

SYMBOL KEY

DICE	SYMBOLS
Ability Dice	Success
Difficulty Dice	Failure
Boost Dice	Advantage
Setback Dice	Threat
Proficiency Dice	Triumph
Challenge Dice	Despair

DIFFICULTY (GCB. 18)

DIFFICULTY LEVEL	DICE	SCOPE
Simple	-	Basic and routine.
Easy		Poses little challenge, but something could go wrong.
Average		Success expected, but failure is not surprising.
Hard		Professionals fail as often as they succeed.
Daunting		Pushes Professionals to their limits.
Formidable		Nigh impossible.
Impossible	-	With GM permission, spend Story Point to tackle as Formidable.

UPGRADING/DOWNGRADING DICE (GCB. 20)

- **Increase:** Add or .
- **Upgrade:** Convert to or to . If upgrading is impossible, increase instead.
- **Decrease:** Remove or . If only or are left, ignore additional decreases.
- **Downgrade:** Convert to or to . If only or are left, ignore additional downgrades.

STORY POINTS (GCB. 27)

There are 2 pools of story points. The players' and the GM's. The players can use their pool to do things, and the GM can use their pool do similar things. When a story point is used, it is moved to the other pool.

The points can be used to:

- Upgrade the ability of your own or an ally's roll.
- Upgrade the difficulty of an opponent's roll.
- Activate an ability you have.
- Do anything the GM will allow a story point to do.

DICE POOL (GCB. 13)

Assembling a dice pool has 4 steps::

1. **Base:** Collect green equal to the characteristic.
2. **Upgrade:** Convert an amount of equal to your skill rank into .
Note: If your skill is higher than your characteristic, then use skill for the base and characteristic for the upgrade.
3. **Difficulty** GM adds and depending on the base difficulty of the task.
4. **Modifiers:** GM, actions, maneuvers or special abilities add and depending on situation-specific changes to the difficulty of the task.

INTERPRETING THE RESULT (GCB. 23)

1. **Triumph and Despair:** A symbol on the die counts as both a and a . A symbol on the die counts as both a and a .
2. **Cancel out:**
 - and cancel each other out.
 - and cancel each other out.
 - and do NOT cancel each other out. The and they generated do however count as regular and , and can be cancelled out normally.
3. If the roll generated more than , you succeed. If it generated the same amount or more , you fail.
4. **Spend , , and** : In combat, you spend the and and the GM spends the and . Out of combat, the GM spends it all.

SOCIAL SKILLS (GCB. 55)

SKILL	OPPOSITION SKILL
Coercion, Leadership	Discipline: The mental fortitude to disobey orders, or the mental strength to resist interrogation and face threats without flinching.
Deception	Vigilance: The mental alertness to notice when someone is lying.
Charm	Cool: The ability to keep calm in the face of politeness and flattery.
Negotiation	Negotiation: Bargaining usually goes back and forth.

RANGE BANDS



Engaged – Short – Medium – – Long – – Extreme
The lines symbolize how many "Move" maneuvers it takes to move between the bands.









COMBAT

INITIATIVE (GCB. 96)

Initiative is decided in the beginning of combat with a simple (-) **Cool** or **Vigilance** check. **Cool** when the characters are ready for combat, **Vigilance** when they are not.

MANEUVERS (GCB. 98)

Max 2 maneuvers per turn. First is free, the second either costs 2 strain, is exchanged for an action, or performed by spending   from a combat check.

- **Aim (steady aim):** Add  to next attack. If you spend two consecutive maneuvers aiming, it's  .
- **Aim (aim for limb/item):** Hobble or disarm on hit. Add   to attack. If 2 consecutive maneuvers, .
- **Assist:** Add  to ally's check.
- **Guarded stance:** +1 melee defense, add  to own attacks.
- **Interact** with environment or gear.
- **Mount** or dismount.
- **Move:** Move between range bands according to the guide on the previous page.
- **Drop prone or stand from prone.**
- **Preparation:** Sometimes required by talent or ability.

