

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 ["XkY"]:**
 - Roll Kept + Unkept dice (D10) = X // Only add up Kept dice (higher is better) = Y
 - 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 [Y] = Characteristic
 - Zero kept dice ["Xk0"]:
 - Normally happens when Characteristic drops to or below 0
 - Keep one die, but result "0" on die is not 10 but 0
 - Die also does not explode
 - Contested rolls against a Characteristic with *only* Xk0 have TN5
 - Unkept dice [X - Y] = Skill
 - 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
- 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 *before* rolling
 - Simulates acting more quickly, more effectively, with more style
 - 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
 - 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
 - GM starts a session with WDs = highest Characteristic in party + number of players present
 - Either side can spend one WD to:
 - Add one kept die to any roll, even *after* the roll is made (unlimited times)
 - 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 opponent's Curses/Afflictions, or prevent opponent from triggering your Curses/Afflictions
 - Players gain one additional WD when they do something cool
 - GM adds all WDs expended by players to their pool at the start of the next scene
 - 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 OR Calm)
 - These dice turn into Action Dice (ADs): they don't explode and show which of the 10 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 (already 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 (but 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 successful active defense
 - Off-hand penalty: -1 unkept die with that object
 - Firearms (bullets, or energy):
 - Attack are made 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
 - $PDef = \text{defensive skill} * 5 = \text{TN to hit character}$
 - If there is no defensive skill, $PDef = 5$
 - Active Defense: (ADef)
 - If opponent's attack $\geq PDef \Rightarrow$ spend AD of current phase and roll Wits + defensive skill (must be 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 a combat scene, all Flesh Wounds are automatically erased
 - When a character suffers a Dramatic Wound:
 - Erase all of their current 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 if opponent spends an action => Characters *cannot* die automatically!
- Characters recover from being Knocked Out by spending a WD or having at least one Dramatic Wound healed (surgery, magic)
- When recovered, they cannot act for the rest of the round and are at TN5 to hit
- If character is still at Dramatic Wounds \geq Endurance*2 after recovery, a single Flesh Wound will 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 (+X/-Y) adds bonus to Passive Defense of wearer (+X) and reduces unkept damage dice of attacker (-Y)
- Surprise:
 - If target surprised (eg successful Dexterity + Sneak vs. Perception + Observe) => for one round PDef = 5 and target cannot use any 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, characters 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 objects have 1kY
 - Man-sized objects have 2kY
 - Larger than man-sized objects have 3kY
- Shape:
 - Blunt objects have Xk1
 - Sharp objects have Xk2
- All improvised weapons add Strength as unkept damage dice
- Soft weapons (eg. people) do not break; firm weapons (wood) break if 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 (target chooses), character convinced
 - Each raise counts as an additional successful roll
 - A single failure ends entire 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 sheer force of will
 - Attacker and target roll Faith or Ego + Skill (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 die 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 with Repartee System:
 - 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: It 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
 - Steady Hand:
 - Define a focus for Steady Hand: It must be a task immediately at hand, long term goals are not 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
 - 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, player remains in control; if not, GM takes over character

- **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 = +2 XP
 - Unused player WDs = +XPs
- Spend XPs to raise stats:
 - New Skill = 10XP
 - Raise Skill = target value*2XP
 - Raise Characteristic = target value*5XP
 - Initiate Occult School = 50XP

- **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 all accumulated Coward Dice go away
 - Good Karma:
 - Whenever players do something truly epic and 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 (failure remains).
- OR
- roll them as kept dice 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 as kept dice and if the roll beats TN15, the success is turned into a catastrophe (!) by the Hand of Fate. If the roll fails, the Bad Karma dice are wasted and the success remains the same.