

(Game Master Reference)

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 die to perform. Examples of simple actions:

- ❖ Move (spend 1 die to move up to 10 feet).
- ❖ Stand up or lie down.
- ❖ Open or close something, like a door.
- ❖ Pull out or grab an object, or put an object away.
- ❖ Operate a simple mechanism, like pulling a lever or pushing a button.
- ❖ Spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action and must be able to spend at least 1 die to perform the check in order to receive advantage.

COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt. Examples of complex actions:

- ❖ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ❖ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. *Narrative scenes only.*
- ❖ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. *Narrative scenes only.*
- ❖ **Reload Under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

DURING THE INVESTIGATORS' TURN

- ❖ All investigators act together.
- ❖ The player describes what their character wants to do.
- ❖ The player spends dice from their character's dice pool to perform actions.
- ❖ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, an investigator may heal all damage (bringing their dice pool limit back up to maximum). Then, at the end of the investigator's turn (or after their next complex action during a narrative scene) that investigator suffers one injury from the **Injuries table**.

DURING THE GAME MASTER'S TURN

- ❖ When it is the GM's turn, investigators can use reactions. Reactions cost 1 die.
- ❖ You may choose in what order each NPC acts during this turn, and the enemies act together like the investigator characters do.

REACTIONS

Reactions are often used on the opposing side's turn. Most reactions come from knacks or capabilities a character has. The one other primary reaction is:

- ❖ **Dodge/Block:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If successful, negate all damage and effects of the attack.

INSIGHT

At the start of each game session, investigators gain insight up to their maximum. Insight can be spent in the following ways:

- ❖ After performing a successful complex action, spend 1 insight to add 1 additional success to the results.
- ❖ When performing an action (complex action or reaction), spend one insight to perform it with **advantage**.
- ❖ Spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering having a useful tool or recognizing that a minor character is someone familiar.
- ❖ Use the positive side of their personality trait.