ACTIONS (GCB. 101)

You can spend your action to do a maneuver, activate an ability, perform a skill check, or perform a combat check. **Combat checks** are much like regular skill checks. You assemble a dice pool based on the appropriate skill and roll it against a set difficulty. If it succeeds, you hit your target.

WOUNDS AND STRAIN (GCB. 112)







Wounds are physical damage to your PC. If your wounds exceed your wound threshold, you are incapacitated and gain a critical injury.

Strain is psychological damage to your character. If you strain exceeds your strain threshold, you are incapacitated.



CRITICAL INJURIES (GCB. 114)

Critical injuries are serious and sometimes permanent injuries sustained by your character. They can be gained when an enemy uses advantage gained from a combat roll to give you one, or if your character exceeds their wound threshold. When you gain a critical injury, roll 1d100 plus 10 times the amount of critical injuries you already have on the critical injuries table
























WEAPON STAT MEANING (GCB. 90)

- **Damage:** Flat number means the weapon deals that damage. Each  adds 1 damage to the attack.
- **Crit:** The number indicates the number of  required to cause a critical injury.
- **Specials** cause various effects, see chart on page 3. Some require  to    to activate.


















TWO-WEAPON COMBAT (GCB. 108)

You can choose to attack with two weapons as a combat check. To do so, roll with +1 difficulty. If you hit, you hit with 1 of your weapons. You can spend   to hit with the other one.




ATTACK DIFFICULTIES (GCB. 102, 108)




















RANGE	DIFFICULTY
Melee	 
Engaged (ranged)	  
Engaged (gunnery)	N/A
Short	
Medium	 
Long	  
Extreme	   
MODIFIERS	
Engaged with ally	Upgrade 1  to  . Hit ally on  .
Target prone	Melee add  ; Ranged add  .
Aiming	Add  .
Target is guarded	Add  .
Engaged target made ranged attack	Add  to next melee attack against them.

SPENDING ADVANTAGE AND TRIUMPHS (GCB. 104)

ROLL	RESULT
 or 	Recover 1 strain. Add 1  to next allied character's check. Inflict a critical injury (must deal damage past soak) ( cost may vary). Activate an item quality ( cost may vary).
  or 	Perform a free maneuver (only two total maneuvers per turn). Add  to the target's next check. Add  to any allied character's next check.
   or 	Negate target's defense for rest of turn. Ignore environment for rest of turn. Gain +1 ranged or melee defense for 1 turn. Force the target to drop something.
	Upgrade difficulty of target's next check. Upgrade ability of ally's next check.
 	Destroy a piece of equipment the target is using.

WEAPON QUALITIES (GCB. 86)

A quality is either active or passive. A passive quality is always in effect, an active one requires activation after the weapon hit, spending a set amount of . Unless it is stated, active qualities cost  .

