

TRICKSTER SCREEN

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Resolution Flow

1. Declare intent and approach
2. GM sets difficulty (1-7+ Essence cost)
3. Player chooses Skill + Essence
4. Roll dice pool (1 die per Skill rank)
5. Apply modifiers and bonuses
6. Compare highest die to difficulty
7. Resolve maneuvers if used
8. Narrate result and apply consequences



Difficulty Scale

Level	Essence
Trivial	× 1
Easy	× 2
Moderate	× 3
Challenging (Default)	× 4
Daunting	× 5
Epic	× 6
Impossible	× 7+



Three Maneuvers

Sacrifice (Before Roll)

Burn 1 Essence to add +2 dice

Reach (After Roll)

Spend Essence equal to shortfall to succeed

Push (After Success)

Burn extra Essence for enhanced effect



Four Essences

 **Forma:** Physical prowess, health, endurance

 **Anima:** Mental acuity, knowledge, willpower

 **Umbra:** Social grace, influence, connections

 **Reverie:** Domain powers, supernatural abilities

At -5: Incapacitated in that aspect



Combat Basics

Initiative: Highest Anima acts first

Attack: Skill vs Target's Defense

Damage: Weapon die + Success margin

Armor:

Light: -1 damage, no penalty

Medium: -2 damage, -1 Stealth

Heavy: -3 damage, -2 Athletics/Stealth



Social Exchange

Disposition: -5 to +5

Persuasion: Logic, reason

Conviction: Passion, intimidation

Sincerity: Trust, empathy

Mendacity: Lies, manipulation

Success shifts Disposition: 0-3 = +1, 4-7 = +2, 8+ = +3



Count's Ledger

Range: -5 to +5

Spend:

+5: Force reroll (any)

+3: Add +2 dice

+1: Ask yes/no question

At -5: Count collects (roll 1d6)



Domain Mechanics

Blessings: +1 to +5

Curses: -1 to -5

Exalted: At 5 Blessings, one persists outside domain

Can't have both Blessings & Curses in same domain



Core Skills

Physical: Athletics, Brawl, Craft, Stealth, Martial Prowess

Mental: Lore, Insight, Survival, Arcane Resonance, Tactics

Social: Persuasion, Conviction, Sincerity, Mendacity, Performance

Hybrid: Investigation, Larceny, Domain Weaving



Reverie Powers

UPEND:

1 Reverie = upgrade die size (d6→d8→d10...)

FORTIFY:

N Reverie = minimum result of N+1

⚠ Cannot combine with Reach or Push



GM Screen Wisdom

When to Roll:

- Failure is interesting
- Success has cost
- Outcome is uncertain and matters

Domain Creation:

- Set Willpower (0-10)
- Define 3-5 Exaltations
- Create 5 Blessings/Curses
- Establish portal barriers