

Drama Dice

You begin each story with a number of Drama Dice equal to your lowest trait. When you spend a Drama Die, it has one of three effects:

- Add one kept die to any one roll, choosing after making the roll. Keep adding drama dice as long as you need (or until you run out)
- Recover from being knocked out. You must spend the remainder of the round recovering. Your TN to be hit is 5
- Activate your virtue, activate a villain's flaw, or attempt to prevent the GM from activating your Hubris

At the end of a story, all your unspent Drama Dice converts into Experience Points. Note: When you spend a Point to add to a die roll, your GM takes it from you and it goes into his pool

Drama dice always explode, even if you are Crippled

Exploding Dice

Re-roll 10's, no limit

Never roll more than 10 dice at one time; if rolling more than 10 dice, drop them and change them into kept dice

Example: 12k6(Roll twelve dice Keep Six) becomes 10k8

10k10 and still have extra dice, the leftover becomes a bonus of +10:

Example: 15k10 becomes 10k10+50

11k11 becomes 10k10+20

Traits

Brawn- Strength and Stamina

Finesse- Speed, Agility, Hand-eye coordination

Resolve- Willpower and Determination

Wits- Intelligence and Charm

Panache- Number of actions in a round

Traits tell you how many dice you keep during any roll

Rank "0" Traits: Roll die, zeroes count as zero, not ten. The die does not explode

Contested Roll

TN is equal to the opposed trait times 5 (minimum 5). Each player rolls

Unskilled Actions

Roll a number of dice equal to the relevant trait, keeping them all

Normal dice do not explode (drama dice explode as usual)

The TN is increased by 5

Target Numbers

5 Mundane

10 Easy

15 Average (default)

20 Hard

25 Very Hard

30 Heroic

35 Never done before

40 Never to be done again

Raises

Any TN can be raised in increments of 5 voluntarily to increase just how impressive the success is, usually by adding one unkept die to the effect roll per raise. For an attack roll, the effect roll is damage, so each raise adds an unkept damage die

Example: Called shots, complete tasks more quickly

If you raise but fail to hit your new modified TN, you fail

A Free Raise adds 5 to your roll

Combat

Initiative

Roll a number of dice equal to your Panache. These are Action Dice. They don't explode. The number shown on the Action Dice are the phases in which you will get to act. If players or NPC want to go first but perform the same phase, add up the dice, the highest goes first
Hold your action: A held action can be used any time within a round (10 phases). All actions must be used by the 10th phase or they are lost
Interrupt Actions: You may exchange two (higher) action dice for one in order to act in the current phase

Passive Defence

Used without using up an action. Equal to 5+ (Defence Knack x5)
This is the number your enemies are usually rolling against in order to hit you

Expanded Defence Knack Table

Footwork: At any time
Parry (weapon): Only when holding that weapon
Balance: When fighting on a unstable surface
Climbing: When climbing
Leaping: When leaping
Riding: When riding
Rolling: When rolling or sliding
Sprinting: When running
Swimming: When swimming
Swinging: When swinging

Active Defence

A last chance to avoid damage. First you must spend an action die showing this phase. You roll Wits + Defence Knack, keeping Wits, you must use the same Defence Knack against the attack that you used as a passive defence. Your TN is the attackers attack roll. You must equal or exceed the TN to avoid the damage.

Attack

Finesse + Attack Knack
Off-hand penalty: -1 unkept die
For each raise, add one unkept die to the damage roll

Ranged Attack

Range on character sheet is the maximum distance
Short Range is any distance up to 1/2 of this range
Long Range is from 1/2 range to maximum range

Firearms

Fires against target's Passive Defence only. May not use Parry and may not be avoided with an Active Defence
Two pistols at the same time with one action. This raises the TN by 5. Don't roll for each attack, attacks do 5k4 damage

Improvised weapons

Firm improvised weapons (made of glass, clay, wood, etc.) break any time you roll a 10 on any of their damage dice. Hard improvised weapons (metal or stone) break any time any of the damage dice you roll explode more than once (i.e., you roll a 20 or more on a single die). Soft weapons don't break.

Damage Roll

Hand-held: Brawn
Smaller than person: Brawn+1
Person-sized: Brawn+2 (-1 unkept die to hit)
Larger than person: Brawn+3 (-2 unkept to hit)
Keep 1 die if a blunt weapon, keep 2 if sharp

Wound Checks

Every time you are wounded: Roll Brawn with a TN equal to the flesh wounds taken so far. If you fail the roll, you suffer a Dramatic Wound(+ one additional wound for every 20 you failed the roll by.
Firearms: Take additional wound for every 10 you failed by.

Dramatic Wounds

When you suffer a dramatic wound, flesh wounds are reset to zero.
If dramatic wounds are equal to or greater than Resolve, character is Crippled. No dice (except drama dice) explode.
If dramatic wounds are equal to or greater than Double Resolve, character is Knocked Out.

At the end of each battle, erase all your flesh wounds, but not dramatic wounds.

Henchmen

Henchmen have the same stats as Heroes, and receive Wounds as Heroes do. If they suffer a number of Dramatic Wounds equal to their Resolve, they are Knocked Out. It's up to the GM whether or not the Henchman is unconscious or killed, but if he takes a Wound while he's Knocked Out, he dies.

Brute Squads

Each squad has a threat rating (1-4, 1=peasants, 4=trained professionals)

Panache (and therefore initiative) is equal to threat rating.

TN to be hit: (Threat rating + 1) x 5

Combat rolls: Roll number of dice equal to number of brutes, keep threat rating

Non-combat rolls: Knack 0, so roll & keep threat rating.

A Brute Squad inflicts one hit, plus one for every 5 they beat the TN. Wounds inflicted per hit:

Small Weapons (Knives, Belaying Pins): 3

Medium Weapons (Clubs, Fencing Weapons): 6

Large Weapons (Broadswords, Battle Axes): 9

Very Large Weapons (Two-handed Swords): 12

Firearms (Pistols or Muskets): 15

One hit knocks out one brute. For every raise, an extra brute is knocked out.

Surprise

Roll Finesse + either Stealth or Ambush Knack versus target's Wits + Ambush. On success, target is surprised for one phase.

While Surprised, Passive Defence drops to 5.

Cannot use any Action, including Interrupt.

Actions may be held.

Prone and getting up

When prone, passive defence drops to 5

Make two raises in order to use your active defence.

It takes an action to stand up.