

Tests

To make a Test, roll the die indicated by the Innate or Skill selected by the GM. If the roll result is greater than or equal to the Target Number, the character succeeds. Otherwise, they fail.

Untrained Tests: If you would make a Skill Test for a Skill you have no die set for, use the die of the associated Innate, minus one size

Bonuses and Penalties: Dice described as bonuses are rolled and added to your roll result. Dice described as penalties are rolled and subtracted from your roll result.

Contested Tests: When making a Test against another character, both characters make the appropriate Innate or Skill Test. Highest result wins.

Pushing Rolls

Before rolling a Test, you may incur 2 Strain to roll 1 die size higher than normal.

Strain and Rest

If you have Strain equal to your Tired threshold, all tests you roll are reduced by one die size. If you have Strain equal to your Exhausted threshold, all tests you roll are reduced by two die sizes.

If you have Strain equal to your Pass Out threshold, you get knocked out cold.

Rest Tests: When you go to bed, you roll a Rest Test, die size determined by where you are sleeping, plus modifiers. If you roll a 5 or higher, you lose all Strain, and all treated Lethal Wounds become Non-Lethal Wounds. Otherwise, you lose 1d6 Strain.

Vice: Indulging your Vice before going to sleep always increases your Rest die size by one.

Wounds and Dying

There are two types of Wounds, Non-Lethal Wounds and Lethal Wounds.

Lethal Wounds: When you take a Lethal Wound, make a TN 2 Healthiness Test with an Xd6 penalty, where X is your current number of Lethal Wounds. If you fail this test, you die. Otherwise, you gain 1 Strain.

Non-Lethal Wounds: Anytime you take a Non-Lethal Wound, gain 1 Strain.

Skills

Acrobatics (Quickness)

Athleticism (Strength)

Diplomacy (Charm)

Disguise (Charm)

Drinking (Healthiness)

Healing (Intellect)

Hunting (Intellect)

Identification (Intellect)

Knowledge (Intellect)

Lockpicking (Quickness)

Lying (Charm)

Music (Charm)

Pickpocketing (Quickness)

Poison (Intellect)

Sneaking (Quickness)

Spotting (Intellect)

Survival (Intellect)

Swimming (Strength)

Axes, Bare Hands, Clubs, Staves, Swords (Strength)

Bow and Arrow, Crossbows, Knives, Shields (Quickness)

Improvisation (Intellect)

