

CORTEX PLUS

Cheat Sheets



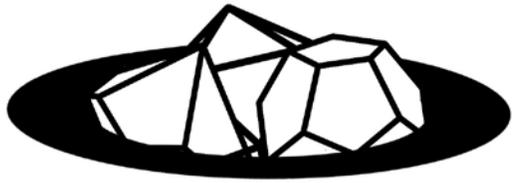
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TABLETOP ROLEPLAYING OPTIMIZED

CORTEXTM
PLUS



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TABLETOP ROLEPLAYING OPTIMIZED

CORTEX PLUS Cheat Sheets

The Cortex Plus Hacker's Guide features three full roleplaying games worth of mechanics, Traits, and inspiration, creating one of the most robust pieces of work out there! But that's a lot of information to contain and a lot of ground to cover. The Cortex Plus Cheat Sheets is here to help! The cheat sheets cover each of the flavors of Cortex Plus – ACTION ROLEPLAYING, DRAMATIC ROLEPLAYING, and FANTASY HEROIC ROLEPLAYING – and will prove invaluable as a reference for planning, hacking, and playing your Cortex Plus games!

The [Cortex Plus Hacker's Guide](#) is required to use this product.

Credits

Written & Designed by Tim Bannock for neuronphaser.com

Cover Art by Patrick E. Pullen

Changelog
8/12/2016 – Version 1

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HOW TO USE THE CHEAT SHEETS

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Action Roleplaying Cheat Sheets
Dramatic Roleplaying Cheat Sheets
Fantasy Heroic Roleplaying Cheat Sheets
Fantasy Heroic Dice Pool Assembler
Head Shot! Cheat Sheets

The *Cortex Plus Cheat Sheets* contain “cheat sheets” in both landscape and portrait oriented versions for each of the three flavors of Cortex Plus – Action, Dramatic, and Fantasy Heroic – as well as a Dice Pool Assembler sheet for Fantasy Heroic and cheat sheets for neuronphaser’s *Zombie Apocalypse Hack* for Cortex Plus Action Roleplaying, *HEAD SHOT!* This last one is a bonus that shows how to remix the information on the Action Cheat Sheets to better work for a hack that features alternate and optional rules as “core” rules.

Overall, the idea is that these sheets provide you with tools you can use to make things easier on yourself, with “you” being:

- ❖ The Game Master who’s about to prepare a new Cortex Plus one-shot, series, or campaign.
- ❖ The Game Master already running a game using one of the flavors of Cortex Plus without too many tweaks to the core rules of whatever flavor they use, but need some additional reference material to keep the details straight.
- ❖ The Player (Agent, Lead, Hero) that wants a better grasp of the rules at their fingertips, so they can make better use of their Plot Points and other traits.

These sheets won’t replace the *Cortex Plus Hacker’s Guide*, and they aren’t meant to. They serve as a useful handout for new and advanced players alike, providing plenty of reminders as to the mechanics of your Cortex Plus flavor of choice. Game Masters may not use GM screens, but if you do, these make great inserts or pages to tape or staple to your otherwise unused GM screen of choice. Still don’t like a screen? That’s fine, just print these pages out and put ‘em in your binder or notebook, or staple them together, or make paper airplanes out of

them. Doesn’t really matter to us, as long as you find it worthwhile!

The Cheat Sheets compile all of the pertinent “at the table” rules you need to run a game smoothly, written in a comprehensive-yet-shorthand manner. You couldn’t create characters or advance characters with these cheat sheets, but you can look up the myriad of ways to earn and spend Plot Points during play, or the intricacies of Trouble and Doom Pools when you’ve just had your players roll a bunch of 1s on their dice, or even create Fantasy Heroic monsters and challenges pretty much on the fly.

As a reminder, we’ve included Cheat Sheets for the hack [HEAD SHOT! A Zombie Apocalypse Hack for Cortex Plus Action Roleplaying](#). This is a great example of taking the Action Roleplaying Cheat Sheet and reformatting it to include a hack’s unique rule mechanics and other call-outs. Extract what you can from the cheat sheets and repurpose the information for your own hacks and you’ve just streamlined any rule-referencing at the game table!

A NOTE ON PAGE NUMBERING

You’ll notice the Table of Contents doesn’t include page numbers. We’ve taken great pains to bookmark the PDF version of this release accurately so that navigation is easy, but we’ve kept the individual cheat sheets numbered in a manner that best represents their unique nature: all of the Action Roleplaying Cheat Sheet pages refer only to that flavor. This way, you can print what you want and only what you want, and the page numbering that appears on the print-out isn’t confusing.

If you see issues, errata, or potential improvements, please stop by the product page on DriveThruRPG or our website at neuronphaser.com and drop us a line! We truly appreciate your support and feedback.

GAME ON!

ACTION ROLEPLAYING CHEAT SHEET

DIFFICULTY DIE (P. 117)

Average	D6
Hard	D8
Very Hard	D10

ATTRIBUTES (P. 121)

Agility	Alertness	Intelligence
Strength	Vitality	Willpower

ROLES (P. 122)

Brains	Face	Muscle
Sneak		Tech

BUILDING A DICE POOL (P. 117, 132)

1. Attribute Die
2. Role Die
3. Distinction: D8 or D4+Earn 1 PP
4. Specialty
5. Signature Asset
6. Any applicable Assets

GM's opposition may add:

- ❖ Difficulty Die
- ❖ Any applicable Complications

BASIC ACTION (P. 117)

1. The defender Sets the Stakes (GM's roll Difficulty Die + opposition's Traits)
2. Acting character rolls their dice in an attempt to Raise the Stakes.
3. Total = highest 2 dice added together.
4. Compare Totals of both rolls.

Success AKA Raise the Stakes:

You get what you want! Narrate your success.

Extraordinary Success:

You raise the stakes by 5+: You get what you want and you may step up an Asset or lose a Complication.

Failure (or simply "Fail"):

You don't get what you want, but you aren't actually in deeper trouble unless you get a Complication.

PLOT POINTS (P. 119)

Spending Plot Points:

- ❖ Include another die in your total.
- ❖ Activate a Talent.
- ❖ Create an Asset D6 for the scene (spend another PP to make it last the entire Mission).
- ❖ [OPTIONAL] Activate a Flourish Die.

Earning Plot Points:

- ❖ When the GM would spend a PP, he instead hands it to the Agent he's acting against.
- ❖ Whenever the GM activates one of your Complications.
- ❖ Whenever you use a Distinction at D4.

Callbacks (p. 132)

- ❖ Make a reference to some previous Mission on your record and gain the benefits of having spent a PP without having to spend one!
- ❖ You can only callback to any single, specific Mission once per session.

COMPLICATIONS & OPPORTUNITIES (P. 118)

Player rolls a 1: Complication!

- ❖ The GM can hand you a PP and creates a Complication D6 (this can be stepped up for each 1 the player rolled w/o paying extra PP)
- ❖ If a Complication is stepped up past D12, you're out of the Scene!

Player voluntarily takes a Complication

An Agent may voluntarily take (or step up an existing) Complication to avoid a debilitating setback as a consequence of a roll, such as if the result of the roll would strike them down, capture them, or otherwise defeat them.

GM rolls a 1: Opportunity!

- ❖ Any player can spend a PP to activate it, stepping an existing Complication back by one step (for each 1 rolled w/o needing to spend extra PP)
- ❖ Opportunities may be used to activate certain Talents.

RECOVERY (P. 118)

- ❖ Temporary Complications last until the end of the Scene.
- ❖ Long-term Complications last until recovered.

Recovery Rolls

1. Agent or Supporting Character rolls to treat.
2. GM sets the stakes with Complication Die + Difficulty Die.
3. Compare Totals:
 - ❖ Success = the Complication is removed.
 - ❖ Fail = Complication is stepped back by one; wait for another Scene to attempt recovery again.

Complications on Recovery Rolls

- ❖ A 1 on a Success creates a new, possibly related Complication!
- ❖ A 1 on a Fail steps up the existing Complication!

