

Without Focus

TN = 11

ATHLETICS 3			AGILITY 8								1 = 2 SUCCESSES									12-19 = 0 SUCCESS								
SKILL			ATTRIBUTE								2-11 = 1 SUCCESS									20 = COMPLICATION								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20									

NOTE: even with a skill of 0 a roll of 1 is still a critical (2 successes)

With Focus

TN = 11

ATHLETICS 3 (PT)			AGILITY 8								1-3 = 2 SUCCESSES									12-19 = 0 SUCCESS								
SKILL			ATTRIBUTE								4-11 = 1 SUCCESS									20 = COMPLICATION								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20									

ATTEMPTING A TEST

A test involves a single **attribute** + **skill**, a focus if one is applicable, and is made by rolling two or more d20s.

- The GM chooses the appropriate attribute + skill as the target number.
- The GM then sets a difficulty between 0 and 5.
- The player rolls their dice pool (2d20 + up to three additional d20s bought by spending Momentum, adding to Threat, or using Fortune).
- Each die that rolls equal to or less than the target number scores a single success.
 - With an applicable focus, each die rolling equal to or less than the skill used scores two successes.
 - Each result of a natural 1 scores two successes.
 - Each result of 20 causes a complication
- If the number of successes scored equals or exceeds the test's difficulty, the test is passed. Any successes in excess of the difficulty generate Momentum.
- The GM describes the outcome. The player may spend Momentum to improve a successful test further. Effects of any complications are then applied.

Challenge Dice Result

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Effect
6	1, plus Effect

SKILL TESTS: HOW TO IMPROVE THE ODDS

Assist: You can roll a single 1d20, with a target number of your own **Attribute** + **Skill**. Any successes are added to the main agent's test successes, provided the main agent scores at least 1.

Momentum: You can buy up to 3 additional dice.

Threat: Add to Threat to buy up to 3 additional dice.

Fortune: Declare one of your d20s as a 1 instead of rolling it, equal to two successes automatically.

Talents: Some talents can grant bonus d20s in specific circumstances depending on context.

OPPOSED TESTS

Active Agent Succeeds, Reactive Agent Fails: The active agent's test is successful.

Active Agent Fails, Reactive Agent Succeeds: Only the reactive agent's test is resolved.

Both Agents Fail: The active agent fails, but the reactive agent gains no additional benefit.

Both Agents Succeed: Compare the total Momentum generated on each skill test. The higher Momentum wins, but achieves their goal with one less Momentum for each Momentum their opponent scored. The loser loses and cannot spend any Momentum. In the case of a tie, the active agent wins, but loses all the Momentum generated.

COMMON MOMENTUM USES

Buy bonus d20s on your next skill test. The first costs 1 Momentum, the second 2, and the third 3.

Buy : Purchase extra damage dice, 1 per Momentum, max 3.

Create Truth for an agent or the target of an action at a cost of 2 points of Momentum.

Obtain Information for each point of Momentum spent, ask the GM a question.

Reduce Time taken to complete a test.

Major Actions

Assist	Roll 1d20 using your Attribute + Skill combination. Successes are added to the assisted agent, providing they score at least 1 success.
Attack	Attack an enemy or object. See Making Attacks.
Cast a spell	Spellcasters can cast a spell, but must have taken the Prepare minor action beforehand.
Catch Breath	Take a Will + Resilience test at difficulty 2 to remove stress equal to your Resilience score, or remove a weapon effect.
Command	Issue a command to another character under your control.
Create Truth	Take an appropriate skill test with a difficulty of 2, to give yourself an advantage or hinder the enemy.
Go Prone	Hit the dirt to increase the difficulty of incoming ranged attacks
Pass	You can choose not to attempt a major action.
Ready	Choose a major action as a reaction to a trigger you define. If the triggering event does not occur before the next round, the action is lost.
Rush	Make an Agility + Athletics test with a difficulty of 2, to move anywhere up to Long range.
Stabilise	Take a Coordination + Medicine test at difficulty 2 to prevent a character from dying.
Skill test	You may make a single skill test, at the GM's discretion.

Minor Actions

Aim	Re-roll 1d20 when you make an attack this turn.
Draw Item	Pick up an item within Reach, or draw an item you are carrying.
Move	You can move to any point within Medium range, and can stand, or drop prone.
Prepare	Ready yourself to set up a major action. Spellcasting requires this minor action.

Attribute Bonuses

ATTRIBUTE RATING	BONUS CHALLENGE DICE
8 or lower	—
9	+1
10 or 11	+2
12 or 13	+3
14 or 15	+4
16 or higher	+5

HEALING UP

You are a hardy hero of the Secret War and unless defeated, will usually recover all stress at the beginning of a new scene provided enough time has passed. If you want to heal someone, make a **Reason + Medicine** test at difficulty of your choosing. If you pass, you heal $X \times$ worth of stress where X = difficulty of the test.

MAKING ATTACKS

1. Declare the Attack: Choose your target and weapon.
2. Make a Skill Test.
 - a. Melee: Opposed **Agility + Fighting** tests by attacker and target, each with a difficulty of 1.
 - b. Ranged: **Coordination + Fighting**, difficulty of 1.
 - c. Mental: **Will + Academia**, opposed by the target's **Will + Resilience**, each with a difficulty of 1.
3. If the skill test succeeds, the attack inflicts stress:
 - a. Roll Challenge Dice (\times).
 - b. Subtract Cover and any resistance values.
 - c. Inflict Stress: Add any resultant stress to the target's stress track and check for injuries.
 - d. If the target won an opposed melee test, they may inflict stress on you or move within Close range.

INJURY CONDITIONS

You suffer an injury if:

- ✗ You suffer 5 or more stress from a single attack or hazard after reduction for resistance.
- ✗ Your stress track is filled. If you already have a full stress track, you take further stress.
- ✗ If two or more of these conditions occur at the same time, you may suffer multiple injuries.

CONFLICT MOMENTUM SPENDS

Bonus Challenge Dice: Each Momentum spent adds +1 to the pool, before the rest are rolled. (Cost: 1)

Confidence: You gain +1 Morale (max. 4) until the start of your next turn (Cost: 1).

Disarm: If within Reach, one weapon held by your target falls to the ground. (Cost: 2 Momentum if the target's weapon is held in one hand, or 3 Momentum if held in two hands.

Knockdown: Your target is knocked prone (Cost: 2).

Minor Action: You may attempt one additional minor action during your turn (Cost: 1).

Secondary Target: An additional target within Reach of the primary target is also affected by the attack, suffering the full effects of the attack (Cost: 2).

FORTUNE

You start with 3 Fortune and it lets you: automatically roll a 1; re-roll all d20 or \times dice in your pool; take an additional major action; or introduce a new truth to a scene.