

"The successful are not always clever, and the distressed are not always simpletons. The lucky win and the unlucky lose. With a liberal fate and good fortune, even a vulgar Rat becomes noble and genteel; with a miserable fate and bad fortune, the most remarkable Dragon remains wretched and miserable. If talents and virtue were to be measured by success, then the great lords invested with the domain of a town and living on the soil would all be wise men."

-from An Essay on the Book of Changes by Honorable Er Ailing

Rolling DICE

In Jadeclaw, dice are used to add a random element. Who knows whether you'll jump that gap, con that merchant, or finally vanquish your hated rival? Die rolling not only determines whether you did something or not, but how well you did it. In this chapter, we'll explain how the basic kinds of die work in the game.

Notation: '#d#'

Jadeclaw uses five kinds of dice: the four-sided, the six-sided, the eight-sided, the ten-sided, and the twelve-sided. Dice shorthand uses the "d" followed by the number of sides on the die. For example, "d8" to an eight-sided die. For multiple dice, put a number in front of "d," such as "2d6" for rolling two six-sided dice. In Jadeclaw, you have such varied combinations as "2d12, 3d10, d8, & d4."

Die Size refers to number of faces

The number of sides on a die is called its Size. A twelve-sided die is considered to be "bigger" or greater in Size when compared to a ten-sided die. If a die "increases in Size," it steps up to have two more faces; example, a four-sided die would grow in Size to become a six-sided die. Increases are explained in greater detail under Bonuses, below.

Don't add those Dice together!

With very rare exceptions, dice are not added together in Jadeclaw. With a Simple Roll, you are just concerned with the biggest die showing. With a Damage Roll, you'll be comparing each die to another die.

What you see Is what you get

There are no "plusses" or "minuses" in Jadeclaw. What numbers are showing on your dice are the numbers you'll be using. You may be adding more dice, changing the sizes of the dice you have, and sometimes re-rolling the dice, but whatever comes up is what you'll be using.

Simple Rolls

Most rolls in Jadeclaw are about either-or propositions: Did you or didn't you? And how well did you do it? This common game mechanic is called a Simple Roll.

Roll your Dice - the highest-showing die is the Score

For a Simple Roll, roll your dice and find the one that rolled the biggest. That die is your Score.

Almost every roll in Jadeclaw is contested - someone else will be rolling dice against you. Most often, the Game Host will be playing the role of other characters, who will oppose you for some reason. Perhaps they don't want to be fooled, or perhaps they have designs upon your character's life!

A contest usually involves two kinds of dice against one another. For example, you may be trying to use your cunning to deceive someone, which (in game terms) might be represented as a contest of Fast-Talk Dice vs. Psychology Dice. Or you may be trying to win a formal debate, which may be a contest of your character's Oratory Dice vs. another's Oratory Dice.

Success or Failure?...

If your Score is greater than the Score you oppose, your result is a Success. If your Score is less than the Score you oppose, your result is a Failure.

Example: You want your character to climb a tree. The Game Host rules that this task is a typical one and assigns a difficulty of 2d6. Your character's Climbing Dice are d10 and d4. You roll a 7 and a 2 for your character; the Host rolls a 3 and a 4. Your biggest showing die - your Score - is 1, vs. the Host's biggest showing die (the Host's Score) of 4. You have won the contest, having scored a Success. The Game Host says that your character climbs the tree.

... Or is It a Tie?

Quality Makes a Difference

Sometimes, both contestants will have the exact same Score. In most cases, this result is a Tie. A Tie can be a partial resolution, or maybe it's not a clear victory for either side.

Example: Ao Shaton and Su Linuo engage in an arm-wrestling contest. Ao rolls 2d12; Su rolls 2d10 and d4. Ao's dice come up as 5 and 3; Su's dice come up as 5 and 2. Ao and Su compare their biggest dice, which are both 5. This contest ends in a Tie. The Game Host rules that the two of them are still locked in an iron grip, and unless one of them concedes, they will have to roll again.

The only Tie-breaker is whether one character has a higher Quality of expertise, which is determined by Skill (p. 93). Every 5 Levels of Skill improves Quality: from Basic to Expert to Heroic to Legendary to Mythic. (To help you remember this order, note that the Qualities are in alphabetical order, from worst to best.) If you have a better Quality than your opposition, you Succeed (instead of Tie) when both Scores are equal.