TIMED ACTIONS (P. 137)

- ❖ GM sets the number of Beats and the number and type of Actions necessary to complete the Timed Action.
- ❖ Roll a series of Basic Actions as normal:
 - Success = costs 1 Beat
 - Extraordinary Success = costs no Beats
 - Fail = costs 2 Beats

Completing the Timed Action:

If you have Beats remaining, success! If you have zero Beats remaining but have completed all Basic Actions, you must choose between a clean getaway or achieving your objective.

Running Out of Time:

If you don't complete the necessary actions and have run out of Beats, you don't complete your objective, or are caught in the act.

Buying Time:

In between each of the necessary Basic Actions, another Agent may take a Basic Action of their own to try to buy time:

- Success = give back 1 Beat
- Extraordinary Success = give back 2 Beats
- Fail = this Agent may no longer help out with the Timed Action

[OPTION] FLASHBACKS (P. 138)

Establishment Flashback

1. Triggered by someone else or not?
2. Triggered: Spend a PP, describe the flashback, and gain an Asset D6 for the rest of the Scene.
3. Not triggered: Spend a PP, describe the flashback and make an appropriate roll. On a success, you get an Asset D6 for the rest of the Scene.

Wrap-Up Flashback

1. The Team's leader (Mastermind or Brains) initiates the Wrap-Up Flashback as the final Scene of the Mission.
2. Every agent besides the leader frames an Establishment Flashback and makes an appropriate roll (as if it were not triggered by someone else) to Set the Stakes. If the leader offers any advice in framing the scene, add his Brains die.
3. GM rolls to Raise the Stakes vs. each Agent in turn. Success = flashback fails to help out and the Agent describes why. Fail = flashback adds an Asset D6 to the leader's final roll.
4. Leader describes the coup de grace, and the opposition (usually the main villain) makes an appropriate roll to Set the Stakes. The leader attempts to Raise the Stakes and gets to use any Assets created by the other Agents.
 - ❖ Success = game over for the villain!
 - ❖ Fail = the Team still triumphs, but the villain gets away (not unscathed!)

NOTICE ACTIONS (P. 135)

1. Roll Alertness + Role vs. 2D6
2. Success = Gain an Asset D6 based on what you notice for this Scene (spend a PP to bank it for a later Scene)

ROLE ACTIONS (P. 135)

1. Agent sets the stakes with Role + Attribute
2. GM rolls opposition's dice
3. If the GM fails to Raise the Stakes, the Agent gains an Asset D6 for that Scene (spend a PP to bank it for a later Scene)

[OPTION] FLOURISHES (P. 119)

For Players:

Extraordinary Success: Bank a flourish die equal to the Difficulty Die (or the highest rolling die in the opposing dice pool if there was no Difficulty Die).

For GMs:

Extraordinary Success: Remove an Agent's Flourish Die of equal or lesser size to the Difficulty Die (or the highest rolling die if there was no Difficulty Die).

Using Flourish Dice:

- ❖ Spend a PP to roll a Flourish Die and add it to your Total.
- ❖ If it rolls a 1, you get the PP back and either add the 1 to your Total and get a Complication or leave your Total as-is and hold onto the Flourish Die for later.

[OPTION] CONTESTED ACTIONS (P. 136)

Complications that come up in Contested Actions last until the end of the Contested Action (or longer).

Results:

- ❖ As soon as one side fails to Raise the Stakes, that side is Taken Out for the rest of the Scene.
- ❖ If you get an Extraordinary Success when Raising the Stakes at any point, you may immediately Take Out your opponent for the rest of the Scene.

Giving Ground:

You can voluntarily end the Contested Action at any point before it is resolved by taking a Complication (or stepping up an existing one) that lasts until the end of the Scene.

Ganging Up:

1. +1 die of the highest sized Trait per additional opponent to the dice pool
2. Each time the opposition Raises the Stakes, remove a die (or 2 on an Extraordinary Success)
3. Each removed die is a character that has been Taken Out (thus, this works against Agents, too!)

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 - ❖ Fail = the Team still triumphs, but the villain gets away (not unscathed!)

DRAMATIC ROLEPLAYING CHEAT SHEET

BUILDING A DICE POOL (P. 171)

1. Value + Relationship
2. One appropriate Distinction OR Ability
3. Any and all appropriate Minor Assets
4. 1 or 2 dice from an appropriate Resource (if you use the dice in your total, they are no longer available for the rest of the session)

ESTABLISH A RELATIONSHIP:

If you don't have a Relationship that fits the situation, establish one at D4 or spend a PP to make it D6.

TEST (P. 175)

A Test is a single roll between a Lead and the GM.

1. Player assembles dice pool for their Lead, GM rolls Trouble plus relevant Minor Assets and Resources.
2. Roll dice, Player and GM take their two highest dice, add them together, and get their Totals.
3. Compare the Totals: if the Lead beats the GM it is a success, if not it is a failure.
 - **Success** = the Lead gets what he wants.
 - **Fail** = the Lead does not get what he wants.*

*Some Tests may inflict Stress if the GM says so. On a failure, the GM rerolls the dice for Stress, inflicting the die rating of the highest-rolling die on that reroll as the Stress.

CONTEST (P. 176)

A Contest is a series of Actions and Reactions between two opposing characters.

1. The person initiating the Contest declares what they want and builds a dice pool.
2. The target may Give In immediately (at no PP cost) or announce their response and build a dice pool in opposition.
3. Roll dice, Action vs. Reaction take their two highest dice, add them together, and get their Totals.
4. Compare Totals to see if the Action or Reaction is higher.
 - **Action is higher:** Reroll dice and inflict highest rolling die as Stress, and the Contest ends. If you succeed by 5+, you also have the option of Stressing Out your opponent.
 - **Reaction is higher:** The tables have turned! Initiating character may Give In (costing them a PP) or react, building a dice pool to beat this new, higher Total.
5. Repeat until someone Gives In, is Stressed Out, or can't beat the new Total. Loser takes Stress and Contest ends.

See **Giving In at the End of Your Rope**, **Aiding**, and **Interfering** for additional permutations.

GIVING IN AT THE END OF YOUR ROPE (P. 176):

You run out of PP during a Contest in which you otherwise have the opportunity to Give In.

Choose one:

- If you see it to the end of a Contest (taking Stress or becoming Stressed Out) and had no PP to spend on Giving In, you receive a PP once the Contest is over for soldiering on.
- You can Give In without spending a PP by stepping back a Relationship or Value by one for the rest of the session (if it's a D4, it is now off the table until the next session).

AIDING (P. 177):

You wish to provide help on an ally's dice roll.

1. Build your pool and roll as normal.
2. Take the highest rolling die and give it to the person you're aiding.
3. If the side you Aid loses, you also take equal Stress.

INTERFERING (P. 177)

You want to come between two characters, ending a conflict.

1. Spend a PP to Interfere.
2. Both of the original characters in the Contest have the option to spend a PP each and immediately ignore you, ending the attempt to Interfere. If they don't choose to do this...
3. Build a dice pool and beat the current high-roller in the Contest.
4. Compare your Total vs. the high-rollers Total:
 - **You succeed:** Contest immediately ends; there is no Stress dealt and no need to Give In.
 - **You fail:** Each person in the Contest inflicts Stress on you, and then continues their Contest uninterrupted.

MINOR ASSETS (AKA USEFUL DETAIL, P. 165)

1. Spend a PP to create a Minor Asset D6
2. D8 if created using a Distinction trigger.
3. Lasts for the Scene.

TROUBLE POOL (P. 173)

Start: 2D6

SPENDING TROUBLE DICE:

- Add a Trouble Die to any dice pool for a Contest. That die is gone after the Contest is resolved.
- Include an equally-sized die in the Contest or Test total.
- Create an equally-sized Minor Asset.
- Add an equally-sized Trait to a Feature's character sheet.
- Activate Distinction triggers or Ability SFX of a Feature.

GROWTH POOL (P. 179)

Add an equal-sized die to Growth when you...

- Challenge a Value or Relationship.
- Have another character relieve your Stress.

COMPLICATIONS (P. 172)

- Any 1s on a dice roll don't count toward the total.
- GMs can buy a player's Complication by handing them a PP.
- Players can buy a GM's Complication by spending a PP.

