

# Dice Mechanics

Dice rolls use twelve sided dice (generating numbers from 1 to 12). When making a roll, the player is attempting to generate a number from 9 to 12. Any die that comes up a 9 or higher is called a *success*, and any die that comes up as 12 generates two *successes*.

The primary type of roll is a Skill Roll, which means the player rolls a number of dice equal to the appropriate Attribute plus the appropriate Skill. This is called a Die Pool.

## Difficulty

A *Difficulty* is a negative modifier on a roll, which removes dice from your die pool. Regardless of how high the Difficulty is, however, the character will always be able to roll at least one die.

The normal Difficulty for an action performed against another character is the target's *resistance traits*. The three resistance traits are *Defence*, *Resolve*, and *Resistance*. When performing an action which does not involve another character, the Difficulty is determined by how hard the task would be to perform.

<b>Easy</b>	0 to 2	A simple, straightforward action.
<b>Average</b>	3 to 4	An action with slight complications.
<b>Hard</b>	5 to 6	An action which is difficult, or has a few complications.
<b>Very Hard</b>	7 to 8	An action which is very difficult, or has many complications.
<b>Impossible</b>	9 to 10	An action which is nearly impossible, or has very many complications.

A character can get bonuses by using the correct tools, or by having favourable conditions. These usually grant a number of bonus dice, which can be used to offset the Difficulty. Proper equipment, a facility, or helping hands will all grant bonuses.

## Modifiers

### Working Together

If more than one person is involved in an action, one character is chosen as the 'leader'. All other characters spend one Action and give the leader a bonus. The leader is the last person to roll. Each assistant rolls against the Difficulty, and the leader gains a number of bonus dice from the assistant equal to the successes made on the roll, plus one. A character can only have a number of assistants equal to their Mental Attribute. Each individual who is assisting *must* have the means to offer assistance (for a spell, the person must have Sorcery, for a miracle, the person must have a complimentary faith, etc).

### Spending Essence

A character can always spend Essence to help augment a die roll. Five Essence grants the character an additional three dice for the character's next die roll. If the character does not have enough dice, they still get to roll a minimum of 3d12. Alternatively, a character can spend 5 Essence to increase the Difficulty of an action against them by two. This benefit can only be done once per roll.

## **Opposition**

When rolling against someone else, and not using their Resistance Trait, the lower of the opponent's Attribute or their Skill sets the Difficulty for the action.

## **Multiple Opponents**

When performing an action against multiple opponents, the character rolls with a Difficulty of 2. The successes are compared to the defensive Trait of the targets, and successes are removed equal to the target Trait, to determine how successful the action was.

## **Special Successes**

### **Additional Successes**

A character may gain *additional successes* when making a roll. These indicate that when a character rolls a success, they will gain more successes than the number actually rolled. The character still must gain at least one success on a die roll to gain the benefit of additional successes.

For each success rolled, the character gains one additional success, up to the maximum number of *additional successes* the character is allowed to gain. Thus, the maximum number of successes a character may gain from this benefit is twice the number of successes rolled.

### **Minimum Successes**

An *incredibly rare* form of bonus, a character who gains *minimum successes* can not fail when performing an action. For each minimum success the character gains on a roll, however, they lose one die from the actual roll itself – the die is automatically considered a success. The maximum number of *minimum successes* a character can have is equal to the number of dice they would roll.

### **Reduced Successes**

A character may suffer *reduced successes* when making a roll. These indicate that when a character makes a roll, a number of successes are removed from the roll, increasing the chance of failure. If this reduces the character to a negative number of successes, the character suffers a *catastrophic* failure – the kind of botches which make legends.

## **Active and Passive Effects**

There are two types of effects – active, and passive effects. The person who makes the roll is the *active* participant, and his effect is the *active* effect, while the recipient is the *passive* participant. If the active character is responding to an ongoing action performed by the passive character, then the passive character is said to have a *passive* effect. If both characters are in direct competition, both characters may become *active*.

### **Example**

A character is attempting to find someone who is hiding. This is considered an *Active* effect. The character who is hiding has made a Stealth Roll prior. That roll was *Active*, but the results now are a *Passive* effect (as the character does not need to roll again). The successes from the Passive Effect now becomes a Difficulty for the Active character. The 'defending' (hiding) character may spend 5 Essence to add their Skill to the Difficulty (as per the Stealth Skill).