Example: Wu Shousu attempts to convince her disapproving father that she was nowhere near the gambling dens last night - a task that will prove difficult, since she was. The Game Host rules that this will be a contest:

Wu's player will be rolling her Will Trait of d10 (representing her nerve) and Fast-Talk Skill of d12 (the skill of convincing others - which is at a Basic Level of Quality)

The Game Host will roll the father's Mind Trait of d8 (for experience and perception) and Psychology Skill of d12, d4 (the skill of sensing other's motives - and his Level of Skill is Expert Quality).

Wu's dice come up 9 and 4, for a Score of 9. Her father's dice come up 9, 3, and 2 - also a Score of 9. Normally, this would be a Tie...

However, the father has an Expert Quality of Skill, whereas Wu's Quality is only Basic. Therefore, the father Succeeds and Wu Fails. After all, Wu's father is a master at seeing through deceptions.

Wu curses under her breath. She cannot wait for the day when her Fast-Talk Skill improves to Expert Quality and she's able to fool her domineering father. Of course, that will have to wait until after she's re-tiled the roof, as part of her punishment....

'5 or more': Overwhelming

If your Score is greater than your opposition by a margin of 5 or more, then you have an Overwhelming Success. Likewise, if you're beaten by a margin of 5 or more, you have an Overwhelming Failure.

Overwhelming results are something more than just typical results. A Failure to climb a tree is probably just lost time and lost pride; an Overwhelming Failure might mean a stumble and injury. A Success with a kick would mean damage to your opponent; an Overwhelming Success might be a blow so skilled that it knocks your foe down. The Players and the Game Host are encouraged to come up with little "extras" for Overwhelming results.

The Tests chapter and the Combat chapter list all sorts of outcomes for both results and Overwhelming results.

Honest Han tries to use a false vendor license to avoid arrest. Han rolls his Forgery Dice and scores a 3: the officer arresting him rolls his dice and scores an 8. This is no ordinary Failure for Han - it's an Overwhelming Failure! The Game Host rules that, had this been an ordinary Failure, the officer might've let Han go with a stern warning or perhaps a fine ... but this Forgery is so terrible that the officer decides to make an example of those who would so insult the intelligence of the servants of the law.

'All ones': Botching

If your Score is 1 (that is, all your dice came up showing 1, making 1 your biggest number), then you have Botched your roll.

Botches represent gross incompetence or negligence, or (sometimes) that one-in-a-million event that's just plain bad luck. Botches happen most often for those who attempt activities with little or no skill - especially for those who are only rolling a single die.

Example: In-Leng mixes up saltpeter, sulfur, and charcoal in her lab, trying to make gunpowder. She reaches a critical juncture and has to make a roll. Rolling a mere 1 d10, her die comes up a 1. In-Leng Botches her roll and is treated to a dire explosion! Ouch.

On an opposed roll, if both parties Botch - that is, they both Score a mere 1 - then the Game Host may rule that the result is a Tie, instead. A "double Botch" should be two incredible displays of ineptitude that amuse onlookers. Favored Rolls (p. 97) are much less likely to Botch.

On Simple Rolls, Bonuses Increase Dice Size

Sometimes, circumstances will be more favorable. You may be attacking someone from advantage, or perhaps you've taken more time or have better tools. You may receive a Bonus to your roll. A Bonus improves each of your Dice by one size. A d4 becomes a d6; a d6 becomes a d8; a d8 becomes a d10; and a d10 becomes a d12.

Example: Mai Li tries to convince the bartender to let him have "just one more glass of wine" before she closes up shop. Normally this would call for a roll: Mai Li's Mind & Fast-Talk of d10 & d6 vs. the bartender's desire to close up shop (which the Host decides is worth 2d10). However, Mai Li drops a few coins on the counter to make her more amenable. The Host rules that this gives Mai Li one Bonus.

Mai Li's dice increase in size: the d10 becomes a d12, and the d6 becomes a d8. Mai Li will roll d12 & d8 to try to win the contest.

