HOW TO PLAY

Inkbright

ROLL THE DICE

1. Say what you do. The **Narrator** calls for a roll when the outcome is in doubt or is risky.
2. Grab dice (d6s) equal to the action rating.
3. Add up to two bonus dice:
   1: Push OR **tempt fate**
   2: Assistance from an ally
4. Roll, and read your **highest** die.
5. Spend Luck to reroll any die you've rolled.

EXAMPLE: A ROLL, STEP BY STEP

3 DICE — Your action rating.

+1 DIE — OR — **Push:** spend 1 Will. OR **Tempt fate:** the **Narrator** gets 1 Fate.

+1 DIE — An ally helps. *They spend 1 Will and give you their die.*

= 5 DICE

HIGHEST DIE SETS THE RESULT

READ THE RESULT

HIGHER IS BETTER

CRIT
GREAT EFFECT

Get what you want without consequence.
Narrate how it happens.

HIT
STANDARD EFFECT

Get what you want without consequence.

SWING
LIMITED EFFECT

You get what you want, but face problems.

MISS
NO EFFECT

Do not get what you want, with problems.
Gain 1 Will.

WHEN THE WORLD HITS BACK

STRESS: COSTS WILL

The **Narrator** names it. You choose, then they roll:

MINOR — 6
MAJOR — 9
SEVERE

Luck: reduce stress severity.

ACCEPT
Take the consequence. Lose no Will.

RESIST
Roll attribute and add to stress thresholds.
No beat.

+0 · +2 · +4 · +6

DAMAGE: COSTS HEALTH

The **Narrator** describes it. You choose, then they roll:

ACCEPT
Lose Health equal to the severity.

DEFEND
Add attribute to damage thresholds directly.
1 beat.

1 — MINOR
2 — MAJOR
SEVERE

Guard: reduce damage severity.

Stress thresholds are innate, armour sets damage thresholds. If the danger or damage meets a threshold, it's more severe.

PLAYER PRINCIPLES

PLAY A HERO
Give your Hero clear convictions and follow them into trouble.

ENGAGE WITH THE WORLD
Treat the fiction as real. Ask questions, chase leads.

SHARE THE SPOTLIGHT
Set up other players' moments as readily as your own.

TAKE BIG SWINGS
Choose the option that makes the story more interesting.

YOUR HERO

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ACTIONS AND ATTRIBUTES

WISDOM 3

CITE	◆	◆◇◇ 2
DIVINE	◆	◇◇◇
FATHOM	◆	◇◇◇

Your action ratings are the rows.
Use your actions to act.

Your attribute rating is the first column.
Your attributes resist or defend.

In this example, Cite is 2, but Wisdom is 3.

AGILITY
resist falls and tumbles

Handle	manual finesse
Sneak	act & move unseen
Vault	move swift & sure

GRACE
resist charm and influence

Attend	care for the living
Compose	create beauty
Sway	charm & persuade

CUNNING
resist tricks and illusion

Discern	read clues & motives
Invent	engineer solutions
Trick	outwit with guile

BRAWN
resist fatigue and impacts

Fight	physical conflict
Heft	overcome with strength
Hunt	wear down a target

VALOUR
resist fear and authority

Barter	strike a deal
Command	exert authority
Perform	rally & captivate

WISDOM
resist folly and duress

Cite	apply lore & precedent
Divine	mystical insight
Fathom	untangle the truth

BUILDING YOUR ROLL

DIFFICULTY

The odds of success.

FAVOURABLE
After rolling, raise any die by one.

UNFAVOURABLE
After rolling, drop your highest die by one.

PUSH

Spend 1 Will, and choose 1:

Add a bonus die.

Act through injury, exhaustion or other impediments.

Ignore a compulsion for one action.

A relevant Backstory makes a push free.

TEMPT FATE

Give the **Narrator** 1 Fate: **add a bonus die.**

TEAMWORK

ASSISTANCE
Push to help an ally.
Give them +1d to their action.

PROTECT ANOTHER
Push to shield a nearby ally. Reduce their damage or stress severity by 1.

SET THE STAGE
Push to improve an ally's position.

GROUP ACTION *(Narrator calls it)*
Everyone rolls the same action. Use the best result for the group. Minor stress for those who miss.

YOUR RESERVES

RESERVE	SPENT OR USED WHEN	REGAINING	
1 **HEALTH**	Lost to damage, by severity.	*Short rest:* regain 1	*Long rest:* regain 2
1 **GUARD**	Spend 1 to reduce damage severity by 1.	*Short rest:* regain half	*Long rest:* regain all
1 **WILL**	Lost to stress when you resist, by severity. **Push** to add a die, perform teamwork or act while incapacitated.	*Short rest:* regain half Gain 1 on a miss.	*Long rest:* regain all
1 **LUCK**	Spend 1 to: reroll a die you've rolled. / reduce stress severity by 1.	Begin each session with 1 Luck. Fulfil your Destiny to gain 1 Luck.	

