

QUICK REFERENCE SHEET

ACTIVATION

Dice Rolls	Results
1 failure	The chosen character performs no action. Your opponent may immediately perform 1 Reaction with his Protagonist. You may then nominate another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success	The chosen character performs one action. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success, 1 failure	Your opponent may immediately perform 1 Reaction with his Protagonist. You may then perform one action with the chosen character. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
1 success, 2 failures	Your opponent may immediately perform 2 Reactions with his Protagonist. You may then perform one action with the chosen character. Turnover – play passes to the opponent.
2 or 3 failures	The chosen character performs no action. Your opponent may immediately perform 2 or 3 Reactions with his Protagonist. Turnover – play passes to the opponent.
2 successes	The chosen character performs two actions. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
2 successes, 1 failure	Your opponent may immediately perform 1 Reaction with his Protagonist. You may then perform two actions with the chosen character. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.
3 successes	The chosen character performs three actions. You may then choose another character and roll to activate him. If all of your characters have already been activated, play passes to your opponent.

ACTIONS

Action	Cost
Move	one action per move
Chi Jump	one action, 1 Chi Point
Unit with Short Move in difficult terrain	two actions
Hand-to-hand or ranged attack	one action
Hand-to-hand or ranged attack at +1	two actions
Hand-to-hand or ranged attack at +2	three actions (Protagonists only)
Hand-to-hand or ranged attack at +3	four actions (Protagonists only)*
Hand-to-hand or ranged attack at +4	five actions (Protagonists only)*
Hand-to-hand or ranged attack at +5	six actions (Protagonists only)*
Stand up	one action
Use a Chi Trait	zero or more actions (see description), 1 Chi Point
Other actions	As determined by scenario or player agreement

* Due to focusing, Protagonists may roll up to 6 activation dice in certain circumstances.

FREE ACTIONS

- Focusing to recover 1 Chi Point or bank an activation die.
- Draw, unjam, or reload a firearm.
- Perform a Free Move.
- Miscellaneous action: Pick up an object or wounded friend, open a lock, defuse a trap or bomb, copy data from a computer, open a puzzle box, search a room, or any other similar task.

USING CHI

Spend 1 Chi Point to:

- Ignore a Turnover.
- Reduce by 1 a combat effect.
- Gain a +1 on a single Combat or Break Roll.
- Perform a Chi Leap.
- Use a Chi ability.
- Motivate Extras.

BREAKING STUFF

Roll a 4+ on a die:

+1	Item is Fragile (glass door, paper wall)
+1	Character is Big
+2	Character is Huge
+1	Character spends 1 Chi Point
-1	Object is hard (wood or brick wall)
-2	Object is very hard (reinforced concrete)

HAND-TO-HAND COMBAT

Roll 1 die, add C score and modifiers.

Hand-to-Hand Attack Modifiers	
Outnumbering	+1
Attacking a Transfixed or Knocked Down enemy	+2
Powerful Attack	+1 per extra action spent
Ambush bonus or attack from above (see Stunts section)	+1
Defending an obstacle or fighting from an elevated position	+1
Larger creature attacking a smaller one	+1
Using a Prop-generated weapon	+1
Spending Chi on the attack	+1 per Chi Point

Hand-to-Hand Combat Effects	
Effect	Result
1	<ul style="list-style-type: none"> • Losing Extra is Knocked Out. • Loser must Recoil 1x Short (character is moved by the acting player). • Loser is Disarmed, weapon falls on the ground. • A Prop activates against the loser. • Loser is Grappled. • Loser is Distracted. • A Prop becomes a weapon for the winner.
2	<ul style="list-style-type: none"> • Loser Recoils 1x Medium. • Loser is Knocked Down. • Loser is Disarmed, weapon falls on the ground 1x Short away. • Loser is Humbled. • Losing Extra is killed.
3	<ul style="list-style-type: none"> • Loser is Disarmed, weapon flies 1d3x Short away in a random direction. • Loser is Disarmed, weapon or other held object is grabbed by the winner. • Loser is wounded in the legs and becomes Limping. • Loser Recoils 1x Medium into a Prop, which then activates. • Loser's weapon is destroyed (does not apply to Signature Weapons). • Loser is Wounded: character loses 1 point of C. • Loser is Stunned. • Losing Extra is killed. If killed with a bladed weapon, a puddle of blood 1x Short in diameter is created, counting as Slippery Ground.

GUN FU

Roll 1 die, add C score and modifiers.

Ranged Attack Modifiers	
Target is behind cover	-2
Target has the Difficult Target Trait	-1
Firearm at point-blank range	+1
Target is a Sitting Duck	+1
Target is Undead, Robot, or Supernatural creature	-2
Target is Big or Huge	+1
Target is Transfixed	+2
Target is Knocked Down	+2 if within point-blank range, otherwise no modifier
Aimed Shot	+1, +2, or +3
Shooter has the Good Shot Trait	+1
Spending Chi on the attack	+1 per Chi Point

Gun Fu Combat Effects		
Effect	Shooter Wins	Target Wins
1	<ul style="list-style-type: none"> Targeted Extra is Knocked Out. Target must Recoil 1x Short (character is moved by the acting player). Target is Disarmed, weapon falls on the ground. A Prop activates against the target. 	-
2	<ul style="list-style-type: none"> Target Recoils 1x Medium. Target is Knocked Down. Target is Disarmed, weapon falls on the ground 1x Short away. Targeted Extra is killed. 	-
3	<ul style="list-style-type: none"> Target is Disarmed, weapon flies 1d3x Short away in a random direction. Target is wounded in the legs and becomes Limping. Target Recoils 1x Medium into a Prop, which then activates. Target's weapon is destroyed (does not apply to Signature Weapons). Target is Wounded: character loses 1 point of C. Target is Stunned. 	<ul style="list-style-type: none"> If the shooter has a hostage, it breaks free.
4	-	<ul style="list-style-type: none"> The shooter becomes a Sitting Duck. The shooter's weapon must be reloaded/unjammed before it can be fired again – 1 action is required for this. In a Crowd, a bystander is hit on a roll of 5 or 6. The shot hits a Prop within line of sight or 1x Short of the target and activates it.
5	-	<ul style="list-style-type: none"> The shooter's weapon malfunctions. It can be repaired with a free action, taking one full turn.
6	-	<ul style="list-style-type: none"> The weapon breaks in the shooter's hands, leaving him Stunned. The weapon is destroyed (unless it is a Signature Weapon).