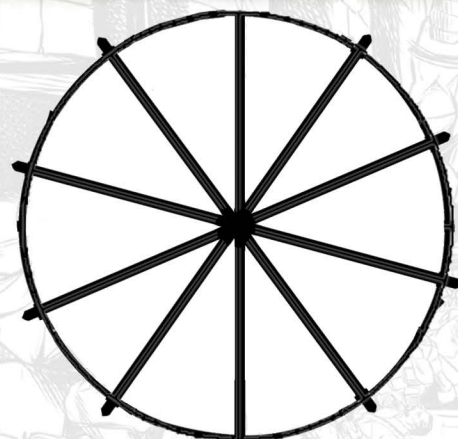
Supply

☐
☐

Intel

☐

Winter Arrives



Skydagger Falls

		POSITION			
EFFECT		Controlled	Risky	Desperate	
	Great	1 3	2 3	3 3	Crit: +1 TICKS 4/5 or 6: Effect = Fiction & Action +/- Potency +/- Scale difference +/- Threat difference + Setup + Push +/- Trade
	Standard	1 2	2 2	3 2	
	Limited	1 1	2 1	3 1	
		1-3 or 4/5: HARM	+/- Threat diff	+/- Scale diff	

Position = Fiction & Action + Setup +/- Trade

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

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

Potential 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

* if 0 dots, roll 2d6, take Lowest Roll, no crits

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

Consequences

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)

* always available as player's option

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

* any critical on any roll always provides increased Effect - roll and gain 1st in this Attribute

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

Add Item or Ability to Effect after GM sets level

Harm

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.

Position + difference in Threat and Scale.

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.

POSITION

EFFECT

Limited Standard Great

Controlled Risky Desperate

1	1	1
2	2	2
3	3	3

HARM

+/- Threat diff

Effect =

Fiction & Action

+/-Potency

+/-Scale difference

+/-Threat difference

+Setup

+Push

+/-Trade

4/5 or 6: Ticks Crit: +1

Position =

Fiction & Action

+Setup

+/-Trade

or other Consequences

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

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