

## Rules Reference

### Energy Point costs

- Total success = 3 EP.
- Partial success with inconvenience = 2 EP.
- Partial success with negative consequence = 1 EP.

### Testing your Luck

Roll 1d6.

1, 2 or 3 = total failure with negative consequence.

4, 5 or 6 = total success.

### Advantage

-1 to EP costs.

When Testing your Luck, increase the chance of success by 1 (e.g. 3 to 6 = success).

### Disadvantage

+1 to EP costs.

When Testing your Luck, increase the chance of failure by 1 (e.g. 1 to 4 = failure).

### Vulnerability to X

Disadvantage when attempting to avoid X.

### Resistance to X

Advantage when attempting to avoid X.

### Immunity to X

No Energy Points of Tests of Luck are required to successfully avoid X.

### Difficulty

- Normal: no changes.
- Tricky: +1 to EP costs, no change to Test your Luck rolls.
- Tough: +2 to EP costs, a roll of 1 to 4 = total failure.
- Challenging: +3 to EP costs, a roll of 1 to 5 = total failure.

### Performing Actions

When performing an Action, spend EP from the most relevant Stat pool. Skill Actions are performed with Advantage.

### Conditions

#### Blocked

No Action can be performed until Condition is lifted (receive help, Test your Luck, or after a number of turns decided by Guide).

#### Hurt

Disadvantage on any Action that would be affected by the injury or wound.

#### Badly Hurt

Disadvantage on all Actions.

#### Seriously Hurt

Disadvantage on all Actions and lose 1d6 Energy Points from each pool for every turn until healed.

If the Character is hurt again while already Seriously Hurt, they may fall Unconscious or die.

#### Inspired

While Inspired, the Character receives Advantage on the next Action of their choice.

#### Unconscious

Character is unconscious and so unable to perform any Actions, until they become conscious again.

#### Resting

- Short rest (2 to 3 hours): roll 1d6 and distribute the result across Stat pools.
- Long rest (minimum 6 hours): roll 2d6.