GM ACTIVATES A COMPLICATION:

Choose one:

- Step up one die in the Trouble Pool
- Add a new die to the Trouble Pool equal to the die that came up as a 1
- Put a Minor Asset D6 into play

If multiple 1s came up on a player's roll, the GM may stack any single effect w/o paying additional PP.

PLAYER ACTIVATES A COMPLICATION:

Choose one:

- Remove a die from the Trouble Pool equal to the size of the die that rolled a 1 (or smaller)
- Remove a GM-created Minor Asset from play

Players must spend a PP for each Complication rolled that they wish to activate.

STRESS (P. 177)

- Standard 5: Afraid, Angry, Exhausted, Injured, and Insecure.
- Opponents may add your Stress die to their dice pool when appropriate.

DETERMINING STRESS:

1. The victor in a Test/Contest rerolls their dice pool, inflicting appropriate Stress equal to the highest-rolling die size.
2. If a character already has that type of Stress:
 - If new die size is bigger, step it up to that die size.
 - If new die size is equal or less, step the Stress up by one.

STRESSED OUT (P. 178)

You're out of the Scene if either of these occur:

- Your Stress die is stepped up past D12.
- Your Total is beat by 5+ during a Contest.

STRESS RECOVERY (P. 179)

- Reduced by one step at the end of each session.
- You may attempt Stress Relief on someone else.

STRESS RELIEF:

1. Test vs. all of the target's Stress dice.
 2. Compare Totals:
 - a. Success = Stress is eliminated, and the target (Stressed character) receives a die equal to the eliminated Stress die in their Growth Pool.
- Fail = Stress stays the same.

PLOT POINTS (P. 173)

EARNING PLOT POINTS:

- Suffer a Complication.
- Activate an Earn Distinction Trigger.
- Shutdown an ability when you encounter its Limit.
- Payback at the end of a Scene (when other Leads spend PP against you, you get these PP at the end of the Scene).

SPENDING PLOT POINTS:

- Add dice from additional Traits to your dice pool.
- Include more dice in your total.
- Create a Minor Asset D6.
- Create and define a Relationship D6 (it steps back to D4 at the end of the Scene).
- Activate Distinction triggers or Ability SFX.
- Activate a GM Complication (see Player Activates a Complication).
- Call on another Lead's Resource at D6 (such Resource dice are spent if used in the total).
- Give In during a Contest (this is free if you never picked up dice for the Contest).
- Interfere in a Contest, or ignore someone else's Interference (both parties in a Contest must spend a PP to ignore Interference).

CHALLENGING DRIVES (P. 161)

1. Triple that Drive's dice value (*Example: a D8 becomes 3D8*)
2. Add a die of that size to your Growth Pool (*Example: a D8*)
3. At the end of the Scene, step back the Drive by one for the rest of the session (*Example: D8 ► D6*). Challenging a Drive D4 takes it off the table for the rest of the session.

LIMITS (P. 164)

- Triple the die of whatever Trait represents the Limit when using it against the character.
- Spend a PP to Shutdown an Ability when the Limit is present (the victim may do this themselves in order to avoid #1).

GEAR:

This Limit never gets triple dice against it, but can be Shutdown if disabled, stolen, broken, or lost.

RESOURCES (P. 165)

- **Aid:** Determine your roll's result, then add the Resource dice. The number of dice added are expended from that Resource until the next session (for all people with that Resource!).
- **Buy Someone Else's Resource:** If you don't have a Resource on your sheet, spend a PP to access another Lead's Resource at D6. Dice are expended in the same way as above.

DRAMATIC ROLEPLAYING

CHEAT SHEET

BUILDING A DICE POOL (P. 171)

1. Value + Relationship
2. One appropriate Distinction OR Ability
3. Any and all appropriate Minor Assets
4. 1 or 2 dice from an appropriate Resource (if you use the dice in your total, they are no longer available for the rest of the session)

ESTABLISH A RELATIONSHIP:

If you don't have a Relationship that fits the situation, establish one at D4 or spend a PP to make it D6.

COMPLICATIONS (P. 172)

- Any 1s on a dice roll don't count toward the total.
- GMs can buy a player's Complication by handing them a PP.
- Players can buy a GM's Complication by spending a PP.

GM ACTIVATES A COMPLICATION:

Choose one:

- Step up one die in the Trouble Pool
- Add a new die to the Trouble Pool equal to the die that came up as a 1
- Put a Minor Asset D6 into play

If multiple 1s came up on a player's roll, the GM may stack any single effect w/o paying additional PP.

PLAYER ACTIVATES A COMPLICATION:

Choose one:

- Remove a die from the Trouble Pool equal to the size of the die that rolled a 1 (or smaller)
- Remove a GM-created Minor Asset from play

Players must spend a PP for each Complication rolled that they wish to activate.

TROUBLE POOL (P. 173)

Start: 2D6

SPENDING TROUBLE DICE:

- Add a Trouble Die to any dice pool for a Contest. That die is gone after the Contest is resolved.
- Include an equally-sized die in the Contest or Test total.
- Create an equally-sized Minor Asset.
- Add an equally-sized Trait to a Feature's character sheet.
- Activate Distinction triggers or Ability SFX of a Feature.

PLOT POINTS (P. 173)

EARNING PLOT POINTS:

- Suffer a Complication.
- Activate an Earn Distinction Trigger.
- Shutdown an ability when you encounter its Limit.
- Payback at the end of a Scene (when other Leads spend PP against you, you get these PP at the end of the Scene).

SPENDING PLOT POINTS:

- Add dice from additional Traits to your dice pool.
- Include more dice in your total.
- Create a Minor Asset D6.
- Create and define a Relationship D6 (it steps back to D4 at the end of the Scene).
- Activate Distinction triggers or Ability SFX.
- Activate a GM Complication (see Player Activates a Complication).
- Call on another Lead's Resource at D6 (such Resource dice are spent if used in the total).
- Give In during a Contest (this is free if you never picked up dice for the Contest).
- Interfere in a Contest, or ignore someone else's Interference (both parties in a Contest must spend a PP to ignore Interference).

CHALLENGING DRIVES (P. 161)

1. Triple that Drive's dice value (*Example*: a D8 becomes 3D8)
2. Add a die of that size to your Growth Pool (*Example*: a D8)
3. At the end of the Scene, step back the Drive by one for the rest of the session (*Example*: D8 ► D6). Challenging a Drive D4 takes it off the table for the rest of the session.

GROWTH POOL (P. 179)

Add an equal-sized die to Growth when you...

- Challenge a Value or Relationship.
- Have another character relieve your Stress.

LIMITS (P. 164)

- Triple the die of whatever Trait represents the Limit when using it against the character.
- Spend a PP to Shutdown an Ability when the Limit is present (the victim may do this themselves in order to avoid #1).

GEAR:

This Limit never gets triple dice against it, but can be Shutdown if disabled, stolen, broken, or lost.

RESOURCES (P. 165)

- **Aid:** Determine your roll's result, then add the Resource dice. The number of dice added are expended from that Resource until the next session (for all people with that Resource!).
- **Buy Someone Else's Resource:** If you don't have a Resource on your sheet, spend a PP to access another Lead's Resource at D6. Dice are expended in the same way as above.

MINOR ASSETS (AKA USEFUL DETAIL, P. 165)

1. Spend a PP to create a Minor Asset D6
2. D8 if created using a Distinction trigger.
3. Lasts for the Scene.

CONTEST (P. 176)

A Contest is a series of Actions and Reactions between two opposing characters.

1. The person initiating the Contest declares what they want and builds a dice pool.
2. The target may Give In immediately (at no PP cost) or announce their response and build a dice pool in opposition.
3. Roll dice, Action vs. Reaction take their two highest dice, add them together, and get their Totals.
4. Compare Totals to see if the Action or Reaction is higher.
 - **Action is higher.** Reroll dice and inflict highest rolling die as Stress, and the Contest ends. If you succeed by 5+, you also have the option of Stressing Out your opponent.
 - **Reaction is higher.** The tables have turned! Initiating character may Give In (costing them a PP) or react, building a dice pool to beat this new, higher Total.
5. Repeat until someone Gives In, is Stressed Out, or can't beat the new Total. Loser takes Stress and Contest ends.

