

## Skills

Roll dice equal to the skill + relevant stat modified by the difficult (in black dice). The number of successes are either determined by the degree of success table below (for a non contested roll) or by whoever has the most successes (for a contested roll).

### Difficulty

Difficulty Rating	Black Dice
Very Easy	Automatic success
Easy	+5 to dice pool
Average	No black dice
Difficult	3 black dice
Very Difficult	6 black dice
Extremely Difficult	12 black dice

### Degree of Success

Successes Gained	Degree of Success
1	Partial success – just about managed it
2	Success – task completed methodically
3	Good success – completed with some flair
6	Impressive success – a demonstration of mastery
10	Virtuoso success – an amazing performance
15	Awesome success – people will talk about this for years
20+	God-like success – you must have beaten the world record

### Foul Failure

A foul failure occurs when there are more black dice success than normal dice success.

### Common Skills

You can choose to add bonus dice and an equal number of black dice to a common skill roll up to a maximum of two dices each side.

### Guaranteed successes

You may choose to trade 3 dice in for a guaranteed success.

### Complementary Rolls

If another skill could also be used for a skill check then the GM may decide to allow that skill (and not stat) to be added to the skill roll. If multiple people are joining in to do a skill then the people assisting may add their skill only to the primary person's skill roll (GM discretion how many can add like this before black dice start to apply).

## Fate Pools

Fate points can be used in the following ways:-

Spend	Max Spend	Description
1	3	Gives one automatic success to a roll. Can be cancelled by black die successes
1	1 less than total damage	Reduce the damage from a successful attack by 1 per point.
1	n/a	Ensure a success on a fortitude + Resolve roll to stay conscious / alive.
1	n/a	Extend the time you have to live by a round when you run out of health pips.
3	n/a	Avoid getting a permanent injury
2x	6	Twice the normal fate point can be spent on another player's roll. The characters must be in the same location and the effect described.

Using scripting die (6 fate pips) is subject to GM approval and they must be adequately described by the player how it works. A scripting die can be spent at any time in one of the following ways:-

Spend	Description
1	A scripting die can be used to reroll an action or effect roll before it occurs. After they reroll if the effect is worse the player can decide to keep the original roll. Only one scripting die can be used on a single roll.
1	A scripting die can be used to save a character from death. The character doesn't get health back, just is alive and stabilized.
1	A scripting die can be used to change an aspect of the story in the player's favour (subject to GM approval).

## Perils

### Spotting a Peril

Wits + Perception roll may apply to spot a peril.

### Damage

Intensity	Damage Dice	Difficulty of avoidance	Examples
Minor	1-2d	Easy (+5 bonus dice)	Wood fire, electric battery, weak poison, falling up to 1 yard, hitting thumb with a hammer
Moderate	3-6d	Average (no die)	Burning car, electricity generator, moderate poison, falling up to 3 yards, accident with chainsaw
Major	7-12d	Difficult (3 black dice)	Burning oil refinery, lightning strike, strong poison, falling up to 6 yards, caught in a collapsed building.
Deadly	13d +	Very Difficult (6 black dice)	

### Drowning & Asphyxiation

A character can hold their breath for 8 x Fortitude rounds or 2 x Fortitude rounds in strenuous activity.

## Drinking

Every time a character has a drink they must make an easy fortitude roll with the penalties in the table below (which are cumulative on number of drinks). If they get 2 successes then they are fine otherwise they move a step down on the drinking table – all effects of the step you are on and below apply.

Drink	Penalty
Light alcohol	1 black die
Wines and Liqueurs	2 black dice
Spirits	3 black dice

Step	Inebriation Level	Effect
1	Tipsy	You are having a good time. You suffer a black dice penalty equal to the step number you are on to any resolve roll to resist having another drink.
2	Merry	Everything is funny to you. Make a resolve roll not to laugh at anything anyone says to you. You suffer a black dice penalty to this roll equal to the step number you are on – 1.
3	Hammered	Your balance just went. Suffer a black dice penalty to all physical actions equal to the step you are on -2.
4	Bladdered	You are having trouble thinking. Suffer a black dice penalty to all mental actions equal to the step you on -2.
5	Legless	The world is starting to spin and become very vague. All your dice pools are halved.
6	Plastered	You are only just capable of basic thought. All your dice pools are reduced to a quarter.
7	Paralytic	You pass out until you can drop back to step 6.

## Feats of Strength

A character can do anything described on the table below less than or equal to their strength. If they want to do something above their strength then make a Strength + Might roll and gain twice number of successes.

