

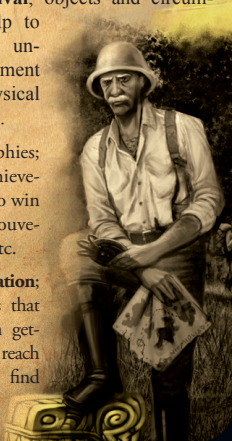
EXPLORER

♠ spade – **experience**; objects and circumstances that favor the more experienced character, knowledge about monsters' weaknesses and foreign customs.

♥ heart – **survival**; objects and circumstances that help to survive in an unfriendly environment and to avoid physical harm or sickness.

♦ diamond – trophies; objects and achievements that help to win recognition – souvenirs, inventions etc.

♣ club – **orientation**; objects and items that prevent you from getting lost, help to reach your destination, find lost objects etc.



During any simple or opposed test, also in a conflict, you may play a card to increase your chances for success. Choose a bonus from the second column or an automatic result from the third one. If you choose an automatic result, you don't have to roll the dice, but later you cannot modify the result in any way (with tokens, achievements etc.)

CARD	BONUS	RESULT
2 to 10	+3	10
J, Q, K	+4	15
Ace	+5	20
Joker*	+10	30

1. A Joker, apart from other effects, always expands the re-roll range by one.
2. You may play a card to increase your defense / endurance / confidence; choose the value from the second column.
3. You may play a card to help another character. In conflicts, this requires spending an action (discarding one die from your dice pool).

DAREDEVIL

♠ spade – **distraction**; objects and circumstances that help to distract your opponents, set an ambush etc.

♥ heart – **cover**; objects and circumstances that help to hide something or to remain hidden.

♦ diamond – **tools**; means to pass a physical barrier, disarm a trap, pick a lock etc.

♣ club – **transportation**; objects and circumstances that allow you to move around the scene, vehicles, slides, alternative routes etc.



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SOCIALITE

♠ spade – **machinations**; spreading and listening to gossip, tricking opponents into social blunders, contacts in the press etc.

♥ heart – **emotions**; helpful kith and kin, weddings, funerals and other events of a social nature, a sudden surge of emotions or repressed feelings etc.

♦ diamond – **formalities**; means and circumstances to avoid the red tape, helpful officers and policemen, useful business connections etc.

♣ club – **entertainment**; friends among the bohemians, connections and circumstances that help to enter public events, all that helps during public performances etc.



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INVESTIGATOR

♠ spade – **suspects**; clues about someone's occupation, nationality, background, whereabouts, character, past endeavors, motives and plans.

♥ heart – **recognition**; clues and circumstances that help to win public attention, make a successful speech, face a danger without fear or use the hero's esteem in any other way.

♦ diamond – **objects**; clues about inanimate objects and items, their history, unique features, circumstances that allow you to find hidden objects etc.

♣ club – **circumstances**; clues that allow you to deduct what happened on the scene, recreate the crime, get the answers to questions: Where? When? How?



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COMBAT

A conflict resolved by means of weapons and physical strength. Its typical aim is to humiliate, hurt or kill the opponent.

- The character attacks using *brawl* and *firearms*,
- the character's resistance is **DEFENSE** ($10 + 2 \times \text{Constitution}$),
- Challenge: Brawn +2,
Va banque: Brawn +5.

Examples: duels, bar fights, shootouts, battles.



COMBAT

Distances in combat:

- **close range:** a default range, the opponents have direct contact with each other. **Notice:** hand-to-hand combats and fights with the use of cold steel take place only in close range.
- **medium range:** the opponents are several meters from each other, but not separated by any significant obstacle. Characters in medium range get **+2 defense**. **Notice:** handguns, revolvers etc. enable you to attack only in close and medium range.
- **long range:** the opponents are separated by the maximum distance that does not yet result in ending the conflict. Characters in long range get **+4 defense**.

Changing the range in combat requires a move action (discard 1d10 from your dice pool).

CHASE

A conflict resolved by agility and physical prowess. Its aim is to make the opponent tired, capture them or escape while not drawing any attention.

- The character uses *drive*, *athletics*, *stealth* and *spot*,
- the character's resistance is **ENDURANCE** ($10 + 2 \times \text{Constitution}$),
- **Challenge:** Agility +2
- **Va banque:** Agility +5.

Examples: rooftop chases, tailing someone, sneaking into a guarded area, sports.



CHASE

Route difficulty in chases:

- **easy routes:** wide streets, empty squares, straight roads. Each point of difference in speed gives the **faster** character **+2 endurance**.
- **normal routes:** more demanding surroundings, winding roads, occasional obstacles. No endurance modifications.
- **difficult routes:** a real maze, wilderness, numerous obstacles, winding narrow passes. The **slower** character gets **+2 endurance**.