Since d12s cannot increase in size, you carry over the size increase to your next smallest die. If all your dice become d12s, then include a new d4 and start increasing that one.

Example 1:

Shi Xintan decides to "Strike Sure" with his sword, which gives him one Bonus on his To-Hit Roll. Shi Xintan normally rolls d12 & d6.

His d6 increases to a d8.

His d12 can't increase, so that increase carries over to his next smaller die, the d8 - that one improves to a d10.

Shi Xintan will roll d12 & d10 to hit with his sword.

Example 2:

Later, Shi Xintan Focuses for one Round, then Strikes Sure using his Focus for a Bonus To Hit (p. 138). Now he has earned two Bonuses, which are good for two size increases on his dice.

His d6 increases to a d10.

His d12 can't increase two sizes, so the two increases carry over to his next smaller die: the d10. After one increase, it becomes a d12. There's one increase left - that one carries over to start a d4.

With two Bonuses, Shi Xintan's dice have become 2d12 & d4.

You can think of a Bonus as "one size increase per die." If you have one die, you get one size increase; if you have two dice, you get two size increases, etc. It might help to hold out one finger for each size increase, then put each finger away as you increase a die.

On Simple Rolls, Penalties Force Re-Rolls

Just like Bonuses represent improved circumstances, Penalties represent lack of time, poor preparation, and general misfortune. A Penalty forces you to re-roll all your Dice. Your final Score is the worse of the two rolls.

Example:

Du Cheng-fa, standing on a slippery river-bed, swings madly with his axe. With a lack of good footing, he's got a Penalty to his roll.

He rolls his dice of d12 & d10. The first time he rolls a 2 and a 5, for a Score of 5. The second time he rolls an 8 and a 4, for a Score of 8. Du Cheng-fa's worst Score out of both rolls is a 5, so that's what he's stuck with.

If you have two Penalties, then you must roll three times and take the worst out of the three rolls. If you have four Penalties, then you must roll four times, etc.

Example:

Shuang Fa-kuan is trying to scale a cliff in a torrential rain and at night. The Game Host rules that bad weather is worth one Penalty and that poor visibility is worth one Penalty. Shuang Fa-kuan will have to roll her Climbing Dice three times and take the worst out of all three rolls. She Scores a 7 the first time, a 1 the second time, and a 4 the third time. The worst Score is that 1 - a Botch! She curses her over-confidence as she finds herself plummeting to the ground below. Let's hope the rain has made the mud soft!

Bonuses and Penalties cancel one another out

If you have one Bonus, and one Penalty, you're back to "neutral." Likewise, if you have two Bonuses but one Penalty, then you have merely one Bonus.

Damage Rolls

The other common roll in Jadeclaw is the Damage Roll. Rather than simple results such as Success and Failure, a Damage Roll will result in either nothing, or one or more hits. The attacker rolls Damage Dice. The defender rolls Soak Dice.

For Damage Rolls, every die matters!

Unlike Simple Rolls (where only the highest-showing die matters), Damage Rolls will use every die.

Roll the Damage Dice. Arrange each one from highest-showing value to lowest-showing value. Roll the Soak Dice. Arrange each one from highest-showing value to lowest-showing value.

Compare the highest-showing Damage Die to the highest showing Soak Die:

- if the Damage Die's value is higher, the attacker scores one hit.
- if the Damage Die's value is higher by a margin of 5 or more, the attacker scores two hits.

Out of Soak Dice? The "imaginary 1"...

If there are more Soak Dice than Damage Dice, there's no problem. But what if there are more Damage Dice than Soak

Dice? If the defender runs out of Soak Dice, compare remaining Damage Dice to the number 1. Damage Dice that show 2 or more score one hit; Damage Dice that show 6 or more score two hits. Note that Damage Dice that show 1 never score hits, for any reason.

Botching on the Soak Dice - an extra hit!

If the Soak Dice come up all 1's (a Botch), then the defender suffers one hit, above and beyond all other hits. And rolling all 1's means that the Damage Dice are likely to hurt - a lot. Botches on Soak Rolls usually happen for combatants who aren't wearing any armor or otherwise protective gear.

