

Through the Breach 2E Reference

SESSION STRUCTURE

PROLOGUE

- **Choose Pursuit**
 - Not first session.
 - Gain “On the Pursuit” ability.
 - If first time PC has chosen Pursuit, gain Step 0 Talent.
- **Draw Control Hand**
 - Draw 3 cards from Twist Deck.

ADVENTURE

EPILOGUE

- **Resolve Destiny Step**
 - If PC resolved Destiny Step either increase Physical or Mental Aspect by 1 or gain Ability Manifested Power or Spell-like Manifested Power (if appropriate).
- **Pursuit Advancement**
 - *Either* advance 1 Step along current Pursuit and gain listed Talent, *or* advance 1 Step along Advanced Pursuit (if appropriate).
- **Gain 1 XP**
- **Skill Advancement**
 - Fatemaster chooses 2 Skills eligible for advancement.
 - Player chooses one of these Skills (or an “On the Pursuit” Skill) and *either* gains 1 Rank if the Skill currently has no Ranks, *or* spends [current Rank] XP to advance Rank by 1.
 - Player may spend 1 XP to learn Skill Trigger for 1 Skill with 3+ Ranks.

INITIATIVE

Characters who are surprised are **Slow** on their first turn.

Each **Fated** character flips a card from the Fate Deck (that cannot be Cheated) and adds their Initiative Aspect to the result.

Fatemaster Characters instead add their Rank Value to their Initiative Aspect.

Fated characters win ties, then highest Speed, then decided among players of tied characters on a round-by-round basis.

DUEL OVERVIEW

1. DETERMINE SKILL AND TN

DIFFICULTY	TN
Easy	6 or less
Routine	7-8
Challenging	9-11
Difficult	12-14
Very Unlikely	15-17
Incredibly Difficult	18-20
Highly Improbable	21+

2. DETERMINE AV

Ranks in Skill + value of Physical or Mental Aspect (including suits).

3. FLIP CARDS

4. CALCULATE DUEL TOTAL

Add value & suit of flipped card to AV.

5. CHEAT FATE

Player may replace flipped card with card from **Control Hand**, if no negative **Fate Modifiers** (⊖) and **Black Joker** not flipped.

6. DECLARE TRIGGERS

7. DETERMINE RESULTS

Deal damage (if applicable)

8. MARGINS OF SUCCESS OR FAILURE

For every 5 points duel total exceeds TN, achieve 1 **Margin of Success**.

For every 5 points duel Total fell short of TN, Achieve 1 **Margin of Failure**.

9. DISCARD CARDS

FATE MODIFIERS

 Flip additional Fate Card per . Choose 1 card to use and discard remaining.

– Flip 1 Fate Card.

 Flip additional Fate Card per . Keep lowest value card and discard remaining. If lowest value tied, player chooses.

May not **Cheat Fate**.

THE DAMAGE FLIP

1. DETERMINE ACCURACY MODIFIERS

DIFFERENCE	DAMAGE FLIP MODIFIER
0 (Tied)	
1-5	
6-10	None
11+	

2. FLIP CARDS

3. CHEAT FATE

Player may replace flipped card with card from **Control Hand**, if no negative **Fate Modifiers** (⊖) and **Black Joker** not flipped.

4. APPLY DAMAGE AND EFFECTS

If damage reduces target to 0 Wounds or lower, target suffers **Critical Effect** and must check for **unconsciousness**.

CRITICAL EFFECTS

Flip a card and compare to **Critical Effect** table determined by damage level of damaging effect. If damaging effect didn't have damage level, it causes a **Weak Critical Effect**.

Suit of flipped card determines location:

-  The victim's **Chest** is affected.
-  The victim's **Head** is affected.
-  One of the victim's **Arms** is affected.
-  One of the victim's **Legs** is affected.

PULSES, AURAS & BLASTS

Pulses and Auras are typically followed by a number that which indicates the range of the effect in yards.