Strength	To lift a:	To bend or break a:	To throw a ball:
-3 or less	Light bag of groceries	Thick balsa wood	1 yard
-2 to -1	Heavy bag of groceries	Thick plyboard, silk	5 yards
0	Child, 2 heavy bags of groceries	Wood boards	10 yards
1-2	Adult female	Copper bar / pipe	20 yards
3-5	Adult male	Wooden door	30 yards
6-9	Street Vendor's cart	Iron bar	40 yards
10-11	Row boat	Prison bars	60 yards
12-13	Ganger Automaton	Steel bar	80 yards

## Combat

Basic combat round:-

Step	Resolution
Roll Initiative & declare actions	Each participant rolls their initiative dice and declare actions in the order of number of successes. For ties highest DEX, then Weapon skill, then Wits. Character with higher initiative in a fight will get +2 attack dice.
Determine who is fighting who	You can only choose to attack someone near enough to you. If you are selected as a target you can choose to attack back or make yourself an easy target (no roll). You can split your attacks up to a maximum of your DEX bonus in additional attacks, but these rolls are halved, divide by 3, quartered etc. depending on the number of opponents. You can choose to disengage if you win initiative.
Both opponents make combat rolls	Roll your combat skill + DEX and the person with the most successes wins the fight and damages the other one. In a tie the initiative winner wins the round and does weapon damage only.
Winner of combat deals damage	Damage is number of degrees of combat success plus weapon damage successes plus {strength successes for melee} less armour.

The following combat penalties will apply:-

Bonus / Penalty	Description
+2	Winner of Initiative
-2	No readied weapon (also -3 to initiative).
+3 black dice per extra opponent	Outnumbered in combat.
+3 black dice	Unarmed against weapon with longer reach (unless using martial arts).
+3 dice	GM can award "Awesome bonus " for spectacular stunts
1-3 dice	Aiming a ranged weapon for 1 to 3 rounds will award bonus dice.
3 black dice	Firing into melee – per person your target is fighting.
3 (ranged), 2 (melee) black dice	Slight cover – from feet to waist (or lying prone).
6 (ranged), 4 (melee) black dice	Partial cover – left or right side covered or cover from feet to chest.
12 (ranged), 8 (melee) black dice	Near total cover – from feet to the neck.
-2 / -4/ -8 or -16	Wounded – into penalty dice zone
1 success per opponent	Full dodge – making no attacks and using DEX = Dodge instead of weapon skill

### Ranged Attacks

Ranged attacks can be dodged using DEX + Dodge but you do not get to hit back. If the target is unaware then you will get a "free" surprise attack. If they are fighting in melee they may need to split their attention (halving their defense against the missile attack) and the attack against the melee opponent.

If less than 5 feet away you can only dodge using your DEX. At this close range you can choose instead to hit back with a missile or melee weapon. However in this case neither will have a defense against the other.

## Damage & Healing

### Damaging Objects

You can destroy objects but they will have structure dice (2 pips per dice) that will resist this damage. As the object takes damage then it will lose structure dice.

<b>Punished Item</b>	<b>Structure Dice</b>	<b>Punished Item</b>	<b>Structure Dice</b>
Bush (per yard)	2	Brick wall (per yard)	25
Rocks (per yard)	15	Metal lock	2
Tree, street lamp	10	Wooden door	2
Lamp Post	20	Metal door	10
Manhole cover	15	Vault Door	30 (+10 AP)
Glass (per yard)	1	Furniture	5-10
Wooden fence (per yard)	5	Machinery (per yard)	10-20

### Bruise Damage

Bruise damage fom blunt objects and fists applies in the same way as normal damage but leads to unconsciousness rather than death and heals quicker (twice normal?).

### Health goes into Grey Dice

Once your health goes down into the grey dice (below 0) you start getting a penalty to your actions. You need to roll a Resolve + Fortitude roll each round to stay conscious. You can keep making these rolls whilst unconscious to see if you wake up again (grey dice penalty in black dice applies).

### Dying

One all your grey dice are used up you can stay alive for Reolve + Fortitude rounds before dying. A character making a Wits +Medicine roll will stablise you so you don't die, but will not heal anything.

### Permanent Injuries

If a player takes damage greater than their fortitude in one go then they must make an easy roll (+5 dice) or get a permanent injury:- Fortitude + Resolve (with black dice = excess damage over their Fortitude)

### Healing

After combat healing is easier and a player can make a Wits + Medicine roll or Wits + Engineering [Clockwork], Wits + Ad Hoc Repair (for automaton) to heal damage equal to the number of successes. This takes 10 minutes per point healed. The difficulty of the roll is given below:-

<b>Type of Healing</b>	<b>Healing (Automaton)</b>	<b>Difficulty Level</b>
Skyloft Hospital	Equipped Workshop	Very Easy
With Medical Kit	With Toolkit	Easy (No black dice)
Neovictorian Hospital	Improvised Tools	Difficult (3 black dice)
Improvised Bandages		Very Difficult (6 black dice)

Natural healing is 1 health pip plus 1 for each point of fortitude above 0 per day.