## **Opposed**

If two characters are in direct opposition, and the *Active* character is in question, consider both characters to be Active. Both characters roll, and the successes from the roll are applied as a Difficulty to the next opposed roll made. This can continue until one or the other fails completely. Fresh rolls are made each round, with the previous round's results counting as the Difficulty for the current round.

## ***Example***

Two characters are arm wrestling. One has a Physical 4, Athletics 3. The other has a Physical 4, Athletics 5. The first character rolls with a penalty of 4 (Opponent's Physical 4), while his opponent rolls with a penalty of 3 (Opponent's Athletics of 3). The first character gains 2 successes, and the second character gains 3. On the following round, the first character faces a +3 Difficulty to his roll, while the second character suffers a +2 Difficulty. This continues until one of the two characters does not succeed while the other does.

## Combat

This section outlines how to do combat, and the steps involved with combat. Combat is essentially quick and easy, as each action is resolved with a single die roll. The longest part in combat is simply determining Difficulty.

### Time

Certain powers and abilities are time-dependant. In most cases, the *time* being used is MUCK-based, built into the scene being described, but in some cases, real-world time must be used for longer periods.

**Instant** An *instant* is less than a second, and is a *reactive* term, meaning something that operates immediately, in response to a stimulus. An *instant* effect does not take an action.

**Action** One Second. An Action is normally used pro-actively, rather than in response to activity around the character. A character gains one Action per Round for every 10 points they have in Initiative.

**Round** 10 Seconds. A round covers a series of actions and movement. A round is almost never on par with real time during combat, but outside of combat, time is 1:1, meaning 10 seconds in game is equal to 10 seconds out of game.

**Scene** A Scene is a period of time which is flexible in nature. Essentially, a Scene runs from one significant 'event' to another. When a character enters a new area within intent to RP there, it is considered a new 'scene' for that character. In most cases, effects which last a Scene last for about a half an hour real time.

### Initiative

To begin combat, everyone involved rolls one die and adds it to their *Initiative Trait*. This determines the order of actions during each Round of combat, and how many actions each character involved gets each Round. Characters do not re-roll Initiative each Round, keeping their score. Combat begins with the highest Initiative going first, working down to the lowest Initiative. In the case of a tie, the person with the highest base Initiative Trait goes first.

For every 10 full initiative points over 1 the character has, they gain an additional action. Thus, a character gains an additional action at Initiative 11, 21, 31, 41, and so forth. A character performs all their actions at the same time, allowing for quick (if not completely realistic) combat.

If a character does not like their Initiative total, they can spend an Action to be allowed to re-roll it at the beginning of the following Round.

## Attacks

To make an attack, the acting character rolls *Attribute* + *Skill* against the target's Defence (if the attack is a physical attack), Resolve (if the attack is a mental or social attack), or Resistance (if the attack is a magical attack). One success is all that is needed for the attack to be a success. The Attribute or Skill used for the attack depends on the form of action being performed, and what the character is attempting to accomplish.

**Melee**           Melee Attacks involve the character's Physical Attribute, and are resisted by the target's Defence Trait.

**Mental**        Mental Attacks involve the character's Mental Attribute, and are resisted by the target's Resolve Trait.

**Ranged**        Ranged Attacks involve the character's Mental Attribute, and are resisted by the target's Size. The attacker adds the Size of the target to their dice pool (with a negative Size being harder to hit).

**Social**         Social Attacks involve the character's Social Attribute, and are resisted by the target's Resolve Trait.

## Ranged Attacks

All ranged weapons have a list of ranges, such as (10/20/30). These ranges are in yards, and represent *Short*, *Medium*, and *Long* Range. As long as an opponent is within range, the character can attack their opponent. The Difficulty is adjusted by the range to the target.

Short Range:	Difficulty +2
Medium Range:	Difficulty +4
Long Range:	Difficulty +6

The other major factor involves whether or not the character is under *Cover*. A character taking cover increases the Difficulty of the attack roll. A character under *partial cover* has roughly half of their body covered. A character under *full cover* has most of their body covered (if not all), or requires an indirect attack to hit the target (such as arcing fire).

