

Character Sheet



Character Details

Name

Player

Concept

Backgrounds and Specialisations

Background	Level	Acquire	Action	Invest	Know	Notice	Narrative
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Traits

Trait	Phys	Ment	Soc	Fate
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Essence

Physical	Mental	Social	Fate
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Character Points

Equipment

Equipment	Traits
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Rules Summary

- Turn Sequence**
- # Resolve active situations in any order:
 - \$ The entity with the initiative in each situation decides the acting order.
 - \$ Actions are resolved in order. At any point during this step a new entity can be introduced and make a surprise challenge to interrupt the target action.
 - \$ Determine initiative for the next round
 - # Unengaged entities actions are resolved with the following steps
 - \$ Unengaged entities roll for initiative
 - \$ The entity with the initiative states the acting order.
 - \$ Actions are resolved in order.
 - # Reduce the climax ladder score
- Initiative Hierarchy**
- Setup:* gain a free raise on your next action.
Edge: increase/reduce the edge bonus by 1.
Surprise: special action made by entities entering a scene, establishes a tension line.
Manoeuvre: establishes tension lines
Disengage: removes tension lines
Restrict: add or remove restrictions to another entity's actions.
Recruit: target entity becomes your passenger.
Eliminate: remove entity from the scene.
Search: bring an entity into play not currently in the scene
Press: Increase the climax ladder score by 1.
Accelerate: reduce the climax ladder score by 1.
Block: cancel an opponent's action, only usable if you have the initiative.
- Non-Initiative Action effects**
- Climax/Anticlimax:* ends the scene., must have tension lines to all key entities