# Skill tests

## Before the roll

Explain how you make the test, the goal of it and establish consequences with GM before you roll.

## The roll

Successful if one or more sixes is rolled. Extreme cases require up to three sixes.

### Other modifiers

* Talents.
* Equipment.
* Allies helping, max +3 per test.
* Each *Condition* subtract 1 from relevant skills.
* Advantage +2. Max once per session.

## Pushing a roll

You may choose to gain a *Condition* matching the skill and retry a test. Max once per test.

## Helping

If you can describe how your action is helping a PC making a test, that PC gains +1. Max +3 from other PCs helping per test. You cannot help someone if you are already performing an action e.g. everyone is sneaking past a possessed guard.

# Conditions

Two types of Conditions: Mental (Logic, Empathy) and Physical (Physique, Precision).

## Gaining Conditions

* *Pushing* a skill test.
* Failing a dangerous skill test.
* Getting hit in combat.

## Loosing Conditions

## Broken and critical injuries

# Combat

## Initiative

Everyone draws a card. Lowest number goes first. Players can swap initiative at the start of the round.

## Actions

Two actions per round: A *slow action* and a *fast action*. You can convert your slow action to a fast action.

## Describing actions

Every action must be described. No “*I rolled two sixes to hit, I deal two damage.*”, instead bring life to the game with descriptions like: “*I lunge forward, their counterattack only scraping my chin, and bury my blade in their chest.* *I deal two damage.*”

## Zones

Combat distance is abstracted into zones. Zones depend on terrain.

## Fighting Vaesen

Can very rarely be killed by steel and must instead be defeated by performing unique rituals.

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