START

Need to know who acts first? — **YES** → Each contending character makes a Reflex roll (invoking any appropriate aspects) → Characters act in descending order of their Reflex roll

NO → Acting character declares action

Perform Action

A **Vigor Rush** allows you to wager one point of Vigor on your next action, reaction, or passive defense in exchange for being able to ignore your Vigor limitations and any aspects or tools you might need to endure. if you fail your roll, you automatically and immediately lose a point of Vigor.

ATTACK · **OTHER ACTION** · **MANEUVER**

Is the maneuver automatic (requires no roll)?
- **NO**
- **YES** → Create D6 condition

Assemble dice pool
(Skill + Tool + Invoked Tools + Invoked Aspects; If there are any penalties, remove the highest ranked die that is equal to or less than the penalty's rank)

Assemble dice pool
(Skill + Tool + Invoked Tools + Invoked Aspects; If there are any penalties, remove the highest ranked die that is equal to or less than the penalty's rank)

Roll for the attack; if attacking multiple targets, assign each die to one of the targets

Roll for the maneuver; if maneuvering against multiple targets, assign each die to one of the targets

Is the maneuver opposed? — **YES** → Defender makes roll to oppose maneuver; this does not cost anything unless the maneuver was made against another character or against the scene (in which case the defending character must use his reaction and spend Ardor as appropriate)

NO

Is the defender reacting?
- **YES** → Has the defender already reacted this turn?
  - **YES** → Defender must spend an ardor point
  - **NO**
- **NO**

Defender rolls for reaction (Skill + Tool + invoked tools + invoked aspects)

Defender rolls passive defense (Fitness for combat; will for parley; hide or sense for subterfuge; add a tool and invoked aspects as usual)

Is the opposed roll higher than the maneuver?
- **NO**
- **YES** → The maneuver fails

Create the condition with a rank of d6, or d8 for a double success, or d10 for a triple success

Is the reaction higher than the attack?
- **NO**
- **YES**

Is the passive defense higher than the attack?
- **NO** → Defender loses 1 vigor (or 2 vigor for a double success, or 3 vigor for a triple success)
- **YES**

Is the reaction or passive defense a double or triple success?
- **YES** → Defender regains vigor (1 for a double success and 2 for a triple success)
- **NO**

Defender may take a d8 injury to negate 1 point of vigor loss from a double or triple success or a d12 injury to negate 2 points of vigor loss from a triple success; if vigor loss exceeds available vigor points, the extra loss automatically translates into an injury (d8 injury for 1 extra point, and d12 injury for two extra points)

Play switches to next character

Basic Actions

Assemble Dice Pool
Skill + Tool + Invoked Tools + Invoked Aspects

Check Vigor Limit
Does the number of dice in the pool exceed the character's Vigor?

YES → Starting with the lowest die, Remove dice from the pool until the number of dice and the Vigor are equal

NO

Check for Penalty
Do any tools carried by the character or any aspects belonging to the character or scene cause a hindrance to the action?

YES → Only the highest ranking hindrance is considered as a penalty; remove the highest-ranked die from the pool that is equal to or less than the penalty's rank; if there is only 1 die in the pool and its rank is less than or equal to the penalty rank, the penalty decreases that die type to a D4

Set Target
Standard = 4
Dynamic = roll based on difficulty
Opposed roll = roll based on opposing skills, aspects, etc.

Award 1 Ardor

Set Stakes
Define consequences, if any

Roll the Dice
The highest number that appears is the primary result

Check for Success
Is the primary result greater than or equal to the target number?

YES → **SUCCESS**
The action happens as planned; check for double or triple success

NO

FAILURE
The action does not succeed; apply consequences

Combat

MOVING AND POSITIONING

QUICK MOVE
Approaching an enemy across a short distance, backing away, or standing up are **free action**s and may be combined with another action

DASH
If covering a long distance, make a dash roll as a regular action; if successful, perform a simultaneous action for an Ardor point

READYING AND WIELDING WEAPONS

Weapon Rank > Fitness **AND** Weapon Rank > Strike	Weapon Rank <= Fitness **OR** Weapon Rank <= Strike	Weapon Rank <= Fitness **AND** Weapon Rank <= Strike
↓	↓	↓
Must use two hands to wield weapon; requires an action to ready	May wield in preferred hand; free action to ready	May wield in off-hand; free action to ready

Bows and crossbows always require two hands; readying a bow or crossbow requires an action; nocking a bow with an arrow or loading a sling with a bullet is considered part of the attack action; loading a crossbow requires a separate action

Shields may always be wielded in your off-hand; readying a shield requires an action

ATTACK ACTIONS

Punch or Kick = **Brawl**

Melee attack with a weapon = **Strike**

Ranged attack = **Aim**

REACTIONS

Dodge or **Parry**

Dodge or **Parry** (must parry with weapon or shield)

