

# Fading Suns Roll&Keep

- **Time management:**
  - Combat is divided into rounds:
    - 1 round "lasts as long as the GM needs it to"
    - 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 Xk0 (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 ["Xk0"]:
  - Keep one die, but result 0 is not 10 but 0
  - Die also does not explode
  - Contested rolls against a characteristic with only Xk0 have TN5
- Contested rolls (action vs. action):
  - TN = 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
- **Wyrd dice (WD):**
  - Player starts a session with WDs = character's lowest characteristic (full value)
  - GM starts a session with WDs = highest characteristic in party (full value) + number of players present
  - Spend one WD to:

- Add one kept die to any roll, even AFTER the roll is made (unlimited) => GM adds this WD 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 NPC's Curses/Afflictions, prevent GM from triggering your Curses/Afflictions
- Gain one additional WD when you do something cool
- At the end of a session, all left over WDs 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) => 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) => 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  $\Rightarrow$  result = Flesh Wounds
  - add Strength in unkept dice for melee attacks, no bonus for firearms
  - When damaged, roll Wound Check: Endurance + Vigor, TN = current Flesh Wounds (including new damage)  $\Rightarrow$ 
    - 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  $\Rightarrow$  Crippled: dice no longer explode (WDs always do!)
    - if number of Dramatic Wounds  $\geq$  Endurance\*2  $\Rightarrow$  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 WD 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 >= 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/2 or Ego/2 (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 for 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 WD
    - Roll Passion TN15, modified by the Passion chart (103, screen)
    - Success = one additional unkept die for rolls related to impassioned goal, even 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 ADs to focus before you roll
    - Spend one WD
    - Roll Calm TN15 and modify positively by the Passion chart (103, screen)
    - Success = one additional unkept die on all rolls for the immediate task set, plus one additional die per raise
    - Effect lasts only for a 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 per memorable deed
  - Best roleplayed character of the session = +1 XP
  - Unused WDs = +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.