GAME MASTER SHEETS

GM'S GUIDELINES (p. 168)

Start each session with an exposition.
Describe the environment.
Reward expertise with knowledge.
Provoke the players to take action.
Translate actions into rolls.
Challenge the players with dramatic scenes.
Keep your notes handy.
Stick to the rules.
Speak with authority.

STAR GOD'S GUIDELINES (p. 238)

The star god is your character.
You're the party's silent member.
You don't act. You react.
Bide your time.
Don't overshadow the PCs.
You won't survive without your chosen.
You aren't omnipotent.
Let them lash out at you.
Flavor the world with your aspects.

TYPICAL DIFFICULTY SCORES (p. 92)

Difficulty	DS				
Mundane	8	Masterful execution	11	Incomprehensible	14
Moderate	9	Olympic routine	12	Transcendent	15
Challenging	10	Stroke of genius	13	Nigh on impossible	17

FICTIONAL POSITIONING MODIFIERS (p. 92 and 282)

Circumstance	Bonus		Penalty
Serious advantage	+1	Serious disadvantage	-1
Critical advantage	+2	Critical disadvantage	-2
Unbelievable advantage	+3	Unbelievable disadvantage	-3

FIGHT SCENE (p. 150)

Also known as Combat (p. 119).

1. Divide the NPCs into enemies, allies and bystanders.
2. Every PC rolls their initiative. The GM rolls initiative for every group of identical NPC creatures.
3. Each character takes their turn according to the Initiative order. On their turn characters get to take one move action and one combat action. The GM acts on the behalf of NPCs.
4. Once all characters took their turn the combat round ends. Start a new combat round sticking with the same initiative order (Initiative is only rolled at the start of combat).

COMBAT ACTIONS (p. 121)

Quick attack, Heavy attack, Focus, Special attack, Sprint, Offer a prayer (+ Focus), Hunker down, Guard someone, Knife point, Delay initiative.

MIDNIGHT, SNAKE EYES (p. 127)

Attack: Deal double damage on Midnight, suffer -2 to next roll on Snake Eyes.
Defensive roll: +2 to next roll on Midnight, take +6 more damage on Snake Eyes.

CURTAIN CALLS (p. 125)

Last hit dealt 1 to 5 damage	DS 10
Last hit dealt 6 to 10 damage	DS 12
Last hit dealt 11 or more damage	DS 14

NEGOTIATION SCENE (p. 140)

Scene skills: Beast taming*, convince, intimidate*, observe, perform.

BIG COST	SMALL COST
Give up all of the party's money	Give up 10~20% of the party's money
Give up all of the party's equipment	Give up 30~50% of the party's money
Imprison a character indefinitely	Imprison a character briefly
Imprison the party indefinitely	Imprison the party briefly
Avoid territory, losing 2 days of travel	Avoid territory, losing an hour's travel
Something *human sized* to eat	Some food, a single meal
Physically hurt someone badly	Physically hurt someone a little
Work for an NPC without pay	Work for an NPC with pay
Leave town	Keep out of trouble in town
Never stand in the NPC's way	Don't stand in the NPC's way this time

Scene DS: Vigil vs beast taming, convince and perform. Resist vs intimidate. Sneaky vs observe.
3 successes: The NPCs are convinced to leave the PCs be at no cost.
2 successes: The NPCs agree to lower the cost (big cost to small cost, small cost to no cost) and leave the PCs be if they're paid.
1 success: Stalemate. The cost the NPCs demand stays the same.
0 successes: Escalation. *Harassing* NPCs now demand a big cost instead. *Extorting* NPCs attack the PCs and start a fight scene.

NEGOTIATION FOR FAVORS (p. 143)

Scene skills: Beast taming*, convince, intimidate*, observe, perform.

