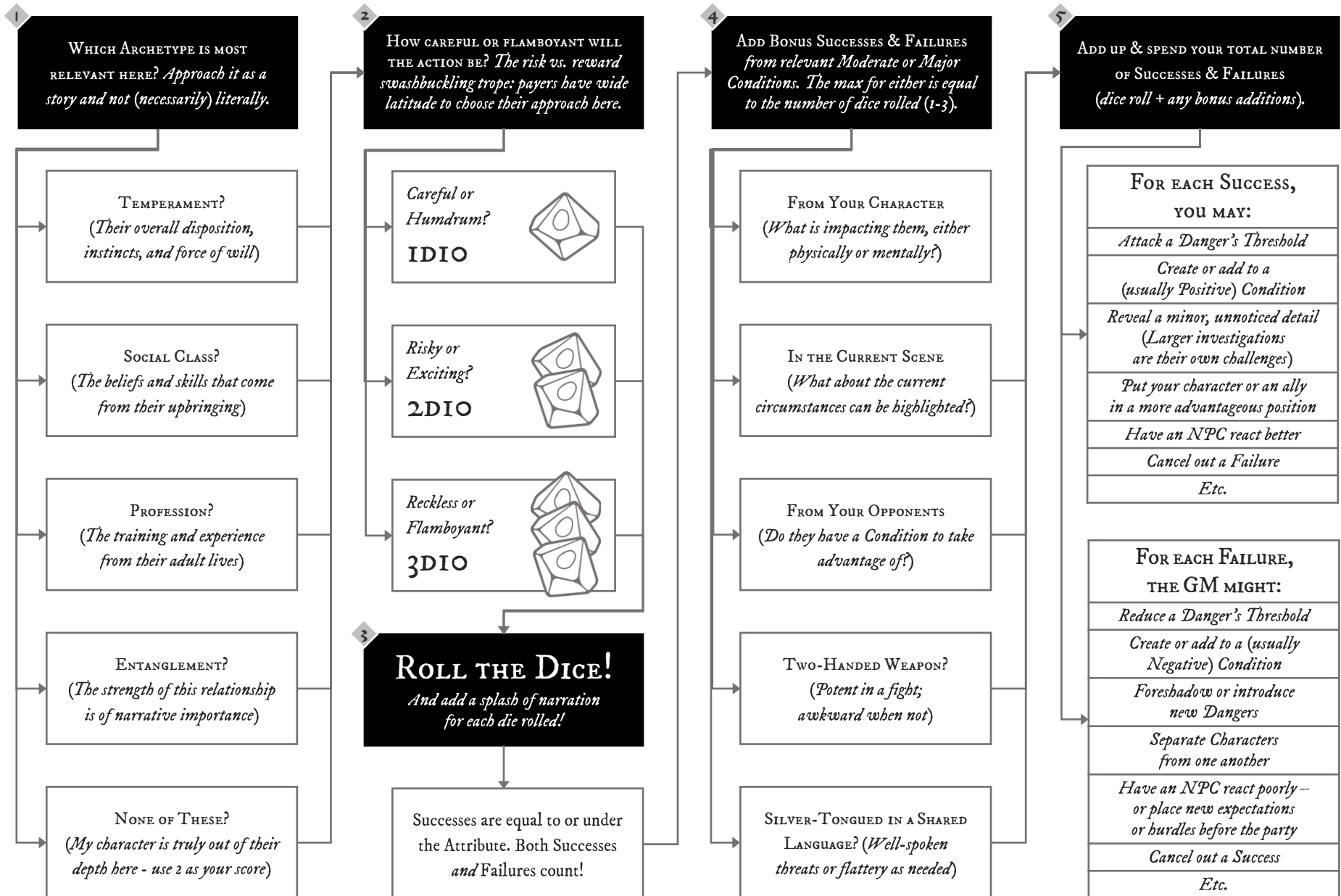



Action Rolls: THE CORE DICE MECHANIC: PLAYERS CHOOSE TO INITIATE THESE ROLLS.



Reaction Rolls: GMs CALL FOR THESE ROLLS TO BE MADE.

Conditions

1 REACTION ROLLS are used to save Characters from certain harm – or reveal how their social mores would have them to react.

2 **ROLL IDIO** 
No extra dice. No Bonus Successes or Failures.

IS THIS A PHYSICAL, INTELLECTUAL, OR OBSERVATIONAL REACTION? Choose the relevant Archetype. Like Action Rolls, approaching this question in a literary and not literal way may help. If none, use a score of 2.

ROLL EQUAL TO OR UNDER YOUR ARCHETYPE to Succeed in your Reaction and avoid the danger, notice details, etc.

ROLL OVER and calamity awaits!

BELIEF: Personal piety and superstition about religion, folklore, and pseudo-sciences.

ROLL EQUAL TO OR UNDER YOUR ATTITUDE, and your character's action or instincts align with that broader social attitude.

HONOR: Maintaining face, not suffering slights, self-sacrifice, acting boldly - and even chivalrously.

ROLL OVER YOUR ATTITUDE, and your character's behavior should not align with that broader social attitude.

STATION: Respecting tradition, deferring to one's betters, charity to those below you.

ROLLS OF 1 CAUSE COMPULSIONS: a Major Condition related to what prompted the Reaction Roll.

Conditions are *how important environmental, physical, mental, and social effects* are tracked and given mechanical weight. The number of Conditions PCs are allowed is determined by their Fortitude. Conditions also are present in scenes and can be represented in important items or NPCs.

EVERY CONDITION HAS FOUR COMPONENTS:

TIER: One of three that reflect the relative importance and impact to a scene, character, etc.: Minor, Moderate, or Major	SCORE: The number of Successes (or Failures!) it took to create this Condition.
TYPE: May be Positive (+), Negative (-), or Ambiguous (±) for the Party. Effects how Conditions stack.	DESCRIPTION: Evocative, but temporary. Rewrite as needed when Tiers change.

MINOR CONDITIONS (1PT): Narrative only: foreshadowing what may become important.

Minor Conditions resolve themselves at the end of a Scene.

MODERATE CONDITIONS (2-3PTS): A noticeable and significant impact – for good or bad.

A relevant Action Roll must be made to attempt to remove a Moderate Condition.

MAJOR CONDITIONS (4-5PTS): (What is impacting them, either physically or mentally?)

Minor Conditions resolve themselves at the end of a Scene.

Character Sheet Overview

