

# CAPITAL Quick Reference

## Attribute checks

1. Roll 2d6 and add your Attribute Score
  2. The GM rolls 2d6 and adds the Difficulty
  3. Highest result wins
- +2 if one Strength, Training or Story can help
- +3 if more than one Strength, Training or Story can help
- 2 if any Weaknesses hinder you

## Grit

Gain 1 Grit:

- When you fail an Attribute Check
- When you take -2 for a Weakness
- When you roleplay your Flaw

Spending Grit:

- Spend 2 to get +1 to an Attribute Check
- Spend 4 to do something that would require Training

Spending Grit is twice as effective when you roleplay your Ideal or Goal.

## Resting

Length	Energy	HP
15min-1hr	1d6+WIL	-
1hr+	All	1d6+FTD
8hr+ (6hrs sleep)	All	All 1d6 Bones

## Attacks

① 50m **Attack:** VSN vs AGI. ② 12 Sharp damage. ③ ④

1. Pick a target within this range ①
2. Roll 2d6 and add this ② Attribute Score
3. The target rolls 2d6 and adds this ③ Attribute Score
4. If your result is the same or higher, do this ④ damage

## Combat actions

- Move 10m
- Make an Attack
- Prepare (get a reroll on Attack or Defense rolls for one Attribute)
- Take Overwatch (Attack when you see something move)
- Grapple

## Combat: don't forget

You can Seize the Initiative to act faster than normal

You get -2 to hit when you Attack more than once in a turn. Overwatch Attacks don't count

You get -3 to hit if you are in base contact with an enemy. Otherwise, you get -2 to hit if the target is in base contact with their enemy.

Grit works on Attack Rolls. Strengths, Weaknesses, Training and Stories do not.

# **Common Keywords**

## **Action**

Use instead of a normal Action on your turn.

## **Aim X**

**Reaction** up to X times per Attack Roll: Spend 1 Energy. Reroll 1 die.

## **Block X**

**Reaction** up to X times per Defense Roll: Spend 1 Energy. Reroll 1 die.

## **Cooldown X+**

Goes on Cooldown when used. Roll 1d6 at the start of your turn: on an X+, the effect comes off Cooldown. Everything comes off Cooldown when you Rest.

## **Companion**

Shares its turn with its owner. Its owner chooses its Actions. Companions have Bones.

## **Crit X**

Get a bonus when you beat the target's Defense Roll by at least X.

## **Heavy X**

To pick up this item, you must have at least X STR, or make a STR check with difficulty X+6.

## **Instant**

Use any time on your turn.

## **Reaction**

Use any time, even during someone else's turn.

## **Regeneration X**

Heal X at the start of your turn.

## **X Shots**

Does damage X times to the same target.

## **Signature**

Goes on cooldown when used. Make a difficulty 6 WIL check when you take a Full Rest. Comes off cooldown on a Success.

## **Spread X**

Make the Attack against up to X targets in range. You make one Attack Roll; each target makes their own Defense Roll.