

ROLLS

ROLL A DIE for each **CIRCLE** of the Action or Reaction filled in on your character sheet. You roll only one die for Luck rolls. The Director can referee the roll, changing an Action roll to a Luck roll if no Action is suitable, or adding or removing dice based on the circumstances.

- If you roll a 5 or 6, the roll is a **SUCCESS**. The roll was effective and reasonably beneficial.
- Any other roll is a **FAILURE**. The roll wasn't effective and the situation worsens. You gain **ADRENALINE**. Mark half of an Adrenaline box on your character sheet. You can spend Adrenaline (filling the other half of the box) to reroll an entire roll and add a bonus die to the new roll.

TWISTS

If you roll **DOUBLES**—two or more of the same number—the roll is a **TWIST**. The result is still a Success or Failure, but there is also an unexpected outcome. All players can suggest what happens with the Twist, and the Director picks the best one.

LUCK

The Director calls for a **LUCK** roll when you are entirely at the whims of fate. This is usually a single die, but the Director can let you roll more than one in special circumstances. You also make Luck rolls for actions you have Sacrificed and when no available Action is suitable for a task.

ADVANTAGE AND DISADVANTAGE

If you are in a uniquely beneficial or detrimental position, the Director can give you **ADVANTAGE** or **DISADVANTAGE** on a roll—you can add a bonus die or remove a die (to a minimum of 1), respectively. You can't gain Advantage or Disadvantage more than once on a roll, but the Director can grant more than one bonus die for Advantage.

You always gain Advantage if your Action is in furtherance of your **MOTIVE** or if it has **FLOW**. If your Action directly follows and benefits from the previous player's Action, it has Flow. For example, if another player improvises a weapon and tosses it to you, you have Advantage on your roll to immediately use it.

DIRECTOR'S DICE

You can add two **DIRECTOR'S DICE** to any Action roll you make, even after rolling the dice. Keep track of these dice separately. These dice can exceed the maximum of five dice on a roll.

If you roll a 1 on either of the Director's Dice, the roll is a **CRITICAL FAILURE**—it is a Failure, even if you also rolled doubles or a 5 or 6, and you suffer additional consequences for the failure. Common consequences include:

- Mark 1 Trauma.
- Permanently lose an item.
- The environment turns hostile.
- Until the end of the scene, you can't take that Action or Reaction; roll Luck for it instead.

TRAUMA AND SACRIFICE

When you are harmed, psychologically or physically, the Director will tell you to mark one or more **TRAUMA**. Every three Trauma requires you to **SACRIFICE**: find part of your character sheet that has been unlocked and has a dotted line—cut or rip it off permanently.

ACTIONS

Actions are how you interact with the game. To attempt something, choose one of your Actions that best represents what you want to accomplish and roll a die for each of its circles on your character sheet. Remember: if you can use an Action in a sentence, you can roll for it!

CONVINCE

Argue, lie, and sway hearts and minds to your side.

- Coax more information out of a nervous witness.
- Lie to a cop.
- Compel a gunman to lower their weapon.
- Offer an excuse as to why you're trespassing.

IMPROVISE

Planning, repair, and ingenuity.

- Dream up a just-crazy-enough-to-work plan using the tools in an abandoned shed.
- Cobble together a mechanical man-trap.
- Repair a sputtering engine for a few more miles.
- Modify a weapon with barbed wire and nails.

RUSH

Escape, climb, and jump.

- Remain a few paces ahead of a bounding, four-legged monster.
- Clamber up to a second story window.
- Take a running jump over a precipitous drop.

If you Sacrifice something other than an Action, such as a location or beloved person, that thing is **DOOMED**. It may not be destroyed when you take the Trauma, but it is sure to be destroyed soon.

If you can't Sacrifice, or you can't mark more Trauma, you die.

AIM

Precision when you throw, stab, or shoot.

- Slip a dagger between the ribs of a snarling beast.
- Hurl a satchel of tools to someone in the distance.
- Place a creature's weak point in your crosshairs.

FORCE

Raw muscle and personality.

- Shove your way through a dense crowd.
- Crush a skull with a well-placed sledgehammer swing.
- Cower a thug looking for an easy fight.
- Wrench your arm free from a clawed grasp.

INVESTIGATE

Focus on details.

- Scour a room for any sign of intrusion.
- Study a pile of books or dig through the internet to learn something specific.
- Sift through the contents of a drawer.
- Follow a trail of blood and broken twigs through the woods.

SNEAK

Stealth and subtlety.

- Prowl through the grass without being seen.
- Slip a wallet out of someone's pocket without notice.
- Hold your breath in a moment of panic to avoid a threat's attention.

REACTIONS

Unlike Actions, you don't choose to roll Reactions. The Director prompts you to roll a Reaction in response to something happening to you or to establish something about the scene, such as your awareness of something around you. If a Reaction is the best way to accomplish something, you can ask the Director to let you make a specific Reaction roll.

NOTICE

Incidental detection.

- Catch the faint echo of a scream on the wind.
- Spot the glimmer of predatory eyes locked on you from the treeline.
- Recognize the hunched body language of someone in need.

REACT

Pure instinct and instant movement.

- Duck below the swipe of an inch-long, lethal claws.
- Catch a glass trinket an instant before it hits the ground and shatters.
- Swerve a vehicle to avoid an obstacle on the road.

THINK

Book smarts and reasoning.

- Recognize the stem and petals of an exotic flower.
- Deduce that someone isn't telling the whole truth.
- Recite a few paragraphs of Bronze Age history.
- Understand scientific jargon.

WITHSTAND

Toughness, both physical and psychological.

- Absorb the brunt of an impact with breaking bones or bruising organs.
- Grab the scalding barrel of a gun without dropping it.
- Leverage your willpower to shake off magical influence.

LIFE-OR-DEATH SCENES

When mere seconds stand between life and death, the Action gets granular and players take turns.

- Players take turns moving around the table clockwise. The players choose who goes first. A player can take one Action on their turn. Each full set of turns around the table takes about 10 seconds within the fiction of the game.
- Generally, the threat (whether it's a slasher, a car veering off the road, or the flames of a burning building) acts or moves after each player's turn.
- Each player is **CLOSE** to the threat, **FAR** from the threat, or **OUT OF THE SCENE** altogether. A player can move between these ranges (close to far, far to out of the scene, or vice-versa) on their turn.

WEAPON ROLLS

Each weapon calls for an Action roll, detailed in parentheses. Failure results in a harmless miss. Harmful Action rolls, including Weapon rolls, deal Trauma equal to the number of 5s or 6s rolled.