Partial Cover:	+2 Difficulty
Full Cover:	+4 Difficulty

A character who is in melee and is being fired upon increases the Difficulty of the attack by one per person in melee with them. If the character is missed, a number of dice are rolled equal to the number of people in the combat. If any success is rolled, then someone else is hit (determined at random).

## **Mental Attacks**

While not an entirely accurate term, mental attacks are an understanding of tactics and positioning, allowing the character to get advantages during the combat. Essentially, such tactics include finding better ground and elevation, or performing such actions such as a feint attempt.

A character can attempt to find better positioning in combat, using the local terrain to their advantage or getting elevation against an opponent. This requires an Action and a *Mental + Athletics* roll against the target's Resolve, and if the character succeeds, they gain a +1 Defence per Success against their opponent for the combat. The defender can, as an action, off-set this by making their own roll against the character, reducing the bonus. Any successes beyond the target's Defence bonus becomes a Defence bonus for the acting character. These bonuses are not cumulative, a character can not perform multiple actions to accumulate a Defence bonus. Instead, the best result is used.

Attempting to perform a feint creates an opening in an opponent's Defence that the character can exploit. The character spends an Action and makes a *Mental + Skill* roll against the opponent's Resolve, with the appropriate Weapon Skill. For every success rolled, the target's Defence is reduced by one for the character's next attack.

## **Social Attacks**

Social attacks are attempts to psychologically damage or confuse an opponent. This includes intimidating a target, or taunting the target so they make a foolish mistake, or even turning a target against their allies if done correctly. All such Actions use *Social + Persuasion* to roll, and are resisted by the target's Resolve. The benefit of Social Attacks is that they can be performed on a group. The highest Resolve is used as the base penalty to the roll, plus one for every person the character wishes to affect.

Intimidation causes the target to be less inclined to attack. For every success on the roll, the character increases the Difficulty of an attack against them by one for the combat. This benefit is lost if the opponent succeeds in injuring the target.

Taunting an opponent causes them to be more inclined to attack, and leave themselves open. For every success on the roll, the target gains a +1 die bonus on their attack rolls against the taunting character. The target also has a Defence of 0, and can not *Parry* or *Dodge* attacks. This benefit lasts for the Scene or until someone else calms the target down.

## **Other Attacks**

There are other forms of attack that a character may wish to perform. This section covers some of these in detail, providing more options for players who like to be different.

## **Charge Attacks**

A character can attempt to charge an opponent, which can be done by either leaping at the target or running towards them. The character expends an Action and rolls *Physical + Athletics* (as per the rules of running or leaping). For every success on the roll, the Damage of the attack is increased by one. When the target is within range (even if it is during the same Action), the character makes a normal attack roll with +2 Difficulty.

### **Grapple Attacks**

A character can attempt a grapple attack, either by using the *Unarmed* Skill or by using an *Entangling* weapon. This is made as a normal attack, with a +2 Difficulty. If successful, the target is grappled and suffers a Defence of 0 against any further attacks. Attempting to break free of a grapple uses *Physical + Unarmed + Size*. The base penalty is the attacker's Physical Attribute or Skill, with a Difficulty equal to the Successes of the roll plus the attacker's Size. Damage inflicted by a grapple ignores Invulnerability.

### **Stun Attacks**

When attacking someone with a Defence of 0, the character can perform a stun attack. The Difficulty of the attack is 5, and for every success on the die roll, the target suffers a -1 penalty to Speed and Initiative for the Round, as well as a +1 Difficulty to all actions for the Round. If the target is reduced to a Speed or Initiative of 0, they can take no actions that round. If the attack inflicts more than 5 successes, the target must make an *unadjusted Physical + Size* roll or be knocked out cold.

### **Surprise Attacks**

A character can attempt to attack someone who is unaware of their presence. Doing so initiates a free Round of actions for the character, and the defenders has a Defence of 0 against the first attack against them in the surprise Round. Initiative is not rolled during the Surprise Round.

### **Aiming**

A character can attempt to aim, gaining a +1 die bonus on their attack roll for every Action spent aiming. The maximum bonus this can grant is equal to the character's Skill being used for the attack.

### **Active Defence**

There are various things which can adjust the Defence of a target in combat. The character's Defence can be adjusted by heavy armour, which reduces Defence if the character is not strong enough to use it, or by *Shields*, which increase the character's Defence without actually using an Action. For each attack on an opponent, their Defence is reduced by one for the Round.