SMALL FAVOR	BIG FAVOR
Gift one item worth up to 10 frames	Gift one item worth up to 100 frames
Lie to those who pursue the PCs	Hide the PCs from pursuers
Offer food and shelter for a night	Offer food and shelter for a week
Work an hour's labor for the PCs	Work a day's labor for the PCs
Share useful information	Share dangerous information
Indirectly support the PCs in a fight	Fight alongside the PCs for one battle
Help the PCs meet someone useful	Help PCs meet someone important

Scene DS: Vigil vs beast taming, convince and perform. Resist vs intimidate. Sneaky vs observe.
2 successes: A *helpful* NPC agrees to do a big favor. NPCs with a different attitude agree to trade a big favor for a big favor from the PCs.
1 success: A *helpful* NPC agrees to do a small favor. NPCs with a different attitude agree to trade a small favor for a small favor from the PCs.
0 successes: The NPC won't agree to the favor asked of them.

GAME MASTER SHEETS

CHASE SCENE (p. 144)

Scene skills: Acrobatics*, athletics, riding, thievery*.
Scene DS: The NPC group's highest Mobility score (or Vigil score vs thievery).
3 successes: Pursuing PCs catch up to fleeing NPCs. Fleeing PCs escape.
2 successes: The PCs succeed at a cost. The players choose one bad thing that happens to them: One of the PCs or an ally lagged behind and got caught, a PC lost an important item or weapon, a PC was injured and took 15 damage (ignoring armor).
1 or 0 successes: Pursuing PCs fail to catch up to the fleeing party, fleeing PCs are caught and cornered – They can't attempt to flee again.

STEALTH SCENE (p. 146)

Scene skills: Athletics*, nature*, riding, thievery.
Scene DS: The highest Vigil score of NPCs in the scene.
3 successes: The party successfully avoids detection by the NPCs.
2 successes: The PCs succeed at a cost. The players choose one bad thing that happens to them: The NPCs will notice a trail the PCs left and will track them down later, One of the PCs or an ally were caught by the NPCs, a PC lost an important item or weapon.
1 or 0 successes: The PCs are detected. The GM starts a negotiation scene, a chase scene or a fight scene depending on the party's behavior.

INVESTIGATION SCENE (p. 147)

Scene skills: Nature*, observe, robotics*, scriptures*.
Scene DS: GM's choice (usually between 8 to 11).
3 successes: The GM spills the beans, explaining to the party exactly what happened in the scene and gives them all of information they're after.
2 successes: The GM offers the party some strong hints that should put them on the right track towards solving the mystery they're chasing.
1 or 0 successes: The party learns no additional hints.

BURGLARY SCENE (p. 149)

Scene skills: Acrobatics*, athletics*, beast taming*, convince*, intimidate*, observe*, perform*, robotics*, thievery.
Scene DS: GM's choice (usually between 8 to 11).
3 successes: The party retrieved both the mark and the valuables and get away without being detected.
2 successes: The PCs succeed at a cost. The players choose one bad thing that happens to them: They left incriminating clues behind them, they retrieved the mark but not the valuables, they're forced to fight a guard (start a fight scene if so), one of them lost an important item or weapon.
1 or 0 successes: The party fails to get anything and now face angry NPCs. The GM starts a chase scene or a fight scene according to the party's behavior.

Page 153 covers **DOWNTIME SCENE** activities. See page 154 for six more dramatic scenes.

HEIST SCENE (p. 150)

In a heist scene you run a separate burglary scene for each PC that participates in the heist. You can alternate between their scenes after every roll a PC makes or resolve their scenes one at a time. Determine the results of each PC's part in the heist separately as you would a burglary scene. If at least half of the PCs involved in the heist got two or more successes on their scene rolls then the PCs have gotten the mark. Any PC that rolled 1 or 0 successes is left behind with nothing gained and must fight or flee from angry NPCs, though the other PCs can come back to help them.

BATTLE SCENE (p. 151)

If the battle is between different NPC groups and the PCs aren't participating in it make a roll for every NPC group: **1d6 + (The combined threat score of all NPCs in that group)**
The group that gets the highest result wins the battle. Tied rolls result in a stalemate. If one of the NPC groups includes a creature with a Threat score of 10 or higher and the other group doesn't then there's no need to make any rolls: The group with the Threat 10+ creature automatically wins.

For a battle between the PCs and their allies vs enemies of the PCs do this calculation:

Combined enemies threat score - Combined allies threat score = X

Start combat between the PCs and an amount of enemies with a combined Threat score equal to X.