QUALITY	EFFECT
Accurate (passive)	Add  to all combat checks with this weapon.
Auto-Fire (Active)	+  to check if using the quality. If used, you can use   to hit an additional time. You can do this any amount of times. The additional hit functions exactly as a normal hit, dealing base damage + the number of  on the check.
Blast (Active)	Every character engaged with the user of the weapon takes damage equal to the weapon's blast rating, plus the  from the combat check. Can also be activated if the weapon does not hit with    .
Breach (Passive)	Weapon ignores 1 vehicle defense or 10 soak per breach rating.
Burn (Active)	When Burn is triggered, one target hit by the attack continues to suffer the weapon's base damage at the start of each round for a number of rounds equal to the weapon's Burn rating. This may be triggered multiple times, but not on the same target. The target succeeding on an Easy/Average ( /  ) Coordination check can stop the effect.
Concussive (Active)	
Cumbersome (Passive)	
Defensive (Passive)	A weapon with Defensive increases user's melee defense by its Defensive rating.
Deflection (Passive)	
Disorient (Active)	Disorients for a number of rounds equal to the weapon's disorient rating.
Ensnare (Active)	When Ensnare is triggered, one target hit with the weapon becomes immobilized for a number of rounds equal to the weapon's Ensnare rating. This may be triggered multiple times, but not on the same target. A Hard (  ) Athletics check can break the target free.
Guided (Active)	Can only be triggered if the attack misses, and must be triggered with    . Roll a new attack roll, where you add the weapon's Guided rating to the ability.
Inaccurate (Passive)	
Inferior (Passive)	
Knockdown (Active)	Knock the target prone.
Limited Ammo (Passive)	Must be reloaded with a maneuver after being used an amount of times equal to the weapon's Limited Ammo rating.
Linked (Active)	
Pierce (Passive)	Ignores soak equal to the weapon's Pierce rating.
Prepare (Passive)	
Reinforced (Passive)	
Slow-Firing (Passive)	Must wait an amount of rounds equal to the weapon's Slow-Firing rating until you can use it again.
Stun (Active)	When activated, deals an amount of strain to the target equal to the weapon's stun ability. It ignores soak.
Stun Damage (Passive)	Deals strain damage instead of wound damage.
Sunder (Active)	When activating Sunder, the attacker chooses one visible item wielded by the target. That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If the item is already suffering major damage, it is destroyed. Sunder requires  to activate, and may be activated even if the attack is unsuccessful. Sunder may be activated multiple times in the same attack, but each activation must be applied to the same item.
Superior (Passive)	
Tractor (Passive)	
Unwieldy (Passive)	
Vicious (Passive)	Adds 10 times the weapon's Vicious rating to all critical injury rolls it causes.

HEALING

HEALING WOUNDS (GCB. 116)

- **Natural Rest:** A full night of rest heals 1 wound.
- **Medicine Check:** A character may receive ONE Medicine check per encounter to heal wounds and strain. Difficulty is based on chart. On success, a target heals wounds equal to ✨ and strain equal to 🌀.
- **Autohealer:** Heals 5 wounds minus number of auto-healers taken the same day.

WOUNDS	DIFFICULTY
Half or less of threshold	◆
More than half of threshold	◆◆
Exceed threshold	◆◆◆
MODIFIERS	
Performing on self	+◆◆
Performing without tools	+◆

HEALING CRITICAL INJURIES (GCB. 116)

Once a week, critical injuries can be attempted to be healed with a medicine check with a difficulty equal to the one written in the Critical Injuries table.

HEALING STRAIN

- **Natural Rest:** A full night of rest recovers all strain.
- **End of an Encounter:** A character may perform a simple (-) Cool or Discipline check at the end of an encounter and recover strain equal to ✨.
- **Medicine Check:** As described under "Healing Wounds".

STATUS EFFECTS (GCB. 114)

STATUS EFFECT	EFFECT
Staggered	Staggered characters cannot perform actions.
Immobilized	Immobilized characters cannot perform maneuvers.
Disoriented	A disoriented character adds ■ to all checks.

SPENDING THREAT AND DESPAIR

ROLL	RESULT
🌀 or 🌀	The character suffers 1 strain The character loses the benefit of their last maneuver.
🌀🌀 or 🌀	An opponent may immediately perform a free maneuver. Add ■ to the targeted character's next check. The character or an ally gains ■ on their next action.
🌀🌀🌀 or 🌀	The character falls prone. A good thing happens to an enemy.
🌀	The character's weapon runs out of ammo. Upgrade difficulty of ally's next check. The tool or weapon used becomes damaged.