Evade or **Parry** (must parry with shield)

PASSIVE DEFENSE

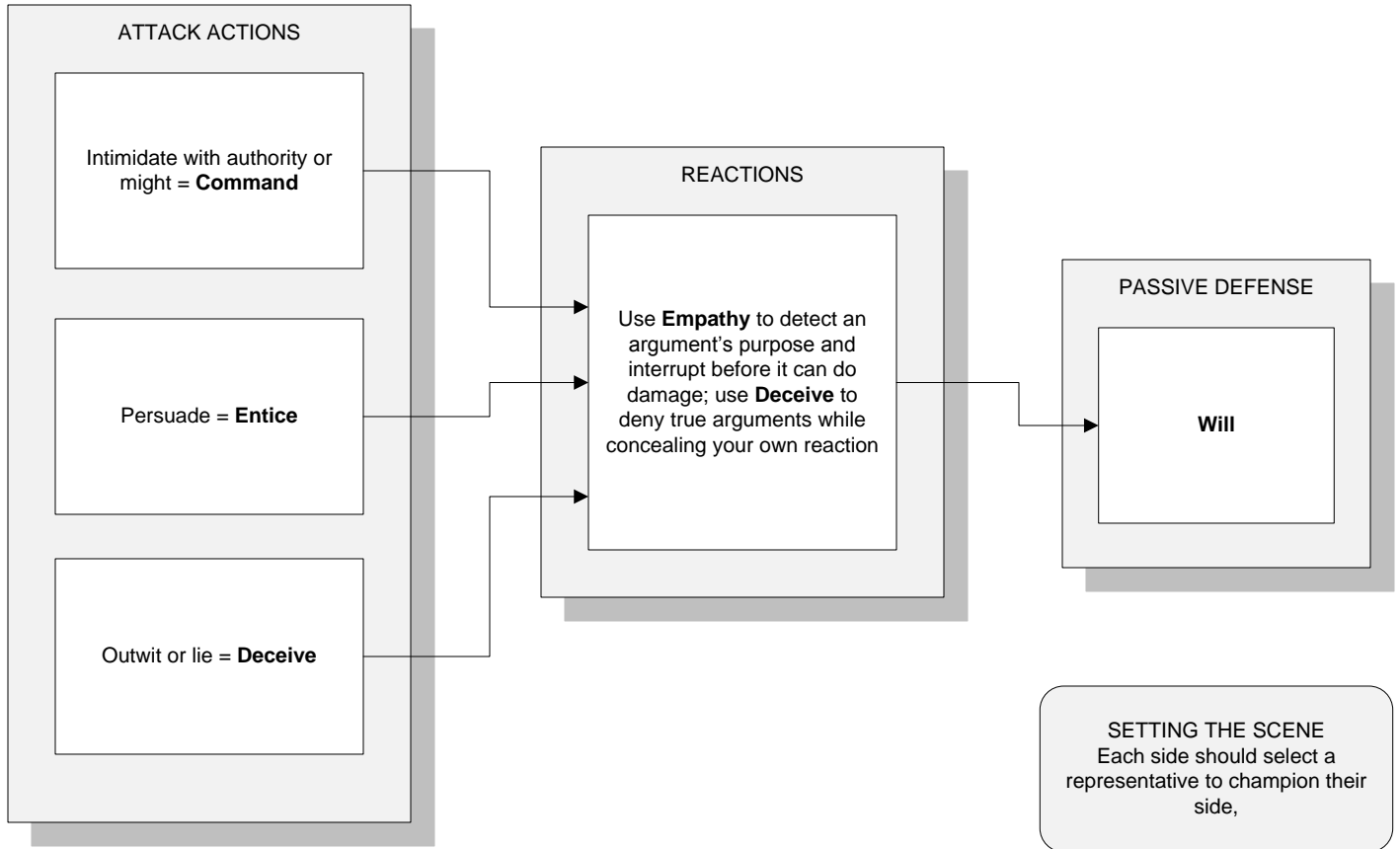**Fitness** + tool (armor); spend Ardor to invoke additional pieces of armor

CHECKING AMMUNTION
Roll the ammunition's rank. If the result is 4 or greater, the supply remains at the same level. If the roll is less than 4, the supply is reduced by one rank. If the current supply is d4 and the roll is less than 4, the character has completely run out of ammunition.

SAMPLE MANEUVERS
A character may use a Strike maneuver to knock an opponent's sword from their hands, giving them the condition *Disarmed*. A sweeping kick with a Brawl roll might knock an enemy's feet out from under him, leaving him *Prone*. Use a Command roll in an intimidating fashion to make an enemy *Frightened* or to boost any ally's morale so that she is *Encouraged*. Use a Deceive roll for a feint to make an opponent *Confused*. Maneuvers using Subterfuge skills like Sneak and Hide allow you to be *Unnoticed* or *Hidden* on the battlefield. Use the Sense and Hunt skills in maneuvers to negate these conditions.