Pulses (Ⓜ) are instantaneous effects that radiate out from a certain point. Pulses centered on a character do not affect that character.

Auras (Ⓢ) are effects that continually emanate outward from a certain point. Auras centered on a character will affect that character.

Blast damage (⚡), deals the listed damage to the primary target, then every character within 2 yards of the primary target per  suffers damage one level less.

SUITS

Rams



Tomes



Crows



Masks



JOKER CARDS

Red Joker counts as a card with a value of 14 and any one Suit of the players choice.

- May be used regardless of negative **Fate Modifiers** (⊖).

Black Joker counts as a card with a value of 0 and no Suits.

- Must be used, regardless of positive **Fate Modifiers** (Ⓢ).
- May not **Cheat Fate** if flipped.

CONTROL HAND

Use to **Cheat Fate**.

Max 5 cards – discard down to 5 after drawing.

Draw from Twist Deck:

- 3 cards at end of Prologue
- 1 card when Fate Deck is reshuffled
- When “On the Pursuit” ability is triggered
- At the end of Dramatic Time, may discard any number of cards and draw up to 3 cards in Control Hand

NATURAL HEALING

At the start of each day, every Living character that has been able to sleep for at least 6 hours makes a 1/2/3 healing flip.

Those who do not get this much sleep are **Dazed** until they sleep for at least six hours.

Through the Breach 2E Reference - Actions & Conditions

MOVEMENT ACTIONS

(1) Walk: move a number of yards up to Walk Aspect.

(2) Run: move a number of yards up to twice Walk Aspect plus ranks in Athletics Skill.

(1) Drop Prone: become **Prone**.

(1) Stand Up: stand up and cease to be **Prone**.

PRONE

Gain **♣** to Defense flips against Projectile (**☛**) attacks but suffer **♣** to Defense flips against Melee (**♣**) Attacks.

JUMPING

As part of a Walk Action, can leap horizontally up to 0.5 yards / Height. Can attempt TN 5 Athletics Challenge to leap additional 0.5 yards / Height + 0.5 yards per Margin of Success.

As part of a Run or Charge Action, the distance jumped is doubled.

CLIMBING

Can climb easily scalable object at half speed as a (1) Action. Can attempt Athletics Challenge (TN determined by the surface) to climb 0.5 yards / Walk + 1 yard per Margin of Success on a more difficult surface, as a (2) Action. If any Margin of Failure, suffer falling damage.

SWIMMING

As part of Walk or Run Action, can stay afloat and swim half speed in calm water.

Must attempt Athletics Challenge (TN determined by severity of waters) in rougher water at start of turn. On success, act normally. On failure, gain **Suffocating +1** Condition, and turn ends.

May not Charge while swimming.

FLIGHT

May move over terrain and other characters without penalty. Still subject to disengaging strikes if within range.

Considered to be on an unstable platform for z attack.

If **Paralyzed**, immediately fall to the ground (or 170 yards) but does not suffer falling damage.

FALLING

If falls at least 3 yards, becomes **Prone** and suffers 2/4/6 damage upon landing, +1 damage for each additional 2 yards fallen above 3.

PUSHES

Ignore movement penalties from terrain and are not subject to disengaging strikes.

If pushed character comes into contact with obstruction or another character, push immediately ends.

SEVERE TERRAIN

Characters move across Severe Terrain at half speed.

HAZARDOUS TERRAIN

If character moves through or begins turn within Hazardous Terrain, suffers damage flip (usually 1/2/3) after the character has finished moving. Once suffered damage from Hazardous Terrain becomes immune to further damage from that terrain until the start of next turn.

TACTICAL ACTIONS

(1) Assist: Declare a willing target within 1 yard and action. If assisting character has at least 1 rank in Skill used by action, target may add assisting character's ranks in Skill to final duel total if attempted on next turn. If assisting character is subordinate character, only half assisting character's ranks (round up) added to final duel total. Target can only gain the benefit of single Assist action at one time.

