Quick Reference: Core Rules

Making a Check

1. GM telegraphs risk
2. Pick skill, roll matching die
3. Interpret: 1-2 = fail + complication, 3-4 = succeed + complication, 5+ = succeed
4. Reduce skill by one step (d12→d10→d8→d6→d4)

Catch Your Breath

- Resets all skills to original ratings
- Can be done anytime, even in combat
- GM introduces new complication

Loot Checks

- Start with d12 loot die, step down after each use
- Roll: 1-2 = trouble here, 3-4 = trouble ahead, 5+ = find item (die rating matches result)
- Reset loot die when you catch your breath

Stunts

- Use d12 instead of skill rating for extraordinary actions
- Must catch your breath before attempting another

Stress

- Track complications and damage with stress boxes
- 4 stress = vulnerable (failure could mean death)
- Clear 2 stress with med kit or rest in secure location

Revision #6
Created 2025-11-28 13:28:46 UTC by zeruhur
Updated 2025-11-28 14:56:49 UTC by zeruhur