

Game Reference

Details Overview

Hard details describe a fundamental change to some property of a person, place, or thing (e.g., dealing damage, changing an object, annoying someone). They are added explicitly as a result of an Action Roll. During the game, write down all hard details added to a character, weapon, enemy, or anything else.

Harm details are a specific type of Hard detail that can lead to becoming **Overcome**. When a hard detail is added, it should be specified that it's a hard detail. Player characters are overcome when their 4th harm detail is recorded, which takes them out of the scene until they get help.

Soft details can be added more freely and make only temporary or superficial changes to the world (e.g., moving around, calling out to an ally, asking a character a question). These are often added implicitly via moment-to-moment roleplaying (without saying you're adding details to the scene).

A **scene detail** is a detail that changes the scenery or your tactics, i.e., things that are part of the scene, but not a property of a character or item. The Arbiters will maintain a list of scene details.

When granted a **hard detail**, you can always add a **scene detail** or **soft detail** instead.

Ticking the Collateral Clock

Whenever a character does something that can have negative effects on the world or its inhabitants, any player may tick that location's collateral clock. Sometimes, the player whose character performed the action will tick the clock themselves!

Also, whenever scene details are applied on a roll that the World was at risk, you should likely be ticking the collateral clock as well as describing what is going wrong!

Aspect Reference

Body: Feats of Athleticism and Might

Mind: Think quickly and call upon your knowledge

Heart: Connect with others and push through struggle

Rules for an Overloaded Mood

A Mood gets overloaded when the Mood Level is above the Overload Threshold and the Mood Die rolls under the Mood Level. You and the Arbiters should take this into account when applying Details for that roll, and you should incorporate the over-use of that Mood in your roleplay while you remain overloaded.

Rolling while Overloaded

Be sure to increment whatever Mood you roll, even when Overloaded.

Rolls made with the Mood that you are overloaded with are made at Mood Advantage.

Rolls made with other Moods are made at Mood Disadvantage. This could cause you to Overload a different mood. The following rules also apply when choosing a different Mood:

- Choosing a different Mood to act with will end the Overload regardless of who wins the roll. This should be represented and roleplayed in the fiction.
- If you win this roll, clear the checkboxes from the Mood that is no longer overloaded. Describe what it was like for your character to overcome in this way.
- If you lose this roll, put one of your sentiments at risk by marking the next unchecked checkbox. Describe which sentiment you are affecting and how it happens.
- If the roll has a difference of 0, follow the rules for both winning and losing the roll.

Action Roll Reference

Before Rolling:

- Player states their desired outcome
- Arbiters choose aspect and state what's most at risk
 - The Aspects are Body, Mind, and Heart.
 - Either the World or the Character will be at risk. This determines who wins on which die.

		What's At Risk	
		World	Character
High Die	Mood	Player Wins	Arbiters Win
	Aspect	Arbiters Win	Player Wins

- Choose Mood and increment Mood Level
 - Mark the next box on the Mood Level Track of your character sheet
- Check details for Advantage or Disadvantage
- Choose or create Relevant Skill
 - New skills come in with a 0 modifier, but can be upgraded later.
- Risk Sentiment for Mood Advantage
 - If you win the roll, your sentiment will have helped greatly
 - If you lose the roll, you will put the sentiment one step closer to Lost

Roll the dice!

- Roll your Aspect Die and Mood Level
 - Advantage: Roll two of that die and choose the result
 - Disadvantage: Roll two of that die and Arbiters choose the result
 - Multiple advantages do not stack, an advantage & disadvantage will cancel

After Rolling:

- Get help. They roll a Mood and raise its level.
 - If you choose to use their die, your relationship grows stronger
 - If you reject their die, they get in the way and your relationship weakens
- Determine the Winning Side and apply Details
 - Use the table below to determine the winner.
- Check for Mood Effects
 - Overload if your mood die is lower than its Mood Level (past the Overload Threshold)
 - The Winning Side changes the selected Mood if you marked the last Mood Level

Results Table

Use the row in the below table corresponding to the difference of the dice to add details:

0. Each side adds one Hard Detail.
1. Winning side adds one Hard Detail, and adds one negative Hard Detail of their choosing.
2. Winning side adds one Hard Detail.
3. Winning side adds one Hard Detail and one Scene Detail.
- 4+ Winning side adds two Hard Details.