

APOCRYPHA

The Children of Lorath

Resolution summary

Rolling dice

First, discover how many “elements” a particular action requires: an attribute by itself, or a skill value and two attribute values, and so on. Then calculate a target number by adding the values of the elements involved.

Roll a number of dice equal to those elements (one, two, or three); add them up. If the sum is equal or less than the target number, the action is successful.

Skills and Gifts have three elements: two attribute values and the value of the Skill or Gift.

Lluva uses her Intimidation skill (4), which is based on Charisma (5) and Strength (4). The target number is 13; Maura rolls three dice and adds their values to see whether she gets 13 or less.

Lluva uses her Teleperceptive/Space Gift (3) to investigate something. Like all psionic Gifts, it relies on the attributes Intelligence (5) and Sensitivity (4). The target number is 12; Maura rolls three dice and adds their values to see whether she gets 12 or less.

When a Trait is relevant to a given roll, raise or decrease the attribute associated with the Trait by the Trait’s value. A Trait is always either positive or negative by definition.

Maura notes that Lluva has the Trait “Attractive,” rated at 3 and associated with Charisma. She convinces the other members of the group that Lluva’s Attractiveness applies in the above intimidation-situation. Her Charisma is raised to 8, which increases her target number to 16.

Conversely, if she had been rolling her Melee skill (target number 12), and the situation concerned her negative Obsession of 2, then her Wits would be reduced by 2 and her target number would be 10.

Knowledge skills have two elements, the Skill value and Intelligence, and two dice are rolled. Traits apply in full.

Lluva draws upon her knowledge skill Criminology (3) to analyze a situation. Her Intelligence is 5, so the target number is 8; Maura rolls two dice. Her trait Eidetic Memory applies, raising her Intelligence by 4, for a final target value of 12.

Backgrounds have only one element, the Background value itself, and only one die is rolled.

Lluva makes use of her Contacts (4) in order to do something sneaky. Maura rolls a single die with a target number of 4.

Re-rolls

When an attribute of 5 or 6 is being used, the player may re-roll a die per such attribute, taking the better (lower) of the results.

In the above use of Intimidation, Lluva has Charisma 5. She rolls three dice, getting 6, 6, and 5 = 17, which fails the roll. However, the attribute of 5 permits her to re-roll a die, and she chooses one of the 6's, re-rolling it to get a 2. She takes the 2 instead of the 6, for a total of 13, succeeding at her intimidation.

In the above use of Criminology, Lluva has Intelligence of 5, raised to 9 by a trait, for a final value of 12. She rolls two dice, getting a 6 and a 6, failing the roll regardless of its total. She may re-roll one die, and gets a 3. Her total value stands at 9, succeeding at the roll.

Adjustments due to Traits, positive or negative, do count toward this rule.

Lluva attempts to employ her Politics knowledge skill, rated at 3. Her Intelligence is 5. She ordinarily would roll two dice against a target number of 8, but in this particular case, her Blindness is relevant, reducing her intelligence by 6, for a final target number of 2. Also, since her Intelligence is no longer 5, she also loses the re-roll privilege for this action.

Successes

Successes are calculated as the difference between the target number and the actual value rolled, for a successful roll.

Lluva's target number for her Intimidation roll was 16, and she rolled a 13. She succeeded with three successes. If her subject was resisting with

Successes are also used for chaining tasks together, increasing the target number for relevant subsequent rolls. (This is a great deal like rolling-over victories in Sorcerer and augmenting in Hero Wars.)

Lluva's Criminology might have preceded her Politics roll. Let's say this was the case, and that the first roll is relevant to the second. She succeeded in Criminology with three successes (see above), and they are now treated as much-needed bonus points for the Politics roll, increasing the target number by 3 for a final value of 5.

Successes are also used when two rolls are opposing one another in some way, most typically, dodging an otherwise-successful blow. The roll with more successes wins and in many cases the difference in successes determines secondary effects (e.g. damage).

Critical results

If you roll all 6's, it's an automatic failure. If you roll all 1's, it's a critical success. The latter is often relevant when attacking, as critically successful hits cannot be parried or dodged except by similarly-critical results.