(#) Cast Spell: Spells (or Spell-like Manifested Powers) not resisted by **Df** or **Wp** are Tactical Actions. AP cost depends on Spell.

(#) Defensive Stance: Discard a card to gain **Defensive +<AP spent>** Condition.

(1) Focus: Gain **Focused +1** Condition until end of turn.

(1) Impose: Attempt Intimidate Challenge resisted by target's Centering Skill. If succeeds, the target suffers **♣** + **♣** per Margin of Success, to any attack that doesn't include an Imposing character as a target. This penalty lasts until start of Imposing character's next turn.

(1) Manipulate Object: Manipulate object in some way, e.g. opening door, pulling lever, picking up item from floor, or retrieving item from backpack.

(1) Order: After this character completes turn, ordered subordinate character immediately takes turn.

(1) Pass: Do nothing and add +1 to Initiative value, until end of Dramatic Time.

(1) Ready Weapon: Draw weapon from holster or sheath.

(#) Reload: Weapons with Reload must be reloaded once ammunition spent. Once character has spent AP equal to the weapons Reload AP cost, the weapon is fully reloaded.

(1) Trick: Attempt Deceive Challenge resisted by target's Scrutiny Skill. If succeeds, gain **♣** to attack and damage flips made against target, as well as **♣** to any Defense flips made to defend against target's attacks, until start of Tricking character's next turn.

(#) Wait: Declare Action and event. AP cost is equal to AP cost of the named Action +1. Lower Initiative value on subsequent turns by -1. If named event occurs before start of turn, may immediately take the named action (if possible). If named action would interrupt another action, then named action interrupts opponent's action before any duels (if any) take place.

If named action does not occur before start of Waiting character's next turn, Wait action has no effect.

In addition, can take any number of "non-actions" on turn, such as talking, dropping something, or any other action that doesn't take any significant amount of time.

COMBAT ACTIONS

(1) Strike: Make single attack against target in range using readied **☛** or **♣** weapon.

(#) Cast Spell: Spells (or Spell-like Manifested Powers) resisted by **Df** or **Wp** are Combat Actions. AP cost depends on Spell.

(2) Charge: Target character that you can see and move up to Charge Aspect in yards directly toward target. Movement must be in straight line, and Charging character must end movement with target within engagement range of readied **♣** weapon. After moving, make two (1) AP **♣** attacks against target.

May not be declared if character is engaged or if movement is not sufficient to reach target. Characters with Charge Aspect of "--" may not declare Charge action.

(1) Show: Target character within 1 yard and make Athletics Challenge resisted by target's Athletics Skill. If one character has greater Height than the other, larger character gains **♣** to Challenge. If Showing character succeeds, target is pushed 1 yard directly away, plus 1 additional yard per Margin of Success.

MELEE ATTACKS (♣)

Characters within range of an enemy's **♣** attack are "engaged" with the enemy. While engaged, may not make **☛** attacks, and Walk or Run Actions which would leave enemy's engagement range are subject to disengaging strikes.

To make a disengaging strike, make a single melee attack against character attempting to leave engagement range. If attack hits, it deals no damage, but target's Walk or Run action is canceled and AP spent on it is lost.

PROJECTILE ATTACKS (☛)

Characters cannot make **☛** attacks while engaged with an enemy. Projectile attacks are also subject to Cover, which makes it difficult for characters to hit enemies who are partially concealed behind cover. Must have line of sight to target to attack with a **☛** attack. If attacker is unable to see target due to lack of vision, and has some other means of determining where opponent is located, suffer **♣** penalty to attack flip (as if attacker had **Blind** Condition).

SHOOTING INTO AN ENGAGEMENT

When a character declares a **☛** attack against engaged opponent, flip one Fate Card for engaged target and one Fate Card for every other character (friend or foe) within 2 yards of target that is a legal target for the attack. If Fated, attacker can **Cheat Fate** on these flips. The character with the lowest flipped card becomes the target of the **☛** attack.

