

# Cheat Sheet

## Ways in which Soul Power can be used:

- Increase the number of pips in a Core temporarily by 3 for a scene per Soul Power.
- On your turn, gain an extra major action per Soul Power used, up to a maximum of 3 per turn.
- On a roll where you gain no successes but gain failures, spend 1 Soul Power to turn the roll into a net of 0 successes and failures.
- Create a Manifestation.
- Hide yourself from detection.

## Types of Roll:

- Skill Check — where you are rolling against a pre-determined number of successes required.
- Conflict Roll — where you are facing off against another, and the one with the best roll wins.

## Rest, Recovery & Healing:

Here are the ways to heal/recover Core pips:

- After 8 hours rest, recover 1 pip in 1 Core.
- Recover 1 Core pip for every successes on a Knowledge + Medicine roll. The time required to complete this check will depend on the situation, injury and available medical supplies, which will be clarified by the Marshal.
- Spend 1 Soul Power to recover 2 of your own Core Pips.
- Spend 1 Soul Power to recover 2 of someone else's Core Pips.

## Manifestation Empowering Chart

Moving from 0 to 1 Soul Power gains you the increases across all components, but any further Soul Power used to empower the Manifestation increases only 1 component per extra Soul Power used.

Soul Power Component	0	1	2	3	4	5	6	7	8
Range (m)	1	5	10	20	40	80	160	320	640
Targets	1	1	2	3	4	5	6	7	8
Radius (m)	0.5	1	3	6	12	25	50	100	200
Effects	1	1	2	3	4	5	5	5	5
Duration (hr)	Scene	Scene	2	4	6	8	10	12	24
Object Size (m <sup>3</sup> )	Tiny	Tiny	1	2	4	8	16	32	64
Dice Bonus	0	3	6	9	12	15	18	21	24
Save Successes									
Damage	0	2	4	6	8	10	12	14	16
Damage Reduction									

## Determining Turn Order:

Everyone in the Conflict rolls Awareness or Fitness. The person with the highest number of 6s goes first, then the next highest number of 6s and so on. If there is a tie between two or more players, or there are no 6s rolled at all, count the 5s to determine the order, then 4s, then 3s and so on.

## Your Turn:

- Major action
  - Minor action
  - Movement
- (in any order)

## Skill Checks / Attacking / Defending:

Roll the same number of dice as pips in a Core, +1 die for a relevant Speciality. Additionally, every pip in a Speciality adds an auto-success to rolls using that Speciality.

If attacking and at least 1 damage has been done by the attacker rolling more successes than the defender, add any extra damage from the weapon being used.

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