

Action Roll

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DOMINANT

6+: Success with **increased effect**. 3 segments.

6: Success. 2 segments.

4-5: Success w/ consequence; **extra time, reduced effect, lesser harm, daring position**.
2 segments, 1 if **reduced effect**.

1-3: Failure. Press on taking a **risky position** or withdraw. 0 segments.

RISKY

6+: Success with **increased effect**. 3 segments.

6: Success. 2 segments.

4-5: Success with a consequence; **harm, complication, reduced effect, desperate position**.
2 segments. 1 if **reduced effect**.

1-3: Failure. Suffer **harm, complication, desperate position**. 0 segments.

DESPERATE

6+: Success with **increased effect**. 3 segments.

6: Success. 2 segments.

4-5: Success with a consequence; **severe harm, serious complication, lose opportunity**.
2 segments. 1 if **reduced effect**.

1-3: Failure. **Severe harm, serious complication, lose opportunity**. 0 segments.

Maximum +1d on action rolls. From pressing (taking 2 stress for +1d) or taking a Devil's Bargain.

Actions

INSIGHT

- **Hunt.** Gather information about a target, follow someone, sniping.
- **Study.** Research, apply knowledge to better understand a person or subject, scrutinize.
- **Survey.** Find out about opportunities, understand the mood of a situation, see trouble coming.
- **Tinker.** Create, modify, disable, or repair clockwork, electroplasm, machines. Open locks, safes.

PROWESS

- **Finesse.** Pickpocketing, sleight of hand, and misdirection. Also directing mounts or vehicles.
- **Prowl.** Stealth, running, climbing, swimming, tumbling, and ambush attacks.
- **Skirmish.** Close combat and tactics for assault or defense, armed and unarmed.
- **Wreck.** Use sabotage or brute force to destroy obstacles, places, or people. Chaos, distractions.

RESOLVE

- **Attune.** Connect to the ghost field, deal with electroplasmic energy and ghosts.
- **Command.** Intimidate or inspire, order obedience, delegate.
- **Consort.** Use your network of friends and countrymen, gossip, gather information, carouse.
- **Sway.** Persuade, deceive, manipulate. Change attitudes and behavior.

Stress

When you gain your 9th Stress point, all Stress goes away and you are out of the scene in a bad way. When you return, you have a point of Trauma.

- **Push.** Take 2 stress to: +1d to roll, add potency to effect, act despite severe harm.

Teamwork

- **Assist.** If one character can help another by taking an action, and the action is successful, then the assisted character moves one step up on position.
- **Face a Danger.** One character can accept or resist a negative condition instead of the acting teammate.
- **Lead.** Everyone rolls the same action, the group takes the highest result, any results of 1-3 add +1 stress to the one leading the action. The result covers all participants.
- **Set Up.** If one character's action is successful, the result is +1 effect on another character's follow-up action.

Factors

Three factors can grant increased or decreased effect (limited, standard, great) and affect filling clock segments. If two sides have factors that grant an advantage, those factors out; what matters is who has the GREATER advantage. *If the roll is a failure, then factors do not matter at all.*

Quality: Better gear. **Scale:** Numbers or size. **Potency:** Exploit a weakness, take more time.

Suffer Harm

Harm can result in **Reduced Effect**, **-1d**, or **Need Help**. Reduced Effect and -1d can take 2 each, Need Help only 1. If a tier is full, then the consequence moves up to the next tier. The penalty applies when trying to take an action affected; if it is an injury to the shoulder, actions with that arm are affected. Shattered nerves may apply their penalty when trying to do social or brave tasks.

Resistance

When you take a consequence you can EITHER accept it, OR roll your Resistance (first rating in the suite of actions) and accept Stress equal to [6-result]. Especially dangerous situations may require a Resistance roll to see whether the consequence happens before you can act.

- **Reduce Consequence.** Sometimes you cannot avoid the consequence altogether, but paying Stress to resist reduces from fatal to painful, for example.
- **Which one?** Roll **Insight** to resist deception or understanding, **Prowess** for physical things, and **Resolve** from mental strain or willpower.
- Some misfortune involves multiple negative effects. Each can be resisted separately.

The Plan, Engagement, Flashbacks

Choose one of the six plans, provide the missing detail, and start. This is just for the beginning of the heist, the plan will naturally shift once the heist is in progress.

- **Assault.** Do violence to the target. *Where do we attack?*
- **Deception.** Lure, trick, or manipulate. *What are we pretending?*
- **Infiltration.** Sneak in unseen. *What is our entry point?*
- **Occult.** Confront or exploit supernatural power. *What arcane power will we employ?*
- **Social.** Negotiate, bargain, or persuade. *What social connection do we use?*
- **Transport.** Move from one place to another. *Where do we start moving?*

The more vulnerable the target, the more dice rolled for **Engagement**. Use the highest result.

- 0d. Strong. The target is tough.
- 1d. Ready. The target is prepared.
- 2d. Average. Generally security-conscious.
- 4d. Weak. Poorly protected.
- 6d. Exposed. Vulnerable.

1-3 means the opposition is in control and the crew is already in trouble.

4-5 means the plan has an unexpected complication, like a third party interfering or better security.

6 means the crew has had a bit of luck and is better off than they expected. They have an unexpected advantage.

Flashbacks cost 0 stress for easy foreseeable planning. 1 stress for complicated or unlikely planning. 2 stress for elaborate planning with multiple steps and contingencies.

After the Heist

Payoff for the heist.

- 1 Coin: full purse, fine weapon, weekly take for a business. Bribe a bluecoat.
- 2 Coin: fine art or jewelry, fancy outfit and trimmings, big chest of coins, a horse. Bribe an inspector.
- 4 Coin: A safe full of valuables, a carriage, a house, a fishing boat, a fine party. Bribe a politician.
- 6 Coin: A ship, a problematic mansion, a prosperous business. Bribe an aristocrat.

Heat. Add +2 if there was a high-profile target, and +2 if someone was killed.

- 1 Heat: low profile, smooth and quiet. 2 Heat: Contained, some exposure. 3 Heat: Loud and chaotic. 4 Heat: Wild and noisy, no doubt who was behind it.

Equipment

Load. Light: 3 objects. Normal: 5 objects. Heavy: 6 objects. Italicized objects don't count.

Bold objects grant +1 quality factor for effect. Equipment list is on page 38.