PLAY GUIDE

ACTION ROLLS

When the GM calls for an action roll:
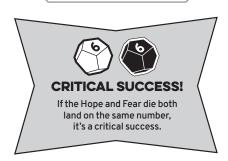
> **+1 AGILITY**
> **+1 THIEF**
> **Decide what modifiers apply. Spend Hope to add an Experience.**

> **Roll your Duality Dice and add them together along with your modifiers.**

> **"20 WITH FEAR!"**
> **Tell the GM the result and which Duality Die rolled higher.**

> **CRITICAL SUCCESS!**
> If the Hope and Fear die both land on the same number, it's a critical success.

ACTION ROLL RESULTS

- **On a critical success,** you get what you want and a little more. Gain a Hope and clear a Stress.
- **On a success with Hope,** you pull it off well and get what you want. Gain a Hope.
- **On a success with Fear,** you get what you want, but it comes with a cost or consequence. You might get attacked, gain limited information, attract danger, etc. The GM gains a Fear.
- **On a failure with Hope,** things don't go to plan. You probably don't get what you want and must face the consequences. Gain a Hope.
- **On a failure with Fear,** things go really bad. You probably don't get what you want, and there is a major consequence or complication because of it. The GM gains a Fear.

DAMAGE ROLLS

When you make a successful attack: Roll a number of weapon dice equal to your proficiency and add them together.

If the attack roll was a Critical Success: Take the maximum potential value of all your damage dice added together, and add it as a modifier to your damage roll.

USING ARMOR

When you are attacked: If you are taking damage, you may mark armor slots to reduce the amount by your armor score. Multiple armor slots may be marked to reduce the damage further.

QUICK REFERENCE

Advantage: Add 1d6 advantage die to your action roll.

Disadvantage: Subtract 1d6 disadvantage die from your action roll.

Help An Ally: Spend a Hope and roll a *d6* advantage die to add to the ally's action roll. If multiple PCs want to help, they each spend Hope and roll a *d6* advantage die, and the highest result from the group is added to the action roll.

Tag Team Roll: Each player can choose one time per session to spend three Hope and initiate a Tag Team move with another PC. When you do, work with your chosen partner to describe how your two characters combine their actions in a unique and exciting way. Both you and your partner make separate action rolls, but before resolving the roll's outcome, choose one of the rolls to apply for both of your results.

Vulnerable: A condition that allows any rolls against that creature to be at advantage.

Restrained: A condition that keeps the target from moving.

Temporary: When a spell, condition, etc. is temporary, it means the GM can end it by spending Fear.

DOWNTIME

Downtime represents moments of respite within the perilous journey player characters are on together. It is not only an opportunity to recover and prepare for what lies ahead, but also a time to share more quiet, intimate scenes that help to build or showcase the relationships characters have with one another.

SHORT REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two of the options below.

Tend to Wounds
Describe how you temporarily patch yourself up and clear 1d4 hit points. You may choose to do this on an ally instead.

Clear Stress
Describe how you blow off steam or pull yourself together, and clear 1d4 stress.

Repair Armor
Describe how you spend time quickly repairing your armor and clear two used Armor Slots. You may choose do this to an ally's armor instead.

Prepare
Describe how you are preparing yourself for the path ahead and gain Hope.

LONG REST

Each player may swap any number of domain cards in their Loadout for domain cards in their Vault, then choose two of the options below.

Tend to Wounds
Describe how you patch yourself up and remove all marked Hit Points. You may choose to do this on an ally instead.

Clear Stress
Describe how you blow off steam or pull yourself together, and clear all marked Stress.

Repair Armor
Describe how you spend time repairing your armor and clear all of its Armor Slots. You may choose do this to an ally's armor instead.

Prepare
Describe how you are preparing for the next day's adventure, then gain Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

Work on a Project
Establish or continue work on a project. The GM might ask for a roll to determine how much to tick down on the completion track.