

How to Do Things

1. Explain what you are attempting to do
2. Reduce the Difficulty
 - a. Skill? Assets? Effort?
3. Choose any additional effects, moves, or effort.
4. Spend your points, minus Edge.
5. Roll a d20.
If above, succeed.
If below, fail.
Special Roll?

SPECIAL ROLLS

- 1** suffer +2 damage or free GM intrusion
- 17** +1 damage
- 18** +2 damage
- 19** +3 damage or minor effect
- 20** no pool cost AND (+4 damage OR major effect)

INITIAL COST: Pool cost that must be paid just to attempt the action.

RETRY: Must apply 1 level of effort

Ways to Reduce Difficulty

Skills (max 2)

Trained lower 1 step
Specialized lower 2 step

Assets (max 2)

Any item, object, or thing that would give a significant advantage. Negotiate with GM.

Effort (Max of your Effort)

Spend 3 from a pool to reduce 1 step. 2 points for every step after that (up to max effort)

Additional Effects And Damage Cost

Combat Effect

Example/Info

Spend 1 Effort	Combat Effect	Example/Info
-1 Damage(Minor)	Hinder/Distract	Next roll against enemy is 1 step lower
-2 Damage(Minor)	Specific body part	Depends on Part Hit
-3 Damage(Minor)	Knock back	Knocked Back a few feet (environment)
-3 Damage(Minor)	Move past	Move a few feet past enemy after attack
-3 Damage(Minor)	Strike held object	Possibly break held object
-4 Damage(Major)	Knock down	Foe must get up on next turn
-7 Damage(Major)	Disarm	Foe drops what it is holding/wielding
-7 Damage(Major)	Impair	Permanently lowers enemy difficulty 1 step
-8 Damage(Major)	Stun	Opponent loses next turn

Distance and Ranges

Immediate	Right there. No more than 10 ft. A character can move an immediate distance and do something else in their turn
Short Range	50 feet (15m) or so. Distance a character can move as an action
Long Range	100 feet (30m) or so. A character can move a long distance as his turn, but there is a roll involved. (LEVEL 4)

ARMOR TYPE	VALUE	MIGHT COST PER HR	SPEED REDUCTION	WEAPON TYPE	DAMAGE	INFO
LIGHT	-1 Damage	1	2	Light/Unarmed	2 Damage	Counts as Asset
MEDIUM	-2 Damage	2	3	Medium	4 Damage	One handed or Two
HEAVY	-3 Damage	3	5	Heavy	6 Damage	Requires 2 hands

Ways to Spend XP

Immediate (1)	Short/Medium (2)	Long Term (3)	Tier Advancement (4) Purchase 4 to increase tier
<ul style="list-style-type: none"> •Re-roll any die and choose one (doesn't have to be your own dice) •Resist GM Intrusion 	<ul style="list-style-type: none"> •Temp/specific skill (learn how to pick specific locks, overcome certain type of terrain, etc) 	<ul style="list-style-type: none"> •Familiarity +1, •Contact •Home/Title/Job •Wealth •Artifact 	<ul style="list-style-type: none"> •Gain 4 pool points •add 1 to an edge •Trained in a new skill •Reduces armor cost (speed 1, might 1) •2 to recovery rolls •Learn new esotery, fighting move, or trick (your tier or lower) •Increase Effort score by 1

NUMENERA

SCAVENGING: Intellect task, difficulty 3 or 4

- Cypher: 15 minutes to 1 hour, 1d6 cyphers
- Artifact: 10 minutes to 1 hour, 1 artifact
- MISC oddities

IDENTIFYING NUMENERA

- Cypher: Intellect task, difficulty 1 or 2, 15 minutes to 1 hour
- Artifact: Intellect task, difficulty = artifact level 15 minutes to 3 hours

USING UNIDENTIFIED NUMENERA

- Cypher: Intellect task, difficulty = cypher level
- Artifact: Intellect task, difficulty = artifact level + 2

USING ARTIFACT:

- First time using is Intellect Task
Difficulty = Artifact Level.
- Make depletion check each time item is used.
'---' means it never depletes
'Automatic' means 1 use only

TASK DIFFICULTY

<i>DIFFICULTY</i>	<i>DESCRIPTION</i>	<i>GUIDANCE</i>
0	Routine	Anyone can do this basically every time.
1	Simple	Most people can do this most of the time.
2	Standard	Typical task requiring focus, but most people can usually do this.
3	Demanding	Requires full attention; most people have a 50/50 chance to succeed.
4	Difficult	Trained people have a 50/50 chance to succeed.
5	Challenging	Even trained people often fail.
6	Intimidating	Normal people almost never succeed.
7	Formidable	Impossible without skills or great effort.
8	Heroic	A task worthy of tales told for years afterward.
9	Immortal	A task worthy of legends that last lifetimes.
10	Impossible	A task normal humans couldn't consider (but one that doesn't break the laws of physics).