D100	SEVERITY	RESULT
01-05	Easy (◆)	Minor Nick: The target suffers 1 strain.
06-10	Easy (◆)	Slowed Down: The target can only act during the last allied Initiative slot on their next turn.
11-15	Easy (◆)	Sudden Jolt: The target drops whatever is in hand.
16-20	Easy (◆)	Distracted: The target cannot perform a free maneuver during their next turn.
21-25	Easy (◆)	Off-Balance: Add ■ to the target's next skill check.
26-30	Easy (◆)	Discouraging Wound: Move one player pool Story Point to the Game Master pool (reverse if NPC).
31-35	Easy (◆)	Stunned: The target is staggered until the end of their next turn.
36-40	Easy (◆)	Stinger: Increase the difficulty of the target's next check by one.
41-45	Average (◆◆)	Bowled Over: The target is knocked prone and suffers 1 strain.
46-50	Average (◆◆)	Head Ringer: The target increases the difficulty of all Intellect and Cunning checks by one until this Critical Injury is healed.
51-55	Average (◆◆)	Fearsome Wound: The target increases the difficulty of all Presence and Willpower checks by one until this Critical Injury is healed.
56-60	Average (◆◆)	Agonizing Wound: The target increases the difficulty of all Brawn and Agility checks by one until this Critical Injury is healed.
61-65	Average (◆◆)	Slightly Dazed: The target is disoriented until the Critical Injury is healed.
66-70	Average (◆◆)	Scattered Senses: The target removes all ■ from skill checks until this Critical Injury is healed.
71-75	Average (◆◆)	Hamstrung: The target loses their free maneuver until this Critical Injury is healed.
76-80	Average (◆◆)	Overpowered: The target leaves themselves open, and the attacker may immediately attempt another attack against them as an incidental, using the same pool as the original attack.
81-85	Average (◆◆)	Winded: The target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed.
86-90	Average (◆◆)	Compromised: Increase difficulty of all skill checks by one until this Critical Injury is healed.
91-95	Hard (◆◆◆)	At the Brink: The target suffers 2 strain each time they perform an action until this Critical Injury is healed.
96-100	Hard (◆◆◆)	Crippled: One of the target's limbs (selected by the GM) is impaired until this Critical Injury is healed. Increase difficulty of all checks that require use of that limb by one.
101-105	Hard (◆◆◆)	Maimed: One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic or prosthetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■ until this Critical Injury is healed.
106-110	Hard (◆◆◆)	Horrific Injury: Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as one point lower.
111-115	Hard (◆◆◆)	Temporarily Disabled: The target is immobilized until this Critical Injury is healed.
116-120	Hard (◆◆◆)	Blinded: The target can no longer see. Upgrade the difficulty of all checks twice, and upgrade the difficulty of Perception and Vigilance checks three times, until this Critical Injury is healed.
121-125	Hard (◆◆◆)	Knocked Senseless: The target is staggered until this Critical Injury is healed.
126-130	Daunting (◆◆◆◆)	Gruesome Injury: Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for brawn, 4-6 for agility, 7 for intellect, 8 for cunning, 9 for presence, 10 for willpower. That characteristic is permanently reduced by one, to a minimum of 1.
131-140	Daunting (◆◆◆◆)	Bleeding Out: Until this Critical Injury is healed, every round, the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer beyond their wound threshold, they suffer one additional Critical Injury.
141-150	Daunting (◆◆◆◆)	The End is Nigh: The target dies after the last Initiative slot during the next round unless the Critical Injury is healed.
151+	-	Dead: Complete, obliterated death.

MAGIC

Magic works like any other skill check. You roll your magic skill (arcana) against a difficulty. If magic requires a skill check (not trivial), it costs 2 strain. If a spell allows for concentration, you can spend a maneuver to concentrate, extending the spell's duration by 1 turn. This can be done as many times as you want.