TRAVEL SCENE (p. 152)

Start a travel scene when the PCs travel across a distance of 10 miles or more.

1. The PC with the highest athletics (Or riding if they're all riding mounts) rolls it vs DS 9. On a failure the travel scene takes twice as long.
2. Every PC consumes 1 travel ration per day of travel. If any of them doesn't have enough, the PC with the highest Nature rolls it vs DS 9 to provide food to all PCs for the travel scene's duration. On a failure PCs that are out of food suffer 5 damage per day of travel without eating.
3. If none of the PCs carry a VaporTech canteen the PC with the highest Nature rolls it vs DS 9 (Or DS 11 if traveling through a barren environment). On a failure any PC who is unable to drink suffers 10 damage per day of travel.
4. If none of the PCs carry a map the PC with the highest Nature rolls it vs DS 9. On a failure the party gets lost and probably encounter something bad (GM's choice). Once they're done with the encounter the GM starts a new travel scene from scratch.
5. The PCs may roleplay one conversation that took place during their travels.
6. The PCs arrive at their destination and the travel scene ends.

REVIVAL AND HEALING (p. 126)

An unconscious character (HP between -9 to 0) can only be revived in one of three ways:

- ◇ They are affected by any miracle that heals hit points. They revive instantly with that many HP.
- ◇ Someone injects them with a MediJolt or uses the medical treatment stunt on them (See page 100). After one full minute passes they'll revive with 5 HP.
- ◇ One hour passes since they fell unconscious. They're revived with 1 HP.

A revived character immediately returns to consciousness but is still *prone*. Conscious characters can heal 5 HP once per 10 hours if a MediJolt or the medical treatment skill stunt are used on them.

GAME MASTER SHEETS

ENDING A SESSION (p. 245)

Ask these questions at the end of every session:

- ★ "If your character is rank 4 or higher you gain 1 Favor."
- ★ "Did you feel like your characters were in real danger this session?"
- ★ "Was someone the first to act when the party wasn't sure what to do?"
- ★ "Did someone roleplay an emotional moment for their character?"
- ★ "Did someone mention a tenet in a way that was relevant to the plot?"
- ★ "Would you like to replace one of the tenets with a new one?"
- ★ "Did anyone complete their quest? Or wants to change their quest?"

POSITIONS (p. 128)

COVER: Characters can take *cover* as part of their move action. You have *cover* when at least a third of your body is obscured from an enemy's view. On some occasions you'll have *cover* vs some of your enemies but not all of them. Having *cover* grants a +1 bonus on dodge rolls vs affected enemies. NPCs behind *cover* have their Dodge scores raised by 1 instead. Leaving *cover* is part of a move action and happens automatically if your new position doesn't offer you *cover*.

HIDDEN: Most attacks can't target *hidden* characters: Only area attacks can hit them and even then the attacking enemy must either randomly guess the right spot to aim their attack or accidentally hit the *hidden* character while targeting someone else. *Hidden* characters receive a +1 bonus on their attack rolls but can't take the sprint action. If any enemy spots a *hidden* character we assume they communicate the character's location to all other enemies and the character is no longer *hidden*. When a *hidden* character makes any attack they expose their location: Whether their attack hits or misses they are no longer *hidden*.

CLIMBING: Characters can climb obstacles during combat as part of their move action. They still need to make the athletics roll to climb the obstacle (see page 96).

PRONE: Characters can drop *prone* as part of a move action, though sometimes they're forced into a *prone* position by a special attack or a trip maneuver. While *prone* their movement speed is reduced to 10 ft per move action and they receive a +1 bonus on dodge rolls vs ranged attacks (or for NPCs a +1 to their Dodge score vs ranged attacks). Characters can stand up from the *prone* position by forfeiting their move action on their turn. Alternatively PCs can stand up as a free action by rolling acrobatics vs DS 11 (See kick up on page 95).

RIDING: A character riding a mount uses the mount's Move score as their movement speed. When a mount drops to 0 hit points it's rider falls *prone*. PCs who ride a mount in combat and don't possess the riding skill must make a riding roll vs DS 10 at the start of each of their combat turns. On a failure they fall off their mount and are knocked prone. Mounting or dismounting a mount during combat requires a successful riding roll (See page 103). While riding you can't attack with a greatsword, a pollaxe or a scythe. You also can't sneak while riding a mount.

