

CORTEX PRIME RULES MENU

WHAT'S ON THE CHARACTER SHEET?

Choose 4 – 6 trait sets (circle prime sets):

- Attributes
- Skills (Specialty Split; Pyramid)
- Specialties (Multi-Level)
- Distinctions
- Affiliations
- Roles
- Values
- Relationships
- Resources
- Powers (Power Sets)
- Signature Assets
- Other: _____

Are you using SFX? If so, list trait sets with SFX:

(SFX are free-standing, i.e. Talents)

Are you using Trait Statements? If so, list trait sets with statements:

How are you tracking injury? Choose 1.

- Complications (not on character sheet)
- Stress (Trauma; Trait-Applied)
- Life Points (Ablative; Threshold)

How do you generate a character?

- Custom Creation
- Archetypes
- Lifepath

How does your character improve?

- Advancement
- Growth
- Milestones

WHAT TESTS OR CONTESTS DO THE CHARACTERS ATTEMPT?

Choose available test types:

- Basic Test
- Contest and Reaction (Interference)
- Ordered Action (Initiative)
- Timed Test
- Escalating Contest
- Asset Creation
- Ganging Up

Choose available recovery actions:

- Complication Recovery
- Stress Recovery (Trauma Recovery)
- Life Point Recovery

What are the effects of an action?

- Effect Dice
- Heroic Success (Hero Dice)
- Stress (Trauma; Trait-Applied)

Are actions limited by specific scene types? If so, select scene types, and state what actions are (un)available in each:

Action Scenes

Transition Scenes

Exploration Scenes

Tag Scenes

Flashback Scenes

Other Scene Type: _____

WHAT DO PLOT POINTS DO?

Plot Points can be spent to:

- Include more dice in total
- Activate an SFX trigger
- Avoid being taken out
- Include more than one trait from a single trait set in a roll – list applicable sets or state “all”:

Players only can spend Plot Points to:

- Step down a complication when the GM rolls an opportunity
- Create new assets, rated at D6
- Share personal asset with the scene
- Extend scene asset into a scenario asset
- Test after being taken out

If other variant rules are in play, Plot Points can be spent to:

- Create a D6 Relationship for a session
- Recover a lost Signature Asset
- Use your own Stress for a roll
- Interfere in a Contest
- Use a Hero Die (players only)

Plot Points can be earned by:

- Receiving a complication after rolling a spoiler (players only)
- Rolling a D4 for stress or complication
- Activating an SFX trigger
- GM spending Plot Point against you (players only)
- Roleplaying reward

What is the minimum number of Plot Points players start a session with?

- 1
- Other: _____

WHAT OPPOSITION DO CHARACTERS FACE?

What determines the difficulty of player action?

- Static Difficulty
- Random Difficulty
- The Doom Pool (oppositional)

What kinds of enemies do players fight?

- Major GMCs
- Minor GMCs
- Extras
- Locations as GMCs
- Mobs and Bosses
- Scaled Enemies (Multi-Level)

How does the GM use Plot Points?

- The Pile
- The Bank
- The Doom Pool

WHAT OTHER TRAITS ARE IN PLAY?

What other traits can characters use?

- Assets & Complications (Freeform)
- Opponent's Stress
- Own Stress (Pushing Stress)
- Locations

What else gets a character sheet/traits?

- Vehicles
- The Party
- Factions/Armies
- The Setting

Are Weapons or Armour stats being used?

- Weapons
- Armour

All Cortex Prime games use **five core rules**:

- Player responsibilities
- GM responsibilities
- How to build a dice pool (including Stepping Up and Stepping Back dice)
- How to determine Success and Failure
- Beats and Scenes

For all other rules, refer to this menu to see what is in play.