

CHARACTERS RULES REFERENCE

RESOLUTION

For any Skill Test roll Skill Dice (D6) equal to the stat + skill.

All Skill tests - Roll Skill Dice, every 4+ is a success. Each 6 explodes: it counts as a success and allows the player to roll a bonus D6. These rules are modified by the Charmed and Cursed conditions (see below).

Unopposed tests - The number of Successes = Draft.

Difficulty tests - Roll Skill Dice and Difficulty Dice. Successes minus Fails = Draft. A Draw = Draft of +1 with Bad Luck

Opposed tests - Roll Skill Dice, use opponent's Skill Dice as Difficulty Dice. Successes minus Fails = Draft.

DRAFT

Draft is a measure of Success. High positive = good, high negative = bad.

LUCK

1 point can be used to:

- Make one Skill Dice a 5.
- Gain some Good Luck.
- Make a Skill Test Charmed.
- Roll 1 extra D6 in a Skill Test.

CHARMED

A Charmed Skill Test scores a Success on a 3+

CURSED

A Cursed Skill Test means Difficulty Dice explode.

INITIATIVE

Deal one card to every player and the GM, act from lowest to highest.

COMBAT

Characters roll to attack and to defend: Swordplay vs Acrobatics, Crackshot vs Grit, Rhetoric and Oratory vs Lore.

Positive Draft when Attacking causes 1 step of Damage per Draft.

Positive Draft when Defending means the attack missed or was parried.

VERBAL DAMAGE

If Successful the character may:

- Swap Initiative Card with target.
- Make target take lowest Initiative Card and 1 step of Damage.

HEALING

Roll Lore vs Difficulty on Damage Chart. Positive Draft=Damage Steps reduces. Negative Draft= +1 Damage Step.

HELPING

A character helping always rolls their Skill Test before the leading Character.

A character helps another character with a Skill Test. If positive Draft the leading character gains 1 Luck point they may use on their Skill Test.

If the Draft is negative, the leading Characters has some Bad Luck.