H.I.M.B.O. *Quick reference*

Rolling

Say what you want first. Roll one **d8** per dot in the Pillar, plus the **d20 Critical Die**. Each d8 that meets or beats the Difficulty is a success. None: you fail. One or more: you succeed. Extra successes count when how well you succeed matters.

DIFFICULTY

1	2	3	4	5	6	7	8
USUALLY NO ROLL			STANDARD				MAXIMUM

CRITICAL DIE

20, Crit: something extraordinary in your favour; on a failure it can make the outrageous but conceivable happen. **1, Botch:** catastrophe, not incompetence. The d20 never adds successes; you can succeed and Botch.

ADVANTAGE AND DISADVANTAGE

Roll the d8s twice; keep the better (Advantage) or worse (Disadvantage) result: more successes, then highest dice. They never stack; one of each cancels. A relevant **Specialty** gives Advantage.

BELONGING

After you see your final d8s, spend 1 to reroll every failed d8 once. Successes stay; the d20 does not change. One spend per roll. Or spend 1 to heal 2 Normal or 1 Lethal Damage.

Contests

Both sides roll, usually at Difficulty 5. More successes wins. On a tie, compare dice from the highest down: a narrow win. Identical pools: reroll the d8s, not the d20s. If only one side Crits, it can overturn a contest they were losing. A Botch never loses a contest by itself.

HOW MUCH YOU WIN BY

	PHYSICAL	SOCIAL AND MENTAL
Narrow by 1 or tiebreak	Intent happens; an Attack deals base Damage.	The intent happens.
Strong by 2	+1 Damage, or one appropriate Condition.	A cleaner, fuller result.
Overwhelming by 3+	+2 Damage, or +1 Damage and a Condition, or two appropriate Conditions.	The result, and possibly one Social or Mental Condition.

No damage roll. If your intent is a Condition, winning imposes it.

The Pulses

Glambright intensifies and makes the singular exception. **Grimdark** carries forward through blood, memory and history. **Glimmerrot** connects and makes boundaries permeable.

Reach

Invoke one, two or all three Pulses (Glambright, Grimdark, Glimmerrot), each once. Each adds a **d12**, read on its own; Pulse dice never add successes. Each Pulse buys one change to one Bound: **Scale**, **Time**, **Potency** or **Access**. One or two Pulses normally alter an existing supernatural power or effect; all three can make an impossible ordinary action possible to attempt.

WHAT HAPPENS

	PULSE DIE SUCCEEDS	PULSE DIE FAILS
Action succeeds	Succeeds with the change, as far as the die allows.	Succeeds without it. **+1 Exposure**
Action fails	Fails; the Pulse still shows up somewhere, but cannot finish the action.	Fails, no change. **+1 Exposure**

REACH DEGREE

1	2	3	4	5	6	7	8	9	10	11	12
FAILS			LOCALIZED		BROAD		MAJOR		VAST		WORLD

Exposure

Each Pulse die that misses your Pulse Difficulty marks 1 Exposure; several at once mark from the lowest roll up. Crossing a diamond draws a Manifestation from the pile of the Pulse that pushed you over. It lasts on its own terms.

1	2	3	4	5	6	7	8
D4	D5		D6		D7		D8

Rest: after 4+ hours, roll your Rest Pillar at Difficulty 5, no d20; each success removes 1.
Claim: when the GM brings a real development to your Claim, Exposure drops to 0.

Conflict

Your turn: one Action, plus moving within your Area or into the next. One Reaction per round, on a trigger. A Bonus Action only when a power grants one. **Sprint:** spend your Action to cover up to three Areas.

Order: highest *Hope* first; ties go to *Instinct*, *Manifestation*, *Beauty*, *Openness*, then *Belonging*.

Defending: your first defense each round is normal; later ones are at Disadvantage. **Evade** spends your Action so they are not, and holds off Exposed that round.

Focus: hold one Focus effect at a time. It ends if you let go, start another, fall unconscious, are Taken Out or take a new Wound.

Damage

0	Unarmed blow, shove
1	Knife, club, short fall
2	Handgun, axe, powerful bow
3	Rifle, shotgun, fast vehicle
4	Grenade, monstrous force
5	Anti-materiel weapon, collapse
6	Heavy ordnance
7	Obliterates most beings
8	Takes out even a supernatural being

Protection X: subtract X after any extra Damage from the margin. **Resistance:** halve what is left of that type (Physical or Metaphysical), rounding up.

WOUNDS: EVERY 2 LETHAL, +1 DIFFICULTY ON EVERY ROLL

0–1 LETHAL	2–3	4–5	6–7	8
None	+1	+2	+3	Dying

Taken Out: full track, fewer than four Wounds. **Dying:** four Wounds, or Lethal while Taken Out; still Dying at the end of the third round, you are Dead. A successful *Openness* roll stabilizes.

HEALING

Each dawn without new Damage: 1 Normal. Seven days without: 1 Lethal. Treatment, once a day: 1 Normal per success. Reach: *Hope* at Difficulty 6 with 1 to 3 Pulse dice, needing at least one success; each success heals 1 Normal; each Pulse die that succeeds and shows 7+ heals 1 Lethal.

Conditions

Prone: stay put until you stand; standing uses your movement.

Grappled: cannot move away from the grappler.

Blinded: cannot act on what you cannot locate; roughly located, Disadvantage.

Deafened: nothing that relies on hearing alone.

Silenced: nothing that needs your voice.

Paralyzed: no physical action with the affected body.

Exposed: next defense rolls one fewer d8.

Shaken: +1 Difficulty on *Hope* rolls; ends with the scene or when composure returns.

Compromised: +1 Difficulty to resist Influence using that leverage.

Frightened: cannot willingly move closer to the source.

Distracted: Disadvantage to notice outside the named focus; an Action refocuses.

Afterglow

GLEAM · ONCE PER SCENE

After a successful roll that directly expresses your Afterglow, add one success. It never turns a failure into a success.

FLARE · ONCE PER SESSION

Declare one specific successful accomplishment within your Afterglow's scope; it happens and stands, but cannot resolve a whole storyline. The GM brings in a Manifestation, now or later. A Flare cannot directly inflict, prevent, heal or transfer damage to a living creature.