

Chuubo's Cheat Sheet

Intentions

- 0 attempt to do things, but only make things worse
- 1 use your Skill in such a fashion as to please yourself and make you happy
- 2 accomplish a task; have a tangible impact on the world
- 3 do something "correctly;" impress people around you
- 4 do something effective—something that moves you closer to your goals
- 5 do something productive—something that makes your life better
- 6 do something that looks dang good—impressive, dramatic, and cool
- 7 do something *really* effective, moving you a lot closer to your goals
- 8 do something *really* productive—it will make your life a lot better
- 9 do the "right thing," for some fuzzy definition of right

Spending Will

Here are the amounts of Will you're allowed to spend on an Intention:

- 0 Will - free!
- 1 Will
- 2 Will
- 4 Will - a strain on mind and body
- 8 Will - a potentially murderous strain on mind and body

Edge

- 0 This is a fair fight.
- 1 It's a race, and you know the terrain (and they don't.)
- 2 It's a jury trial and all the jurors are on your side.
- 3 It's a water balloon fight and you've got the last water balloon.
- 4 It's a foot race, and you have an armored motorcycle.
- 5 It's a game of "guess what Alexei will say next"... and you're Alexei.

Obstacles

- Obstacle 0** This is a reasonable thing to do, particularly with that Skill.
- Obstacle 1** This is going to be rough.
- Obstacle 2** This is going to be epic. Or a failure.
- Obstacle 3** This isn't possible, but if you squint, you can see "possible" from there.
- Obstacle 4** This is just plain goofy.
- Obstacle 5** This is fundamentally, outrageously impossible—it violates logic, thermodynamics, genre, or something else close to the HG's heart.

Bonds

Bonds give you three key benefits—

- ☉ if you're using mundane actions, and dealing with a conflict or an Obstacle, you can add the Bond level to your Intention level.
- ☉ if you're using a miracle, you can add your Bond level to your Strike. Strike from a Bond adds to Strike from other sources (but not to Strike from a different Bond.)
- ☉ if the Bond gets you into trouble, the HG can award you with Will or MP up to the numeric rating of the Bond.

Afflictions

Afflictions have three key benefits:

- ☉ the HG may invoke their power to do stuff—usually 1-2 miracles/scene, with a level somewhere around [Arc rating + 1], but really, whatever actions they want.
- ☉ the Affliction's truth is guarded by an Auctoritas with a rating equal to the Arc.
- ☉ if the HG uses the Affliction to get you in trouble, or notices that it has done so, they may give you up to the Arc's rating in Will or MP.

Wounds

Surface

You'll get your choice of:

- ☉ a +1 Tool on actions when you're playing up the wound;
 - ☉ a level 1 Bond related to the wound;
 - ☉ if you and the HG can quickly agree on how it works, a level 2 Magical or Superior Skill related to the wound.
- They heal in 0-2 chapters, usually at a chapter's end.

Serious

For the power, you'll have the following options:

- ☉ a +1 Tool on actions when you're playing up the wound;
- ☉ a level 1 Bond related to the wound;
- ☉ a level 1 Affliction related to the wound; or,
- ☉ if you and the HG can quickly agree on how it works, a related level 2-3 Magical or Superior Skill.

Serious Wounds heal in 0-2 books, usually at the end of the book; you can, however, use a quest to speed up that healing.

Deadly

- ☉ a +2 to Intentions where you're playing up the wound.
- ☉ a level 2 Bond related to the wound
- ☉ a higher-level Affliction related to the wound, possibly scaling with your current rank in some Issue.
- ☉ a level 3+ Magical or Superior Skill, or
- ☉ a miraculous ability

Deadly wounds do not heal without a quest or power.