THE ROLL

3	+	2	+	0	=	5
ESSENCE E.G. BIOLOGICAL		SKILL E.G. STRENGTH		DIFFICULTY NORMAL		SUCCESS RATING SR

01 **You declare.** Choose the Essence and the Skill that fit your approach, and justify them.

02 **The game master judges.** They set a difficulty, from +2 to −2.

03 **You roll.** Roll 1d10. Roll equal or under, and you make it.

WHAT YOUR DIE TELLS YOU, WITH A SUCCESS RATING OF 5

1	2	3	4	5	6	7	8	9	10
TOTAL	PARTIAL SUCCESS						FAILURE		

- ■ **Total Success.** The die shows 1. You get exactly what you wanted. No consequence.
- ☐ **Partial Success.** The die shows 2 up to your SR. You succeed, but something gets complicated along the way.
- ☐ **Failure.** The die goes over your SR. You don't get what you wanted, and something gets complicated on top of it.

From an SR of 10, failure becomes impossible. At 11, both 1 and 2 are Total Successes.

TWO DICE

Advantage. Roll one more die and keep the best, so the lowest. A pair under or at your SR: Critical Success.

Disadvantage. Roll one more die and keep the worst, so the highest. A pair above it: Critical Failure.

A pair is two dice showing the same number. If all your dice show 10, it's a Critical Failure, no matter what. One advantage and one disadvantage cancel out, one for one.

THE CONSEQUENCE

Partial Success or Failure, the consequence is never random. The game master picks one that makes sense, and you have the right to suggest one yourself.

IT DOESN'T ALWAYS HIT YOUR CHARACTER

Your health	you fall, you get hurt
Your gear	your multi-tool bends, D4 → D2
Your position	the enemy closes in
The setting	the rock cracks
What comes next	they won't forget you

THE ESSENCES

EB Biological. What your body knows: instinct, survival.

EP Psychological. What you understand on the spot: the mind, emotions.

ES Social. What you weave with others: bonds, influence.

EC Cultural. What was passed down to you: knowledge, tradition.

EE Existential. What keeps you going: meaning, calling.

ONE ACTION, SEVERAL PATHS

Calming a panicking crowd can go through ES, because these people know you. Through EC, because you invoke something they believe in. Or through EP, because you know what put them in this state. All three are equal. That's the point.

RANGE

Melee	Short	Medium	Long	Far
CONTACT Blades	5 TO 20 M Pistol	20 TO 100 M Carbine	100 M AND MORE Sniper rifle	OUT OF SIGHT Mortar

Outside your optimal range: one disadvantage per zone of difference. In direct range, damage goes to EV. Out of range, it becomes indirect: damaged gear, lost position, burned ammo, attention drawn elsewhere.

VITAL ENERGY

SPEND TO SUCCEED

COST	WHEN	EFFECT
1 EV	Before the roll	One Advantage die
1 EV	After the roll	+1 to your SR for this roll

You can stack them. Both combine on the same roll.

FATIGUE

EV LEFT	PENALTY ON ROLLS
2 or less	GM can impose disadvantages.
0	Out of action, no roll possible

WHEN A CHARACTER DROPS TO 0 EV

- Damage stops at 0. EV never goes negative.
- They take a Wound: their maximum EV loses 1 point, permanently.
- They are out of action until they are back up to 1 EV.
- Left at 0 EV without care for a whole cycle, they take a second Wound at the end of the cycle, and recover nothing.

HEALING

To heal, the healer spends their action. Without an available resource, the roll is hard and at disadvantage.

RESULT	EV RESTORED
Critical Success	+3 EV
Total Success	+2 EV
Partial Success	+1 EV and a consequence
Failure	0 EV and a consequence
Critical Failure	−2 EV and a consequence

ASTRAL ESSENCE

1 EA per cycle, for the whole table. Refills at each new cycle. Unless a Specificity says otherwise. Spent out loud.

When someone calls it, the game master rolls nothing and judges nothing. They honor it.

THE SEVEN USES

Flashback. You shape the past to create an advantage in the present.

Déjà vu. You go back a few seconds to change an action in progress.

Sixth sense. You get a crucial piece of information about someone, or about what's coming.

Near-Death Experience. You drop to 0 EV without taking a permanent Wound.

Synchronicity. The person you were looking for is exactly where you hoped.

Premonition. The game master gives you one or more clues about what's coming.

Psychometry. You touch an object and perceive a fragment of its history.

COMBAT

First roll, the action. Second roll, the damage: 1d10 per weapon, unless an effect says otherwise.

RESULT	DAMAGE
Critical Success	+1d10 against the NPC, on top of the normal roll
Total Success	1d10 against the NPC
Partial Success	1d10 against the NPC and 1d10 against you. The lower die hits you
Failure	1d10 against you
Critical Failure	+1d10 against you, on top of the normal roll

WHO ACTS WHEN

Turn order follows the logic of the scene, never a number on a sheet. Opponents don't get a turn. They act through your roll.

TALKING TACTICS COSTS

You each declare your actions in turn, then everything resolves at the same time. Stopping the scene to build a plan around the table costs one EA point.

SURPRISE ATTACK

A target that doesn't see the blow coming, or can't defend itself, takes maximum damage. Its armor doesn't count, if it can be bypassed.

GEAR

D2 IMPROVISED	D4 FUNCTIONAL	D6 STANDARD	D8 SOLID	D10 MILITARY

What you carry goes from D2 to D10. The rest of the scale belongs to vehicles.

Gear suited to what you attempt gives you advantage. Your gear gives you a die, never a point.

WEAR

Armor and shield. They absorb damage up to their ND. The rest goes to your EV. When damage reaches or exceeds the ND, the item drops one step per multiple taken.

Weapon. When its damage reaches its ND, it drops one step.

Everything else. A consequence can degrade any item. The game master picks the one that hurts.

Shield → Armor → You

Each piece wears on its own. Below D2, an item drops to D0. It is destroyed.