

Fading Suns Roll&Keep

- **Time management:**
 - Combat is divided into rounds:
 - 1 round "lasts as long as the GM needs it to"; 7SPG, 178)
 - 1 round = 10 phases of equal length
 - heroes have multiple actions per round (see Action Dice below)
 - Outside of combat, time is divided as follows:
 - scene = single encounter with a specific group of people
 - act = collections of scenes taking place in roughly the same area
 - story = single plotline from beginning to end
 - epic = number of stories leading up to one huge climactic event
- **Rolling dice:**
 - Roll Kept + Unkept dice (D10) ["XkY"]:
 - Only add up Kept dice (higher is better)
 - Result must be \geq target number (TN) for success
 - Target numbers:
 - 5 = Mundane
 - 10 = Easy
 - 15 = Average
 - 20 = Hard
 - 25 = Very hard
 - 30 = Heroic
 - 35 = Never done before
 - 40 = Never to be done again
 - Kept dice = Characteristics/2 (round down)
 - If rest remains after rounding and there is no rest from Skill/2 => use one additional Xko (see below)
 - Unkept dice = Skills/2 (round down)
 - If rest remains from BOTH Characteristic/2 AND from Skill/2 => use one additional kept die
 - Modifiers add unkept dice to the pool
 - Penalties take unkept dice away from the pool
 - If there are no more unkept dice left due to penalties, reduce kept dice
 - Exploding dice = rolled 10 => keep on rolling as long as result is 10
 - Rolling more than 10 dice:

- Turn all unkept dice over 10 into kept dice and roll
 - After 10k10, all additional kept or unkept dice give +10 to result
- Zero kept dice ["Xko"]:
 - Keep one die, but result 0 is not 10 but 0
 - Die also does not explode
 - Contested rolls against a characteristic with XkO have TN5
- Contested rolls (action vs. action):
 - $TN = \text{opposed characteristic} * 5$
 - Both roll against their TN:
 - Only one succeeds => winner
 - Both succeed => high roller = winner
 - Both fail = nothing happens
- Raises are always voluntary and decided on by the player rolling:
 - Raise the assigned TN by increments of 5
 - Every raise gives one additional unkept die to the result of the roll (eg damage)
 - Called shots can be made with raises (eg to avoid armor):
 - Chest = 1 raise
 - Arms/legs = 2 raises
 - Feet/Hands = 3 raises
 - Face = 4 raises
 - Simulates acting more quickly, more effectively, with more style
 - If roll failed because of raise, entire action fails
 - Free raises gained add 5 to result of roll
- **Drama Dice (DD):**
 - Player starts a session with DDs = character's lowest characteristic (rounded down, no rest)
 - GM starts a session with DDs = highest characteristic in party (rounded up) + number of players present
 - Spend one DD to:
 - Add one kept die to any roll, even AFTER the roll is made (unlimited) => GM add this DD to their pool at the start of the next scene!
 - Immediately recover from being knocked out: spend the rest of the round recovering and your TN to be hit = 5
 - Trigger your Blessings/Benefices, trigger an NPCs Curses/Afflictions, prevent GM from triggering your Curses/Afflictions
 - Gain one additional DD when you do something cool
 - At the end of a session, all left over DDs of players turn into additional XPs

