Affinity: Fracture

Starter's Guide

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Power demands sacrifice. You are the price.

A tabletop RPG where your dice are your life—and power costs everything.

Everything You Need for Your First Game.
Read in minutes. Play for hours.

The One Rule You Must Understand

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There are NO hit points. You have Hit Dice — actual individual dice that exist or get destroyed.

You have 5d10 body dice = five separate d10 dice

Take 1 damage, fail defense roll = lose 1 dice → now you have 4d10

You don't subtract points. You lose DICE.

How to Roll

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There are two types of rolls in Affinity: Action Rolls and Defense Rolls. It is recommended to have multiple d6s (at least two colors) plus a set of polyhedral dice (d4, d8, d10, d12, d20).

Action Rolls (d6 Dice Pools)

When you attack, cast spells, or use abilities, roll d6s and count successes. The threshold depends on the action's tier:

Action Tier	Success Threshold	What Counts
Basic	2+	2, 3, 4, 5 = 1 success; 6 = 2 successes
Advanced	3+	3, 4, 5 = 1 success; 6 = 2 successes
Expert	4+	4, 5 = 1 success; 6 = 2 successes
Legendary	5+	5 = 1 success; 6 = 2 successes
Ultimate	6	6 = 2 successes

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Defense Rolls (Armor/Body Dice)

When you defend, roll **your actual armor or body dice** (d4, d6, d8, d10, d12, d20, etc.).

Defense always uses the same success threshold:

5+

DEFENSE DICE SURVIVAL

Roll 5+ to survive. Bigger dice = better odds.

d4   0% — Absorbs one hit. Always destroyed.

d6 33% — Light. Fragile protection.

d8 50% — Medium. Coin flip survival.

d10 60% — Heavy. Built to last.

d12 67% — Shields & magic. Hard to break.

Your armor is your lifeline. Invest wisely.

Example: You have 2d8 armor. Take 2 damage, roll both → 7, 3 → One survives (7 ≥ 5), one destroyed (3 < 5). You now have 1d8 armor.

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Action Resolution (The Core Loop)

Every action in Affinity follows this pattern:

1. Declare what you're doing (and its tier)

2. Roll your d6s (Proficiency + any exertion)

3. Count successes (based on the action's threshold)

4. Check requirements (did you meet required successes?)

5. Apply effect

At Level 1

· Proficiency = 1 (you roll 1d6 for most actions)

· Most actions are Basic: 2+ threshold, need 1 success

· That's it. Roll 1d6, get 2+ = you succeed.

Exertion (Risk for Reward)

Want more dice? Exert. But there's risk.

· Add extra d6s to your roll (up to Proficiency per action)

· If you roll a 1 on an exertion die: Lose 1 HD from your pool

At Level 1 (Proficiency 1): You can exert 1 extra die per action.

Example:

· Base roll: 1d6 (Proficiency)

· Add exertion: +1d6

· Roll 2d6, get 6, 1 → 2 successes, but lose 1 HD!

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Exert. Survive. Fracture.

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Your Turn in Combat

Movement: 10 yards (doesn't cost an action)

Actions: You get 2 actions per turn

· Attack, use ability, defend, help an ally, etc.

· Most things at Level 1 are Basic actions (easy to do)

Free Actions: Drop something, say something brief

Attacking

1. Roll Proficiency d6s (+ any exertion)

2. Need: 1 success at 2+ threshold (for Basic attacks)

3. Extra successes: +1 damage each (capped at Proficiency)

At Level 1: Roll 1-2d6. Any die showing 2+ counts.

Example:

· Attacking with a sword (Base 1 HD damage, Basic tier = 2+ threshold)

· Roll 2d6 (Prof 1 + Exert 1), get 5, 3

· Both are 2+ → 2 successes → hit for 1 base + 1 bonus = 2 HD damage

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Defending

When you take damage:

1. Attacker declares damage (e.g., "3 HD damage")

2. You roll defense dice from outermost layer (armor first, then body)

3. 5+ = that die survives, damage cancelled

4. 4- = that die is destroyed, move to next die

At Level 1

· Defense Capacity = 1 (you get 1 defense roll per attack)

· Roll 1 defense die. If 5+, cancel 1 damage. If not, lose that die.

· Any remaining damage = auto-lose dice from your pool.

Example:

· Take 3 HD damage, Defense Capacity 1

· Roll 1d8 (armor) → 6 = success, cancel 1 damage, armor survives

· 2 HD remaining, no rolls left → auto-fail → lose 2 armor dice

· If armor runs out, start losing body HD

Hit Dice Tracking

Your character sheet shows dice pools:

Body HD: ▢ ▢ ▢ ▢ ▢ (5d10 body dice)

Armor: ▢ ▢   (2d8 armor dice)

When you lose dice, cross them off. When they're gone, they're gone.

At 0 Body HD: You're in trouble (*see Resolve below*).

Resolve (Mental Fortitude)

Everyone starts at Resolve 5. It rarely drops at Level 1.

When Resolve drops (rare at L1):

- Taking massive damage in one round

- Using maximum exertion repeatedly

- Failing difficult actions

Don't worry about Resolve yet. Your GM will tell you when to check.

Resting

Rest (30 min - 8 hours, "threatened"):

- Regain 1 HD (at Level 1)

- Regain 1 Resolve

- Max 2 per day

Recover (6+ hours, safe place):

- Regain ALL HD

- Regain ALL Resolve

- Restore armor

What You DON'T Need to Know Yet

These exist in the full rules, but ignore them for Session 1:

- ❌ Expert/Legendary/Ultimate actions (require higher Proficiency)

- ❌ Complex Resolve death spiral (just know: 0 HD + 0 Resolve = death)

- ❌ Social Duels (your GM handles these)

- ❌ Travel mechanics (your GM handles these)

- ❌ Multi-target action scaling (just roll and see what happens)

- ❌ Affinity Dice (learn after you've played a session)

Quick Reference Card

Stat	Level 1 Value
Proficiency	1
Exertion Cap (per action)	1
Defense Capacity	1 roll per attack
Resolve	5
Movement	10 yards
Actions	2 per turn

Roll Result	Meaning
5	1 success

| 6 | 2 successes |

| 1-4 | Nothing |

| 1 on exertion die | Lose 1 HD |

| Action Tier | Threshold | At Level 1? |

|------------|----------|------------|

| Basic | 2+ | ✅ Yes |

| Advanced | 3+ | ✅ Yes (harder) |

| Expert+ | 4+, 5+, 6 | ❌ Not available |

You're Ready

That's everything you need. When in doubt:

1. **Tell the GM what you want to do**

2. **Roll your d6s**

3. **Count 5s and 6s**

4. **The GM tells you what happens**

Welcome to Affinity. May your dice roll high.