See **Giving In at the End of Your Rope**, **Aiding**, and **Interfering** for additional permutations.

STRESS RECOVERY (P. 179)

- Reduced by one step at the end of each session.
- You may attempt Stress Relief on someone else.

STRESS RELIEF:

1. Test vs. all of the target's Stress dice.
2. Compare Totals:
 - **Success** = Stress is eliminated, and the target (Stressed character) receives a die equal to the eliminated Stress die in their Growth Pool.
 - **Fail** = Stress stays the same.

TEST (P. 175)

A Test is a single roll between a Lead and the GM.

1. Player assembles dice pool for their Lead, GM rolls Trouble plus relevant Minor Assets and Resources.
2. Roll dice, Player and GM take their two highest dice, add them together, and get their Totals.
3. Compare the Totals: if the Lead beats the GM it is a success, if not it is a failure.
 - **Success** = the Lead gets what he wants.
 - **Fail** = the Lead does not get what he wants.*

*Some Tests may inflict Stress if the GM says so. On a failure, the GM rerolls the dice for Stress, inflicting the die rating of the highest-rolling die on that reroll as the Stress.

STRESS (P. 177)

- Standard 5: Afraid, Angry, Exhausted, Injured, and Insecure.
- Opponents may add your Stress die to their dice pool when appropriate.

DETERMINING STRESS:

1. The victor in a Test/Contest rerolls their dice pool, inflicting appropriate Stress equal to the highest-rolling die size.
2. If a character already has that type of Stress:
 - If new die size is bigger, step it up to that die size.
 - If new die size is equal or less, step the Stress up by one.

STRESSED OUT (P. 178)

You're out of the Scene if either of these occur:

- Your Stress die is stepped up past D12.
- Your Total is beat by 5+ during a Contest.

GIVING IN AT THE END OF YOUR ROPE (P. 176):

You run out of PP during a Contest in which you otherwise have the opportunity to Give In.

Choose one:

- If you see it to the end of a Contest (taking Stress or becoming Stressed Out) and had no PP to spend on Giving In, you receive a PP once the Contest is over for soldiering on.
- You can Give In without spending a PP by stepping back a Relationship or Value by one for the rest of the session (if it's a D4, it is now off the table until the next session).

AIDING (P. 177):

You wish to provide help on an ally's dice roll.

1. Build your pool and roll as normal.
2. Take the highest rolling die and give it to the person you're aiding.
3. If the side you Aid loses, you also take equal Stress.

INTERFERING (P. 177)

You want to come between two characters, ending a conflict.

1. Spend a PP to Interfere.
2. Both of the original characters in the Contest have the option to spend a PP each and immediately ignore you, ending the attempt to Interfere. If they don't choose to do this...
3. Build a dice pool and beat the current high-roller in the Contest.
4. Compare your Total vs. the high-rollers Total:
 - **You succeed:** Contest immediately ends; there is no Stress dealt and no need to Give In.
 - **You fail:** Each person in the Contest inflicts Stress on you, and then continues their Contest uninterrupted.

FANTASY HEROIC ROLEPLAYING

CHEAT SHEET

CORE MECHANIC (P. 193)

1. Described what you want to do.
2. Assemble your dice pool and roll 'em!
3. Set aside and ignore 1s (Opportunities).
4. Pick 2 remaining dice, add them to get your Total.
5. Pick 1 more remaining die as the Effect Die
 - ✓ If no dice remain, Effect Die is D4
6. Spend any PP to...
 - ✓ ...inflict Stress
 - ✓ ...inflict a Complication
 - ✓ ...create an Asset
7. Opponent rolls reaction or GM rolls Doom Pool.
8. Compare rolls to get result:
 - ✓ Action is higher: Success!
 - ✓ Reaction is higher: Fail, and opposition may Counterattack.
9. Opposing party may activate Opportunities:
 - ✓ GMs activate Player Opportunities to add dice to the Doom Pool.
 - ✓ Players activate GM Opportunities for stunts/resources in their next action or reaction roll.

EXTRAORDINARY SUCCESS (P. 194)

If a total beats the opposition's total by 5+, the Effect Die is stepped up by one.

If it is stepped up past D12, you may add an additional Effect Die from your unused dice for every difference in 5 in the total. If you don't have any more dice, you can add an additional D4 Effect Die if you want.

BUILDING A DICE POOL (P. 193)

Roll one applicable die from each of the Categories:

1. Distinction
2. Background Power Set
3. Class Power Set
4. Specialty

Add an applicable die from each of the following Traits:

- ✓ Opponent's Stress die
- ✓ Opponent's Complication die
- ✓ A stunt, resource OR asset

MY CATEGORIES DON'T FIT!

If you can't justify using a die from one of your Categories, just roll a D6, but you cannot use any other ability of that Category, such as...

- ✓ SFX or Limits for Power Sets
- ✓ Cannot earn PPs for Distinctions
- ✓ No splitting of dice from Specialties

EARNING PLOT POINTS (P. 194)

- ✓ Use a Distinction at a D4.
- ✓ The GM activates your Opportunities to add dice to the Doom Pool.
- ✓ Invoking a limit from a Power Set that grants PP.

SPENDING PLOT POINTS (P. 194)

BEFORE YOU ROLL

- ✓ Add an extra die from a category you're already using.
- ✓ Create a Stunt D8 based on one of your Power Sets or Specialties (D6 if you can't justify it).
- ✓ Activate an SFX that requires PP.

AFTER YOU ROLL

- ✓ Add another die to your total.
- ✓ Add another Effect Die. Note that you can't inflict Stress on a target multiple times on the same roll.
- ✓ Activate an SFX that requires PP.
- ✓ Activate an opponent's Opportunity to create a D10 Stunt for your next roll (D8 if you can't justify it as part of a Power Set or Specialty).
- ✓ Activate an opponent's Opportunity to create a Resource based on one of your Specialties which is stepped up and lasts until the end of the current Scene.
- ✓ If you make a successful reaction, you're your opponent rolled an Opportunity, you may counterattack.

DURING EXPLORATION AND SOCIAL SCENES

- ✓ Create Resources.
- ✓ Extend the duration of a Resource or Asset.

COMPLICATIONS (P. 195)

- ✓ Opponents may use Complication die in rolls against you.
- ✓ If Complication is stepped up past D12, you cannot act for the rest of the Scene.

STUNTS (P. 195)

- ✓ Based on Power Sets or Specialties.
- ✓ Helps you for a single dice roll.

ASSETS (P. 195)

- ✓ Created via an Effect Die as part of an action.
- ✓ Last until the end of the Scene.
- ✓ Spend a PP to make it last to the end of the next Scene.

RESOURCES (P. 206)

- ✓ Based on a Specialty.
- ✓ Created during a Social or Exploration Scene.
- ✓ Can be created during a combat by activating an opponent's Opportunity.
- ✓ Spend a PP to create a Resource; it has the die rating of the Specialty (Expert D6, Master D8).
- ✓ Lasts until the end of the Scene.
- ✓ Spend a PP to make it last to the end of the next Scene.

COUNTERATTACK (P. 194)

If your reaction roll beats your opposition's action, and they rolled an Opportunity:

1. Spend a PP to activate your opponent's Opportunity.
2. Use your Effect Die to...
 - ✓ Inflict Stress
 - ✓ Inflict a Complication
 - ✓ Create an Asset

POWER SET LIMITS (P. 198)

Limits turn a Power into a detriment, or cause it to Shutdown completely.

- ✓ Player may invoke a Limit to earn a PP.
- ✓ GM may invoke a Limit by spending a Doom die.
- ✓ Can be invoked at any time, even after rolling a Dice Pool.

SPECIALTIES (P. 205)

- ✓ Expert D8, or split into 2D6.
- ✓ Master D10, or split into 2D8 or 3D6.

SPECIALTY LIST

Acrobatics	Crafting	Diplomacy
Healing	Intimidation	Lore
Melee Combat	Merchantry	Mystic
Performance	Ranged Combat	Riding
Scouting	Skulduggery	

STRESS (P. 194)

Physical, Mental, and Social

- ✓ Opponents may use Stress die in rolls against you.
- ✓ If Stress is stepped up past D12, you are Stressed Out: you cannot act for the rest of the Scene, and you gain the appropriate type of Trauma D6 or step up existing Trauma by one (Physical, Mental, Social).
- ✓ If Trauma is stepped up past D12, you are out of the game (killed, comatose, catatonic, etc.).