### **Dodge**

A character can attempt to dodge an attack by using *Acrobatics* or *Unarmed Skill*. By expending an Action, the character adds their Skill to their Defence Trait for the Round. *Acrobatics* can be used to dodge ranged attacks. This benefit remains until the beginning of their action on the following Round.

### **Parry**

A character can attempt to parry an attack by using their weapon or shield skill. By spending an Action, the character adds their Skill to their Defence Trait until their action on the following Round. *Shields* can be used to protect against ranged attacks, using their normal Defence bonus to provide Defence, and adding the character's Shield Skill when used to actively defend.

### **Penalties**

**Blind:** A character attempting to attack an opponent while blind, or if the opponent is invisible, suffers a +6 Difficulty to all attack rolls.

### **Damage**

Attacks list damage using Damage (#), where # is the amount of damage the attack will inflict. The Damage is multiplied by the number of successes on the attack roll, which are then used to indicate how many wounds the target will suffer. Thus, a Damage(3) weapon will inflict 3 wounds for every success of the attack. The Size of a character's weapon is added to the total potential wounds the target will suffer.

The defender may be able to reduce the number of wounds an attack will inflict. This is listed as Soak (#), where the # indicates how many wounds are taken off the total damage that was inflicted. Any left over wounds are subtracted from the defender's Health.

### **Healing and Dying**

Heal (#) is used to indicate a method for recovering Health. Like Damage, the # indicates how much Health is restored per success in the healing attempt. This is often seen in spells and the like, more than anywhere else.

A character can attempt to treat an injured person by making a *Mental + Chirurgeon* roll. The Difficulty is 3 for most wounds, but if the target is *dying*, then the Difficulty becomes 5. For every success on the roll, the target heals one Health.

### **Critical Wounds**

A character who is reduced to 0 Health is *critically wounded*. The character must immediately make an *unadjusted* Physical roll. If the character succeeds, they are *dying*, and if they fail, they are *dead*. A *dying* character can survive a number of Rounds unattended equal to the number of successes they rolled. After that time has passed, the character dies at the end of the Round.

### **Experience**

All characters gain 1 XP per month. Additionally, they may vote for other players using the vote <person> command. At the end of each week, all players get additional experience depending on how many people had voted for them, though it is weighed against how many people had actually been active online during the month. Additionally, people will run public plots, allowing others to join in. Exceptional plots, or staff-run plots, will grant XP as a reward.

Characters may gain DP for exceptional service to the MUCK. Creating fan-pages for the MUCK with character outlines, assisting new players, helping the MUCK overall, and showing exceptional maturity can give the character DP. Most DP rewards will be from the 2 to 3 range, though for exceptionally impressive assistance, a character may get up to 5.

# Hazards

## Crushing

A character may be crushed from a heavy weight being applied to them. The base damage of this force is equal to how many points of Size the force is greater than the character, *or* per point of Bulk surpassing your weight allowance, whichever is greater. The character makes a Physical + Athletics roll against this force, indicating how many rounds the character can resist it before taking damage. The Difficulty is equal to the base Size or Bulk of the target (minimum 0). When the time has elapsed, the character takes damage, and then rolls again to determine how many rounds will pass before damage is applied again. Each time the character rolls, the Difficulty is increased by one.

**Example:** Being slowly stepped on by a giant. Being trapped in an avalanche. Being buried in a collapsed mine. Eating something which rapidly becomes bigger.

## Environmental

A character exposed to extreme levels of environment suffers wounds, with the game master choosing from 1 to 10 Wounds, depending on the severity of the weather conditions. The character makes a Physical + Survival roll to determine how many minutes the character can go without taking damage. Once the time has expired, the character rolls Physical + Survival once again, using the result to reduce the Wounds taken, and to determine how many more minutes pass before the character takes damage again. Each time the character rolls, the Difficulty is increased by one.

**Example:** A snowstorm in Aregon may inflict 3 Wounds. The Anansie Desert may inflict up to 6 Wounds. The Southern Wilds can inflict up to 8 Wounds. The rains within the Drachenkeep Mountains may inflict 2 Wounds.

## Falling

A character rolls 1 die for every 5 feet they have fallen. The Damage of the fall is equal to the Hardness of the object landed on (or the Physical Attribute of someone fallen on). The character can attempt to make a Physical + Athletics roll to reduce the amount of dice that will be rolled, by one per success.

