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Rolling Dice

When a character is called upon to roll dice, he first constructs his dice pool. This pool is made up of **3** parts. The first is the character's score in a suitable universal attribute. The second is the quality of tools available to use in performing the task. The third part is any applicable special attribute the character has. Normal special attributes add 1 die, starred special attributes add 2.

This gives the player a number of dice to roll between 1 and 8. The player rolls that many 6-sided dice, and removes any die which duplicate a number elsewhere in the roll. In this manner, the dice that remain each show a different unique number. The total of these remaining dice is the Roll Total announced to the GM.

If a character does not meet the number required to perform the action he wants, the GM may ask him if he wishes to push his luck. If he does not, he fails the task he is performing. If he decides to push his luck, then he rolls 1 die. If this die shows a number not currently in his set of dice, then it is added to his Roll Total. If that number already appears, then he has pushed his luck too far and suffers a crisis. This choice is only offered in sufficiently tense and high-risk situations- if there is no immediate perception of danger then the first Roll Total always stands.

There are two types of crisis, and a character has 3 boxes on his character sheet for each. A physical crisis represents a permanent injury of some kind- an inoperable brain tumour, a missing hand, or the development of brittle bones. A mental crisis represents an incurable derangement (see card 5) the character has developed. When a character precipitates such a crisis, one of the boxes is crossed off. When a character receives a third physical crisis, he dies. When a character receives a third mental crisis, he becomes completely insane and is retired from play.

Crises can never be removed from a character.

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Sometimes the consequences of failing a roll are worse than suffering a crisis. It is up to the player to judge whether a crisis is worth the risk.

Example:

Brian is trying to climb over a wall. The correct Universal Attribute is Strength, which he has at 2. He has no tools. He has no applicable special attribute.

He rolls 2 dice, getting a **3** and a 4. His Roll Total is 7.

Example:

Leanne is trying to outrun a tornado. Her Precision is **3**, and she has an ordinary car- a tool with a quality of 1. She also has the attribute 'delivery driver', which gives her an extra die.

She rolls 5 dice, getting 2, 4, 4, 4 and 5. Two of the 4s are discarded, giving her a Roll Total of 11.

The GM tells her this is not enough, so she pushes her luck. She rolls a 1, bringing her Roll Total to 12.

The GM tells her this is still not enough. She rolls another die, getting a 5. This matches a previous number, so she causes a crisis.

The GM decides she lost control of the car and turned it over. Leanne is trapped in the wreckage. Her physical crisis is a badly broken leg. It will never heal properly, giving her a limp for the rest of her life.