

WHAT DO YOU DO?

Describe your action to the Narrator.

ACTION ROLL to take an action

Calculate your Power:

1. Invoke +1 for **helpful tags**, -1 for **detrimental tags**
2. +/- highest tier of **best/worst status**
3. ± 3 or 6 for **Might** (or \pm scaled Might)
 - *Optional*: Invoke **weakness tags** (Improve for each)
 - *Optional*: **Scratch** a relevant tag for +3 Power
 - *Optional* if Power ≤ 2 : -1 Power for +1 Effect
 - *Optional* if Power ≥ 2 : +1 Power for -1 Effect
 - *Optional*: Scratch a Fellowship tag for +1 Power
4. **Roll** 2d6 and add Power. If the result is:
 - Double 6 (regardless of Power) = **Auto Success without Consequences**
 - 10 or above = **Success**
 - 7-9 = **Success with Consequences**
 - 6 or below = **Consequences**
 - Double 1 (regardless of Power) = **Auto Consequences without Success**
5. *Optional*: If Success, **accept Consequences** for +1 Power (or achieve Great Success for Quick Action)
6. *Optional*: Make a **Reaction Roll** (with Narrator's ok)
7. **Spend Power** if Detailed Action. See Using Effects.

(Rule of Minimum One)

REACTION ROLL to lessen Consequences (tags or statuses):

1. Invoke **reactive/passive tags** not used in the action
2. **Roll** 2d6 and add Power (Rule of Minimum One):
 - 10 and above = **Spend Power** + 1 on any Effect.
 - 7-9 = **Spend Power** only to lessen Consequences.
 - 6 or below = **Take Consequences** as-is.

CAMP

1. **Story tags expire.**
2. Choose **2 activities** (or 3 with Consequences):
 - **Rest**: Recover some statuses and scratched power tags (Narrator's call).
 - **Reflect**: Mark Improve on one theme.
 - **Camp**: Count Power and spend half of it without rolling (rounded up), or roll.
3. Recover a Fellowship power tag or create a new relationship tag (max 1 per fellow Hero).

Help another: Use an action to lend a tag to another. (Use this for a group when an expert is leading them.)

Act together: Each hero contributes one tag to a single roll. One hero may scratch a tag.

Sacrifice:

1. Choose Sacrifice level:

Painful	Scratch all tags in a relevant theme (only one tag if lessened)	Achieve something unlikely or that would normally take much longer or require much more resources. Match the Might of a Challenge one level higher or lower than you have in this situation for the duration of a scene.
Scarring	Replace a relevant theme	Achieve something extraordinary. Match the Might of a Challenge two levels higher or lower than you have in this situation for the duration of a scene.
Grave	Take a tier-6 status without lessening	Achieve something impossible. Save someone from certain death or bring them back from the dead (if the moment allows for it).

2. Narrator will **explain the potential results**. Continue or cancel.

3. **Roll 2d6.** If the result is:

- 10 or above = **Succeed. Sacrifice is lessened by one level. Pay the Consequences.**
- 7-9 = **Succeed but pay the Consequences.**
- 6 or below = **Suffer Consequences** as they are.

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 - *Optional* if Power ≤ 2 : -1 Power for +1 Effect
 - *Optional* if Power ≥ 2 : +1 Power for -1 Effect
 - *Optional*: Scratch a Fellowship tag for +1 Power
4. **Roll** the dice. If the result is:
 - Challenge die doubles = **Great Success**
 - Action die + Power > 1 Challenge die = **Success**
 - Action die + Power > both Challenge dice = **Success with Consequences**
 - Action die + Power < both Challenge dice = **Consequences**
5. *Optional*: If Success, **accept Consequences** for +1 Power (or achieve Great Success for Quick Action)
6. *Optional*: Make a **Reaction Roll** (with Narrator's ok)
7. **Spend Power** if Detailed Action. See Using Effects. (Rule of Minimum One)

REACTION ROLL to lessen Consequences (tags or statuses):

1. Invoke **reactive/passive tags** not used in the action
2. **Roll** the dice (Rule of Minimum One):
 - Action die + Power > both Challenge dice = **Gain +1 Power** for any Effect.
 - Action die + Power > 1 Challenge die = **Spend Power** only to lessen Consequences.
 - Action die + Power < both Challenge dice = **Take Consequences** as-is.

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3. **Roll** the dice. If the result is:
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 - *Optional* if Power ≥ 2 : +1 Power for -1 Effect
 - *Optional*: Scratch a Fellowship tag for +1 Power
4. **Roll 2d10 and add Power**. If the result is:
 - Double 10 (regardless of Power) = **Auto Success without Consequences**
 - 15 or above = **Success**
 - 10-14 = **Success with Consequences**
 - 9 or below = **Consequences**
 - Double 1 (regardless of Power) = **Auto Consequences without Success**
5. *Optional*: If Success, **accept Consequences** for +1 Power (or achieve Great Success for Quick Action)
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7. **Spend Power** if Detailed Action. See Using Effects.

(Rule of Minimum One)

REACTION ROLL to lessen Consequences (tags or statuses):

1. Invoke **reactive/passive tags** not used in the action
2. **Roll 2d10 and add Power (Rule of Minimum One)**:
 - 15 or above = **Spend Power+1** on any Effect.
 - 10-14 = **Spend Power** only to lessen Consequences.
 - 9 or below = **Take Consequences** as-is.

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