COVER

Soft Cover obscures attacker's vision without providing physical protection to target. When target is in Soft Cover, attacker suffers **♣** to attack flips with **☛** attacks.

Hard Cover is any sort of cover that will physically stop a projectile. When target is in Hard Cover, attacker suffers **♣** to attack and damage flips with **☛** attacks.

UNSTABLE PLATFORMS

Characters who make **☛** attacks while on unsteady footing suffer **♣** penalty to attack flip.

CONDITIONS

Conditions stack if presented with a value. When this is the case, all values of the same Condition that affect character are added together into single condition. If Condition has a value, Condition ends if value of Condition ever reaches 0.

Conditions not presented with a value do not stack.

If character gains same Condition with multiple durations, the version of the Condition with longest duration takes precedence.

BLIND

Suffer ☐☐ to any action that requires sight, such as most attack actions.

BLEEDING OUT

At end of turn, value of **Bleeding Out** Condition increases by 1. Character dies once reaches **Bleeding Out +10**. Any character may take (2) Doctor Action with a TN of 15. On success, remove **Bleeding Out** Condition. If character is attempting to remove own **Bleeding Out** Condition, TN is increased to 20. Only affects Living characters.

BURNING

At end of turn, suffer damage equal to value of **Burning** Condition. Then, Condition ends. Any character within 1 yard of character with **Burning** Condition (including the character) may take (1) AP Action to reduce value of **Burning** Condition by 1.

CRAZY

Subtract value of **Crazy** Condition from the final duel total of any duel involving Mental Aspect. At the start of each day, may attempt TN 15 Centering Challenge, ignoring penalties from **Crazy** Condition. On success, lower value of this Condition by 1.

DAZED

Increase TN of every action attempted by +2.

DEFENSIVE

Until the start of next turn, gain 🗡 to Defense duels for each value of **Defensive** Condition (max. 🗡🗡🗡).

FAST

Generate 1 additional General AP on turn during Dramatic Time. If gained during turn, immediately gain 1 General AP. Lasts until end of turn. **Fast** and **Slow** cancel each other.

FOCUSED

May choose to end Condition when declaring action to gain 🗡 to the duel for each value of **Focused** Condition (max. 🗡🗡🗡). Lasts until end of turn, if not voluntarily ended sooner.

UNCONSCIOUS CHARACTERS

Fall **Prone**, do not generate APs, and cannot take any actions.

Fated character is considered to flip the Black Joker on all Defense and Willpower duels made to resist attacks.

Fatemaster character treats her Rank Value as being equal to 0 for resisting attacks.

Remain unconscious until receive some form of healing that restores to 1 Wound or higher. If the character already had 1 or more Wounds, must still receive some form of healing to regain consciousness.

During Narrative Time, a character with a readied weapon can perform a "coup de grace" to automatically kill an unconscious character within 1 yard.

INTOXICATED

Suffer ☐ to all Willpower duels. Lasts for 10 minutes. If would gain the **Intoxicated** Condition again, instead gains **Poison +1** Condition. Only affects Living characters.

PARALYZED

Generate no AP and can declare no Actions on turn during Dramatic Time. If gained during turn, turn immediately ends. Lasts until end of turn. If becomes **Paralyzed** at end of turn, then remains **Paralyzed** until the end of next turn. **Paralyzed** and **Reactivate** cancel each other.

POISON

At the end of the turn, suffer 1 damage; then value of this Condition is lowered by 1. Generally only affects Living characters.

REACTIVATE

At the end of the round, may take another turn. If multiple characters have Condition, they take extra turns in Initiative order. Even if character decides not to take additional turn, Condition then ends. May not take more than a single extra turn each round. **Paralyzed** and **Reactivate** cancel each other.

SLOW

Generate 1 less General AP on turn during Dramatic Time (min. 1 AP). If gained during turn, immediately lose 1 General AP (if possible). Lasts until end of turn. **Fast** and **Slow** cancel each other.