- **Combat:**
 - At start of every combat round, roll Initiative (=Passion/2 OR Calm/2)
 - These dice turn into Action Dice (AD): they don't explode and show which phases the character gets to act in (more than one action per phase is possible)
 - GM counts out phases from 1 to 10, if you have dice showing a phase called you can use each of them to either:
 - spend the AD to take an action
 - leave the AD on the table to take a held action (held ADs do not change their result, but match all later phases)
 - if more than one character acts in the same phase, add all current ADs to get Initiative total (spent ADs no longer count!), higher total goes first (higher Passion/Calm as tie-break, then random)
 - all ADs not used at the end of phase 10 are lost
 - Interrupt Actions:
 - player can exchange any TWO later ADs for ONE AD of the current phase (both dice keep their results for Initiative Total)
 - Interrupt Actions cannot be used for attacks
 - Attack:
 - Spend an AD and roll Dexterity + Melee/Fight, or Perception + Shoot
 - If result \geq opponent's Passive Defense (TN to hit) \Rightarrow hit, unless active defense successful
 - Off-hand penalty: -1 unkept die with that object
 - Firearms (bullets, or energy) attack against PDef only (must use Dodge to calculate, cannot be parried) \Rightarrow no ADef possible!
 - Firing two firearms at the same time at the same target raises TN by 5 and adds one kept die of damage to the higher damage code (only one attack roll made)
 - Defense:
 - Passive Defense (PDef):
 - Active at all times without using an action
 - $PDef = 5 + \text{defensive skill} \times 5 = \text{TN to hit character}$
 - If there is no defensive skill, $PDef = 5$
 - Active Defense: (ADef)
 - If opponent's attack $\geq PDef \Rightarrow$ spend AD for current phase and roll Wits + defensive skill (same as used for PDef earlier!) against TN of opponent's attack result
 - If successful \Rightarrow nothing happens
 - Held actions and Interrupt actions may be used for ADef
 - Dealing Damage:

- Roll damage code of weapon => result = Flesh Wounds
- add Strength as unkept dice for melee attacks, no bonus for firearms
- When damaged, roll Wound Check: Endurance + Vigor TN = current Flesh Wounds (including new damage) =>
 - Failed = one Dramatic Wound + one additional for every 20 you failed the roll by (every 10 for firearms)
 - Success = nothing happens, but Flesh Wounds stay
- At the end of each combat scene, all Flesh Wounds are erased
- When a character suffers a Dramatic Wound:
 - erase all of their Flesh Wounds
 - if number of Dramatic Wounds \geq Endurance => Crippled: dice no longer explode (DDs always do!)
 - if number of Dramatic Wounds \geq Endurance*2 => Knocked Out
 - all Dramatic Wounds heal between stories (or through surgery, or magic)
- Being knocked out:
 - character passes out (all Flesh and Dramatic Wounds ignored) and cannot do anything at all
 - can be killed automatically with an action => heroes CANNOT DIE automatically!
 - characters recover from being knocked out by spending a DD or having at least one Dramatic Wound healed
 - when recovered, they cannot act for the rest of the round and are at TN5 to hit
 - if character is still at Dramatic Wounds = Endurance*2, a single Flesh Wound can kill them
- NPC Wounds:
 - Brutes: successful strike against a brute knocks them out (no wounds), a second strike kills them; heroes can strike an additional brute in a squad per raise with a single attack
 - Henchmen: knocked out when Dramatic Wounds \geq Endurance
 - Villains: like heroes
- Armor:
 - Armor gives its wearer damage reduction in unkept dice
- Surprise:
 - if target surprised (eg Dexterity + Sneak successful vs. Perception + Observe) => for one round PDef = 5 and target cannot use actions (not even interrupts)
- Lying Prone, Getting Up:
 - On the ground PD = 5 and two raises necessary for ADef

- Standing up = one action (PDef remains 5 in this phase and no ADef possible)
- Movement:
 - As part of one action character can move everywhere on the same level during combat, or one level down
 - Going up one level costs one full action
 - If a character drops more than one level in one action, roll Dexterity + Dodge or take falling damage
- Improvised weapons:
 - attack with Dexterity + Melee or Perception + Shoot (or Throw)
 - damage done depends on size and shape of object used:
 - size:
 - hand-held objects have $0kY$
 - smaller than man-sized have $1kY$
 - man-sized have $2kY$
 - larger than man-sized have $3kY$
 - shape:
 - blunt objects have $Xk1$
 - sharp objects $Xk2$
 - all improvised weapons add Strength as unkept damage dice
 - soft weapons (people) don't break, firm weapons break when a 10 is rolled on any damage die (even if not kept), hard weapons (metal, stone) break if any damage die explodes more than once
- **The Repartee System:**
 - Charm:
 - attempt to convince target
 - attacker rolls Extrovert + skill and Defender Introvert + skill
 - $TN = \text{opposed characteristic} * 5$
 - once number of successful rolls = target's Faith or Ego (higher of the two), character convinced
 - each raise counts as an additional successful roll
 - a single failure ends process and no further attempts can be made
 - impossible to charm someone in matters they are opposed to (morally, or otherwise); effect wears off quickly (not permanent)
 - Intimidate:
 - attempt to cow a target by force of will

