

CORE ACTIONS

Rules Reference

Take a Risk, Take a risk and expose yourself to the consequences. “Catch-all” action.

Rally, Strengthen an ally with words or physical care. On success, empties the edge from one of the ally’s negative edge pools and grants them temporary willpower.
Diminished effect.

Search, Look for clues and answers. Ask two search questions, one of your own design and one from your character sheet. On a success, the GM answers both. On a bad outcome, the GM answers one. *Diminished effect.*

Reaction, Respond to immediate danger when the world has initiative. Success decreases consequence by a step; perfect success negates consequence. *Diminished effect.*

Effect & Consequences

Minor	<ul style="list-style-type: none"> ◇ 1 clock tick. ◇ OR 1-edge dis/advantage. ◇ OR 1 harm.
Moderate	<ul style="list-style-type: none"> ◇ 2 clock tick. ◇ OR 2-edge dis/advantage. ◇ OR 1d6 harm.
Major	<ul style="list-style-type: none"> ◇ 3 clock tick. ◇ OR 3-edge dis/advantage. ◇ OR 2d6 harm.

Diminished Effect

Actions with *diminished effect* reduce positive effects by a step (ex. major to moderate.)

Position	<i>Bad Outcome</i> 7 or less.	<i>Success</i> 8 to 11.	<i>Perfect Success</i> 12 or more.
Dominant Stacked in your favor.	Situation worsens.	Moderate bonus.	Major bonus.
Daring High risk gamble.	Major consequence.	Major consequence & major bonus.	Major bonus.
Delicate Tense or developing.	Moderate consequence.	Minor consequence & minor bonus.	Moderate bonus.
Desperate In way over your head.	Major consequence.	Major consequence & minor bonus.	Minor bonus.

HARM RESOLUTION

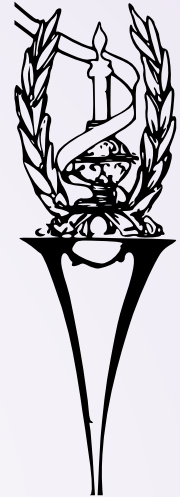
Harm is dealt to an attribute (Endurance, Ego, Focus, or Resources). It can be resisted in several ways.

- ◇ Spend any amount of **edge** from that attribute to reduce harm by the same amount.
- ◇ Make a single **resistance roll** by spending 1 willpower. Roll 2d6 and subtract from the total harm.
- ◇ Make a single **bonus resistance roll** if permitted by special features. Roll 1d6 and subtract from total harm.

Any unresisted harm turns into wounds. **5 edge’s worth of wounds** creates a Trauma.

Harm to Endurance, Ego, or Focus.	1 to 3 harm	4 to 6 harm	7 to 9 harm	10 to 12 harm	13+ harm
	1-edge wound. Light.	2-edge wound. Moderate.	3-edge wound. Severe.	Severe 3-edge wound & critical.	Death or mind breaks.

Wealth Tier	<i>Could gain with Gather Asset downtime action...</i>	<i>Negligible Cost</i>	Standard Asset Price
Wealth 0, Destitute.	Rags or scraps.	-	W0 1 Resources Edge
Wealth 1, Poor.	Simple tool or necessities.	Meager Food	W1 2 Resources Edge
Wealth 2, Modest.	Tradesman's tools or travel fare.	Necessities	W2 1 VM or 3 Resources Edge
Wealth 3, Average.	Professional service or medieval weaponry.	Necessities	W3 2 VM
Wealth 4, Affluent.	Firearm or individual servant.	Wealth 1	W4 5 VM
Wealth 5, Wealthy.	Plate armor or common tech.	Wealth 1	W5 10 VM
Wealth 6, Aristocratic.	100-man company or sea vessel.	Wealth 2	W6 15 VM
Wealth 7, Lordly.	Land acquisition or rare relic-tech.	Wealth 2	W7 30 VM
Wealth 8, Kingly.	10,000-man company or build a new factory.	Wealth 3	W8 60 VM
Wealth 9, Imperial.	International settlement or rarest relic artifacts.	Wealth 4	W9 120 VM



Downtime Actions	Ticks	Description
Rest	1	Restore all character edge, including negative edge, and 1 willpower.
Heal	2	As rest, but clear wounds, reduce a scar, and restore all willpower.
Advance Project	1	Advance long-term research, crafting, or organization.
Travel	1-2	Travel many hours to a new location. A week or more takes 2 ticks.
Marshal Ally	0	Send your NPC allies on a major quest and wait for the result.
Gather Asset	1	Gain some good or service up to what is described by your Wealth tier.
Liquidate Asset	0-1	Sell an asset for liquid Vinmarh. Choose to take 1 tick for better returns.
Earn Vinmarh	1	Mundane labor. Gain Vinmarh up to standard asset price of Wealth tier.
Consolidate Wealth	1	Invest a significant amount of Vinmarh to raise your Wealth tier.
Train	3	Train a new advancement from your archetype or a new somnus.

Harm to Resources.	1 to 3 harm	4 to 6 harm	7 to 9 harm	10 to 12 harm	13+ harm	Any harm
	Asset disabled or shortage.	Asset damaged.	Asset destroyed or lost.	As 7 to 9 or lose 1 Wealth.	Halved Wealth tier, lose assets.	Misfire or Malfunction