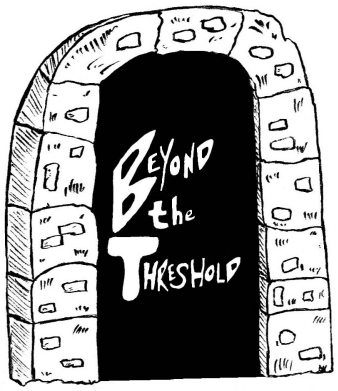
† BEYOND THE THRESHOLD 101 †

† 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



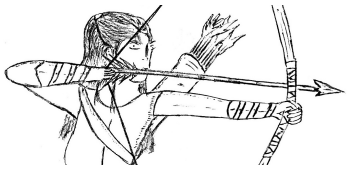
Roll dice pool (d100 + any bane or boon dice in effect)
Compare result to applicable Attribute Score, Save Score or Skill Score
If result ≤ Score, success; if result > Score, fail
If result within critical range, critical success- something good may happen per Table 6.13.2
If result within perfect range, 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

† COMBAT †



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 ≤ 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 ≤ 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

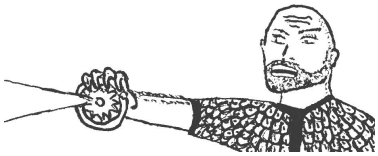


CRITICAL AND PERFECT HITS

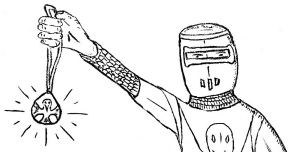
Critical hit: automatic hit, deal damage at increased value, overcome damage resistance, chance of inflicting wound (roll Luck)
Perfect hit: automatic hit, deal damage at two increased values, overcome damage resistance, inflict wound, archetypal special effect

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† THEURGY †



CAST A CLERIC SPELL!
Roll dice pool (d100 + any bane or boon dice in effect)
Compare result to Spellcasting Score
If result ≤ 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!

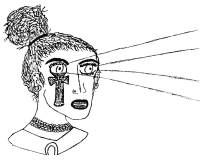


AFTER CASTING A CLERIC SPELL - MAGIC COSTS FAITH/FAVOR WITH DEITY!
Low-level spell: decrease Current Faith/Favor Score by 1 point on success or by 2 points on fail
Mid-level spell: decrease Current Faith/Favor Score by 2 points on success or by 4 points on fail
High-level spell: decrease Current Faith/Favor Score by 3 points on success or by 6 points on fail
If Current Faith/Favor Score hits zero- Crisis of Faith!



† SORCERY †

CAST A WIZARD SPELL!
Roll dice pool (d100 + any bane or boon dice in effect)
Compare result to Spellcasting Score
If result ≤ 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 1 point on success or by 2 points on fail
Mid-level spell: increase Madness Score by 2 points on success or by 4 points on fail
High-level spell: increase Madness Score by 3 points on success or by 6 points on fail
If Current Madness Score hits or exceeds Madness Threshold- mind warps!

† LUCK †

EXPENDING LUCK
Reduce Current Luck Score by X points to reduce result of roll by X
Cannot expend Luck Points to obtain a critical or perfect success or to negate a critical or epic fail
Cannot expend Luck Points to increase damage rolls
Cannot expend Luck Points to reduce a Luck Roll
Can expend Luck Points to reduce a spellcasting result to change a basic success to a dynamic success
If expending Luck Points to reduce a Save Against Death roll, both Current and Maximum Luck Score is reduced
If Current Luck Score is reduced to zero, player is functionally dead

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