On Damage Rolls, Bonuses Increase Dice Size

Just like Simple Rolls, a Bonus improves the size of your Damage Dice by one step. The most common Bonus for Damage is the "Strike Hard" Maneuver, explained in greater detail in the Combat chapter.

Example:

Magnificent Weasel decides to "Strike Hard" with his Empty-Hand Attack. His Damage Dice are normally d12 b d8, but the "Strike Hard" Maneuver grants him a Bonus. One size increase for each die means that the d12 stays the same, and the d8 improves to d12. Magnificent Weasel will strike for 2d12 Damage.

On Damage Rolls, Penalties Remove the Smallest Dice

Unlike Simple Rolls, a Penalty removes your smallest die from your mix. Don't even roll that die! Remove it before you even roll.

Example:

Fighting with a broken staff, Biaochi suffers one Penalty on Damage. Normally, he rolls 2d8 and d4 for Damage. With one Penalty, he throws out his d4 before he even rolls.

Bonuses and Penalties cancel one another out

Just like Simple Rolls, one Bonus cancels out one Penalty.

Combination Rolls: when one die roll is both a Simple Roll and a Damage Roll

Sometimes, a single roll might be compared as both a Simple Roll and a Damage Roll. Or your dice might be compared twice once for one use, again for another use. Until you get the hang of the rules, it's probably for the best to ask before you scoop your dice off the table, to check that there's not some other duty they might perform.

Example:

While defending a peasant from the depredations of foreign devils, Jupi is shot in the back by an arrow from a dishonorable barbarian's bow. First, the bow's Damage of d8, d6 b d4 is rolled vs. Jupi's Soak of d8 & d6. The Damage Dice come up 7, 6, and 2. Jupi's Soak Dice come up 8 and 3. As a Damage roll, 7 is less than 6, 6 is more than 3 (one hit), and 2 is more than an imaginary 1 (one hit). Jupi suffers 2 hits.

Since Jupi was injured, he now has to pass a Resolve Test, which is a Simple Roll: Jupi's Will 6 Resolve Dice vs. the Damage Roll he just suffered. Jupi will roll his d10 b d6 vs. the 7, 6, and 2 already sitting on the table. Jupi's dice come up 9 and 2. As a Simple Roll, Jupi has won a Success on the contest; he avoids being sent Reeling due to pain.

In Jadeclaw, there are a few times when a single die roll might serve more than one purpose. For example:

A Damage Roll that scores a Wound becomes a Simple Roll to be defeated in a Resolve Test (p.147).

A Simple Roll to Cast a magic spell vs. Difficulty Dice may turn those dice into Damage Dice to hurt an enemy (p.106).

Other Modifiers to Die Rolls

Besides Bonuses and Penalties, there are a few other ways dice might be modified.

Including more dice

A common way to modify a roll is to Include a new die. There's nothing too complicated here - simply throw that die in with the rest of them. Included dice are subject to Bonuses, Penalties, Favor, and Limits just like everything else.

Example:

Cowardly Zhu gives ground to the drunken gangster who attacks him - Zhu chooses to Retreat (p. 133) from the attack. Zhu is allowed to include an extra d8 - a Retreat Die - with the other dice he will roll to defend himself from the assault.

Remove dice before you roll, not after!

Some particular tricky martial arts might require you to Remove Dice. When you must Remove your biggest die, simply take that die out of the set you were about to roll.

Example:

Number 21 Mouth wants to use the "Attack Twice" maneuver, which requires her to remove her biggest die. Normally, she rolls 2d12, d10, and d4 to hit. Her biggest die is a d12, so she removes that one. Now she will roll d12, d10, and d4.

Limits put a cap on die size

Sometimes, no matter how good you may be, things just aren't right for you to realize your full potential. In game terms, your dice may be Limited in size.

When you have a Limit, reduce all dice bigger than the Limit to that Limit.

Example:

Wei Kuangrui is carrying too much equipment, and is suffering an Encumbrance Limit of d8. Wei Kuangrui normally has Dodge Dice of d12, d10, and d4. However, his Encumbrance Limit applies to those dice. Since no die can be bigger than d8, his Dodge Dice drop to 2d8 and d4.

