



Cheat Sheet

Skill Rolls

- Skill rolls are accomplished by rolling Skill Dice (which are D6s) against a Target Number (TN)
- Players roll a number of D6s equal to their training in the skill they are using to accomplish it.
- Dice showing 5 or 6 are successes.
- The number of successes on the roll must meet or exceed the Target Number
- Each roll, the player may use as many +One manipulations equal to their current score of the governing attribute of the skill being rolled.
- Attributes do not decrease through use.
- Failure to get the required number of successes means the attempt failed.
- Challenges can be attempted by whole pack, adding all successes together.

Before a Roll:

- Temporarily gain an untrained skill (dice are bought separately).
- Add a die to the roll (ex: roll 4 dice on a skill with 3 training).

After a Roll:

- Add a pip to a die (ex: change a 4 to a 5).
- Reroll any number of dice. Keep the result (only one reroll per skill roll).

Cards

- Each player gets 4 cards from a 52 card deck
- Each suit represents a different theme:
 - ♠ **Spades – Friends** – Relationships and understanding each other.
 - ♥ **Hearts – Cutes** – Being disarming with just a look or little behavior. Can also involve strong emotions like excitement or fear.
 - ♦ **Diamonds – Teeth** – Attacks intended to frighten or injure
 - ♣ **Clubs – Paws** – Overcoming the challenge with physical strength or speed.
- Jokers are wild and can represent any card.
- A card can be spent to add one success to a skill roll if the theme matches.
- Any card can be spent to heal damage. Only works outside of conflicts.
- Cards can be spent to resolve conflicts.
- When a scene ends, players can draw cards until they have 4.