SUFFOCATING

At end of turn, must succeed on Toughness duel with TN equal to value of **Suffocating** Condition. On failure, character falls unconscious. If character was already unconscious, instead suffers 3/4/5 damage that may not be reduced by armor. A character reduced to 0 or fewer Wounds from this damage suffocates and is killed. Ends when character is once again able to breathe. Only affects Living characters.

USELESS LIMB

If affects an arm, character suffers ☐☐ to duels that require use of that arm. If affects a leg, character reduces Walk Aspect by 2 (min. 1), cannot declare Run or Charge Action, and suffers ☐☐ to duels that require use of that leg.

	BLACK JOKER	1-5	6-10	11+	RED JOKER
DAMAGE	NONE	WEAK	MODERATE	SEVERE	SEVERE + SEVERE CRITICAL
HEALING	NONE	WEAK	MODERATE	SEVERE	ALL DAMAGE

FATE POINTS

When Fatemaster character is required to discard a card, may instead expend one Fate Point. If Fatemaster character resolves effect that would result in drawing Twist Card, instead gain 1 Fate Point.

Non-subordinate Fatemaster characters of Enforcer Rank or higher can spend Fate Points for the following effects:

- **Competence:** When an action announced, may spend 1 Fate Point to gain ♣ to one duel (including Defense or Willpower duel). Note this usually results in Fated character gaining ♣ to one of their flips.
- **Quick Action:** Once per turn, may spend 1 Fate Point to gain +1 General AP for that turn.
- **Recovery:** On its turn, may spend 1 Fate Point to remove 1 Condition affecting it.
- **Second Wind:** On its turn, may spend 1 Fate Point to heal 2 damage.

HORROR DUELS

On fail becomes **Paralyzed**.

On success, immune to Horror Duels from source until end of Dramatic Time.

ONGOING CHALLENGES

Target Number: TN for every Challenge made as part of Ongoing Challenge.

Duration: Amount of time required for each character participating in Ongoing Challenge to attempt one Challenge.

Success Requirement: Total number of successful Challenges needed to win the Ongoing Challenge. Each Margin of Success counts as an additional successful Challenge.

Failure Margins: If the characters generate this many or more Margins of Failure, Ongoing Challenge ends in a catastrophic failure.

	RANK VALUE	FATE POINTS	DUEL VS FATED	DUEL VS FATEMASTER CHARACTER	UNCONSCIOUSNESS (WHEN REDUCED TO 0 WOUNDS)	HORROR DUELS
FATED	-	-	BOTH CHARACTERS FLIP. LOWEST TOTAL CHEATS FIRST (DEFENDER IN CASE OF TIE) AGGRESSOR WINS TIES	FATED FLIPS VS TN OF FATEMASTER CHARACTERS NUMERIC (NO SUITS) DF/WP/SKILL ACTING VALUE + RANK VALUE FATEMASTER CHARACTER CAN USE SUITS ON ACTING VALUE OR CARDS FOR TRIGGERS	TN 10 TOUGHNESS CHALLENGE	WILLPOWER DUEL AGAINST TN
PEON	1-4	0	FATED FLIPS DF/WP/SKILL VS TN OF FATEMASTER CHARACTERS NUMERIC (NO SUITS) ACTING VALUE + RANK VALUE	HIGHEST ACTING VALUE + RANK VALUE WINS	FAIL UNLESS IGNORES CRITICAL EFFECTS	FATED USES HALF TN OF HORROR DUEL AS ACTING VALUE VS FATEMASTER CHARACTERS WILLPOWER
MINION	5-6	1		AGGRESSOR WINS TIES		
ENFORCER	7-8	2				
HENCHMAN	9-11	3				
MASTER	12-13	4		FATEMASTER CHARACTER CAN USE SUITS ON ACTING VALUE OR CARDS FOR ATTACK REQUIREMENTS OR TRIGGERS		
TYRANT	14	5				