Parley

ATTACK ACTIONS

Intimidate with authority or might = **Command**

Persuade = **Entice**

Outwit or lie = **Deceive**

REACTIONS

Use **Empathy** to detect an argument's purpose and interrupt before it can do damage; use **Deceive** to deny true arguments while concealing your own reaction

PASSIVE DEFENSE

Will

SETTING THE SCENE
Each side should select a representative to champion their side,

Subterfuge

	ATTACK ACTIONS	REACTIONS	PASSIVE DEFENSE
Thieves	Get past guards = **Sneak**	**Reflex**	**Hide**
Guards	Actively seek out any sign of intrusion = **Hunt**	**Reflex**	**Sense**

Chase

GM offers a choice of terrain types and target numbers.

Thieves → The thieves pick one of the terrains.

MANEUVERS DURING A CHASE
Each participant must make an attack every round in order to keep pace. Therefore, a character may only make a maneuver by paying Ardor for the multiple action. Maneuvers should be resolved before making any attack rolls. Participants may make combat attacks against their enemies as maneuvers. They will not do Vigor damage as they would in combat, but instead create conditions designed to slow an opponent down.

Guards → All participants make an attack roll against the terrain

Use **Dash** rolls when on foot, traveling over land or leaping gaps. Use **Swim** rolls when traversing through water or diving under its surface. **Climb** rolls are used to scale ladders, walls, cliffs and the l ke. If you are on horseback or riding in a horse-drawn cart or wagon, make a **Ride** roll using the horse's Dash skill as a tool. While sailing or rowing on a boat, the vessel's captain makes a **Boat** roll and the boat itself serves as a tool.

The GM makes the terrain roll

Lose a point of vigor ← **NO** ← Is the attack roll greater than or equal to the terrain roll? → **YES** → Your character keeps pace with the chase. If you score a double success, you gain back a point of Vigor. A triple success allows you to gain back 2 points of Vigor.

NO ← Rolled all 1's? → **YES** → Automatically receive a d8 injury: usually a *Sprained ankle* or something similar at the GM's discretion. If riding a horse, the horse suffers the injury and if boating, the vessel receives the injury.

Next Round

NO ← Out of Vigor? → **YES** → When a thief has run out of Vigor, one of the guards catches him. The guard must choose whether to drop out of the chase to secure the thief 's arrest. When a guard runs out of Vigor, she runs out of breath and cannot continue the chase.
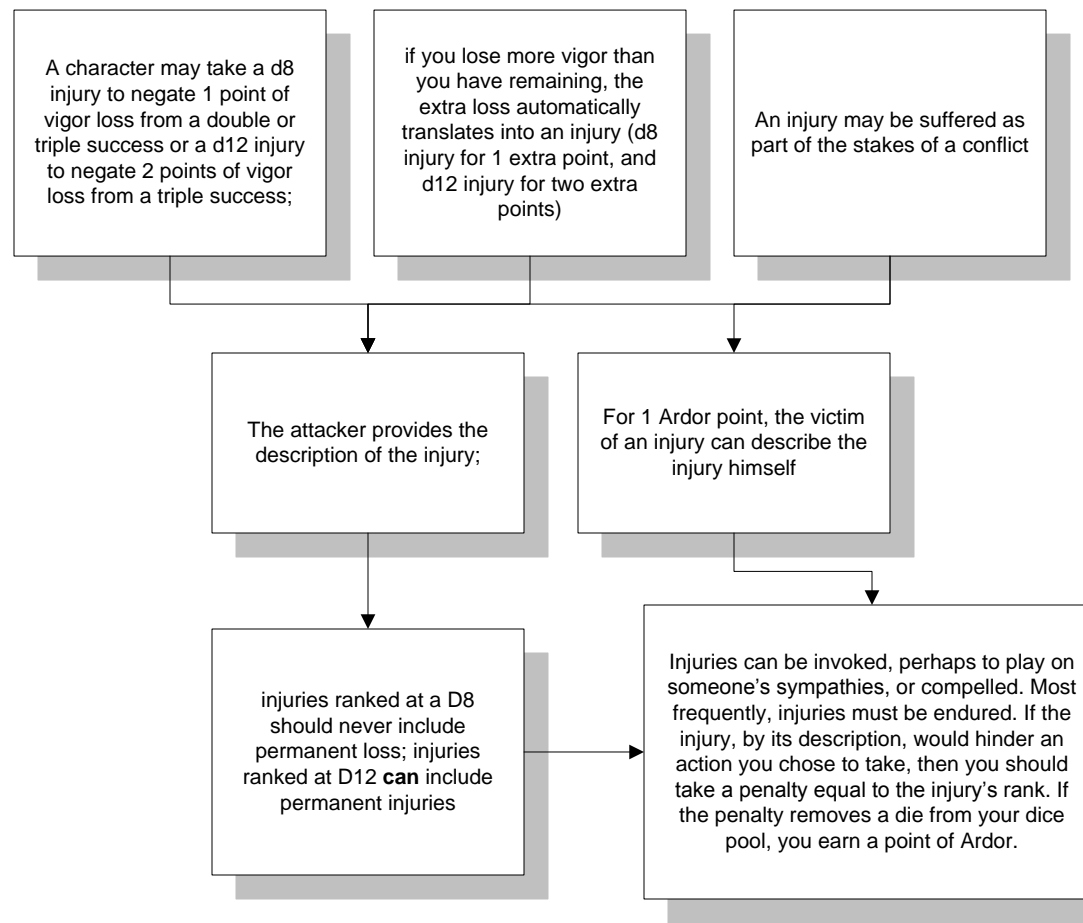
Injuries and Healing

