

## 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

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

## Diminished Effect

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

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

## HARM RESOLUTION

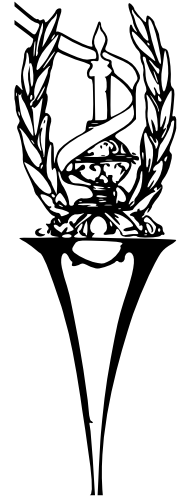
Harm is dealt to an attribute (Endurance, Ego, Focus, or Resources). It can be resisted in several ways.

- ◇ 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 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<br>Endurance,<br>Ego, or Focus. | 1 to 3 harm         | 4 to 6 harm            | 7 to 9 harm                       | 10 to 12 harm                     | 13+ harm              |
|-----------------------------------------|---------------------|------------------------|-----------------------------------|-----------------------------------|-----------------------|
|                                         | Light 1-edge wound. | Moderate 2-edge wound. | Severe 3-edge wound & Critical-3. | Severe 3-edge wound & Critical-1. | Death or mind breaks. |

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



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

| Harm to Resources. | <i>1 to 3 harm</i>          | <i>4 to 6 harm</i> | <i>7 to 9 harm</i>       | <i>10 to 12 harm</i>        | <i>13+ harm</i>                  | <i>Any harm</i>        |
|--------------------|-----------------------------|--------------------|--------------------------|-----------------------------|----------------------------------|------------------------|
|                    | 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 |