- attacker rolls Faith or Ego + skill and Defender the same (both can choose what characteristic and skill to use independently)
 - success = for remainder of the scene target receives one unkept die of penalty from every action against attacker, plus one additional per attacker's raise on intimidate
- Taunt:
 - attempt to make opponent fail
 - attacker rolls Passion + skill and Defender Calm + skill
 - success forces target to raise their next action against the attacker by same amount as attacker raised taunt
- Affecting more than one target at the same time:
 - Villains: can only be affected individually
 - Henchmen: one additional henchman per raise
 - Brutes: one repartee roll affects an entire brute squad, plus one additional squad per raise
- **Spirit Characteristics:**
 - Inciting Passion:
 - Define the focus for Passion to be triggered (must be epic!)
 - Spend one point of Wyr
 - Roll Passion TN15, modified by the Passion chart (103, screen)
 - Success = one additional unkept die for impassioned Goal or damage rolls, plus one additional die per raise
 - The effect lasts for a maximum of one scene; once it wears off, all (!) actions are at -2 penalty for just as long due to exhaustion
 - Remaining Calm:
 - When character's emotions threaten to go out of control, roll Calm + appropriate skill TN15
 - Modify the roll positively by the Passion chart (103, screen)
 - If successful, the player remains in control; if not, the GM takes over
 - Steady Hand:
 - Define a focus: It must be a task immediately at hand, no long term goals are possible
 - Spend at least 3 actions to focus before you roll
 - Spend one point of Wyr
 - Roll Calm TN15 and modify positively by the Passion chart (103, screen)
 - Success = one additional unkept die on all Goal Rolls for the immediate task set, plus one additional die per raise
 - Effect lasts only for a short time (maximum one scene); if anything else but the focus task is done, it ends immediately

- **Experience:**

- After each sessions all players receive:
 - Failure or marginal success = 1 XP
 - Average session = 2 XP
 - Very successful session = 3 XP
- Individual bonus XPs:
 - Character performed great deed = +1 XP
 - Best roleplayed character of the session = +1 XP
 - Unused DDs = +XPs

- **Atmosphere:**

- Coolness under Fire:
 - Every time a character acts less than heroic and does not pull their weight during conflict, they receive a Coward Die
 - If they then want to be brave, they need to roll all of their accumulated Coward Dice as kept dice against their Ego or Faith (player's choice)
 - If they succeed, the Coward Dice stay, but they can go ahead. If not, they cower in fear and the dice go away
- Good Karma:
 - Whenever players do something truly epic worthy of Passion Play, one die of Good Karma is added to the Karma pool
 - Good Karma can be used to save characters from catastrophe:
 - One of the players who is not directly affected by the misfortune can take one or more Good Karma dice from the pool and
 - expend them to take over as GM for a moment and describe why things are not quite as bad as they seemed

OR

 - roll them and challenge Fate: If the roll beats TN15, the catastrophe is turned into a success (!) by the Hand of Fate. If it fails, the Good Karma dice are wasted and the catastrophe remains the same.
 - It must be logically possible to save a situation to be able to use Good Karma
- Bad Karma:
 - Whenever players disturb or destroy Passion Play atmosphere, one die of Bad Karma is added to the Karma pool
 - Bad Karma can be used to plunge characters into catastrophe:

- Whenever a player succeeds, the GM can take one or more Bad Karma dice from the pool and
 - expend them to override any previous narration or rolls and make the players concerned fail automatically.

OR

- roll them and if the roll beats TN15, the success is turned into a catastrophe (!) by the Hand of Fate. If it fails the Bad Karma dice are wasted and the success remains the same.