Forged Ties

Reference Sheet

Rolling

1. **The player picks a skill, or stat if none apply**
2. **The GM determines position and effect**

   Controlled

   On a **miss**, you miss and will need to push to achieve this. On a **partial success**, you miss or you do it but there's a minor consequence. On a **full success**, you do it.

   Risky

   On a **miss**, you miss and suffer consequences. **Mark harm or breaking**. On a **partial success**, you do it but suffer consequences. On a **full success**, you do it.

   Desperate

   On a **miss**, you miss and suffer severe consequences. **Mark harm and breaking.** On a **partial success**, you do it but suffer severe consequences. **Mark harm or breaking**. On a **full success**, you do it.

3. **Create your dice pool**
- If you're **using a skill, add additional dice based off of related skills**.
- If **someone is helping, add their dice** based off which stat or skill they're helping with. Stats can help stats, and skills can help either stats or skills.
4. **Optionally, push yourself**

If you push yourself, **mark breaking** and then either **add one die** or **increase the effect**. The die you add is based off of the skill you rolled, not any other dice added.

5. **Roll and take the highest die**
6. **Compare the die against the challenge dice**

The GM rolls two 10-sided dice,

- If the **player's die is higher than both challenge dice**, it's a **full success**.
- If the **player's die is higher than one challenge die**, it's a **partial success**.
- If the player's die is **lower than both challenge dice, it's a miss**.

If the challenge dice match, the result includes either a **new complication** if it was a miss or **new opportunity** if it was a success.

Heart, Breaking, and Ruin

Your breaking track advances as a result of misses or partial successes. **When you mark Broken, mark one harm "broken."** If you **mark a ⊙ ruin space**, you immediately **choose a ruin advance**. At the **end of the session, you recover your breaking track, but only to the amount of harm you have left**. For example, if you have 2 harm, you will start the next session with 2 breaking marked. **Ruin does not clear**. If you have heart, **you may clear heart before marking breaking**.

Harm

Harm is a result of consequences of a miss or partial success. **If you have no room for additional harm, but take harm, you instead mark breaking**. You may rewrite one of your previous harms to reflect the new harm, though (still marking breaking). **If harm is resolved in the fiction, you can remove the harm**. **You may also clear harm when you forge or at the end of session**. See the rules on forging or the end of session move for more details.

Forge

When you **roll forge**, **fork in a die based off of your forge track**.

When you mark a requirement, **roll Forge**. *If someone helped you meet the requirement, they mark their Bond with you.*

- On a **miss**, despite what came before, the tie will be tested. **Mark breaking** & answer 'what new difficulties await me as I forge on?'
- On a **partial success**, the tie ebbs and flows. You **may mark breaking and remove harm**, then answer 'what new opportunity is at stake and how is it in danger?'
- On a **success**, the tie will strengthen. You **may mark heart or remove harm**, then answer 'what new opportunity awaits me and how am I ready for it?'

Bonds

When another player marks a requirement which you helped them complete, mark a bond with them. When you share a moment of intimacy or reflection with another character, you may choose to resolve your bond with that character. If you do, **clear the Bond, answer the question 'how have I grown from my bond?', mark your advances track, and choose a stat track to mark based off of how you have grown.**