[OPTIONAL]:

SLEEP HERE? ARE YOU CRAZY? (P. 224)

Choose one option:

- ✓ A full rest resets the Dom Pool to what it was at the beginning of the Quest.
- ✓ A full rest allows Recovery from Trauma in the middle of a session, rather than between Quests.

RECOVERY (P. 195)

Roll to recover your own or another's Stress as an action during Exploration or Social Scenes.

1. Assemble your dice pool; if recovering your own Stress, you must include Stamina in your dice pool, and if recovering another's Stress, you must include Healing or a similar Specialty.
2. The GM opposes with the Doom Pool plus the Stress die.
3. Compare results:
 - ✓ Effect Die is \geq Stress die: the Stress is eliminated.
 - ✓ Effect Die is $<$ Stress die: the Stress is stepped back by one (or removed if it is a D4).
 - ✓ Fail! No change and the GM may spend a Doom die to step up the Stress, or inflict a related Complication for the next Scene.

RECOVERING TRAUMA

Trauma steps back by one between Quests automatically. It can otherwise only be affected by SFX and other specially noted abilities.

TARGETING TRAITS (P. 216)

You can target traits to reduce or remove them, such as Assets, Complications, Gear, and Powers.

1. Roll vs. Doom Pool + Trait die (if the opposition is active, replace Doom Pool with opposition's Dice Pool and add the Trait die).
2. Success!
 - ✓ Effect Die is \geq Trait die: the Trait is removed from play.
 - ✓ Effect Die is $<$ Trait die: step back the Trait by one.

HARDENED TRAITS

Some Traits are tougher to destroy at the GM's discretion. In those instances, if the Effect Die $<$ Trait, nothing happens. If the Effect Die \geq Trait, step it back by one.

REPAIR OR STRENGTHEN

Repairing or reinforcing a Trait uses the same operation, but on a success, if the Effect Die $>$ Trait, replace the rating of the Trait with the Effect Die. If the Effect Die is \leq Trait, step the Trait up by one. In either case, consider renaming it to reflect the improvement.

SHUTDOWN A TRAIT

If a destroyed Trait is on a character sheet (or "datafile"), it is no longer useable for the rest of the Scene.

EXPLORATION SCENES (P. 219)

Stress automatically steps back by one.

Each Hero can take one action:

- ✓ Roll to recover yours or another's Stress.
- ✓ Make an Exploration-based Resource by spending a PP.
- ✓ Roll to search for Magic Items, or to create an Asset.
- ✓ Roll to explore.

ENVIRONMENTAL DISTINCTIONS

- ✓ 1 to 3 location-based Distinctions (D8/D4) usable by GM to add to Doom Pool on any appropriate exploration rolls.
- ✓ Use at D4 to help build the Doom Pool.

SEARCH ROLL (P. 211)

Roll to search for loot that creates an Exploration-based Asset, and upgrade it to a magic item with XP.

1. Roll vs. Doom Pool + Environmental Distinctions
2. **Success!** Create an Asset out of found loot.
 - ✓ Spend XP to turn into a magic item (XP cost = Asset die rating)
 - ✓ Spend PP to extend an Asset over multiple Scenes in order to build up the XP to upgrade it.

EXPLORATION ROLL (P. 220)

A Hero must take the lead and make an Exploration roll to resolve an Exploration Scene.

1. Roll vs. Doom Pool + Environmental Distinctions.
2. Result:
 - ✓ **Success!** The party progresses and the Effect Die can be used to create an Asset for the next Scene.
 - ✓ **Fail!** The party is setn to any Scene the GM desires and the GM's Effect Die can be used to inflict Stress or a Complication or to add trouble to a Scene.

SOCIAL SCENES (P. 224)

Stress automatically steps back by one.

Each Hero can take one action (unless it is a Social conflict, in which case it works like a Combat Scene):

- ✓ Roll to recover yours or another's Stress.
- ✓ Make a Social-based Resource by spending a PP.
- ✓ Roll to recruit an ally Asset or Hireling.

SOCIAL CONFLICTS

Social conflict Scenes play out exactly like Combat Scenes, and may include Scene Assets and Complications as well.

INITIATIVE FOR COMBAT SCENES (P. 222)

1. GM chooses who acts first based on the narrative.
2. After that character goes, the player or GM controlling that character chooses who goes next.
3. Continue until everyone has gone once.
4. Last person to go may choose who starts the next round (including themselves!).

The GM may spend Doom dice to interrupt the order at any time! See **Using Doom Dice**.

COMBAT SCENES TRAITS (P. 222)

The GM may create any number of Scene Traits at the beginning of combat, at any die value, for free.

SCENE ASSETS

- ✓ Can be used by anyone when it makes sense.
- ✓ If used in an action's dice pool, the same Scene Trait cannot be used in a reaction Dice Pool.
- ✓ Can be targeted.

SCENE COMPLICATIONS

- ✓ Specifically detrimental to the Heroes.
- ✓ Cost dice from the Doom Pool to create once the Scene begins. Costs a Doom die of equal size to the Complication's rating.
- ✓ Can be targeted.

ADDING NEW THREATS

Threats are monsters, traps, tricks, and persistent Complications that crop up in the midst of an existing Combat Scene (sometimes Exploration or Social Scenes as well).

Method #1: Pre-planned Scenes explain how to add new threats and at what cost to the GM in Doom dice.

Method #2: Spend a Doom die equal to the threat's Level die.

DOOM POOL (P. 217)

Starting: 2D6

Spending a D12 earns each affected Hero 1 XP for each D12 spent.

ADDING OR UPGRADING DOOM DICE

- ✓ **Hero Opportunities:** Each Opportunity can be activated by the GM. Hand over a PP per individual unique effect: add a die to the Doom Pool or step up the lowest die in the Doom Pool.
- ✓ **GMC Distinctions:** When a GMC uses a Distinction D4, add a D6 to Doo or step up the lowest die.
- ✓ **GMC Actions:** A GMC may use an action to increase the Doom Pool, adding their Effect Die to Doom (a Hero may oppose this).
- ✓ **GMC Limits:** Some Limits may add to or alter a Doom die.

THREATS ON THE FLY (P. 233, 237)

- ✓ **MINION D4:** 1-2 Distinctions, 2-3 Powers that don't exceed D6 with 1-2 SFX and 1 Limit, 1-2 Expert Specialties.
- ✓ **STANDARD D6:** 2 Distinctions, 3-4 Powers up to D8 with 1-3 SFX and 1 Limit, 1-2 Expert Specialties.
- ✓ **ELITE D8:** 2-3 Distinctions, 4-5 Powers up to D10 with 2-4 dangerous SFX and 1-2 Limits, 2-3 Specialties with one at Master.
- ✓ **BOSS D10:** 3 Distinctions, 5-7 Powers up to D12 with 3-4 SFX and 1-2 Limits, 3-5 Expert and Master Specialties.
- ✓ **EPIC D12:** 3 Distinctions, 6-9 Powers at D12 and many SFX with 1-2 Limits, many Specialties (which can break the rules and go up to D12!).

MOBS (P. 235)

- ✓ Typically 3DX to 6DX
- ✓ **Limit: Mob Cohesion.** Defeat [THREAT NAME] Level dice (with DX Stress) to reduce [THREAT NAME]. Each Level die may be treated as a separate target for Area Attack SFX.

LARGE SCALE THREATS OR LSTs (P. 235)

- ✓ Typically 2DX to 6DX (X is usually Elite D8 or better).
- ✓ **Limit: Large Scale Threat.** Defeat a [THREAT NAME] Level die for each DX Stress Effect Die applied to [THREAT NAME].
- ✓ **Optional SFX: Shake It Off.** Remove one Level die from [THREAT NAME] to remove a Complication rated D12 or less affecting it.

USING DOOM DICE

BEFORE ROLLING:

- ✓ Add one or more dice to a dice pool (cannot be used on Reactions).
- ✓ Activate a GM threat SFX that requires a Doom die.

