

## Significant Rules Exceptions

Test	Wnd Pen	O-E 6's	Failure
All Skills	✓		
Magical Skills	✓	✓	
Astrology	✓	✓	O-E 1's
All Stats	✓		
Perception	✓		No Test
Circles			
Faith		✓	No Test
Health			
Reflexes	✓		
Resources			No Test
Steel	✓	✓	

**Working Carefully:** +1D advantage, + 50% time.

**Working Patiently:** Allocate successes to increase quality.

**Working Quickly:** Decrease time by 10% per success allocated.

**Helping and FoRKing:** Helping adds +2D if exponent 5 or higher. FoRKing adds +2D if exponent 7 or higher.

Skills may help skills and stats. Stats may help stats. Stats may not help skills. Circles may help Circles (if appropriate). Resources may help Resources.

**Double Obstacle Penalty:** When testing a stat in place of a skill (for Beginner's Luck), or versus a skill.

## Test Difficulty by Obstacle

Ob	R	D	C
1	1D ←Choose→ 1D		-
2	3+D	2D	1D
3	5+D	3-4D	1-2D
4	6+D	4-5D	1-3D
5	8+D	5-7D	1-4D
6	9+D	6-8D	1-5D
7	10+D	7-9D	1-6D
8	11+D	8-10D	1-7D
9	12+D	9-11D	1-8D
10	13+D	10-12D	1-9D
11	14+D	11-13D	1-10D
12	15+D	12-14D	1-11D
13	16+D	13-15D	1-12D
14	17+D	14-16D	1-13D
15	18+D	15-17D	1-14D
16	19+D	16-18D	1-15D
17	20+D	17-19D	1-16D
18	21+D	18-20D	1-17D
19	22+D	19-21D	1-18D

NUMBER OF DICE ROLLED FOR THE TEST.

## Tests Required to Advance

Stats					Skills				
R	D	C	Exp		R	D	C		
-	1	and	1	1	1	and	(1	or	1)
-	1	and	1	2	2	and	(1	or	1)
-	2	and	1	3	3	and	(2	or	1)
-	2	and	1	4	4	and	(2	or	1)
-	3	and	1	5	-		3	and	1
-	3	and	2	6	-		3	and	2
-	4	and	2	7	-		4	and	2
-	4	and	3	8	-		4	and	3
-	5	and	3	9	-		5	and	3

NUMBER OF TESTS REQUIRED.

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# FIGHT FOR WHAT YOU BELIEVE

## Spending Artha

### When Life Gets Difficult

<b>Luck</b>	<i>1 Fate</i>	Open-end 6's
<b>Boon</b>	<i>1 Persona</i>	+1D to stat or skill test, max +3D
<b>Focus</b>	<i>1 Persona</i>	Counter a time complication
<b>Complication</b>	<i>1 Persona</i>	Negate a failed roll with a consequence
<b>Divine Inspiration</b>	<i>1 Deeds</i>	Double dice for a single test
<b>Saving Grace</b>	<i>1 Deeds</i>	Reroll all failed dice from a single test
<b>Minor Epiphany (Aristeia)</b>	<i>5 Fate</i> <i>3 Persona</i> <i>1 Deeds</i>	Shade shift a skill or stat for one scene

### When You're Hurt

<b>Shrug it Off</b>	<i>1 Fate</i>	Temp negation of Sup. wound penalty
<b>Grit Your Teeth</b>	<i>1 Persona</i>	Temp negation of Light wound penalty
<b>Will to Live</b>	<i>1 Persona</i>	Test Health to recover from a MW
<b>Divine Aura (Aristeia)</b>	<i>5 Fate</i> <i>3 Persona</i> <i>1 Deeds</i>	Ignore all wound or other -D penalties for the duration of one simple goal

### Spending Limit

Players may only spend 1 fate, 1-3 persona and 1-2 deeds points per roll.

**Epiphany:** If you cumulatively spend a total of 20 Fate, 10 Persona, and 3 Deeds on a single stat, attribute, or skill, it automatically and permanently shade-shifts to the next lighter shade.

## Earning Artha

### From Your BITs

<b>Belief</b>	<i>1 Fate</i>	Driving the game forward with a Belief
<b>Instinct</b>	<i>1 Fate</i>	Playing an Instinct makes life difficult
<b>Trait</b>	<i>1 Fate</i>	A Trait sends the story in a new direction
<b>Personal Goals</b>	<i>1 Persona</i>	Revenge, triumph, seduction, victory
<b>Moldbreaker</b>	<i>1 Persona</i>	Going beyond the bounds of the character

### For Good Roleplaying and Gameplay

<b>Embodiment</b>	<i>1 Persona</i>	Really good or distinctive roleplaying
<b>Humor</b>	<i>1 Fate</i>	An in-character game-stopper
<b>Right Skill, Right Time</b>	<i>1 Fate</i>	Having a skill to make the story go
<b>Workhorse</b>	<i>1 Persona</i>	Doing all the work for a scenario
<b>MVP</b>	<i>1 Persona</i>	Being the crucial element of success

### For Selfless Acts

<b>Greater Goals</b>	<i>1 Deeds</i>	Accomplishing goals bigger than you!
<b>Beyond the Call</b>	<i>1 Deeds</i>	Helping, no matter the cost

***FIGHT FOR  
WHAT YOU  
BELIEVE.***