PENALTIES WHEN CASTING MAGIC (GCB. 210)

CONDITION	PENALTY
The character does not have at least one free hand	+ ■
The character is gagged, silenced, or otherwise unable to speak.	+ ■ ■
The character is wearing restrictive armor (2+ soak) or clothing.	+ ■
The character is in circumstances that interfere with their ability to concentrate.	Upgrade difficulty once

USING THREAT AND DESPAIR ON MAGIC CHECKS (GCB. 211)

COST	RESULT
⚙️ or 🎲	Suffer 2 strain or 1 wound. Add ■ to all magic checks made by you and all allies until the end of your next turn.
⚙️ ⚙️ or 🎲	The spell doesn't take effect until the start of the next round, or a minute of narrative play. If the character used a magic item, it becomes damaged one step. Until the end of the encounter, enemy spellcasters add ■ to all magic checks that target you.
⚙️ ⚙️ ⚙️ or 🎲	An additional character (chosen by the GM) is also affected by the spell. All spellcasters within a day's travel become aware of you.
🎲	You are unable to cast spells until the end of the encounter. The GM picks the target of the spell.
🎲 🎲	You sustain a critical injury. Something crazy happens. If you used a magical item, it is completely destroyed.

MAGIC ATTACK ADDITIONAL EFFECTS (GCB. 215)

EFFECT	MOD
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Arcana.	+ ◆
Close Combat: May select a target engaged with your character.	+ ◆
Deadly: The attack gains a Critical Rating of 2, as well as the Vicious quality with a rating equal to your character's ranks in Arcana.	+ ◆
Fire: The attack gains the Burn quality with a rating equal to your character's ranks in Arcana.	+ ◆
Ice: The attack gains the Ensnare quality with a rating equal to your character's ranks in Arcana.	+ ◆
Impact: The attack gains the Knockdown quality and the Disorient quality with a rating equal to your character's ranks in Arcana.	+ ◆
Lightning: The attack gains the Stun quality with a rating equal to your character's ranks in arcana. It also gains the Auto-Fire quality (You must increase the difficulty by ◆ if you want to use this effect).	+ ◆
Magical Missile: The attack gains the Guided quality with a rating equal to your character's ranks in Arcana.	+ ◆
Manipulate: If the attack hits, you may spend 🎲 to move the target 1 range band in any direction.	+ ◆
Non-Lethal: The attack gains the stun damage quality.	+ ◆
Range: Increase the range of the spell by one band (may be done multiple times)	+ ◆
Destructive: he attack gains the Sunder quality and the Pierce with a rating equal to your character's ranks in arcana.	+ ◆◆
Empowered: Double base damage. If the attack has the blast quality, the range is short instead of engaged.	+ ◆◆
Poisonous: If the attack deals damage, the target must immediately make a Hard (◆◆◆) or take poison wounds <i>and</i> strain equal to your ranks in Arcana.	+ ◆◆◆

MAGIC SPELLS (GCB. 211)

Whenever you use magic, it must be one of the following spells:

Attack (GCB. 212, 215)

Concentration: no

Magical Attacks work just like regular attacks in combat. You select a single target within short range (but not engaged). The base difficulty is Easy (◆). Magical attacks have a damage equal to your Intellect characteristic. The attack has no critical rating, but you may inflict a critical injury with a ☉. Before rolling, you may add any of the effects from the "Magic Attack Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆).

Augment (GCB. 212, 215)

Concentration: yes

Select a skill and a target you are engaged with. The skill check is Average (◆◆). If you succeed, the target has their ability increased by one in the selected skill, until the end of your next turn. You may add additional effects from the "Augment Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆◆).

AUGMENT ADDITIONAL EFFECTS (GCB. 216)

EFFECT	MOD
Haste: The target may perform a second maneuver during their turn without spending strain (but still only 2 per turn).	+ ◆
Range: Increase the range of the spell by one band (may be done multiple times).	+ ◆
Swift: The target can ignore difficult terrain and cannot be immobilized.	+ ◆
Additional Target: You may choose an additional target. You may also, after the roll, spend ☉ as many times as you want to add an additional target.	+ ◆◆

Barrier (GCB. 212,216)

Concentration: yes

Select one target you are engaged with. The difficulty is Easy (◆). If you succeed, decrease all damage suffered by the target by 1 until the end of your next turn. If you roll ☆☆☆ or more, decrease the damage by an additional 1 for every uncanceled ☆☆ above the first. You may add additional effects from the "Barrier Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆◆).