AFTER ROLLING:

- ✓ Add an extra die into the total. This costs a Doom die of equal or greater size.
- ✓ Add an extra Effect Die. This costs a Doom die of equal or greater size.
- ✓ Counterattack on a successful reaction, using the Effect Die to inflict Stress or a Complication, or to create an Asset. This costs any size Doom die.
- ✓ Activate a GM threat SFX that requires a Doom die.

AT OTHER TIMES:

- ✓ Split the party. Costs one Doom die per Hero to be split off.
- ✓ Interrupt the action order. Costs one Doom die of any size (unless a Hero has Reflexes, in which case the Doom die has to be equal or greater than the Reflexes die rating).
- ✓ Activate a Hero's Limit, though the player may choose to take a PP and Shutdown the power instead.
- ✓ End a Scene, narrating as you choose. Costs 2D12.
- ✓ Introduce a new threat to the Scene.
- ✓ Add trouble to a Scene.
- ✓ Add a Scene Complication to the Scene.
- ✓ Recover Stress on a GMC during a Social Scene.
- ✓ Make a Hero's Complication persistent, lasting until they deal with it. Costs a Doom die *equal or less* than the Complication.

RECOVERY FOR MONSTERS & GMCs (P. 236)

Monsters and GMCs may only recover between Scenes, unless they have an SFX that allows recovery during a Scene.

- ✓ **Stress:** Remove it by spending a Doom die \geq Stress die; step it down if Doom Die $<$ Stress die.
- ✓ **Trauma:** Once all Stress is recovered, Trauma can be stepped down by spending any sized Doom die.
- ✓ **Mobs & LSTs:** Recover one Level die by spending a Doom die \geq Level die.

FANTASY HEROIC ROLEPLAYING

CHEAT SHEET

CORE MECHANIC (P. 193)

1. Described what you want to do.
2. Assemble your dice pool and roll 'em!
3. Set aside and ignore 1s (Opportunities).
4. Pick 2 remaining dice, add them to get your Total.
5. Pick 1 more remaining die as the Effect Die
 - ✓ If no dice remain, Effect Die is D4
6. Spend any PP to...
 - ✓ ...inflict Stress
 - ✓ ...inflict a Complication
 - ✓ ...create an Asset
7. Opponent rolls reaction or GM rolls Doom Pool.
8. Compare rolls to get result:
 - ✓ Action is higher: Success!
 - ✓ Reaction is higher: Fail, and opposition may Counterattack.
9. Opposing party may activate Opportunities:
 - ✓ GMs activate Player Opportunities to add dice to the Doom Pool.
 - ✓ Players activate GM Opportunities for stunts/resources in their next action or reaction roll.

EXTRAORDINARY SUCCESS (P. 194)

If a total beats the opposition's total by 5+, the Effect Die is stepped up by one.

If it is stepped up past D12, you may add an additional Effect Die from your unused dice for every difference in 5 in the total. If you don't have any more dice, you can add an additional D4 Effect Die if you want.

BUILDING A DICE POOL (P. 193)

Roll one applicable die from each of the Categories:

1. Distinction
2. Background Power Set
3. Class Power Set
4. Specialty

Add an applicable die from each of the following Traits:

- ✓ Opponent's Stress die
- ✓ Opponent's Complication die
- ✓ A stunt, resource OR asset

MY CATEGORIES DON'T FIT!

If you can't justify using a die from one of your Categories, just roll a D6, but you cannot use any other ability of that Category, such as...

- ✓ SFX or Limits for Power Sets
- ✓ Cannot earn PPs for Distinctions
- ✓ No splitting of dice from Specialties

STUNTS (P. 195)

- ✓ Based on Power Sets or Specialties.
- ✓ Helps you for a single dice roll.

ASSETS (P. 195)

- ✓ Created via an Effect Die as part of an action.
- ✓ Last until the end of the Scene.
- ✓ Spend a PP to make it last to the end of the next Scene.

RESOURCES (P. 206)

- ✓ Based on a Specialty.
- ✓ Created during a Social or Exploration Scene.
- ✓ Can be created during a combat by activating an opponent's Opportunity.
- ✓ Spend a PP to create a Resource; it has the die rating of the Specialty (Expert D6, Master D8).
- ✓ Lasts until the end of the Scene.
- ✓ Spend a PP to make it last to the end of the next Scene.

EARNING PLOT POINTS (P. 194)

- ✓ Use a Distinction at a D4.
- ✓ The GM activates your Opportunities to add dice to the Doom Pool.
- ✓ Invoking a limit from a Power Set that grants PP.

SPENDING PLOT POINTS (P. 194)

BEFORE YOU ROLL

- ✓ Add an extra die from a category you're already using.
- ✓ Create a Stunt D8 based on one of your Power Sets or Specialties (D6 if you can't justify it).
- ✓ Activate an SFX that requires PP.

AFTER YOU ROLL

- ✓ Add another die to your total.
- ✓ Add another Effect Die. Note that you can't inflict Stress on a target multiple times on the same roll.
- ✓ Activate an SFX that requires PP.
- ✓ Activate an opponent's Opportunity to create a D10 Stunt for your next roll (D8 if you can't justify it as part of a Power Set or Specialty).
- ✓ Activate an opponent's Opportunity to create a Resource based on one of your Specialties which is stepped up and lasts until the end of the current Scene.
- ✓ If you make a successful reaction, you're your opponent rolled an Opportunity, you may counterattack.

DURING EXPLORATION AND SOCIAL SCENES

- ✓ Create Resources.
- ✓ Extend the duration of a Resource or Asset.

COUNTERATTACK (P. 194)

If your reaction roll beats your opposition's action, and they rolled an Opportunity:

1. Spend a PP to activate your opponent's Opportunity.
2. Use your Effect Die to...
 - ✓ Inflict Stress
 - ✓ Inflict a Complication
 - ✓ Create an Asset

COMPLICATIONS (P. 195)

- ✓ Opponents may use Complication die in rolls against you.
- ✓ If Complication is stepped up past D12, you cannot act for the rest of the Scene.

POWER SET LIMITS (P. 198)

Limits turn a Power into a detriment, or cause it to Shutdown completely.

- ✓ Player may invoke a Limit to earn a PP.
- ✓ GM may invoke a Limit by spending a Doom die.
- ✓ Can be invoked at any time, even after rolling a Dice Pool.

SPECIALTIES (P. 205)

- ✓ Expert D8, or split into 2D6.
- ✓ Master D10, or split into 2D8 or 3D6.

SPECIALTY LIST

Acrobatics	Crafting	Diplomacy
Healing	Intimidation	Lore
Melee Combat	Merchantry	Mystic
Performance	Ranged Combat	Riding
Scouting	Skullduggery	

STRESS (P. 194)

Physical, Mental, and Social

- ✓ Opponents may use Stress die in rolls against you.
- ✓ If Stress is stepped up past D12, you are Stressed Out: you cannot act for the rest of the Scene, and you gain the appropriate type of Trauma D6 or step up existing Trauma by one (Physical, Mental, Social).
- ✓ If Trauma is stepped up past D12, you are out of the game (killed, comatose, catatonic, etc.).

RECOVERY (P. 195)

Roll to recover your own or another's Stress as an action during Exploration or Social Scenes.

1. Assemble your dice pool; if recovering your own Stress, you must include Stamina in your dice pool, and if recovering another's Stress, you must include Healing or a similar Specialty.
2. The GM opposes with the Doom Pool plus the Stress die.
3. Compare results:
 - ✓ Effect Die is \geq Stress die: the Stress is eliminated.
 - ✓ Effect Die is $<$ Stress die: the Stress is stepped back by one (or removed if it is a D4).
 - ✓ Fail! No change and the GM may spend a Doom die to step up the Stress, or inflict a related Complication for the next Scene.

RECOVERING TRAUMA

Trauma steps back by one between Quests automatically. It can otherwise only be affected by SFX and other specially noted abilities.

TARGETING TRAITS (P. 216)

You can target traits to reduce or remove them, such as Assets, Complications, Gear, and Powers.

