

# ACTION & EFFECT ROLLS

## ACTION ROLL

- 1d for each ACTION dot.
- +1d if the target matches your BACKGROUND.
- +1d for the DEVIL'S BARGAIN
- +1d for BACKUP (they take stress).
- 1d if you're hindered by any relevant LASTING EFFECTS.
- 1d if you face veteran, elite, or well-prepared opposition.

### DESPERATE

*You take a huge risk on a slim chance. You're stuck in a bad position. You face a threat that's out of your league.*

**CRIT:** You do it and avoid the danger.

**6:** You do it but suffer the effect of the danger.

**4/5:** Things go badly. You suffer the effect of the danger at hand. You must abandon this approach **OR** try again by taking a bigger risk and rolling a **DESPERATE** move.

**1-3:** It gets worse! You suffer a greater effect from the danger (-1 result level on your roll). You must **abandon this goal** (you can't achieve it for now) **OR** try again by taking a bigger risk and rolling a **DESPERATE** move.

### RISKY

*You face a dangerous opponent on equal footing. You act under fire. You take a calculated risk.*

**CRIT:** You do it with increased effect (+1 effect result level).

**6:** You do it and avoid the danger. **OR** you may choose to overreach and get +1 result level on your effect roll but also suffer an effect from the danger.

**4/5:** You do it but suffer the effect of the danger.

**1-3:** Things go badly. You suffer an effect based on the danger at hand. You must abandon this particular approach (you'll have to try another way) **OR** try again by taking a bigger risk and rolling a **DESPERATE** move.

### CONTROLLED

*You take time to carefully execute a plan. You hedge your bets and play it safe. You exploit a dominant position.*

**CRIT:** You do it with increased effect (+1 level) **AND** you may create an additional opportunity that follows on from this action.

**6:** You do it to full effect.

**4/5:** You do it with reduced effect (-1 level), **OR** try for full effect by taking a bigger risk and rolling a **RISKY** move.

**1-3:** You reveal a flaw in this approach that will expose you to danger. You may back out now (abandon this method of action) **OR** go ahead with it by rolling a **RISKY** move.

## EFFECT ROLL

- 1d for each EFFECT diamond.
- +1d if you have a FINE ITEM.
- +1d if the target matches your BACKGROUND.
- +1d for the DEVIL'S BARGAIN
- +1d for BACKUP (they take stress).
- 1d if your opposition is especially potent in this effect category.

**CRITICAL:** Your effect is **extreme**—beyond what we would expect given this situation. **6 SEGMENTS. 0 STRESS.**

**6:** Your effect is **complete**—it's what we would expect given this situation. **4 SEGMENTS. 1 STRESS.**

**4/5:** Your effect is **diminished**—blunted, diffused, or only partially manifest. **2 SEGMENTS. 2 STRESS.**

**1-3:** Your effect is **weak**—much less than we would expect given this situation. **1 SEGMENT. 4 STRESS.**

### SCALE

**MISMATCH:** +1d effect for larger side. -1d effect for smaller side.

**OVERWHELMED:** +1 effect result level for larger side. -1 effect result level for smaller side.

**OUTCLASSED:** Larger unit gets critical effect while smaller unit has a weak effect.

*Sometimes, larger scale is a hindrance. In this case, reverse the large / small modifiers above.*

You can **acquire assets** to hire a larger gang for an operation (up to +1 gang size)

When you take an action to **GATHER INFORMATION**, the effect of your roll allows you to ask the GM a question. You always get an honest answer, even on a 1-3, but the better the roll, the better the information.

**Extreme:** An expansive and far-reaching answer, allowing a follow up question or two.

**Complete:** A complete, detailed answer.

**Diminished:** A simple answer, but not the whole story.

**Weak:** A single nugget of information, leaving much more to learn.



Also remember you can spend coin for +1 effect level when you gather information.