Rests: a short rest gives you one activity, and a long rest gives you two. After three short rests, take a long rest.

COMBAT

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A ROUND

ENGAGEMENT ROLL *starting position*

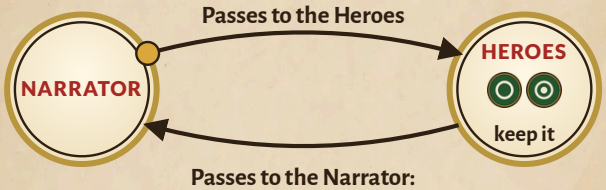
CRIT	CONTROLLED	The Heroes start with full beats.
HIT	CONTROLLED	The Heroes act first.
SWING	RISKY	The **Narrator** spotlights one monster.
MISS	DESPERATE	The **Narrator** spotlights every monster of one type.

INITIATIVE ROLL *starting beats*

3 + *for an ally*	CRIT
3	HIT
2	SWING
1	MISS

Every later round: start with 3 beats.

THE SPOTLIGHT



Passes to the Narrator:

- When an action roll is a swing or a miss.
- When a monster's trigger is met.
- When the players hesitate or the action drags.

SPEND YOUR BEATS ON

ACT	Take action or attack May move 1 zone before or after.	1
DASH	Move 2 zones.	1
DEFEND	Add attribute to damage thresholds. *Reactive*	1
TEAM UP	Apply best attack roll Add both damage rolls together *Each Hero spends 1 Will*	1

WHEN THE NARRATOR TAKES THE SPOTLIGHT

START OF A ROUND

Make 1 or more moves

Based on current position

SPEND 1 FATE

Interrupt and take the spotlight

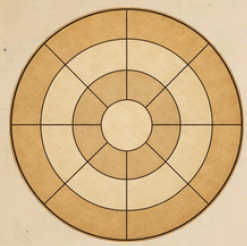
Spotlight 1 type of adversary

END OF A ROUND

Spotlight the environment

RANGE AND DAMAGE

RANGE



CLOSE	*close-by*	The same zone.
NEAR	*nearby*	The same or an adjacent zone.
FAR	*far-off*	Anywhere in the arena.

DAMAGE TYPES

- **Psychic damage** – *Assaults upon the mind*
  defend with wisdom or cunning
- **Mystical damage** – *Magic, theurgy, or subtle energy*
  defend with grace or valour
- **Physical damage** – *Blades, claws, or crushing blows*
  defend with agility or brawn

DAMAGE WEIGHT

LIGHT	MEDIUM	HEAVY
2 dice	best of 3 dice	best of 4 dice

A crit on your attack adds a bonus die (+1d). You always keep the best two.

MARKS AND TERRAIN

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MARKS

AFFLICTIONS

AFLAME	Take 1 direct damage when acting.
ASLEEP	Unable to act or react.
BLEEDING	Take 1 direct damage, upon taking damage.
CHILLED	Cannot spend Guard.
CONFUSED	Cannot target creatures outside their own space.
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.
PRONE	Vulnerable and restrained. Must use a beat to remove.
RESTRAINED	Cannot move or attack.
SHOCKED	Cannot use powers.
SILENCED	Cannot make sounds or choose who gets the spotlight next.
SLOWED	Can only move or act with a beat, not both.
VULNERABLE	When taking damage, increase by 1.
WEAKENED	When dealing damage, decrease by 2.

COMPULSIONS

Push to ignore a compulsion for one action.

CHARMED	The target is compelled to treat the source as a friend or ally.
COMPELLED	The target is compelled to obey a specific directive.
ENRAGED	The target is compelled to attack the nearest target.
FRIGHTENED	The target is compelled to flee the source.

EMPOWERMENTS

HIDDEN	Cannot be detected or targeted.
HONED	When dealing damage, increase by 2.
INSPIRED	Cannot be demoralised and immune to exhausted.
PHASED	Can pass through solid matter. Immune to physical damage.
PROTECTED	Increase damage thresholds by 1.
QUICKENED	When moving can move an additional zone.
STEELED	Immune to compulsions.

TERRAIN

UNSTABLE
Anyone in this space is *slowed*.

BROKEN
Anyone entering this space takes 1 direct damage.

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.

COVER
Each cover token in this zone increases damage thresholds by 1.

OBSCURED
Anyone in this space is hidden.

ADVERSARY TRIGGERS

The adversary takes the spotlight when:

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