



## Stats

### Abilities

**Toughness** represents physical strength and durability: lift or push something heavy; grapple a bear; punch a foe.

**Agility** represents physical speed and reflexes: sneak past someone; balance on a wall; dodge a falling tree; shoot something in the distance.

**Smarts** represents intellect and learned knowledge: remember old stories; work with machinery; resist mental attacks; use magic.

**Wits** represents insight, instinct and quick thinking: interrogate a suspect; notice tracks; find secrets; flirt with a stranger.

### Health

The amount of Damage a character can take before they fall unconscious.

## Resolve

### PUSHING RESOLVE

Before each Test, a character can spend Resolve to increase their Ability score for that Test. Increase the level by 1 for each Resolve spent, to a maximum of 4.

### GAINING RESOLVE

When a Protagonist takes a major action in pursuit of one of their Drives, mark that Drive and gain 1 Resolve if they succeed or 2 Resolve if they fail. A Protagonist can mark each of their Drives only once per Chapter. A Protagonist's Resolve can never go above its starting value.

### LAST STAND

Once in each game, a Protagonist can reduce their Resolve to 0 before a Test. In this instance, do not roll the dice, but count the result as 13. This will put the Protagonist in Serious Danger.

## Tests

To make a test, roll three d6. After rolling, remove one d6 according to the character's Tested Ability. Add the results on the remaining d6 together and compare the total to the Test's Difficulty. If the result is equal to or greater than the Difficulty, the Test succeeds; if it is lower, it fails.

Each Ability has a score from 1 to 4:

- 1: Remove the d6 with the highest value.
- 2: Remove the d6 with the middle value.
- 3: Remove the d6 with the lowest value.
- 4: Do not remove a d6; keep all three dice.

Protagonists can support another Protagonist's Test if it makes sense to do so, such as helping them push a car. When they do, add 1 to the acting character's Ability score for each supporting Protagonist. The supporting Protagonist will also be affected by any negative consequences if the Test fails.

The GM may decide to adjust the difficulty of a Test. If circumstances affect a character, the GM can adjust their Ability score up or down by 1 or 2. If the world of the story is affected, the GM can adjust the Difficulty up or down by 1, 2, or 3.

## Conflict

When two or more characters are in Conflict, they will simultaneously Test to take an action – whoever gets the highest result succeeds.

An Attack is when one character takes an action to harm another character. During Attacks, both characters Test the same Ability.

When Attacking, it doesn't matter which character is taking the action – either character can potentially get hurt. When making an Attack, subtract the lower Test result from the higher Test result. The character who rolled the lower result takes that much Damage. If there is a tie, both characters take 1 Damage.

## Serious Danger

If a Protagonist's Health or Resolve is reduced to 0, they fall unconscious and cannot take actions until another character revives them. If this happens during Conflict, the unconscious Protagonist loses 1 Health or Resolve (whichever is remaining) on each of their turns, until another character takes an action to stabilise them. At this point, they no longer lose Health or Resolve, but they cannot act until they are revived.

A character dies if their Health and Resolve both reach 0.

### ABILITY LEVEL 1



REMOVE HIGHEST VALUE

### ABILITY LEVEL 2



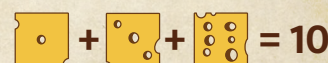
REMOVE MIDDLE VALUE

### ABILITY LEVEL 3



REMOVE LOWEST VALUE

### ABILITY LEVEL 4



KEEP ALL DICE