

	Attack!	Defend	Feint	Maneuver †
Attack!	Independent ST 2	Versus *	Attack Wins	Versus
Defend	Versus *	Independent ST 2	Feint Wins	Versus *
Feint	Attack Wins	Feint Wins	Versus	Independent ST 2
Maneuver †	Versus	Versus *	Independent ST 2	Independent ST 2

* Defender rolls +2D † If successful, auto +1 success to next action.

RATING	TASK DIFFICULTY	ST	POOL
Legendary	Essentially impossible.	+8	10D
Epic	One in a million.	+7	9D
Fantastic	Deep wizardry required.	+6	8D
Superb	Extremely difficult, even for experts.	+5	7D
Great	Tough even for experts.	+4	6D
Good	Extremely Difficult. Difficult even if trained.	+3	5D
Fair	Intricate task, difficult if untrained.	+2	4D
Average	Complex task. Requires focus and skill.	+1	3D
Mediocre	Simple task. Don't roll.	+0	2D
Poor	Easy. Don't roll.	-1	1D
Terrible	Really easy. Don't roll.	-2	0D

Tweaks limit Traits

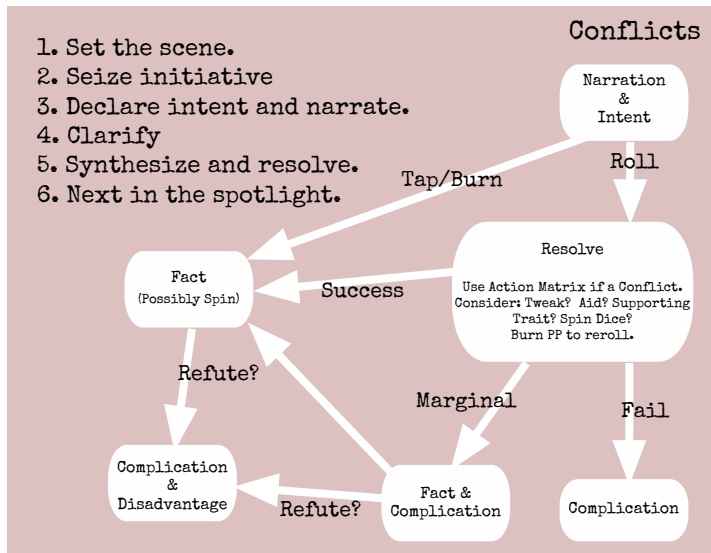
- * Limit use per period.
- * Style: Clever, Deliberate, Sneaky, Flashy, Fast, Fierce.
- * Object, tool or prop.
- * Location or circumstances.
- * Move, aspect or manuver.
- * Object or target.
- * Defined mechanical effect.

Types of Conflicts

- * kill! (combat)
- * social conflict
- * chase
- * sneak
- * test of skill
- * capture
- * convince
- * drive off (combat)
- * trick or riddle
- * banish
- * other

Plot Points

- * TAP once/scene to get a FACT on a Trait (yours, environment, or adversary)
- * BURN as desired to get a FACT on a Trait (yours, env, or adversary)
- * EARN by electing to fail an action or by throwing scene.
- * TAP to refute facts.
- * BURN to reroll dice.



Misc.

- * Players: Don't ask, the answer is "No".
- * There are no "mere" failures.
- * Traits can only be activated once per scene.
- * Improvise! Say, "Yes, and..."
- * Use Flash scenes.
- * Scenes need: GOAL / REWARD, CONFLICT & COMPLICATION.
- * Offer Complications (and PPs) for activating "bad" Traits.
- * Dramatic tension rises and falls, never constant.
- * When in doubt, a Test is ST2.
- * A player make a Complication Persistent to avoid PP tap.
- * Refuted FACT can be reinstated by BURNING a PP.
- * Record success and fail for every use of a Trait.
- * Have fun. It's a game.