Appendix B: Quick Reference Card

CORE MECHANIC:

1. Frame action as closed question
2. Build dice pool: 1 Action Die + Chance Dice - Risk Dice
3. Roll the pool, keep highest die
4. Resolve outcome (1=No and..., 2=No, 3=No but, 4=Yes but, 5=Yes, 6=Yes and...)
5. Describe result in fiction

DICE OUTCOMES:

Roll	Outcome	
6	Yes, and...	+1 to result
5	Yes...	Success
4	Yes, but...	Success w/ complication
3	No, but...	Failure w/ benefit
2	No...	Failure
1	No, and...	-1 to result

ZONE MODIFIERS (Base):

- Day Side: +2 Risk Dice
- Twilight Belt: None
- Night Side: +1 Risk Die

PSYCHIC ABILITIES:

- Weather Working: Manipulate winds and storms
- Thermal Sense: Perceive heat signatures
- Deep Bonding: Connect with native life
- Shadow Walking: Navigate in darkness
- Water Finding: Locate water sources

PROGRESSION LEVELS:

- Novice: Basic capability

- Adept: Enhanced control and range
- Master: Legendary mastery and cost

PSYCHIC ABILITY COSTS:

- Weather Working → Psychically Drained
- Thermal Sense → Overwhelmed by Thermal Noise
- Deep Bonding → Grief-Struck (on loss)
- Shadow Walking → Disoriented
- Water Finding → Resonance-Overwhelmed

CONDITIONS (Examples): Injured, Exhausted, Frightened, Psychically Drained, Overheating, Disoriented, Grief-Struck

CHARACTER TAGS:

1. Concept (role/identity)
2. Skills (expertise): 3 total
3. Frailty (vulnerability)
4. Gear (equipment): 2 total
5. Goal (ambition)
6. Motive (why)
7. Nemesis (opposition)
8. Relationships (2 with other characters)

SETTLEMENT RESOURCE STATUS: Water: Abundant / Adequate / Rationing / Crisis **Power:** Full Grid / Adequate / Blackouts / Failure **Provisions:** Well-Supplied / Adequate / Low / Critical

DICE POOL MODIFIERS:

- Chance Die (+): Helpful Skill, favorable Gear, beneficial environment, ally help
- Risk Die (-): Opposing Skill, environmental hazard, Frailty applies, enemy opposition

WHEN TO ROLL: Roll when: outcome is uncertain + failure has interesting consequences + success isn't guaranteed Don't roll when: automatic success + automatic failure + outcome doesn't matter

SAFETY TOOLS:

- Before play: CATS (Concept, Aim, Tone, Subject Matter)
- During play: Script Change (pause and adjust immediately)
- Emergent: Lines & Veils (stated when they come up)

CONFLICT RESOLUTION:

- Zoom Out: Single question resolves entire scene
- Zoom In: Multiple questions for detailed conflict

ADVANCEMENT:

- No XP or levels
- Characters evolve through fiction
- Update Tags when story changes them
- Skills deepen, Frailties transform, Goals are achieved/replaced, Relationships shift

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Revision #26
Created 2026-02-02 16:11:29 UTC by zeruhur
Updated 2026-10-28 18:39:28 UTC by zeruhur