EXAMPLE INJURIES - PHYSICAL

Battered face
Black eye
Broken arm
Broken leg
Broken nose
Broken ribs
Broken toe
Bruised shoulder
Disfigured visage*
Festering gut wound
Gashed chest
Gouged eye*
Maimed arm*
Maimed leg*
Septic gash
Severed arm*
Severed leg*
Slashed face
Split ear
Sprained ankle
Twisted knee
   * permanent injuries

EXAMPLE INJURIES – MENTAL/SOCIAL

Broken heart
Bruised pride
Depressed
Dishonored
Guilty conscious
Immortal shame*
Severely embarrassed
   * permanent injuries

A character may take a d8 injury to negate 1 point of vigor loss from a double or triple success or a d12 injury to negate 2 points of vigor loss from a triple success;

if you lose more vigor than you have remaining, the extra loss automatically translates into an injury (d8 injury for 1 extra point, and d12 injury for two extra points)

An injury may be suffered as part of the stakes of a conflict

The attacker provides the description of the injury;

For 1 Ardor point, the victim of an injury can describe the injury himself

injuries ranked at a D8 should never include permanent loss; injuries ranked at D12 **can** include permanent injuries

Injuries can be invoked, perhaps to play on someone's sympathies, or compelled. Most frequently, injuries must be endured. If the injury, by its description, would hinder an action you chose to take, then you should take a penalty equal to the injury's rank. If the penalty removes a die from your dice pool, you earn a point of Ardor.

HEALING

Heal Physical Injury

Heal Injuries to the Mind or Social Standing

Use Heal Skill

Use Empathy Skill

Are you attempting to heal your own injury?

YES → Take a penalty- remove the highest ranked die that is equal to or less than the injury rank

NO → Roll versus the rank of the injury

REGULAR INJURY
Once reduced below d4, a regular injury is completely healed and should be erased from your character sheet.

PERMANENT INUJRY
Injuries that describe permanent loss may only be reduced to a d8. At this point, re-write the injury as a permanent aspect. You may then only alter this injury by changing the aspect (page 57).

Reduce the injury by one step for a single success, two steps for a double success, and three steps for a triple success

YES ← Is the heal roll equal to or higher than the injury rank roll?

NO → Complications - Increase the rank of the injury by one step

Ardor and Aspects

Earn 1 Ardor

Pay 1 Ardor

COMPELLED
The GM influences the behavior of the PC and adds some complication to the narrative of the game

Reject the Compel

ENDURE
Take a penalty from an aspect or a tool; remove the highest ranked die from your pool that is equal to or less than the penalty's rank. If you have 1 die in your pool and its rank is equal to or less than the penalty's rank, that die is reduced to a D4. **Take a penalty only for the highest rank you endure.**

Ignore the Endure

INVOKE - ASPECT
Invoke an aspect from the scene, your character, or another character; call on the aspect to aid you in your action; add aspect rank to die pool

INVOKE - TOOL
Invoke a secondary tool or use the tool for a purpose for which it was not designed; add tool rank to die pool

ADDITIONAL ACTION
Perform more than one action per turn; spend an Ardor point for each additional action; **may not perform more additional actions on your turn than you have Vigor points**

ADDITIONAL REACTION
Perform an additional reaction between turns

DECLARATION
You may spend a point of Ardor and make a declaration related to one of your aspects in order to add some element into the fiction of the game

CREATE INJURY DESCRIPTION
For the price of an Ardor point, the victim of the injury can take authorial power away from the attacker and create the injury's description himself

SUBSTITUTE
Use a clearly worded aspect in place of a skill

No Ardor Cost

MANEUVER
Create a temporary aspect; the first invoke of that aspect is free. Afterwards, it must be invoked as standard.