

ACTION ROLL FLOWCHART

1. Player(s) state their goal and choose the action.

2. How dangerous is the action? GM decides.

DESPERATE You're in serious trouble... Mark XP. Hurray!	RISKY Most actions. Position determined by the Situation.	CONTROLLED Exploit advantage. You have a safety net.
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Sacrifice your Position to **increase** Effect or vice-versa.

3. How effective will it be? GM decides.

LIMITED P: Weak or ineffective. S: Outnumbered or outgunned. Q: Opposition is better equipped or higher tier.	STANDARD Your actions have the expected impact. Effect is determined: Potency Scale Quality or Tier	GREAT P: Takes advantage of a weakness. S: Outnumber or outgun them Q: You're better equipped or higher tier.
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4. **Negotiate** Position/Effect and come to a consensus.

5. Bonus Dice: **Push** (2 Stress) -OR- **Devil's Bargain**

ASSIST: One other player suffers 1 Stress to give +1 die.
 LEAD: Everyone rolls, Leader suffers 1 stress for each failure.
 SET UP: If success, follow-ups gain better Position or Effect.
 PROTECT: Suffer consequences for someone else. Resist roll.

6. Roll the dice, GM interprets the result.

7. Resist? Roll lowest Attribute. Suffer 6-highest Stress.

DOWNTIME FLOWCHART

1. Payoff for the recent job. Usually cash.

2. Crew takes heat depending on how LOUD they were.
 +1 for a high target, +1 for war, +2 for killing, etc.

3. Roll Entanglements.

4. Each PC gets **2 Downtime actions** (1 if at war). You may also choose to spend 1 Money per extra action.

ACQUIRE ASSET Temporary use of an asset. Roll Crew Tier, and the result is the quality of the item. 1-3: -1 4/5: equal 6: +1 crit: +2	LONG TERM PROJECT Craft an item, start a new project, or work on existing. Roll Action, fill segments: 1-3: one 4/5: two 6: three crit: five
REDUCE HEAT Say how you reduce heat and roll Action, reduce heat: 1-3: one 4/5: two 6: three crit: five	RECOVER Get treatment on your healing clock from NPC or Scoundrel. 1-3: one 4/5: two 6: three crit: five
TRAIN Mark XP of Attribute or Playbook. Can only train same thing once per downtime.	
INDULGE VICE Roll equal to lowest Attribute. Clear Stress equal to highest result. If you clear more stress than you have, you Overindulge: <ul style="list-style-type: none"> ❖ Attract Trouble: Roll an additional entanglement. ❖ Brag: about your exploits. +2 Heat ❖ Lost: Play a different character until this one recovers. ❖ Cut Off: Find a new source for your vice. ❖ Other: A bad decision causes trouble. What is it? And how? 	