## Poison

Poison causes a long-term effect on the person subject to it. *Wounds* determines how much Health is lost. *Onset* determines how often the character suffers a loss of Health, and *Degrade* determines when the amount of Wounds lost is decreased by one. Thus, a character who suffers a bee sting suffers 2 Wounds every Round for the next Scene. Then suffers 1 Wound every Round for the Scene following.

When a character is first poisoned, they make a simple Physical roll. For each success rolled, the amount of Wounds the character will suffer is reduced by one. This roll is made only when the character is first poisoned, and lasts for the duration of the character's being poisoned. If this reduces the character's Wounds to 0, the character simply resists the effects unless they are poisoned again.

If a character has been exposed to multiple drugs or poisons, the strongest poison does damage and uses the shortest Onset of the two poison types. Degrade uses the longest of the poison types. These rules also apply to drugs.

Type	Wounds	Onset	Degrade	Cost	Type	Wounds	Onset	Degrade	Cost
Bee Sting (One)	2	1 Round	1 Scene	2	Plant ToxinIII	4	1 Minute	1 Day	6
Bee Sting (Several)	3	1 Round	1 Day	5	Plant ToxinIV	5	1 Round	1 Week	8
Bee Sting (Swarm)	4	1 Round	2 Days	6	Plant Toxin V	6	1 Round	1 Week	9
Corrosive Fumes I	3	1 Scene	1 Scene	3	Poison, Arsenic, Cyanide	5	1 Scene	1 Week	8
Corrosive Fumes II	4	1 Minute	1 Day	6	Poison, Curare	5	1 Round	12 Hours	6
Corrosive Fumes III	5	1 Round	1 Week	8	Scorpion Venom I	2	1 Scene	1 Day	4
Drugs I	2	1 Scene	12 Hours	3	Scorpion VenomII	4	1 Minute	1 Week	7
Drugs II	3	1 Scene	1 Day	5	Snake, Black Mamba	5	1 Minute	3 Days	7
Drugs III	4	1 Minute	2 Days	6	Snake, Cobra	5	1 Minute	3 Days	7
Drugs IV	5	1 Minute	3 Days	7	Snake, Krait	4	1 Round	4 Days	6
Jellyfish Venom I	3	1 Round	2 Days	5	Snake, Pit Viper	4	1 Minute	3 Days	6
Jellyfish Venom II	4	1 Round	3 Days	6	Snake, Rattlesnake	3	1 Scene	3 Days	5
Metal (Lead, Mercury)	4	1 Hour	1 Week	7	Spider Bite	2	1 Minute	1 Day	4
Plant Toxin I	2	1 Scene	12 Hours	3	Stingray Venom	4	1 Minute	2 Days	6
Plant ToxinII	3	1 Minute	1 Day	5	Stonefish Venom	5	1 Minute	3 Days	7

### Suffocation

Once a character has failed to hold their breath, they suffer one Wound of damage for every round in which they can not breathe. This damage is cumulative with each previous round. (1, 3, 6, 10...)

### Touch of Death

The Southern Wilds is tainted by dark magic, which only grows stronger as one gets further south. With the spread of the undead and demons in the region, the dark magic of the south has spread slowly north, enveloping portions of Anansie and Aranous. A character exposed to powerful death magic, wounded by undead, or who gets an infection in the region risks getting a sickness called the ‘touch of death’ by those from Anansie.

A character who is struck by harmful or debilitating necromancy for 5 successes or more, or takes 5 or more wounds from an undead, runs the risk of being infected with the touch of death. A number of dice is rolled equal to the number of wounds inflicted or the successes of the necromancy roll. For every success, the character loses a point of Essence. If this reduces to the character’s Essence to 0 or less, they begin to show signs of disfigurement, and the remaining successes are split evenly among the character’s attributes as a *permanent* loss. If this kills the character (or any Attribute is reduced to 0), they become undead.

To Anaithan and Anansie cultures, a character who has suffered from this affliction (who has lost an actual point in an Attribute) is unclean and dangerous. They are not fit for marriage, and are usually sent to fight the monsters of the South so that they can die gloriously, or confined to a temple or shrine. The person has a faint aura around them that can be detected through most forms of magical detection.