BARRIER ADDITIONAL EFFECTS (GCB. 216)

EFFECT	MOD
Additional Target: You may choose an additional target. You may also, after the roll, spend ☉ as many times as you want to add an additional target.	+ ◆
Range: Increase the range of the spell by one band (may be done multiple times).	+ ◆
Add Defense: The target gains a melee defense equal to your ranks in Arcana.	+ ◆◆
Empowered: The damage is reduced by 1 per ☆ instead of the normal effect.	+ ◆◆
Reflection: If an enemy attacks the barrier with a spell attack and generates ☉☉, ☉☉☉, the magic attack targets themselves instead.	+ ◆◆

Conjure (GCB. 212,216)

Concentration: yes

Difficulty is Easy (◆). If successful, you summon a simple tool or weapon with no moving parts, or a minion (lowest power level) with a silhouette no larger than 1. It appears engaged with the caster, and lasts until the end of their next round. If it's a minion, it will act according to its natural instincts, and it takes its turn immediately after the caster. You may add additional effects from the "Conjure Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆◆).

CONJURE ADDITIONAL EFFECTS (GCB. 217)

EFFECT	MOD
Additional Summon: You may summon an additional tool, weapon or creature. You may also, after the roll, spend ☉☉ as many times as you want to add an additional summon.	+ ◆
Medium Summon: You may summon more complicated tools with moving parts, or a rival (medium power level) with a silhouette no larger than 1.	+ ◆
Range: Increase the range of the spell by one band.	+ ◆
Summon Ally: The creature you summon is friendly, and you may spend a maneuver commanding it. If you summon multiple creatures, you can use a maneuver to command all of them.	+ ◆
Grand Summon: You may summon a rival up to silhouette 3.	+ ◆◆

Curse (GCB. 213,217)

Concentration: yes

Select a target within short range. Difficulty is Average (◆◆). If successful, the target decreases their ability of all skill checks by one until the end of your next turn. You may add additional effects from the "Curse Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆◆).

CURSE ADDITIONAL EFFECTS (GCB. 217)

EFFECT	MOD
Enervate: If the target suffers strain for any reason, they suffer 1 additional strain.	+ ◆
Misfortune: After the target makes a check, you may change one ■ to have ▼ facing up.	+ ◆
Range: Increase the range of the spell by one band (may be done multiple times).	+ ◆
Additional Target: You may choose an additional target. You may also, after the roll, spend ☹ as many times as you want to add an additional target.	+ ◆◆
Doom: After the target makes a check, you make change <i>any one</i> die in the pool not displaying a ☉ or a ☿ to a different face.	+ ◆◆
Paralyzed: The target is staggered for the duration.	+ ◆◆◆

Dispel

Concentration: no

Select a target within short range under the effect of a spell. The difficulty is Hard (◆◆◆). If successful, the effects on the target end. You may add additional effects from the "Dispel Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆◆).

DISPEL ADDITIONAL EFFECTS (GCB. 218)

EFFECT	MOD
Range: Increase the range of the spell by one band (may be done multiple times).	+ ◆
Additional Target: You may choose an additional target. You may also, after the roll, spend ☹ as many times as you want to add an additional target.	+ ◆

Heal (GCB. 217)

Concentration: no

Select one target you are engaged with and who is not incapacitated. Difficulty is Easy (◆). On success, heal 1 wound per uncanceled ✨ and 1 strain per uncanceled ☹. You may add additional effects from the "Heal Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆◆).

