



Throughout your character's adventures things happen, some good and some bad. Your character may try to use a skill in a difficult situation. They may have a spell cast on them that they try and resist. They may draw a weapon and try and strike down an enemy. All of these things, and more, have a random element to them. That is to say, a random number is generated, sometimes modified, and then compared to a Target Number. If that number, after it's modified, is equal to or above the Target Number, then the action succeeds.

A character's skills, abilities and training weight heavily upon the outcome. However, chance is always a factor.

Chance is generated by dice. Application, modification and how Target Numbers are generated are all covered in the appropriate chapters in this book. What is important here is that the Player understands what dice rolls are, how to make dice rolls and what is a Target Number.

The Roll

In order to determine if something succeeds, often a specific roll of a die (or dice) is required. Most dice rolls have a proper name. For instance, when you want to determine if your character hits with a weapon, you must make a "to-Hit" roll. This proper name can be used in a sentence by the Storyteller in many cases. They might say, "roll to-Hit" or "make your to-Hit roll." Either of these cases means that the Player performs the to-Hit roll using the specified dice. Each type of roll is explained in the appropriate chapter.

After a roll is made, the Player adds any modifiers to the value of the die or dice. Some examples of different types of rolls are the aforementioned "to-Hit," a "Skill Check," "Knockout Check," and a "Resistance Check."

The Basic Dice

There are 6 different dice needed for this game:

- A Twenty-Sided Die (d20)
- A Twelve-Sided Die (d12)
- A Ten-Sided Die (d10)
- An Eight-Sided Die (d8)
- A Six-Sided Die (d6)
- A Four-Sided Die (d4)



Multiple Dice

There are occasions when you'll need to roll more than one of the same kind of die. This is indicated in the text by a number that precedes the type of die. For example, if you need to roll two six-sided dice, this is written as "2d6". This particular format can apply to any of the basic dice and can, theoretically, be to any magnitude. It is not uncommon to see some magic spells that cause 7d8 points of damage or more. It is important to note that when only a single die is needed, it is usually written with a "1" preceding the type of die. If one six-sided die is called for, the text says "1d6".

Special Dice

There are two main special types of dice you can roll, which are actually made up of the basic dice.

The first is the three-sided die, or "d3". A three-sided die is simply a six-sided die where you divide the result by two, which produces a range of 1 to 3. A roll of 1 or 2 counts as 1, a roll of 3 or 4 counts as 2, and a roll of 5 or 6 counts as 3 – see the below table.

Roll of 1d6	Value of 1d3
1 or 2	1
3 or 4	2
5 or 6	3

The second type of special dice is the percentile dice or "d%." This is done by rolling 2d10.

Before the roll is made, the Player chooses one of the ten-sided dice as the ten's place and the other as the one's place, producing a result from 1% to 100%. For example, if the ten's place die rolls a value of 5 and the one's place die has a value of 9, the resulting value is 59%. If two 0s are rolled, that result is 100%. It can be beneficial to have two different colored ten-sided dice to keep track of which is which, or simply roll one after the other.



Modifiers

A modifier to a dice roll is when the Player changes the value of what is shown on the physical dice. This can take many forms, and specific modifiers are explained in the same chapter that the roll is covered, i.e., how to modify an attack roll is covered in the Combat Chapter.

Sometimes modifiers are positive, adding to the value on the die and sometimes the modifiers are negative which subtract from the value on the die.

In many cases, there can be multiple modifiers that apply from different sources. Keep in mind that a modifier is always applied to the final sum when rolling multiple dice.

When you make a roll (such as a roll "to-Hit"), it is always inferred (unless specifically stated) that all modifiers are part of that roll.

A Natural

There are some cases where the value of the die, without modifiers, has special meaning. The most common example of this is the "Roll Again" mechanic. This is used in Skill checks, and when the die (or dice) read 6, despite any modifier, something special happens. In this case, you get to roll again, and add the next roll to the total. This also applies to poor

When a character attacks something, the Player rolls 2d10. Let's say the Player's Character has a modifier to Hit of +2. The Player makes his attack roll and gets a 4 and an 8, for a total of 12. The Player then adds +2 to that score for a total of 14. So, in this case, the Player's attack roll is 14.

