

SKILL TESTS

1. Player explains the Action their character is attempting. One roll is done per situation.
2. GM sets the Difficulty (see chart below) then advises the player on what will happen if they fail the Action. Typically this will be new requirements, consequences, or a Condition.
3. Player forms a d6 dice pool based on Attribute + Skill + Modifiers (Talent, Advantage, Weapon Bonus, Conditions, etc.).
4. If an attack the Defender may declare a Reaction Fast Action (Dodge, Parry, etc.).
5. Roll dice counting sixes as successes.
6. Immediately after rolling the player may declare that they are "Pushing The Roll". The character can reroll any dice that are not 6 *then* take a Condition (Physical or Mental) based on the Action.
7. Subtract results of any Reaction Fast Actions.
8. Extra successes may be spent for added effects as determined by the Skill or GM.

DIFFICULTY

Action	Number Of Successes
Normal	1
Challenging	2
Difficult	3

OPPOSED ROLLS

Whoever gets the most successes wins. On ties between PC there is a compromise. For NPC the PC succeeds but there is a Condition, consequence, or requirement as set by the GM.

ADVANTAGES

During the course of a Mystery the PC may acquire an Advantage. If invoked this adds +2 to the roll and is spent. Can be invoked on the first roll or when Pushing The Roll.

EQUIPMENT

Typically adds +1 but can add up to +3.

HELPING EACH OTHER

If the GM decides that benefit can be gained from other PC helping they can spend their actions to grant +1 (max +3).

CONDITIONS

Take -1 per Condition linked to the Action type. After taking 3 Conditions of the same type on the fourth Condition the PC is Broken. Broken PC cannot perform any Actions and suffers a Critical Injury.

Type	Affects Skills Based On	Conditions
Physical	Physique Precision	Exhausted Battered Wounded
Mental	Logic Empathy	Angry Frightened Hopeless

CRITICAL INJURIES

Roll on presented tables (see pg 64). If the table entry declares that it is Fatal/Chronic then the injury must be treated in the designated time or the character is permanently in that state. Critical Injuries remain for rest of Mystery even if healed. After the Mystery, Defects or Insights may become permanent (see pg 88).

HEALING

Healing is performed using Medicine (Physical) or Inspiration (Mental). Depending on the extent of the healing time is needed to make an attempt (see below). If the healing attempt fails help must be given from another party.

- **Treat Critical Injury** – Turn – Succeed with 1 success. Each extra success heals a Condition.
- **Rest** – Scene – Heal 1 Condition. Roleplay a scene with another PC to heal 2 Conditions. Can be done 1/day.
- **Services** – Scene – Play out a scene based on the service. See pg 76 for Services.

INITIATIVE

Each combatant draws a card numbered 1 to 10. The lowest number goes first. Before a round starts two characters who can speak to each other can swap initiative cards. There are some Skills and combat moves that allow characters to swap initiative cards with extra successes. Initiative cards are not redrawn each round.

ACTIONS

During each Round each character gets at most one Slow Action and one Fast Action. Some Fast Actions are reactionary and can be taken at any time during the round. If a Reaction Fast Action is used to avoid an attack it must be declared before the opponent rolls their dice.

TYPICAL SLOW ACTIONS

Attack, flee, persuade, lure enemy, treat injury, climb, perform part of a ritual, survey, etc.

TYPICAL FAST ACTIONS

Draw weapon, swap weapons, stand up, chase, close door, take cover, move into next zone, move around the current zone, etc.

REACTION FAST ACTIONS

Dodge, parry, resist magic, hold item

COMBAT

One success hits doing damage as indicated by the weapon. Each damage inflicts a Physical Condition. Extra successes can be applied for more damage or some additional effect as described under the Skill.

DODGE, PARRY, AND RESIST MAGIC

Declare before the foe rolls. Can declare before your turn. For Ranged Attacks use Agility. For HTH attacks use Force (no weapon) or Close Combat (with weapon). For Resist Magic the roll depends on the effect. Each success deducts 1 from the attack roll. If the result is more than the attacker then the defender may switch initiative cards with the attacker.

RANGED WEAPON ZONES

Ranged Weapons can only be used if the target is in the allowed zones. So to use a Rifle the target must be 1 to 3 zones away from the shooter.

ARMOR AND COVER

Roll Protection dice and count sixes. Reduce one damage per success.

ARMOR

Type	Protection	Agility	Availability
Light	2	-1	2
Medium	4	-2	3
Heavy	6	-3	4

COVER

Type	Protection
Furniture	3
Wooden Door	4
Hill	5
House Wall	6

FEAR

When confronted choose either Logic or Empathy. Add +1 per number of PC at the scene (+3 max). Subtract 1 for each Mental Condition. The number of successes needed is the Fear Value.

Situation	Example	Fear Value
Scary	a vaesen, a corpse	1
Terrible	a werewolf, a slaying	2
Unbearable	A mass grave, torture	3

If the roll fails the character becomes Terrified for 1d6 rounds. The reaction is up to the player (flee, freeze, feint, frenzy). Suffer a number of Mental Conditions based on the Fear Value less the number of successes. Each round the character can reroll the Fear check to not be Terrified.