

DIRTY WORLD CHEAT SHEET

IDENTITIES

Patience (Mental): Focus on a problem and grind away at it. If it hits zero you go **berserk** and can't use Patience, Cunning or Understanding until some Patience is restored.

Cunning (Mental): Reacting to the unexpected and thinking nontraditionally.

Vigor (Physical): Good health, strength and raw vitality. If it hits zero your character is dying.

Grace (Physical): Balance, body control and delicacy.

Understanding (Spiritual): The ability to relate to people and empathize with them on a profound and personal level. If it hits zero, your character despairs and is unable to use Vigor or Patience for rolls.

Persuasion (Spiritual): Getting people to see things your way.

INSTANT QUALITY IMPROVEMENTS

Generosity: Help the unwilling.

Selfishness: Steal from the trusting.

Demonstration: Understand something new.

Observation: Get taken by surprise.

Courage: Win an even or disadvantageous fight.

Wrath: Torment the helpless.

Endurance: Survive a physical confrontation.

Defiance: Be scorned.

Purity: Right a wrong at cost, without duress.

Corruption: Torment on purpose, for no gain.

Honesty: Suffer from being deceived.

Deceit: Have your faith betrayed.

QUALITIES

Generosity (Mental): Financial resources and social status.

Selfishness (Mental): Taking things from other people to their cost and your benefit.

Demonstration (Mental): Education, knowledge and experience. Explaining things to people.

Observation (Mental): Learning, noticing or observing things.

Courage (Physical): Cope with danger. Fight fair or against the odds.

Wrath (Physical): Bully and physically torment.

Endurance (Physical): Use your body to make something keep happening.

Defiance (Physical): Use your body to keep something from happening.

Purity (Spiritual): Contact the good side of other people, inspiring them to better action.

Corruption (Spiritual): Perceive others' sins and weaknesses, and lure them towards them.

Honesty (Spiritual): Deal with the truth.

Deceit (Spiritual): Deal with Deception.

QUALITY DAMAGE

2x or 3x Set: Slide a point off the Quality. If it's empty, slide off the Identity associated with it.

4x Set: Remove a point from the Quality. If it's empty, remove a point from its Identity.

5+x Set: Remove a point directly from the Identity attached to the Quality.

WEAPONS, SECRETS & SURPRISES

Minor: +1 Width. Switchblade, embarrassment, circumstantial evidence.

Serious: +2 Width. Handgun, humiliation, objective evidence.

Horrendous: +3 Width. Machinegun, total social upheaval, damning and incontrovertible evidence.

A DIRTY WORLD

NAME

GAME

PLAYER

PROFESSION

CURRENT COMBAT POTENTIAL

STATUS AND RESOURCES — **GENEROSITY** — PAYOFFS AND BRIBES

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FORGERY, GRAFT, EMBEZZLEMENT — **SELFISHNESS** — STEALS CARS, PICK LOCKS

PATIENCE

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CUNNING

EDUCATION AND KNOWLEDGE — **DEMONSTRATION** — QUICK FIXES, JURY RIGGING

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RECONSTRUCT A CRIME SCENE — **OBSERVATION** — SPOT AN AMBUSH

FAIR FIGHT, FISTS — **COURAGE** — FAIR FIGHT, GUNS

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BEAT ON THE INFERIOR — **WRATH** — SHOOT THE UNARMED

VIGOR

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GRACE

MARATHON RUN, HOLD A PIN — **ENDURANCE** — CAR CHASE, BALANCING

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SMASH OBSTACLES — **DEFIANCE** — AVOID OR ESCAPE

SEE SOMEONE'S BEST SIDE — **PURITY** — PERSUADE THROUGH DECENCY

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COMPREHEND DEVIIOUS MOTIVES — **CORRUPTION** — PERSUADE WITH SIN

UNDERSTANDING

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PERSUASION

FIND FLAWS IN TRUE STATEMENTS — **HONESTY** — TELL THE TRUTH CONVINCINGLY

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SEE THROUGH LIES — **DECEIT** — TELL LIES