SWIMMING: Swimming PCs suffer a -2 penalty on their dodge rolls. Other swimming creatures suffer a -2 penalty to their Dodge scores (unless their special rules mention they can swim using a move action).

DIVING: Diving PCs who need to breath must roll athletics vs DS 10 to be able to hold their breath for 5 rounds. On a success they have enough air and don't need to repeat the roll for the next 5 rounds. On a failure they take 5 damage and must repeat the roll next turn.

FLYING: PCs suffer a -3 penalty on all ranged attacks they make while flying.

MANEUVERS (p. 130)

BURST: Make two attack rolls with a -2 penalty vs the Dodge of one or two enemies within your weapon's range. You must spend 3 bullets (or 3 kunai) from your equipment after your attack.

CHARGE: You must announce your charge maneuver before you take any combat or move actions on your turn. The enemy you charge can't be adjacent to you and you must be able to move toward them in a straight line. Once you announce your charge vs an enemy your movement speed for this turn changes to 80 ft (or 120 ft if you're riding a mount or have the Celestial master): You must use your move action to become adjacent to the enemy you're charging and then make a quick attack (or heavy attack) vs that enemy as your charge attack.

CHOP: Make an attack roll vs an enemy's Dodge with a -2 penalty. On a success you deal +3 more damage.

DISARM: Make an attack roll with a -2 penalty vs an enemy's Dodge. On a hit you disarm your enemy instead of dealing damage. Any character can spend a combat action to pick up a disarmed weapon, as long as they stand on the same map square where the weapon dropped (disarmed weapons always drop in the square their wielder stands on).

DOUBLE TRIP: This maneuver functions like the Trip maneuver, but it can also be used vs mounts and their riders. Make an attack roll with a -2 penalty vs the Dodge of a *horse sized* or smaller enemy. On a hit that enemy drops *prone* and takes only half of your attack's total damage (rounded down). If your target is a mount then both the mount and it's rider fall prone next to one another.

GRAPPLE: Make an attack roll vs the Mobility score of a *horse sized* or smaller enemy. On a hit your enemy is grappled for one round and can't take a move action. You can move the grappled enemy to any map square adjacent to you, either before or after you take a move action (useful for throwing people off of ledges). Grapple either deals half of your attack's total damage (rounded down) or no damage (your choice). You can muffle a grappled enemy's words. You can follow a grapple with extra attacks if you meet their condition. You can use the grappled enemy as *cover:* They'll get hit by all ranged attacks that you successfully dodge. You must wield a whip, lasso, or have an empty hand to grapple someone.

HAMPER: Make an attack roll with a -2 penalty vs an enemy's Dodge. On a hit you deal your attack's damage, and the enemy you've hit will deal -4 less damage on their next attack that hits.

PIN: Make an attack roll with a -2 penalty vs the Dodge of a *horse sized* or smaller enemy. On a hit they take half of your attack's total damage (rounded down) and can't take a move action on their next turn.

SHOOT HAT: Make an attack roll with a -2 penalty vs an enemy's Dodge. On a hit You receive a +1 bonus on intimidate checks vs that enemy but don't deal damage – You shoot their hat, the cigar in their mouth, their sheriff pin, anything on them that doesn't matter in a fight.

TOSS: You can use certain melee weapons as a ranged weapon with a range of 40 ft. Make an attack roll vs an enemy's Dodge. On a hit you deal the attack's damage. Succeed or fail, you lose possession of the weapon and it's considered disarmed.

TRIP: Make an attack roll with a -2 penalty vs the Dodge of a *horse sized* or smaller enemy. On a hit your opponent drops *prone* and takes only half of your attack's total damage (rounded down). If you trip an enemy next to a ledge or a chasm you can choose to move them 5 ft and force them to fall down.

WEAK SPOT: Make an attack roll with a -2 penalty vs an enemy's Dodge. On a hit you deal the attack's damage and the attack gains an armor piercing 6 effect (AP 6).