Changing the difficulty of the route requires a successful stunt.

SPEED	EXAMPLES
0	a man on foot
1	a bicycle, a cab, a hack
2	a steamobile, an airship, a horse
3	a wyvern, a sports steamobile

DISCUSSION

A social conflict depending on the strength of one's personality. Its aim is to persuade the opponent, obtain information, seduce someone, destroy someone's reputation.

- The character argues by means of *bluff*, *expression*, *persuasion*, *intimidation*,
- The character's resistance is **CONFIDENCE** ($10 + 2 \times \text{Reputation}$),
- Odporność: Composure +2
Va banque: Composure +5.

Examples: negotiations, seduction, scientific debates, haggling.



DISCUSSION

Levels of formality in discussions:

- **private situation:** a familiar talk, a dance, a tryst in a park. No confidence modifications.
- **public situation:** a talk in front of witnesses, in public space. Most social events. Characters acting according to the etiquette get **+2 confidence**.
- **formal situation:** events with a rigorous protocol, formal balls, talking to officers. Characters acting according to the etiquette get **+4 confidence**.

Behaving too familiarly for a given situation may result in a scandal and losing Reputation.

Changing the level of formality requires a successful stunt.

ROUND SUMMARY

Remember to determine the stake before beginning the conflict.

1. **Initiative** – the GM deals initiative cards. You may play a card from hand as your initiative card to change the order of actions.
2. **Actions** – the characters take actions in the order of initiative, from the highest card to the lowest one.
3. **Outcome** – depending on the results of the actions, a new round begins or the conflict ends.

Ties in initiative are resolved by the order of suites: ♠ spade, ♥ heart, ♦ diamond, ♣ club.

The person who has a Joker as the initiative card:

- acts first
- has the re-roll range expanded by one (e.g. 8+ instead of 9+)
- each attack with a Joker as the initiative card can be declared as a finisher afterwards.

STUNTS

- **aimed attack (combat)** – hits a chosen body part.
- **daze (combat, chase, discussion: bluff)** – the target loses 1d10 for the next round.
- **disarm (combat, chase)** – the target loses the weapon/vehicle, has to use an item to re-equip.
- **forceful blow (combat, chase, discussion: expression)** – the attack takes one additional Challenge marker.
- **grip (combat, chase)** – the target is immobilized, resistance reduced to 10, cannot move or use items. Keeping the grip takes 1d10 every round. Breaking free requires a stunt.
- **knockdown (combat, chase)** – target's resistance reduced to 10, has to move to stand up.
- **mixing conflict types** – use a skill from a different conflict type (ex. expression in combat).
- **polite request (discussion: persuasion)** – the target has to perform a simple action or risk a scandal; changing the level of Formality.
- **push/pull (combat)** – forces the opponent to a longer/shorter range.
- **route change (chase)** – changing the difficulty of the route.
- **threat (discussion: intimidation)** – the target loses a card from their hand. Once per scene per target.

ACTIONS IN A CONFLICT RE-QUIRING A DICE ROLL

Each round you may take one or more actions, depending on your dice pool:

- **Attack** (offensive action) – a skill test, TN = the opponent's resistance (defense / endurance / confidence). **Success:** take 1 Challenge.
- **Stunt** – a difficult offensive action with an additional effect. Declare it before the roll and increase TN +5. **Success:** you take 1 Challenge and get the additional effect. **Failure:** you lose 1 Challenge.
- **Finisher** – the final offensive action. It has to be declared before the dice roll. TN = resistance +5 for every Challenge marker of the target. **Success:** opponent eliminated. **Failure:** you lose 1 Challenge.
- **Active resistance** – when your character was hit, test an offensive skill. If the result is higher than the result of the attacker's roll, you don't lose Challenge.

Each die you roll or discard is no longer in your pool for this round.

ACTIONS IN A CONFLICT NOT REQUIRING A DICE ROLL

Each round you may take one or more actions, depending on your dice pool:

- **Move** – changing the range in a combat, hiding behind a cover, getting to a vehicle etc. In order to move, you have to discard 1d10 from your dice pool.
- **Use an item** – lifting or using an item, drawing a weapon, turning on/off a machine etc. In order to use an item, you have to discard 1d10 from your dice pool.
- **Help a friend** – you can play a card to increase the result of any other character's roll. As usual, you have to describe what happens, according to your Archetype and the suit of the card played. You can help a given character only once per round. In order to help, you have to discard 1d10 from your dice pool.

Remember that each die you roll or discard is no longer in your pool for this round.



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