

Basics

The Core Mechanic

When there is actually something opposing your characters action and the outcome is uncertain, you make a **check** to determine the outcome.

1. Roll your success die and any applicable modifier dice. This is your **dice pool**.
 - white **advantage dice** are added for positive qualities or situational benefits that apply.
 - red **risk dice** are added when you push yourself, or the situation is dangerous
2. Add black **setback dice** for setbacks, negative traits and situational hazards. The GM can roll these if you want.
3. Take the number you rolled on your Success die and add any relevant modifiers. This is your **total**.
 - You can add the **hits** you get on **advantage** or **risk** dice.
 - You subtract **hits** from any **setback** dice.
4. Your modifier dice determine any cost or consequences. They also generate **surges** that can be spent to use character abilities or improve your roll. (See 'How Checks Work' for the full rundown)
5. If your **total** is higher than the **difficulty** you succeed at your task. The GM is usually the one who determines difficulty and narrates the results of the action.

Modifier Dice

Modifier dice (Calling them dM for short?) are six sided dice, but rolled in a particular way. They are used mostly to represent advantage, risk and setbacks in checks. When rolling a modifier die, results of 1,2 and 3 are counted normally, and are called **hits**. Results of 6 are used for special effects and any results of 4 or 5 are ignored. Statistically, each modifier die gives a 1 hit on average.

Creating a Character

1. Think of a Character Concept

2. Spheres

- Your characters spheres (Body, Voice and Mind) start at 1 and you have 7 points to increase them. Each point you spend increases a sphere by 1, but no sphere can be greater than 5.
- Your defenses (health, will and presence) are equal to 5 plus the relevant sphere. So your health is 5+Body, Your Will is 5+Mind, your Presence is 5+Voice.

3. Paths and Talents

- Pick a package from page x. It gives you a few abilities, and is just a temporary thing for playtesting.
- For now, you start with 5 spirit and a Core of 2.

4. Qualities

- Pick 4 adjectives. Two of them have to be negative. Note that negative adjectives can help recover spirit points.
 - One that describes your character physically (Ex. Strong, Agile, Sturdy etc.)
 - One that describes them mentally (Ex. Imaginative, Cunning, Wise etc.)
 - One that describes them socially. (Ex. Agreeable, Modest, Charming)
 - One of your choice. (Ex. Brave, Plucky, Helpful)
- Pick 2 backgrounds. Backgrounds represent broad areas of your character's expertise, like being a doctor or a desert nomad, rather than individual skills like first aid or horseback riding.

5. Traits - Your traits all start at a rating of 1

- **Internal Drive:** Write down something that drives your character. This should contain a belief, conviction, or other internal pressure, along with a concrete thing that they want to do because of that internal drive.
- **Conflict:** Write down one personal struggle, or external relationship that complicated your characters life. Pick something that isn't easy to solve, and actually comes up.
- **Expertise:** What is your character's -thing-? (Are they a walking encyclopedia? Amazingly good at pretending to be other people? Do they know kung fu?)
- **Relationship:** What is one currently existing person, organization, culture or location that your character has ties with, and what are their views of it?
- **1 of your choice:** Examples include: Motto, Dispositions, Relationships, Physical, Mental and Social characteristics, education, important experiences or something from the above categories.

6. Finishing Touches

- Pick 3 more adjectives, backgrounds or traits, split how you would like.

7. Go Play?

Spark

Each sentient creature has a spark, or an inner reserve of supernatural energy. The spark stat measures a character's ability to tap into their spark and is on a scale between 5 and 20. All characters have the ability to tap into their spark, but can use it for different things. A mage might cast spells while a tactician might channel it to improve their mental skills. A character's spark also plays a part in threat response, and moments of pressure or great hardship can allow surges of energy.

Spirit Points

While the permanent rating serves as a measure of a character's maximum capability, their current capacity is measured in points called spirit. Characters can power their own unique abilities with motes, but all characters can do the following:

- Spend 2 spirit ⇒ Reduce the difficulty of a check by the rating of the appropriate sphere. This can be done after the check, but before the results are revealed.
- Spend 2 spirit ⇒ Add 2 advantage dice to any check
- Spend 1 spirit ⇒ Ignore a bane

Spirit Damage

When your spirit is temporarily reduced, mark one of your circles with an X (⊗). Your spirit rating is reduced by one for each circle marked this way until your next long rest. All point over your rating are lost. More sustained damage is marked with a filled in circle (●). This functions like a temporary reduction, except you can't erase this until the underlying cause or condition is dealt with.