CONSEQUENCES

LESS SEVERE

MORE SEVERE

Ripples	Show the world reacting to what the Heroes did.
The Invitation	Ask a player a question; make the answer true.
Hidden Agendas	Let an NPC act on their own motive, watched or not.
Foreshadowing	Telegraph a threat before it arrives; leave time to act.
Offstage	Cut away to show the world moving without them.
The Reveal	Reveal a truth that complicates the plan.
Ticking Clock	Start or advance a visible deadline.
Shift the Stage	Change the scene's conditions without harm.
Complication	Let the success itself create a new problem.
Arrival	Bring in someone or something that demands a response.
Divided	Split the party so no one can lean on another.
Poetic Justice	Make their chosen approach cause the new problem.
The Blow Lands	Deal direct harm that fits the threat: Health, Will or a mark.
Loss	Take gear, allies, assets, or opportunities they depend on.
The Clock Strikes	A clock fills; deliver what it promised.
The Knife Turns	An ally betrays or fails them, for an understandable motive.
The Strike Falls First	Adversaries act before the Heroes can respond.
Powers Denied	Make abilities falter here; force a new approach.
Cornered	Close the easy options; they must face it now.
Permanent Loss	Destroy something unique and unrecoverable. Use sparingly.

GAIN FATE — 1 Fate each

- **A Hero tempts fate**
- **Start of a round**
- **A short rest**
- **A long rest, per player**

SPEND FATE — 1 Fate each

Spotlight
Interrupt and take the spotlight.
In Fray, you may activate every adversary of one type.

Double or Nothing
Before a Hero rolls.
A **Hit** counts as a **Crit**.
A **Swing** counts as a **Miss**.

Make Things Worse
Add a danger or damage die.
Advance a clock.
Reduce effect.
Clear a temporary mark.

DANGER

1 Describe the danger
Outline the danger and name the resistance attribute

2 Resistance
Ask the player if they want to resist

If they accept: apply danger and narrate outcome

If they resist, they determine stress thresholds

+0 +2 +4 +6

3 Roll danger dice
Apply against stress thresholds

MINOR	1
MAJOR	2
SEVERE	3

Luck: reduce stress severity.

CUNNING
resist tricks and illusion

Discern · Invent · Trick

WISDOM
resist folly and duress

Cite · Divine · Fathom

GRACE
resist charm and influence

Attend · Compose · Sway

VALOUR
resist fear and authority

Barter · Command · Perform

AGILITY
resist falls and tumbles

Handle · Sneak · Vault

BRAWN
resist fatigue and impacts

Fight · Heft · Hunt

POSITION

Controlled (2d6)
dominant or safe

Risky (best 3d6)
acting under duress

Desperate (best 4d6)
in serious trouble

DIFFICULTY

Favourable: increase any die

Unfavourable: decrease best die

Factors that impact difficulty

Potency · Quality · Scale

players can trade position for lowered difficulty

DAMAGE

1 Describe the harm
Outline the threat and name the damage weight and type

2 Defence
Ask the player if they defend

If they defend, they increase damage thresholds

Psychic: cunning or wisdom
Mystical: grace or valour
Physical: agility or brawn

3 Roll damage dice
Apply against damage thresholds

MINOR	1
MAJOR	2
SEVERE	3

1 *Guard:* reduce damage severity.

NARRATOR PRINCIPLES

FORCE ACTION
Present situations that demand choices, not solutions.

CENTRE THE HEROES
Guide the story towards resolution, but let the Heroes' choices determine the shape it takes.

MAKE CONSEQUENCES REAL
The world responds to what the Heroes do proportionally.

SUSTAIN THE FICTION
Favour rulings that preserve flow and believability over technical precision.

ADVERSARY TRIGGERS

Breaker	a Hero **uses Guard** in its space
Brute	a Hero attempts to **leave** its space
Cryptid	it is **attacked**
Face	a Hero **assists**
Guardian	an ally in its space is **attacked**
Harrier	a Hero **dashes**
Lurk	a Hero **enters** its space
Machinist	a Hero is **affected** by a terrain mark
Minion	an Overlord **takes damage**
Occultist	a Hero **targets it** with a power
Overlord	it is **damaged**
Regular	*no trigger*
Swarm	a Hero **ends the round in** its space

MARKS

- **Aflame** Take 1 direct damage when acting.
- **Bleeding** Take 1 direct damage, upon taking damage.
- **Exhausted** Lose 1 more Will when you endure stress.
- **Illuminated** Cannot be hidden and when taking ranged damage, increase by 1.
- **Poisoned** Take 1 direct damage at the end of each round.
- **Restrained** Cannot move or attack.
- **Silenced** Cannot make sounds or choose who gets the spotlight next.
- **Vulnerable** When taking damage, increase by 1.
- **Weakened** When dealing damage, decrease by 2.
- **Charmed** The target is compelled to treat the source as a friend or ally.
- **Enraged** The target is compelled to attack the nearest target.
- **Frightened** The target is compelled to flee the source.
- **Honed** When dealing damage, increase by 2.
- **Protected** Increase damage thresholds by 1.

- **Broken** Anyone entering this space takes 1 direct damage.
- **Cover** Each cover token in this zone increases damage thresholds by 1.
- **Hazardous** Anyone in this space at the end of the round takes 1 direct damage.
- **Impassable** Cannot be entered and forces anyone within into an adjacent space.
- **Obscured** Anyone in this space is hidden.
- **Unstable** Anyone in this space is slowed.

ENGAGEMENT ROLL

1D6 +1d for an advantage
–1d for a disadvantage

HIT OR CRIT	SWING	MISS
Controlled	Risky	Desperate

START OF A ROUND

Gain 1 Fate.

Moves by position:

- **CONTROLLED** Make 1 move.
- **RISKY** Make 2 moves.
- **DESPERATE** Make 3 moves.

DURING A ROUND

The spotlight passes to you when:

- A swing or a miss on an action roll.
- An adversary trigger happens.
- The players hesitate.

SPEND 1 FATE: INTERRUPT.
Take the spotlight and act first.

END OF A ROUND

Spotlight the environment.