



# Rosette Diceless Quick Reference

## When You Attack

1. **Decide how you're furthering your Goal and what Attribute you're using.**
2. **Decide if you're boosting now** (a Bold Attack) or waiting until you see your target's response. Boosting doubles your attacking Attribute.
  - You can boost with a relevant Skill by expending it.
  - You can boost with a relevant Quirk by expending it and describing how you are Highlighting it, Defying it, or Introducing it into the scene.
  - If you're "always boosted," you don't need to expend anything but you won't cause Wear if you miss.
3. **Decide what the target Defense should be:**
  - If the target can resist with physical prowess or you're being physically dramatic, choose Vigor.
  - If the target can resist with cleverness or you're being intelligent, choose Wits.
  - If the target can resist with self-control or you're being socially provocative, choose Nerve.
4. **Decide if you're using an Edge** to deal extra Stress or attack multiple targets.
  - You can only use each Edge once per scene.
  - There are nine Edges, three for each attribute, that anyone can use.
  - Resources either provide an Edge or block an Edge. They can be sacrificed to provide an Edge when they otherwise wouldn't apply.
  - Traits can provide Edges. You can use the Useful Trait Edge to use one that doesn't.
5. **Announce your attack** by describing what you're doing, then saying something like "Mind boosted with Detective Work with an Edge of Prior Research; a six against Wits."
6. If your attack doesn't hit and you didn't boost earlier, you can do so now.

## When You Defend

1. **Decide whether you want to Boost** the relevant Defense with a Skill or a Quirk (or a Trait that says it lets you boost a Defense).
2. If you are boosting, add the higher of the component Attributes to the Defense for this attack.

## When Triggering an Affliction

1. **Make sure that you have an Edge to use.**
2. **Describe how you are triggering the Affliction.**
3. **The Attack automatically hits.** The target crosses out (but doesn't erase) the Affliction and takes one fewer Stress than normal.

## When an Attack Hits

1. If the attack had an Edge, **you can block the Edge with an appropriate Resource** (or by sacrificing an inappropriate Resource)
2. **You may avoid a single point of Stress** per Attack by taking an Affliction in an empty Condition slot.
3. **Describe how the attack affected you.**

## When an Attack Misses

1. If the Attack was Bold, **take Wear on the Defense used.** This reduces that Defense by one for each point of Wear. Getting hit on that Defense removes all Wear.
2. **Describe how you avoided the Attack.**

## When There Is a Crisis Attack

1. **Decide how you are responding to the crisis.**
2. **Pick a Defense** to use based on your approach.
3. Boost, block Edges, and take Stress as above.

## Universal Edges

**Concealment (Body):** Gives you an Edge when attacking a target that is unaware of your presence.

**Cover (Body):** Gives you an Edge when attacking from a place of physical security.

**Drama (Body):** Gives you an Edge when performing a risky stunt or attacking in a way that makes you look impressive.

**Enigma (Mind):** Gives you an Edge when you know something that your target wants to learn.

**Field Work (Mind):** Gives you an Edge when leveraging tools or circumstances that you have improvised during this scene.

**Prior Research (Mind):** Gives you an Edge when you've recently done research or study relevant to the Attack.

**Credible Threat (Charm):** Gives you an Edge when the target has seen you commit an act of violence.

**I'accuse (Charm):** Gives you an Edge when attacking someone for whom you have evidence of wrongdoing.

**Obligation (Charm):** Gives you an Edge when the target has good reason to be grateful for something they know you've done.