1. Roll vs. Doom Pool + Trait die (if the opposition is active, replace Doom Pool with opposition's Dice Pool and add the Trait die).
2. Success!
 - ✓ Effect Die is \geq Trait die: the Trait is removed from play.
 - ✓ Effect Die is $<$ Trait die: step back the Trait by one.

HARDENED TRAITS

Some Traits are tougher to destroy at the GM's discretion. In those instances, if the Effect Die $<$ Trait, nothing happens. If the Effect Die \geq Trait, step it back by one.

REPAIR OR STRENGTHEN

Repairing or reinforcing a Trait uses the same operation, but on a success, if the Effect Die $>$ Trait, replace the rating of the Trait with the Effect Die. If the Effect Die is \leq Trait, step the Trait up by one. In either case, consider renaming it to reflect the improvement.

SHUTDOWN A TRAIT

If a destroyed Trait is on a character sheet (or "datafile"), it is no longer useable for the rest of the Scene.

EXPLORATION SCENES (P. 219)

Stress automatically steps back by one.

Each Hero can take one action:

- ✓ Roll to recover yours or another's Stress.
- ✓ Make an Exploration-based Resource by spending a PP.
- ✓ Roll to search for Magic Items, or to create an Asset.
- ✓ Roll to explore.

ENVIRONMENTAL DISTINCTIONS

- ✓ 1 to 3 location-based Distinctions (D8/D4) usable by GM to add to Doom Pool on any appropriate exploration rolls.
- ✓ Use at D4 to help build the Doom Pool.

SEARCH ROLL (P. 211)

Roll to search for loot that creates an Exploration-based Asset, and upgrade it to a magic item with XP.

1. Roll vs. Doom Pool + Environmental Distinctions
2. **Success!** Create an Asset out of found loot.
 - ✓ Spend XP to turn into a magic item (XP cost = Asset die rating)
 - ✓ Spend PP to extend an Asset over multiple Scenes in order to build up the XP to upgrade it.

EXPLORATION ROLL (P. 220)

A Hero must take the lead and make an Exploration roll to resolve an Exploration Scene.

1. Roll vs. Doom Pool + Environmental Distinctions.
2. Result:
 - ✓ **Success!** The party progresses and the Effect Die can be used to create an Asset for the next Scene.
 - ✓ **Fail!** The party is setn to any Scene the GM desires and the GM's Effect Die can be used to inflict Stress or a Complication or to add trouble to a Scene.

INITIATIVE FOR COMBAT SCENES (P. 222)

1. GM chooses who acts first based on the narrative.
2. After that character goes, the player or GM controlling that character chooses who goes next.
3. Continue until everyone has gone once.
4. Last person to go may choose who starts the next round (including themselves!).

The GM may spend Doom dice to interrupt the order at any time! See **Using Doom Dice**.

COMBAT SCENES TRAITS (P. 222)

The GM may create any number of Scene Traits at the beginning of combat, at any die value, for free.

SCENE ASSETS

- ✓ Can be used by anyone when it makes sense.
- ✓ If used in an action's dice pool, the same Scene Trait cannot be used in a reaction Dice Pool.
- ✓ Can be targeted.

SCENE COMPLICATIONS

- ✓ Specifically detrimental to the Heroes.
- ✓ Cost dice from the Doom Pool to create once the Scene begins. Costs a Doom die of equal size to the Complication's rating.
- ✓ Can be targeted.

ADDING NEW THREATS

Threats are monsters, traps, tricks, and persistent Complications that crop up in the midst of an existing Combat Scene (sometimes Exploration or Social Scenes as well).

Method #1: Pre-planned Scenes explain how to add new threats and at what cost to the GM in Doom dice.

Method #2: Spend a Doom die equal to the threat's Level die.

SOCIAL SCENES (P. 224)

Stress automatically steps back by one.

Each Hero can take one action (unless it is a Social conflict, in which case it works like a Combat Scene):

- ✓ Roll to recover yours or another's Stress.
- ✓ Make a Social-based Resource by spending a PP.
- ✓ Roll to recruit an ally Asset or Hireling.

SOCIAL CONFLICTS

Social conflict Scenes play out exactly like Combat Scenes, and may include Scene Assets and Complications as well.

[OPTIONAL]:

SLEEP HERE? ARE YOU CRAZY? (P. 224)

Choose one option:

- ✓ A full rest resets the Dom Pool to what it was at the beginning of the Quest.
- ✓ A full rest allows Recovery from Trauma in the middle of a session, rather than between Quests.

DOOM POOL (P. 217)

Starting: 2D6

Spending a D12 earns each affected Hero 1 XP for each D12 spent.

ADDING OR UPGRADING DOOM DICE

- ✓ **Hero Opportunities:** Each Opportunity can be activated by the GM. Hand over a PP per individual unique effect: add a die to the Doom Pool or step up the lowest die in the Doom Pool.
- ✓ **GMC Distinctions:** When a GMC uses a Distinction D4, add a D6 to Doom or step up the lowest die.
- ✓ **GMC Actions:** A GMC may use an action to increase the Doom Pool, adding their Effect Die to Doom (a Hero may oppose this).
- ✓ **GMC Limits:** Some Limits may add to or alter a Doom die.

RECOVERY FOR MONSTERS & GMCs (P. 236)

Monsters and GMCs may only recover between Scenes, unless they have an SFX that allows recovery during a Scene.

- ✓ **Stress:** Remove it by spending a Doom die \geq Stress die; step it down if Doom Die < Stress die.
- ✓ **Trauma:** Once all Stress is recovered, Trauma can be stepped down by spending any sized Doom die.
- ✓ **Mobs & LSTs:** Recover one Level die by spending a Doom die \geq Level die.

USING DOOM DICE

BEFORE ROLLING:

- ✓ Add one or more dice to a dice pool (cannot be used on Reactions).
- ✓ Activate a GM threat SFX that requires a Doom die.

AFTER ROLLING:

- ✓ Add an extra die into the total. This costs a Doom die of equal or greater size.
- ✓ Add an extra Effect Die. This costs a Doom die of equal or greater size.
- ✓ Counterattack on a successful reaction, using the Effect Die to inflict Stress or a Complication, or to create an Asset. This costs any size Doom die.
- ✓ Activate a GM threat SFX that requires a Doom die.

AT OTHER TIMES:

- ✓ Split the party. Costs one Doom die per Hero to be split off.
- ✓ Interrupt the action order. Costs one Doom die of any size (unless a Hero has Reflexes, in which case the Doom die has to be equal or greater than the Reflexes die rating).
- ✓ Activate a Hero's Limit, though the player may choose to take a PP and Shutdown the power instead.
- ✓ End a Scene, narrating as you choose. Costs 2D12.
- ✓ Introduce a new threat to the Scene.
- ✓ Add trouble to a Scene.
- ✓ Add a Scene Complication to the Scene.
- ✓ Recover Stress on a GMC during a Social Scene.
- ✓ Make a Hero's Complication persistent, lasting until they deal with it. Costs a Doom die *equal or less* than the Complication.

THREATS ON THE FLY (P. 233, 237)

- ✓ **MINION D4:** 1-2 Distinctions, 2-3 Powers that don't exceed D6 with 1-2 SFX and 1 Limit, 1-2 Expert Specialties.
- ✓ **STANDARD D6:** 2 Distinctions, 3-4 Powers up to D8 with 1-3 SFX and 1 Limit, 1-2 Expert Specialties.
- ✓ **ELITE D8:** 2-3 Distinctions, 4-5 Powers up to D10 with 2-4 dangerous SFX and 1-2 Limits, 2-3 Specialties with one at Master.
- ✓ **BOSS D10:** 3 Distinctions, 5-7 Powers up to D12 with 3-4 SFX and 1-2 Limits, 3-5 Expert and Master Specialties.
- ✓ **EPIC D12:** 3 Distinctions, 6-9 Powers at D12 and many SFX with 1-2 Limits, many Specialties (which can break the rules and go up to D12!).

MOBS (P. 235)

- ✓ Typically 3DX to 6DX
- ✓ **Limit: Mob Cohesion.** Defeat [THREAT NAME] Level dice (with DX Stress) to reduce [THREAT NAME]. Each Level die may be treated as a separate target for Area Attack SFX.

