



Rosette Diceless Quick Reference

How to Boost

- ☞ Expend a relevant Skill or Tie.
- ☞ Expend a Quirk and describe how you are Highlighting it, Defying it, or Introducing it into the scene.
- ☞ Once per session, remind other players of your Secret question when it's relevant.
- ☞ Have a Trait that says you're always boosted on certain Challenges, or that provides a boosted Attack.
- ☞ Use a Rare Resource as an Edge, or sacrifice a Common Resource.

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.
 - 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 Edges in each scene. 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 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 You Defend

1. **Decide whether to Boost** the relevant Defense.
2. If you are boosting, add the higher of the component Attributes to the Defense for this attack.

When an Attack Hits You

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 slot.
3. **Describe how the attack affected you.**

When an Attack Misses You

1. If the Attack was Bold, **take Wear on the Defense used**, reducing it by one for each 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): When attacking a target that is unaware of your presence.

Cover (Body): When attacking from a place of physical security.

Drama (Body): When performing a risky stunt or attacking in a way that makes you look impressive.

Enigma (Mind): When you know something that your target wants to learn.

Field Work (Mind): When leveraging tools or circumstances that you have improvised during this scene.

Prior Research (Mind): When you've recently done research or study relevant to the Attack.

Credible Threat (Charm): When the target has seen you commit an act of violence.

J'accuse (Charm): When attacking someone for whom you have evidence of wrongdoing.

Obligation (Charm): When the target has good reason to be grateful for something they know you've done.