

† BEYOND THE THRESHOLD 101 †

† BASICS †

DICE POOL

All rolls except damage and spell effects use d100 (d%+d10)

Rolling low is good (000 = 0, not 100)

If situational advantages are in effect, gain boon dice

- Subtract boon dice results from roll

If situational disadvantages are in effect, suffer bane dice

- Add bane dice results to roll



ATTRIBUTE ROLL, SAVE ROLL, OR SKILL ROLL

Roll dice pool (d100 + any bane or boon dice in effect)

Compare result to applicable Attribute Score, Save Score or Skill Score

If result \leq Score, success; if result $>$ Score, fail

If result within critical range, critical success- something good may happen per Table 6.13.2

If result within perfect range, perfect success- something good may happen per Table 6.13.2

If result is 95-98, critical fail- something bad may happen per Table 6.14

If result is 99, epic fail- something bad may happen per Table 6.14



MAKE A MELEE ATTACK!

Roll dice pool (d100 + any bane or boon dice in effect)

Add opponent's To-Be-Hit modifier to the roll result

Compare result to Melee Attack Score

If result \leq Melee Attack Score, success; if result $>$ Melee Attack Score, fail

If result within critical or perfect range, critical or perfect hit

If result is 95-98, critical fail- target opponent makes counterattack

If result is 99, epic fail- target opponent makes counterattack with boon die

MAKE A RANGED ATTACK!

Roll dice pool (d100 + any bane or boon dice in effect)

Add opponent's To-Be-Hit modifier to the roll result

Compare result to Ranged Attack Score

If result \leq Ranged Attack Score, success; if result $>$ Ranged Attack Score, fail

If fail when targeting an opponent engaged in combat with your ally, roll Luck

- If Luck roll fails, you accidentally hit your ally!

If result within critical or perfect range, critical or perfect hit

If result is 95-98, critical fail- bad stuff happens per Table 6.14

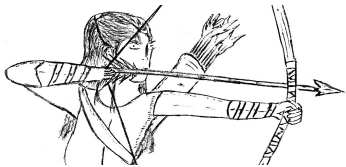
If result is 99, epic fail- bad stuff happens per Table 6.14

CRITICAL AND PERFECT HITS

Critical hit: automatic hit, deal damage at increased value, overcome damage resistance, chance of inflicting wound (roll Luck)

Perfect hit: automatic hit, deal damage at two increased values, overcome damage resistance, inflict wound, archetypal special effect

† COMBAT †



CAST A CLERIC SPELL!

Roll dice pool (d100 + any bane or boon dice in effect)

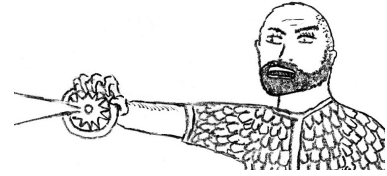
Compare result to Spellcasting Score

If result \leq Spellcasting Score, success; if result $>$ Spellcasting Score, fail

If result within dynamic, critical, or perfect range = dynamic, critical, or perfect success

If result is 95-98, critical fail- lose failed spell for day (unless basic spell)

If result is 99, epic fail- lose failed spell for day (unless basic spell) and immediate Crisis of Faith!



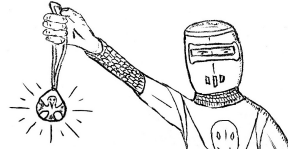
AFTER CASTING A CLERIC SPELL - MAGIC COSTS FAITH/FAVOR WITH DEITY!

Low-level spell: decrease Current Faith/Favor Score by one point on success or by two points on fail

Mid-level spell: decrease Current Faith/Favor Score by two points on success or by four points on fail

High-level spell: decrease Current Faith/Favor Score by three points on success or by six points on fail

If Current Faith/Favor Score hits zero- Crisis of Faith!



CAST A WIZARD SPELL!

Roll dice pool (d100 + any bane or boon dice in effect)

Compare result to Spellcasting Score

If result \leq Spellcasting Score, success; if result $>$ Spellcasting Score, fail

If result within dynamic, critical, or perfect range = dynamic, critical, or perfect success

If result is 95-98, critical fail- lose failed spell for day

If result is 99, epic fail- lose failed spell for day and mind immediately warps!

AFTER CASTING A WIZARD SPELL - MAGIC WARPS YOUR MIND!

Low-level spell: increase Madness Score by one point on success or by two points on fail

Mid-level spell: increase Madness Score by two points on success or by four points on fail

High-level spell: increase Madness Score by three points on success or by six points on fail

If Current Madness Score hits Madness Threshold- mind warps!