A character Catastrophically Miscasts a spell. To determine the severity of the Miscast, roll a d%. The character also has something that grants -15% to the roll. The player rolls and gets a 62%. They subtract 15% from that 62% for a result of 47%.

rolls. For instance, if you roll a Skill Check and the die itself reads 1, you fail the roll, no matter what positive modifier you have.

The application of Natural rolls is explained in each chapter as they apply.

Target Number

A Target Number is a value that the Player needs to equal or best with a roll in order to succeed at that given action. Not all actions require a roll but all rolls are associated with some sort of action. How to determine a Target Number is described in the appropriate section. Target Numbers for hitting opponents in combat are found in the Combat Chapter and Evade Chapter, Target Numbers for performing actions with your skills is found in the Skills Chapter, the Target Number to successfully cast a spell is found in the Magic Chapter and so on. There are also many occasions where the Storyteller defines a Target Number based on the circumstances.

An example is to hit a target: your to-Hit roll has a Target Number of your opponent's Evade Score (which describes how nimble and hard to hit a character is). If your roll to-Hit, when modified, is

equal to or greater than the opponent's Evade Score, you hit. If it is less than the target's Evade Score, then you missed.

By understanding the basic rules within each of the chapters, the mechanics that define most Target Numbers become very apparent. In all other cases, the Storyteller determines the Target Number. It may be worth noting that the Storyteller does not always need to tell you the Target Number. They have the option of keeping it unknown to the Player. There are times when you attempt to use a skill and perform some action, such as translating an ancient scroll. You roll your dice, add everything up, and let the Storyteller know your result. Their response may simply be, "you failed to translate the scroll." You can always ask what the Target Number is, but you may not always get an answer. This is a method for encouraging the Player to look through their character's eyes, as you the Player may know something that your character doesn't or vice versa; or, your character may not know they failed (or succeeded) at the time.

Rolling Again

There are some occasions where you may have the opportunity to roll again. This happens with Skill Checks, Resistance Checks, and to-Hit rolls when you roll the maximum value on the die, or (in the case of rolling to-Hit) when you roll a certain Natural number or higher. All the specifics are covered in their chapters. What is important to remember is if you roll the maximum value, and get to roll again, the next rolls add to the original value. The total of those rolls then has the appropriate modifiers applied once.

Roll Over (Advanced Rule)

In many cases, the better you roll, the better the outcome. A "Roll Over" is the difference between your modified roll and the Target Number. If you have a Target Number of 5 and roll a 10, your Roll Over is 5, or "RO 5". If you equal the Target Number, then you have an RO 0. Lower than the Target Number, and you fail at the action, be it a swing with a weapon, performing a skill, resisting an effect or staying conscious from damage.

While an Advanced Rule, you'll quickly learn that ROs are a great thing and leads to your character performing actions far above the norm.

Let's say a character is wielding a Battle Axe, which inflicts 1d6 +1 points of damage. The character also has a martial art style that grants him an additional +3 to damage when using a Battle Axe. Let's also say that the character is hexed by an enfeeblement spell which reduces his damage by 3. The Player rolls 1d6 and add +1 (from the weapon), another +3 (from his martial art style) and -3 (from the hex). The character rolls his 1d6 and gets a value of 4. The total result is 5 (because 4+1+3 (from the martial art) -3 (from the Hex) = 5).

A Lesser Fireball spell inflicts 4d6 +6 points of damage. This means that the character rolls 4d6 and then add 6 to the sum of that roll. If the character rolls a 3, 2, 5, and 5, the total result is 21 (because 3+2+5+5 (and then +6) = 21).

Let's return to the original story with Darius. Inside the cave he was trying to look at the ground and determine which passage to take. If Darius had the Tracking Skill, he may have been able to know right away which way to go. All skills have a level of proficiency that is identified by a number, and sometimes a modifier. We'll say his Tracking Skill is 2 +1, which means you roll 2d6 +1 when trying to perform that skill. The Storyteller sets a Target Number of 8. As the Player, roll a Skill Check (which is a proper type of roll) and compare your value to the Target Number. If your modified roll is 8 or greater, Darius would've seen drag marks and immediately known which way to go. If your modified roll is 7 or less, then he would've been in the same predicament as in the prologue story.