Favored Rolls let you re-roll one 1

Sometimes, circumstances are "just right" for something you want to do. Your dice may become Favored.

On a Favored Roll, you may re-roll one 1. For example, if you rolled your d12, d10, & d8, and they came up 4, 6, and 1, you could re-roll the 1. If it came up 7, your Score has improved! If it comes up 1, then there's really no change.

You may only re-roll one 1. If you have a choice between multiple 1's to re-roll, you should choose the largest die.

The most common time a die roll is favored is when you are using Skill Dice for your Favored Use (p. 64), on a Simple Roll.

Slaying Damage: always 2 hits per die

Certain martial arts teach more effective ways of hurting your foes. Lucky hits may result in grievous injury. And some targets, especially unholy monsters, are unusually susceptible to certain kinds of attack. Sometimes, you might encounter Slaying Damage. For each Slaying Damage Die that is higher than a Soak Die, the attacker scores 2 hits - regardless of whether the die exceeds by 1 or by 5. In other words, every Slaying Damage Die does 2 hits

when it scores hits at all. Slaying Damage is more likely to be "maximized."

Enervated Damage: merely 1 hit per overwhelm, nothing otherwise

Some powerful magic, and some kinds of martial arts, may make you tougher. You might encounter Enervated Damage.

An Enervated Damage Die must defeat a Soak Die by 5 or more to score even 1 hit. Enervated Damage Dice that only defeat Soak Dice by 4 or less (or not at all) score no hits. In other words, each Enervated Damage Die scores 1 hit when it overwhelms a Soak Die, and nothing otherwise. Enervated Damage is greatly reduced compared to normal damage.

No Damage is both Slaying and Enervated - the two effects cancel each other out.

Kinds of Dice

All of your dice come from somewhere. Some of them represent experience and craft; some of the represent inborn talent. Some of them are part of the environment, while others are there because of what's going on at the moment.

Every die can be said to have one or more descriptions that goes with it. Some modifiers only work on certain kinds of dice. There's lots of kinds of dice you can have, but some of the common ones (and why the kind matters) are described here:

- Trait Dice represent generalized ability to do things. You have your Basic Trait Dice of Body, Speed, Mind, and Will, for doing the things that most everyone can get away with. Your Race Trait Dice represent instinct and your nature by birth. Your Career Trait Dice are your experience and your nature by upbringing.

- Skill Dice are specific abilities you learn to do certain things and to pass certain tests. When Skill Dice combine with Trait Dice, they are referred to simply by the name of the skill. For example, when Mercenary Career-Trait Dice combine with Resolve Skill Dice, it's simply called "Resolve Dice."

- To-Hit Dice are what you roll to hit someone. Defense Dice are what you roll to avoid being hit.

- The Retreat Die represents you giving ground to an attacker- it helps you defend, but you have to have somewhere to retreat to!

- Cover Dice represent shields, walls, plants, and other people in between you and an attack.

- When you use ranged weapons (such as a bow), you might try to shoot a target that's far away - and that target gets Range Dice to use to avoid being hit.

- Armor Dice are your protective equipment. Personal Soak Dice are your body's inherent ability to resist damage. Armor Dice might be removed or ignored because of special weapons and attacks, but you always get your Personal Soak Dice!

- If you are a Wizard, you use Casting Dice to craft a spell, rolling against its Difficulty Dice. In turn, the spell yields Effect Dice to use against other targets, who may oppose you - they may use their Resistance Dice to lessen or shrug off your magic.

... and so on. Whew! There's quite a lot of this stuff, but don't worry about memorizing it all at once. The rules are pretty clear when to use what kinds of dice, and how they are modified.

Frequently Asked Questions about Dice Rolling

There seems to be a lot of "randomness" and "dice rolling." Why is that?

The purpose of dice-rolling is to add drama and suspense to the game. When you roll a die, you have some idea what's going to

come up, but what will come up is uncertain. Anyone, at any time, could Botch a roll. As a tip for Game Hosts: try not to overuse dice rolls. Don't roll dice if it appears it's going to be a tedious exercise. If everyone is reasonably assured of the outcome of some event, use Host fiat to decide what it will be and move on. The amount of "dice-rolling" vs. "intuition" is a matter of personal taste and will vary from gaming group to gaming group. A good rule of thumb is that if the character is rolling dice that are the same size (or bigger) in the same quantity (or more), and that what they're doing is neither dire (i.e., has dreadful consequences if it fails) or contested (i.e., no one is actively trying to stop them), then they can just declare Success without rolling.

