



CHARACTER NAME

PLAYER

TRAITS: ASPECTS, WEAPONS, SKILLS, POWERS. JUSTIFY THE IMPOSSIBLE OR ROLL WITH ADVANTAGE.

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|----------|-----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | 10. _____ |

STATS: ASSIGN D6, D8, D10, D12 ONE EACH. TRACK MAX = DIE NUMBER.

<p>Might → <i>Injured</i></p> <p>d[<u> </u>]</p> <p>TRACK</p> <p style="border: 1px solid black; padding: 2px;">-- / --</p>	<p>Spirit → <i>Frightened</i></p> <p>d[<u> </u>]</p> <p>TRACK</p> <p style="border: 1px solid black; padding: 2px;">-- / --</p>	<p>Grace → <i>Slowed</i></p> <p>d[<u> </u>]</p> <p>TRACK</p> <p style="border: 1px solid black; padding: 2px;">-- / --</p>	<p>Intellect → <i>Dazed</i></p> <p>d[<u> </u>]</p> <p>TRACK</p> <p style="border: 1px solid black; padding: 2px;">-- / --</p>
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LUCK POINTS

Start with 1. Gain on lucky roll. Spend to +1 result or reroll.

1

BEATS USED (MAX 4)

Only outside danger. Resets on long rest.

NOTES / INVENTORY

WRITE DIE · SET TRACK TO DIE NUMBER · MAX 4 BEATS · LONG REST AT SAFE LOCATION ONLY



CORE RESOLUTION

Choose the relevant stat and roll its die. Compare to the difficulty.

DIFFICULTY	TARGET	RESULT BANDS
Easy	3+	1-2 fail · 3-4 partial · 5+ success
Medium	5+	1-2 fail · 3-4 partial · 5+ success
Hard	7+	1-4 fail · 5-6 partial · 7+ success

- Failure: Something goes wrong.
- Partial: Success with a cost or complication.
- Success: Clean result.

LUCKY ROLL

Rolling the maximum value on your die earns 1 Luck Point regardless of difficulty. The result still applies normally: it must meet the target to succeed.

DIE	D2	D4	D6	D8	D10	D12
Lucky Roll on	2	4	6	8	10	12

Lucky Roll = gain 1 Luck Point. The result must still meet the target to succeed.

TRAITS

- Covers aspects, weapons, skills, powers, and more.
- Relevant trait: roll with advantage (stat die + d20, take higher).
- Relevant trait: justify a roll that would otherwise be impossible.

ADVANTAGE & DISADVANTAGE

- Advantage: roll stat die + d20, take higher.
- Disadvantage: roll stat die + d20, take lower.
- Conditions cause disadvantage on that stat.

LUCK POINTS

- Start each session with 1. No cap.
- Gain 1 on any lucky roll.
- Spend 1 to add +1 to any result after rolling.
- Spend 1 to reroll. Must take the new result.
- Spend multiple on the same roll.

COMBAT: ATTACKING

3 actions per turn. Every roll action steps the active die down. Resets at start of next turn. Floor is d2.

ROLL	D12	D10	D8	D6
1st	d12	d10	d8	d6
2nd	d10	d8	d6	d4
3rd	d8	d6	d4	d2

Move, interact, and use item do not step the die down.

COMBAT: DEFENDING

When attacked, choose a stat that fits the narrative. Roll its die against the attack difficulty.

Spend track points equal to the gap between your roll and the target. Roll meets or beats target: spend nothing.

Cannot or choose not to pay: track drops to 0, condition applies immediately. Luck Points are kept.

Luck Points may be spent to raise the defense roll and reduce points owed.

STAT	TYPICAL USE
Might	Absorb or endure a physical hit
Grace	Dodge or evade an attack
Spirit	Resist fear, psychic, or soul attacks
Intellect	Outthink or counter a mental assault

STAT TRACKS & CONDITIONS

Track max = die number. Condition clears when track recovers 1+ point.

STAT	CONDITION	EFFECT
Might	Injured	Might at disadvantage
Spirit	Frightened	Spirit at disadvantage
Grace	Slowed	Grace at disadvantage
Intellect	Dazed	Intellect at disadvantage

RESTING & RECOVERY

REST	HOW IT WORKS
Take a beat	Not in danger. Pick one stat, roll its die, recover that many points. Max 4 uses between long rests.
Long rest	Safe location or campsite only. Fully restores all tracks. Resets beat counter. No roll.