

NAME:.....

 MYTHOS:  LOGOS:

 **HOW TO PLAY**

TAKING ACTIONS
1. **Imagine** what your character is doing.
2. **Choose a move.** Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:

- to seek answers to burning questions or gain information, you **Investigate**.
- to talk, threaten, or seduce someone into doing something, you **Convince**.
- to avoid a hit, endure harm, or resist an influence, you **Face Danger**.
- to take a clear shot at someone at full power, you **Hit With All You've Got**.
- to overcome someone or something in a struggle for control, you **Go Toe to Toe**.
- to give you or your allies an advantage, you **Change the Game**.
- to do something discreetly or deceptively, you **Sneak Around**.
- to perform a feat of daring, you **Take a Risk**.

3. **Count tags.** Tags improve or impede your action. Count the power tags which **directly support** your action. Subtract weakness tags which **directly interfere** with your action (the MC can also name them). The result is your **POWER**.
4. **Apply statuses.** Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly support your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.
5. **Roll two six-sided dice (2d6)** and add your Power. If the result is:

- 10 or more (10+) (Hit) - **It's a great success!**
- 7-9 (Hit) - **You succeed, but with complications.**
- 6 or less (Miss) - **You fail and the MC makes a move.**

Use the Moves sheet to determine the specific outcome.

Theme  

TITLE.....



ATTENTION



FADE / CRACK

Mystery / Identity.....

POWER TAGS:

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WEAKNESS TAGS:

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