Example:

No Zim Ta wants to repair his broken crossbow, an intermediately difficult task of 2d8. He has a Mind Trait of d10 and a skill of "Craft: Bowyer" of d8. With a combined skill roll of d10 & d8, that's more than the 2d8 difficulty. As long as things are nice and quiet (no rush jobs, no improvised materials, etc.), No Zim Ta should just be able to declare a simple Success and fix his crossbow.

When the text says, "roll 2d6," do I add those dice together?

No. For a Simple Roll, you only take the bigger of those two dice. For a Damage Roll, you'll be comparing each of those dice against someone else's dice. There are very, very few occasions where you add dice together, and these are emphatically noted in the text. For the most part, "what you see is what you get" what's on the die is what you use.

Why aren't dice added together?

In Jadeclaw, everyone has a chance of beating someone else in a Contest. Even if your opponent is rolling 4d12 and you're stuck with only 1d4, you could roll a four and they could roll all ones. It's also simpler to tell if you "Overwhelm" someone or not-only scores of 6 and up Overwhelm... and if you Score a 8 or better, you yourself can't be Overwhelmed. After a while, these comparisons may come quickly to you, which is our goal when we designed this system.

What is the proper sequence of modifiers for Simple Rolls?

1. Include any new dice.
2. Remove dice, as directed.
3. Limit die size, as directed.
4. Use Bonuses (if any) to increase die size.
5. Roll.
6. If the dice are Favored, re-roll any one 1.
7. Note the Score.
8. For each Penalty, go back to Step 5, and roll again.

What Is the proper sequence of modifiers for Damage Rolls?

1. Include any new dice.
2. Remove dice, as directed.
3. Limit die size, as directed.
4. Use Bonuses (if any) to increase die sue.
5. For each Penalty, remove the smallest die.
6. Roll.
7. If the dice are Favored, re-roll any one 1.
8. Compare dice.

When are Trait Dice included with Skill Dice?

A Race or Career Trait that is written to be included with a Skill is always included with that skill. For example, the Mercenary Trait Dice are always included with Hagglng, and the Bear Trait Dice are always included with Wrestling.

The four basic Traits of Body, Speed, Mind, and Will may or may not be included with a Skill; it depends on circumstance. For example, if one is trying to sneak past vigilant guards, the Game Host may rule that Speed applies to Stealth ... but for skulking in some darkened alcove, waiting for people to leave, that's something else - probably Will to summon the strength to remain still. Specific Tests will mention specific dice.

As a general rule, here are when the four Basic Traits should be included:

- **Body:** for tests involving physical size or strength, such as Intimidating folks or consuming large quantities of alcohol (I.E., Carousing). Note that folks with the Gifts of Strength or Robustness may roll increased dice.
- **Speed:** for all To-Hit Rolls with weapons, and for all Defense Rolls (I.E., Parry, Dodge, and Block Rolls). Also for many uses of "gross motor skills," such as Acrobatics. Not for "fine motor skills" such as repairing watches or picking locks.
- **Mind:** for anything involving "bookish" or learned thinking, such as doing math or puzzling through long legal documents. Often included with Know Tests to see to recall something. Also, Observation Tests, Ambush Tests, and anything else involving "quick wits." For Influence Tests where craft and cleverness are more important than stubbornness. For anything where being

smart and book-Teamed would help. Not for things based on intuition or supernatural ken, such as Augury or Meditation.

- **Will:** with all uses of the Resolve Skill. For anything where steadfastness and willpower would apply. For Influence Tests where confidence and self-image is important.

Players are encouraged to come up with creative ways to include their Traits to the uses of Skills.

How big should Difficulty Dice be?