HEAL ADDITIONAL EFFECTS (GCB. 218)

EFFECT	MOD
Range: Increase the range of the spell by one band (may be done multiple times).	+ ◆
Additional Target: You may choose an additional target. You may also, after the roll, spend ☹ as many times as you want to add an additional target.	+ ◆
Restoration: Heal an ongoing status effect.	+ ◆
Heal Critical: Heal a critical injury.	+ ◆◆
Revive Incapacitated: You may select targets who are incapacitated.	+ ◆◆
Resurrect: The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+ ◆◆◆◆

Mask

Concentration: yes

Create an illusion or change the appearance of a target (silhouette 1 or smaller, Short range). You cannot obscure the basic size and shape of the target. The illusions can cause light or sound but cannot cause harm. An Average (◆◆) Vigilance or Perception check will reveal the illusion. You may add additional effects from the "Heal Additional Effects" table, providing the difficulty does not exceed Formidable (◆◆◆◆).

MASK ADDITIONAL EFFECTS (GCB. 218)

EFFECT	MOD
Range: Increase the range of the spell by one band (may be done multiple times).	+ ◆
Additional illusion: You may create an additional illusion. You may also, after the roll, spend ☹ ☹ as many times as you want to add an additional target.	+ ◆
Blur: The spell blurs and obscures the target's form. Until the spell ends, add ☹ to the results of combat checks targeting the target.	+ ◆
Mirror Image: The spell creates duplicates of the target. Until the spell ends, the target may spend ☹ ☹ ☹ or ☹ from any combat check targeting them to cause the attack to hit a duplicate.	+ ◆
Size: Increase the size of the illusion by one.	+ ◆
Realism: Increase the difficulty to see that it's an illusion by 1. You may also, after the roll, spend ☹ ☹ as many times as you want to increase the difficulty further.	+ ◆
Terror: Anyone who doesn't know the illusion is fake must make a Hard (◆◆◆) Discipline check. The take 2 strain per ☹ and if they fail cannot approach the illusion.	+ ◆◆
Invisibility: Make target Invisible.	+ ◆◆◆

CHARACTER CREATION

STEP 1: SELECT A CHARACTER ARCHETYPE

Select an archetype and note the abilities on your character sheet.

AVERAGE HUMAN

BR	AG	INT	CUN	WILL	PR
2	2	2	2	2	2

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Brawn
- **Starting Experience:** 160
- **Starting Skills:** One rank in two non-career skills.
- **Ready for Anything:** Once per session as an out-of-turn incidental, you may move one Story Point from the Game Master's pool to the players' pool.

LABORER

BR	AG	INT	CUN	WILL	PR
3	2	2	2	1	2

- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 8 + Brawn
- **Starting Experience:** 150
- **Starting Skills:** One rank in *Athletics*.
- **Tough as Nails:** Once per session, your character may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01".

INTELLECTUAL

BR	AG	INT	CUN	WILL	PR
2	1	3	2	2	2

- **Starting Wound Threshold:** 8 + Brawn
- **Starting Strain Threshold:** 12 + Brawn
- **Starting Experience:** 150
- **Starting Skills:** One rank *Knowledge*.
- **Brilliant!:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Intellect.

ARISTOCRAT

BR	AG	INT	CUN	WILL	PR
1	2	2	2	2	3

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Brawn
- **Starting Experience:** 150
- **Starting Skills:** One rank in *Cool*.
- **Forceful Personality:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next skill check they make during that turn, your character doubles the strain they inflict or the strain they heal (you choose before making the check).

STEP 2: CHOOSE CAREER SKILLS

Select 4 skills that relate to you IRL, and 4 additional skills that relate to your QuestWorld character.

STEP 3: INVEST EXPERIENCE POINTS

You may use your starting experience in the following ways:

- **Improving Characteristics:**
- **Skill Training:**
- **Acquire Talents:**

STEP 4: DETERMINE DERIVED ATTRIBUTES

STEP 5: CHOOSE GEAR