LARGE SCALE THREATS OR LSTs (P. 235)

- ✓ Typically 2DX to 6DX (X is usually Elite D8 or better).
- ✓ **Limit: Large Scale Threat.** Defeat a [THREAT NAME] Level die for each DX Stress Effect Die applied to [THREAT NAME].
- ✓ **Optional SFX: Shake It Off.** Remove one Level die from [THREAT NAME] to remove a Complication rated D12 or less affecting it.

DICE POOL ASSEMBLER
Distinction D8 or D4 +1 Plot Point
Background Power Set
Class Power Set
Specialty Split Expert to 2D6, Master to 2D8 or 3D6
Opponent's Stress
Opponent's Complication
Stunt, Resource, or Asset
SFX: Extra Dice

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HEAD SHOT!

A ZOMBIE APOCALYPSE HACK
FOR CORTEX PLUS ACTION ROLEPLAYING

CPHG = CORTEX PLUS HACKER'S GUIDE; HS = HEAD SHOT!

DIFFICULTY DIE (CPHG P. 117)

Average	D6
Hard	D8
Very Hard	D10

ATTRIBUTES (HS P.7)

Beguile	Bold	Brains
Brawn		Brisk

SPECIALTIES (HS P.7)

Drive	Fight	Fix	Focus
Influence	Know	Labor	Move
Notice	Operate	Perform	Shoot
Sneak	Throw	Treat	Trick

BUILDING A DICE POOL (CPHG P. 117, 132)

1. Attribute Die
2. Role Die
3. Distinction: D8 or D4+ Earn 1 PP
4. Specialty
5. Signature Asset
6. Any applicable Assets

GM's opposition may add:

- ❖ Difficulty Die
- ❖ Any applicable Complications

BASIC ACTION (CPHG P. 117)

1. The defender Sets the Stakes (GM's roll Difficulty Die + opposition's Traits)
2. Acting character rolls their dice in an attempt to Raise the Stakes.
3. Total = highest 2 dice added together.
4. Compare Totals of both rolls.

Success AKA Raise the Stakes:

You get what you want! Narrate your success.

Extraordinary Success:

You raise the stakes by 5+: You get what you want and you may step up an Asset or lose a Complication.

Failure (or simply "Fail"):

You don't get what you want, but you aren't actually in deeper trouble unless you get a Complication.

PLOT POINTS (CPHG P. 119)

Spending Plot Points:

- ❖ Include another die in your total.
- ❖ Activate a Talent.
- ❖ Create an Asset D6 for the scene (spend another PP to make it last the entire Mission).
- ❖ [OPTIONAL] Activate a Flourish Die.

Earning Plot Points:

- ❖ When the GM would spend a PP, he instead hands it to the Survivor he's acting against.
- ❖ Whenever the GM activates one of your Complications.
- ❖ Whenever you use a Distinction at D4.

Callbacks (p. 132)

- ❖ Make a reference to some previous Mission on your record and gain the benefits of having spent a PP without having to spend one!
- ❖ You can only callback to any single, specific Mission once per session.

COMPLICATIONS & OPPORTUNITIES (CPHG P. 118)

Player rolls a 1: Complication!

- ❖ The GM can hand you a PP and creates a Complication D6 (this can be stepped up for each 1 the player rolled w/o paying extra PP)
- ❖ If a Complication is stepped up past D12, you're out of the Scene!

Player voluntarily takes a Complication

A Survivor may voluntarily take (or step up an existing) Complication to avoid a debilitating setback as a consequence of a roll, such as if the result of the roll would strike them down, capture them, or otherwise defeat them.

GM rolls a 1: Opportunity!

- ❖ Any player can spend a PP to activate it, stepping an existing Complication back by one step (for each 1 rolled w/o needing to spend extra PP)
- ❖ Opportunities may be used to activate certain Talents.

NOTICE ACTIONS (CPHG P. 135)

1. Roll Alertness + Role vs. 2D6
2. Success = Gain an Asset D6 based on what you notice for this Scene (spend a PP to bank it for a later Scene)

ROLE ACTIONS (CPHG P. 135)

1. Survivor sets the stakes with Role + Attribute
2. GM rolls opposition's dice
3. If the GM fails to Raise the Stakes, the Survivor gains an Asset D6 for that Scene (spend a PP to bank it for a later Scene)

CONTESTED ACTIONS (CPHG P. 136, HS P. 5)

Complications that come up in Contested Actions last until the end of the Contested Action (or longer).

Results:

- ❖ As soon as one side fails to Raise the Stakes, that side is Taken Out for the rest of the Scene.
- ❖ If you get an Extraordinary Success when Raising the Stakes at any point, you may immediately Take Out your opponent for the rest of the Scene.

Giving Ground:

You can voluntarily end the Contested Action at any point before it is resolved by taking a Complication (or stepping up an existing one) that lasts until the end of the Scene.

Ganging Up:

1. +1 die of the highest sized Trait per additional opponent to the dice pool
2. Each time the opposition Raises the Stakes, remove a die (or 2 on an Extraordinary Success)
3. Each removed die is a character that has been Taken Out (thus, this works against Survivors, too!)

TIMED ACTIONS (CPHG P. 137)

- ❖ GM sets the number of Beats and the number and type of Actions necessary to complete the Timed Action.
- ❖ Roll a series of Basic Actions as normal:
 - Success = costs 1 Beat
 - Extraordinary Success = costs no Beats
 - Fail = costs 2 Beats

Completing the Timed Action:

If you have Beats remaining, success! If you have zero Beats remaining but have completed all Basic Actions, you must choose between a clean getaway or achieving your objective.

Running Out of Time:

If you don't complete the necessary actions and have run out of Beats, you don't complete your objective, or are caught in the act.

Buying Time:

In between each of the necessary Basic Actions, another Survivor may take a Basic Action of their own to try to buy time:

- Success = give back 1 Beat
- Extraordinary Success = give back 2 Beats
- Fail = this Survivor may no longer help out with the Timed Action

HEAD SHOT DICE (CPHG P. 119, HS P. 6)

For Players:

Extraordinary Success: Bank a Head Shot die equal to the Difficulty Die (or the highest rolling die in the opposing dice pool if there was no Difficulty Die).

For GMs:

Extraordinary Success: Remove an Survivor's Head Shot die of equal or lesser size to the Difficulty Die (or the highest rolling die if there was no Difficulty Die).

Using Flourish Dice:

- ❖ Spend a PP to roll a Head Shot die and add it to your Total.
- ❖ If it rolls a 1, you get the PP back and either add the 1 to your Total and get a Complication or leave your Total as-is and hold onto the Head Shot die for later.

THE VIRAL POOL (HS P. 14)

START: D4

Increasing the Viral Pool:

- ❖ Step up the Viral Pool once per Scene (after the first).
- ❖ If the Survivors use loud devices or carry out especially loud actions, they may borrow a die from the Viral Pool for their dice pool, but then must step up the die and return it to the Viral Pool after their action.
- ❖ If a zombie takes a successful action to moan (this can be opposed by the Survivors), step up the Viral Pool once per Scene.

Decreasing the Viral Pool:

- ❖ If the Survivors take an action to remain invisible or stealthy, step back the Viral Pool once per Scene.
- ❖ If the party fortifies a safe haven for the duration of an entire Scene, step back the Viral Pool.

ZOMBIES (HS P. 18)

CRAWLERS D6
SHAMBLERS D8
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- ❖ If the party fortifies a safe haven for the duration of an entire Scene, step back the Viral Pool.

RECOVERY (CPHG P. 118)

- ❖ Temporary Complications last until the end of the Scene.
- ❖ Long-term Complications last until recovered.

Recovery Rolls

1. Survivor or Supporting Character rolls to treat.
2. GM sets the stakes with Complication Die + Difficulty Die.
3. Compare Totals:
 - ❖ Success = the Complication is removed.
 - ❖ Fail = Complication is stepped back by one; wait for another Scene to attempt recovery again.

Complications on Recovery Rolls

- ❖ A 1 on a Success creates a new, possibly related Complication!
- ❖ A 1 on a Fail steps up the existing Complication!