



# SYSTEM CHEAT SHEET

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## CASTING LOTS

- Roll 2d6.
- **Success w/Initiative:** 7+
- **Success w/o Initiative:** 8+
- **Default Difficulty:** PC Level - 1

## TWISTS

- **Good Twist:** 4 on single die
- **Bad Twist:** 3 on single die
- **“Crazy Eight”:** Double 4’s, two good twists or double-good twist.
- **“Twist Tie”:** 3 and 4
- **“Lightning Bolt”:** Double 3’s, two bad twists or double-bad twist.

**Good Twist Examples:** Secret knowledge. New contact. Unexpected asset.

**Bad Twist Examples:** Come to the attention of enemies. Enemies learn something about you. Become stricken. Damage a relationship. Lose what you desire. Rude surprise. Unexpected repercussions .

## WORKING TOGETHER

- All characters cast lots.
- Resolve throws in any order (default to highest first.)
- If conflict is resolved, ignore remaining casts (except twists).

## EXCEPTIONAL CIRCUMSTANCES

(options for exceptional circumstances)

- **Succeed on 6**
- **½ level bonus:** On odd cast, player gains +1 reroll or GM loses 1 reroll.
- **Level Bonus:** Roll as if +1 level.

## REROLLS

1. Player casts
2. GM chooses to force reroll, if any.
3. Player chooses to reroll, if any. If player does reroll, return to 2.

### Levels & Casting Lots

- **Difficulty = Level - 3:** Automatic success.
- **Difficulty = Level - 2:** 2 play rerolls.
- **Difficulty = Level - 1:** 1 player reroll.
- **Difficulty = Level:** No rerolls.
- **Difficulty = Level + 1:** 1 GM reroll.
- **Difficulty = Level + 2:** 2 GM rerolls
- **Difficulty = Level + 3:** Automatic failure.

### Karma

- **Start of Arc:** Every player throws lots. On doubles, group gains karma. (GM may use karma throw to determine initial conditions.)
- **Earning Karma:** Any roll of doubles restores lost karma.
- **Calling on Karma:** +1 reroll (or freeform benefit at GM’s discretion).

**Special Circumstances:** At GM’s discretion.

## DAMAGE

### Stricken:

- **Strike:** Anything physical, mental, or otherwise that messes you up.
- **3 Strikes:** Dead, or out of the action.

### Healing:

- At GM discretion, speed varies (p. 45).
- Generally a strike lasts at least 1 session.

**GMC Saves:** 1 save allows GMC to escape a negative fate (death, capture, etc.) one time.

## CAPABILITIES BY LEVEL

LEVEL	CORE CAPABILITIES	DEFAULT CAPABILITIES
0 <sup>th</sup>	N/A	Sub-Par (0)
1 <sup>st</sup>	Competent (1)	Sub-Par (0)
2 <sup>nd</sup>	Expert (2)	Competent (1)
3 <sup>rd</sup>	Elite (3)	Expert (2)
4 <sup>th</sup>	World Class (4)	Expert (2)
5 <sup>th</sup>	Superhuman (5)	Elite (3)
6 <sup>th</sup>	Godlike (6)	World Class (4)
7 <sup>th</sup>	Mind-Blowing (7)	Superhuman (5)

PCs are typically 2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup>. They are forbidden 6<sup>th</sup> or 7<sup>th</sup> level.

PCs are +1 level in their specialties.

## POWER LEVEL EXAMPLES

LEVEL	EXAMPLES
1 <sup>st</sup>	Street brawler / totem champion of ice age swine. Medical assistant / miracle tea breeder. Multilevel marketing enthusiast / mystic shit event coordinator.
2 <sup>nd</sup>	Mob enforcer / Scorpion-souled human. ER doctor / ch'i doctor. Intuitive mediator / grifter.
3 <sup>rd</sup>	Skilled MMA fighter / Ex-assassin. Combat medic / trans-shamanic medicine crone. Disgraced diplomat / charismatic preacher who speaks with divine breath.
4 <sup>th</sup>	Epigenetically enhanced assassin. Renegade energy doctor. Neurolinguistic psycho-genius.
5 <sup>th</sup>	Scion of the Angel of Death. Hippocrates returned for the end times. Transcendent mentalist.

## LOCATIONS / BACKGROUND LEVELS

LEVEL	ENVIRONMENT	DETENTION	SECURITY	PARANORMAL
0 <sup>th</sup>	Streets, businesses, other public places	Closet with the door blocked	Food cart	Lucky rabbit's foot
1 <sup>st</sup>	Bad neighborhoods; private places	Locked in a basement	Home security	Bad energy; cursed area
2 <sup>nd</sup>	Secured areas; government buildings	Improvised or amateur jail	Corporate security; gang HQ	Charm of Warding
3 <sup>rd</sup>	The Terminal	Gang's detention center	Cloaks' safehouse	Psychic traps
4 <sup>th</sup>	Dreamscape	Prison	Local org HQ; fortification	Anti-psi field; logospheric explosion
5 <sup>th</sup>	Interdimensional wilderness; reality-shifted area	High-security prison	Bunker	Dimensionally shielded barrier

## OPPONENTS BY LEVEL

LEVEL	COMBATANT	SPY	MEDIC
0 <sup>th</sup>	Bystander; schlub	Busybody; snoop	Someone who's read about CPR on the Internet
1 <sup>st</sup>	Barroom tough	Private eye	First-aid volunteer
2 <sup>nd</sup>	Gang enforcer	Detective	Medic
3 <sup>rd</sup>	Special ops	Chief investigator	Battle-trained paramedic; ER doctor
4 <sup>th</sup>	Shadow assassin	Psychic investigator	Empathic healer, works fast
5 <sup>th</sup>	Killer android	Clear-minded clairvoyant	Orgone surgeon, can operate remotely
6 <sup>th</sup>	Death specter	Eternal seer	Nanotech super healer from the bright future

## LEVELS & RESULTS

CHARACTER LEVEL	SUCCESS	FAILURE	SUCCESS IN A FIGHT	FAILURE IN A FIGHT
Higher	Definitive	Marginal	Capture, render unconscious, kill outright, mortally wound, overcome, overwhelm	Wounded while otherwise successful, too late but otherwise successful, stymied but not hurt or not detected
Even	Significant	Significant	Beat up, drive off, show up, incapacitate	Beaten up, driven off, outclassed, KO'd
Lower	Marginal	Definitive	Slip past, luck out, sucker punch, fend off, fight to a standstill	Captured, kicked to the curb, knocked out