Orders and influencing: a crucial, unique conflict type

Whenever one character is inducing another to do something against his or her better judgment, then the following rules trump any other rules.

1. Roll relevant skills and Gifts for both attacker and defender. Normal re-roll rules apply. Total any successes. (Note: the Protect Self Gift does count for defending.)
2. Add the attacker's and defender's successes from step 1 to the attacker's Charisma and to the defender's Will, respectively.
3. Each character makes a single-die roll with the current values of Charisma and Will as the target number. No re-rolls apply.

The rules do not state whether Traits apply to increase Charisma and Will, but I imagine they do.

Reminders about psionics

You may utilize more than one psionic Gift in a single action. In fact, most really effective actions will require doing so. This occurs in two ways.

1. Many of the Gifts are already indicated as “passive,” which effectively means always-on. However, in stressful situations, the GM will call for a roll to see how *well* it operates, especially in conjunction with an active Gift being used.

Lluva is psionically attacked by someone while activating her psychic blade (Energy/Positive). Her passive Gift Protect Self is always-on, so she does roll her Protect Self as a “free” defense, and preserves her attempt to activate the blade. No penalty or other modifier is involved.

2. To use two active Gifts simultaneously, the character be in a state of meditation, from using the Meditation skill. The meditation successes set the limit for how many psionic successes may be gained. Also, for every Gift past the first, the target value is lowered by 2.

Lluva attempts to use Teleperceptive Thought (4) to probe someone's mind simultaneously with Kinetic/Other (5), to slam him against a wall. Her Wits (5) and Sensitivity (4) result in target numbers of 13 and 14, respectively. To do this, she must already have meditated, let us say scoring two successes on that roll. So no matter what, each Gift can gain a maximum of two successes regardless of how many are actually rolled. Also, the Gift she rolls second has its target number reduced by 2 – let us say it's the Teleperception, so its target value is now 11.

Note that the Meditate skill requires at least a full hour before making the roll is permitted. It also seems reasonable that one may not do a whole lot between making that roll and then using the Gifts simultaneously.

Somewhat confusingly, successes from a meditation roll can also be used to increase the target value on a Gift roll. Slight rules interpretation: this use makes sense only when one Gift is being employed.

Fighting and damage

Initiative

Everyone rolls 1d6 and adds Wits + Reflexes, and actions proceed in order from highest to lowest. The rules are not clear whether announcements precede this process, or whether a character chooses what to do on his or her turn.

Damage modifiers and relevant Traits affect the results as well. Whether attributes of 5 or 6 provide the privilege to re-roll is not mentioned.

Hitting and not being hit

Attacks succeed as normal skills. Note that a critical success may only be successfully defended against with a critical defense roll.

Upon being hit, the target character has three means of defense:

- **Dodging:** roll Dodge skill as normal. A single success negates all attack, regardless of the attacker's successes.
- **Parrying:** roll appropriate skill as normal (the book does not specify where a "parry" skill comes from). Successes subtract from the attacker's successes on a 1:1 basis. Note: a critical success on a parry permits an immediate free counter-attack which cannot be defended against by dodge or parry.
- **Armor:** armor is rated by level. If the armor's type matches the weapon's type, then the level is subtracted from the attack's successes.

How much damage

After defense is accounted for, if the attacker has any successes remaining, then the target has been hurt. All weapons have an indicated damage modifier; e.g. a psychic blade has a modifier of 3. Multiply the number of successes by this modifier to determine the actual damage suffered.

Note as well the weapon's type: energy or physical. This may affect what sort of damage is being done. In most cases, the final value is applied separately to *both* Life Points and Stun Points.

Injury track

The boxed-chart at the bottom of the character sheet is marked left to right by fractions of one's total Life Points. Damage is marked from left to right; when one's Life Points are reduced to the indicated levels, penalties begin to apply.

The same thing is happening with Stun Points, simultaneously. We'll mark the actual sheets to show where the penalties kick in, and to what.

Some attacks will do only Stun damage, in which case the final damage value is doubled and applied only to the Stun Points track. Stun Points may never exceed Life Points.

The rules clearly state that reaching 0 Life Points does not kill the character if the GM so decrees.