



Quick Reference

Core Mechanics

Basic Resolution

Roll 1-3d6 based on your archetype and situation

Meet or exceed the difficulty number on any die to succeed

Multiple successes = exceptional success with extra benefits

All 1s = critical failure with interesting complications

How Many Dice?

- 3 Dice: Using your primary trait for something within your concept
- 2 Dice: Using non-primary trait, or primary trait doesn't quite fit
- 1 Die: Attempting something requiring specialized knowledge outside your concept

Difficulty Numbers

- Easy (4+): Simple tasks that could go wrong under pressure
- Standard (5+): Normal challenges requiring real effort (most challenges)
- Hard (6+): Difficult tasks that push your limits

Challenges



Extended Challenges

- GM places effort tokens based on scope
- Each successful die removes one token
- Complete when all tokens removed
- Players can work together
- Failure has consequences but challenge continues

Opposed Challenges

- Both sides roll dice
- Highest individual die wins
- Ties go to whoever had most dice meeting difficulty



Group Challenges

- Each player rolls individually
- Majority success = group succeeds
- Consider partial success for mixed results



Karma (Starting: 3 per session)

- Spend 1 Karma: Automatically succeed without rolling
- Spend 1 Karma: Reduce difficulty by 1 (after rolling)
- Spend 1 Karma: Significantly impact the story with a perk
- Limit: Only 1 karma per challenge
- Recovery: Activate quirks and fail the roll, accept GM complications, exceptional roleplay

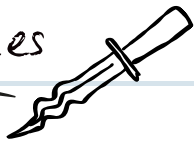
Resolve (Starting: 3 per session)

- Lost when: Failing challenges with serious consequences, being defeated in combat, traumatic experiences
- Recovery: Activate quirks and succeed despite them, accomplish significant personal goals
- At Zero: Character is defeated, recover all resolve, gain an affliction, can't participate actively in scene

Effort Tokens

- 1 token: Minor opponents, single guards
- 2-3 tokens: Significant opponents, trained agents
- 4+ tokens: Major opponents, powerful Freaks, groups of enemies

Combat Guidelines

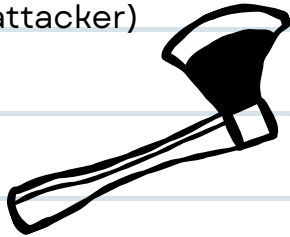


NPCs as Challenges

- Assign difficulty 4-6 based on threat level
- Give effort tokens representing their resolve
- Groups of similar enemies = single challenge with extra tokens

Resolution

- Turn order follows narrative
- Players make all rolls (attack on their turn, defend on enemy's turn)
- One defense roll per turn (against most dangerous attacker)



Difficulty Examples

Social Situations

- Convincing an ally: 4
- Persuading a neutral party: 5
- Changing a hostile mind: 6

Physical Challenges

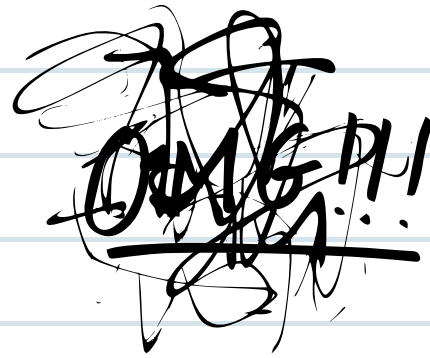
- Climbing when not rushed: 4
- Most athletic feats: 5
- Impressive displays of ability: 6

Mental Tasks

- Recalling known information: 4
- Solving puzzles under pressure: 5
- Complex technical work: 6

Power Usage

- Familiar applications: 4
- Standard superhuman feats: 5
- Pushing your limits: 6



Power Usage

Simple Applications

- Automatic success for basic, familiar uses
- No roll needed when not under pressure
- Roll when stressed or attempting something new

Complex Applications

- Roll appropriate trait for advanced techniques
- Spend Effort/Resolve for impressive displays
- Consider exposure risk for public use

Power Development

- Practice scenes justify advancement
- Emotional moments trigger breakthroughs
- Mentor relationships enable learning
- Crisis situations push limits

