

# 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] = Skill
    - Zero kept dice ["Xk0"]:
      - Normally happens when necessary Skill is 0
      - Keep one die, but die does not explode
      - Contested rolls against a Skill with *only* Xk0 have TN5
  - Unkept dice [X - Y] = Characteristic
    - 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
  - Critical Results:
    - Critical Failure if result of kept dice  $\leq$  TN-20
    - Critical Success if result of kept dice  $\geq$  TN+20
    - Equivalent to +/-4 unkept effect dice, to be described narratively
  - 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 Skill \*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:
    - Drop one unkept die per Raise *before* rolling (reduce kept dice if necessary)
    - Every Raise gives one additional unkept die to the result of the roll
    - Simulates acting more quickly, more effectively, with more style
    - 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 unkept dice to 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, the spent 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 = defensive Skill\*5 = TN to hit character
      - If there is no defensive Skill, PDef = 5
    - Active Defense: (ADef)
      - If opponent's attack  $\geq$  PDef => 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 => nothing happens
      - Held actions and Interrupt actions may be used for ADef
- Dealing Damage:
    - Roll damage code of weapon => 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) =>
      - 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 => Crippled: dice no longer explode (WDs *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 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
- Armour:
  - Armour (+X/-Y) adds bonus to Passive Defense of wearer (+X) and reduces unkept damage dice of attacker (-Y)
  - Types of armor:
    - Light Armour (+0/-1)
    - Medium Armour(+5/-1)
    - Heavy Armour (+5/-2)
    - Legendary Armour (+10/-2)
- 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 of the arena 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 = opposed Skill\*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:**
  - Incite Passion:
    - Define the focus for Passion to be triggered: It must be *epic*!
    - Spend one WD
    - Roll Passion, TN15, and add situational modifiers
    - 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 add situational modifiers
    - 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

- Remain Calm:
  - When character's emotions threaten to go out of control, roll Calm + appropriate Skill, TN15, and add situational modifiers
  - 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 (can be split among two)
    - Used 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.