For Contests, you will be rolling against someone else's dice. For example, to win at a wager on a game of dominos, you might roll your Gambling Dice vs. your opponent's Gambling Dice. As the Game Host, sometimes you may ask players to roll against a fixed Difficulty Dice. The Tests chapter (p. 103) covers this in lots of detail, but here's a general guideline:

Difficulty of Test	Suggested Difficulty Dice
Trivial	d4
Simple	2d4
Routine	2d6
Intermediate	2d8
Difficult	2d10
For Experts Only	2d12
For Heroes Only	3d12
For Legends Only	4d12

For example, Climbing a ladder would probably be a Simple Test (2d4), whereas Climbing a tree might be Routine (2d6), Climbing a cliff might be Intermediate (2d8), Climbing an old temple's wall might be Difficult (2d10), and Climbing a modern castle wall might be For Experts Only (2d12).

Summary of Die Rolls

Simple Rolls

Your Best die Showing is...	Simple Comparison
A "one"	Botch
Less than your opposing die by 5	Overwhelming Failure
Less than your opposing die	Failure
Tied with opposing die	Tie
Greater than opposing die	Success
Greater than opposing die by 5	Overwhelming Success

Bonus: increase all dice by one size.

Penalty: roll again, take worse of the two

Scores.

Damage Rolls

Each Damage Die vs. Soak Die...	Damage
A "one"	no hits
Less than your opposing die by 5	no hits
Less than your opposing die	no hits
Tied with opposing die	no hits
Greater than opposing die *	one hit
Greater than opposing die by 5 **	two hits

Bonus: increase all dice by one size.

Penalty: remove smallest die before rolling.

* Slaying Damage =2 hits/ Enervated

Damage=no hits t

**Enervated Damage =1 hit

Summary of Levels and Bonuses

Level	Dice	One Bonus	Two Bonuses	Three Bonuses	Four Bonuses	Five Bonuses	Six Bonuses
none	zero	d4	d6	d8	d10	d12	d12 & d4
1	d4	d6	d8	d10	412	412 & d4	412 & d6
2	d6	d8	d10	412	412 & d4	412 & d6	412 & d8
3	d8	d10	412	412 & d4	412 & d6	412 & d8	412 & d10
4	d10	412	412 & d4	412 & d6	412 & d8	412 & d10	2d12
5	412	412 & d4	412 & d6	412 & d8	412 & d10	2d12	2d12 & d4
6	412 & d4	412 & d8	2d12	2d12 & d6	2d12 & d10	3d12 & d4	3d12 & d8
7	412 & d6	412 & d10	2d12 & d4	2d12 & d8	3d12	3d12 & d6	3d12 & d10
8	412 & d8	2d12	2d12 & d6	2d12 & d10	3d12 & d4	3d12 & d8	4d12
9	412 & d10	2d12 & d4	2d12 & d8	3d12	3d12 & d6	3d12 & d10	4d12 & d4
10	2d12	2d12 & d6	2d12 & d10	3d12 & d4	3d12 & d8	4d12	4d12 & d6
11	2d12 & d4	2d12 & d10	3d12 & d6	4d12	4d12 & d8	5d12 & d4	5d12 & d10
12	2d12 & d6	3d12	3d12 & d8	4d12 & d4	4d12 & d10	5d12 & d6	6d12
13	2d12 & d8	3d12 & d4	3d12 & d10	4d12 & d6	5d12	5d12 & d8	6d12 & d4
14	2d12 & d10	3d12 & d6	4d12	4d12 & d8	5d12 & d4	5d12 & d10	6d12 & d6
15	3d12	3d12 & d8	4d12 & d4	4d12 & d10	5d12 & d6	6d12	6d12 & d8
16	3d12 & d4	4d12	4d12 & d10	5d12 & d8	6d12 & d6	7d12 & d4	8d12
17	3d12 & d6	4d12 & d4	5d12	5d12 & d10	6d12 & d8	7d12 & d6	8d12 & d4
18	3d12 & d8	4d12 & d6	5d12 & d4	6d12	6d12 & d10	7d12 & d8	8d12 & d6
19	3d12 & d10	4d12 & d8	5d12 & d6	6d12 & d4	7d12	7d12 & d10	8d12 & d8
20	4d12	4d12 & d10	5d12 & d8	6d12 & d6	7d12 & d4	8d12	8d12 & d10