



BASIC SKILL CHECK

Roll the number of dice equal to your Characteristic + Skill. Every one or six counts as a success, if you roll a six you can re-roll it and add any more successes you have to it. If you roll another six, you get to re-roll that, also.

BLACK DICE

The difficulty of a task is often measured in Black Dice. You roll these at the same time as you make your skill check. This time if you get a one or six on a die these count against your successes. You do not re-roll sixes on Black Dice.

COMMON SKILLS

When rolling Common Skills you may choose to add up to two extra dice, but you must take an equal number of corresponding Black Dice.

MAGIC RULES

Characteristic (usually Resolve) + Magical Skill (e.g. Thaumaturgy) + Black Dice difficulty.

- 2+ Successes = Successful casting
- 1 Success = Failed casting, full Mana cost
- 0 Successes = Failed casting, one Mana
- Foul Failure = 1 Health for each Black Dice

Resolve + Concentration, if distracted (p257).

Normal Mana Cost = 8 minus successes on roll

CASTING IN COMBAT

Initiative + Action Cost in Black Dice. Spell takes place at end of combat. If Initiative roll is a Foul Failure the spell is not lost but cannot be cast this round. Black dice for next Initiative roll reduced by one each time. Casting takes one round plus any additional rounds noted on the spell. Roll takes place on the last round.

FAST CASTING

Reduce casting pool by one to remove one action cost. Alternatively, or additionally, divide pool by number of rounds plus one to cast on normal initiative round.

Difficulty Rating

Black Dice

Very Easy	Automatic Success; no need to roll
Easy	No black dice; +5 to dice pool
Average	Task No Black Dice
Difficult	3 Black Dice
Very Difficult	6 Black Dice
Extremely Difficult	12 Black Dice
Ridiculously Difficult	20 Black Dice
(Impossible)	(40 Black Dice)

BASIC MELEE COMBAT PROCEDURE

1. Roll Initiative and declare actions
2. Determine who is fighting with whom
(Then, for each fight:)
3. Both opponents make their combat rolls
4. Winner of combat roll deals damage to opponent
5. Damage = degree of success + weapon damage successes
6. When all fights are resolved, return to step 1

COMMON COMBAT MODIFIERS

- Winner of Initiative gains +2 dice to combat dice pool
- No ready weapon, -3 to Initiative and -2 to Combat dice pools
- Being outnumbered, +3 Black Dice per additional opponent
- Unarmed against weapon with a longer reach, +3 to 6 Black Dice (can be ignored, taking 1 Health pip damage for every 2 dice)
- Ranged Combat, difficulty is set by the range
- Strike to Stun, 6 Black Dice penalty, target must beat damage successes on Resolve + Fortitude roll or fall unconscious
- Charge attack, -3 dice to combat dice, +3 to damage dice
- Fighting on horseback, -3 dice to combat dice, +2 dice to damage roll
- Offhand penalty, +1 difficulty level
- Dodging ranged weapon attacks at close range (6-10 feet), defender is only allowed to add half their Dodge skill to their Dexterity. Point Blank range, the defender can only use their Dexterity (pushing their opponent's weapon aside).
- All out Dodge, gain +1 success to all combat dice rolls, but can do no damage
- Damaged characters suffer 1 Black Dice penalty to all actions for each Health dice they lost. (optional)