Quick Reference Sheets

Cards have experience point values.

You must have at least on grey boarder card, one blue boarder card, and one red boarder card to start your character. You only get one gray card (core card) for your character.

Some cards have prerequisite requirements. This means you must have certain skills in your character deck (the cards you have purchased with experience points) to use that card. As an example, medical equipment may require you to have the Medical skill to use the medical equipment card.

In addition to your character deck (the cards you purchased with experience points) you will get Aether cards. You cannot have more Aether cards than your Focus rate (that little blue portion in the middle of your gray card).

Aether cards represent something different in each game. It could be mana, it could be souls, it could be willpower, or even dreamstuff depending on what game you are playing. Every game collects Aether differently, but more times than not it involves a font and/or a threshold.

A font is a place where Aether bubbles up and a threshold is a portal that connects your world with another. A portal could lead to the land of the dead, an alternate reality, an alternate timeline, or an alternate dimension. Some thresholds let things come into your world, some thresholds allow you to leave your realm and enter another. Some thresholds are steady, other thresholds fluctuate and change.

Gathering Aether requires you to take a particular action depending on your game world. As examples you may have to mediate in front of a threshold, or sacrifice tainted souls, or make aether potions.

Your cards have four attributes across the top and four attributes down the side. The attributes across the top are for when you are initiating an action and need a resolution number. The numbers along the side are when you are looking to defend against something trying to affect you.

The across the top and down the side of the card are Acumen, Resolve, Dexterity, and Brawn.
   Acumen is a rating of your collective mental processes.
   Resolve is a rating of your social and empathetic capacities.
   Dexterity is a rating of your steadiness and lithe attributes.
   Brawn is a rating for both feats of strength and ability for endurance.
   Your Health (red icon in center of gray card) is the amount of damage you take before entering bleed out.
   Your focus is the total number of Aether cards you can hold at any time.
   Your speed is the total number of steps you can take during a combat round.

If you are unsure if you can do something, or there is a contest of ability, you take one gray card, one blue card, and one red card. If a card has a prerequisite skill, you do not need to use another card that allows you to use that skill in the challenge. You only have to have the skill in your character deck.

Line up your cards so that your red, blue, and grey stack to provide you four rows across the top and four rows down the side. Add the attributes in the appropriate row to determine your total skill rate for the turn.
Once you have chosen your cards, you cannot change them until the next round (if combat is happening and timed rounds are occurring).

In combat rounds people do not break character. The person initiating combat calls 'CHRONOS COMBAT' and rounds occur in 1 minute increments. Every person chooses their three cards and slow motion acts their combat actions.

You are required to move and act as your character would, in a slow motion version of combat. This is to ensure players understand exactly what is going on at a glance (instead of having to ask 'What do I see?') as well as determining if an attack is valid (able to reach, line of sight, etc.).

Compare attack scores to defense scores to determine if there is a successful attack.

Attacks are cumulative by turn. If a defender has a defense of 8, and is attacked by someone with an attack skill of 4, for the remainder of the turn the defender has a defense rate of 4. If on the same turn a second attack targets the same defender, and the second attacker has an attack rate of 5, the attack of 5 defeats a 4 and the defender gets hit.

Every minute the person overseeing the combat calls 'ROUND' when one minute has gone by. If you have not initiated an action by the end of a minute round, your action for the round is forfeit. If you are not paying attention during a combat scenario, neither is your character.

Some powers require the expenditure of an Aether card to activate.

There is a difference between USE and BURN an Aether card.

If a card requires you to BURN an Aether card to activate, you hand your Aether card to a staff member when using the card and DO NOT replace one of your other cards with the Aether Card Value.

If a card requires you to USE an Aether card to activate, you must replace one of your other cards (not the power card) with the value of the Aether Card for the turn. Please note that many Aethers only have a value that exist in one category. If you are attempting to use an Aether in a category that is blank then the value is ZERO.

CHRONOS SYSTEM

THE REBEL

ACUMEN	RESOLVE	DEXTERITY	BRAWN
3	3	3	2

HEALTH 5
SPEED 4
FOCUS 6

BRAWN 3
DEXTERITY 2
RESOLVE 2
ACUMEN 2

INSURGO

You are an agent provocateur.

You refuse to bow to authority and exist to stir the pot and shake up the status quo.

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ATHLETE

ACUMEN	RESOLVE	DEXTERITY	BRAWN
0	0	2	2

BRAWN 2
DEXTERITY 1
ACUMEN 0

You have honed your body. You are stronger, faster, and more resilient than the average person.

SKILLS Athletics, Performance, Throwing, Hand to Hand

Brawling Attacks Deal 2 Damage

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ENFORCEMENT GEAR

ACUMEN	RESOLVE	DEXTERITY	BRAWN
0	0	2	4

ITEM
BRAWN 2
DEXTERITY 1
ACUMEN 0

Enforcers of all kinds, public and private, may have these items.

Handcuffs Difficulty 5 Lock
Lamp Perception in Dark at Melee/ Short Range
Official Identification

Local Authority

REQUIRES Streetwise

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ENFORCEMENT GEAR

ACUMEN	RESOLVE	DEXTERITY	BRAWN
3	3	3	2
0	0	2	2
0	0	2	4

ITEM
BRAWN 2
DEXTERITY 1
ACUMEN 0

Enforcers of all kinds, public and private, may have these items.

Handcuffs Difficulty 5 Lock
Lamp Perception in Dark at Melee/ Short Range
Official Identification

Local Authority

Sample:
Acumen: 3
Resolve: 3
Dexterity: 7
Brawn 8

Our Athletic Rebel with their Enforcement gear on isn't exactly focused on figuring out a puzzle, or talking their way out of a parking tick; but right now this character is prepared to crack some skulls and perform some breaking and entering.