

# Fantasy Dice One Page Primer

This is a one page primer for players of Fantasy Dice roleplaying.

This is in no way a complete representation or summary, but intended to explain – briefly – the most fundamental concepts that everything builds on. It is assumed that the reader is familiar with roleplaying games.

For the full Fantasy Dice system and the fantasy roleplaying game **Crimson Exodus**, visit [www.RadicalApproach.co.uk](http://www.RadicalApproach.co.uk).

## How It Plays

Whether a hero or villain, you play someone exceptional. You will have abilities that most people do not. Yet, know your limitations. Avoid confrontations where you do not have the advantage. Know your enemy and take a shield. Do not expect balanced encounters or a fair world. Pick your challenges. Dice rolls are final and combat can be brutal and fast. If you don't want to take the risk, don't make the roll. Use triggers to get through bad times.

The game tells the story of the players' characters. You are the focus. You decide how your character behaves. You get to describe all of his or her actions and emotions. You also control your allies and pets in any conflict scene, and you will often have a lot of influence over anything that involves them. Pick an interesting ally, but also an exciting enemy.

## Rolling Dice

Four, six, eight, ten and twelve sided dice are used – these are abbreviated: **D4**, **D6**, **D8**, **D10** and **D12**. You never need to add bonuses or subtract penalties from the dice result. There is no counting of successes. You simply roll the dice and the highest roll is your result.

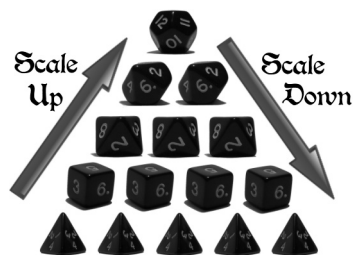
Almost all rolls will be **skill rolls**. Skills are rated with the dice you can roll for that skill from D4 to D12. Every skill is associated with an **attribute** (*strength, agility, dexterity, sight, cunning, wisdom, demon, spirit*). Roll a number of skill dice equal to your attribute rating (*the average attribute rating is 2*). So Melee D6 with Agility 2 would mean you get to roll 2D6.

All skills have specialities that add a single bonus die to the roll. So for example Melee (swords) would mean rolling 3D6 when using swords.

## Scaling

You can **scale** the type of die rolled up or down. To scale up to a higher die you must drop one die. When you scale down you get to add a die. You can scale all the way down to D4, and up as long as you have at least one die left.

The image to the right shows how 3D8 can be scaled up to 2D10 or 1D12. Alternatively it can be scaled down to 4D6 or 5D4.



## Attribute Roll

When you need to make an attribute roll, roll D8 equal to the attribute rating. Most notable is Demon, as it is your reflex/initiative. A Demon of 2 would be 2D8.

## Difficulty

Whether skill or attribute roll it will either be a contested roll, or the GM will assign a difficulty for you to match or beat.

Difficulties: **Easy** (2), **Tricky** (4), **Hard** (6), **Severe** (8), **Extreme** (10), **Insane** (12).

## Degree of Success / Failure

So to beat *hard* roll 6 or higher on at least one die. How much you beat or fail the difficulty with determines the degree of success.

Success: **Marginal** (+0 or +1) **Normal** (+2 or +3) **Exceptional** (+3 <)

Failure degrees mirror that of success (except 0).

## Blunders and Perfect Rolls

Rolls are always an *exceptional* failure if all the dice end up as a one. If all the dice rolled are the maximum result for the die type, add a +2 bonus for each die rolled beyond the first.

## Penalties

Penalties are always in the form of dice subtractions. All penalties stack, but wound penalties do not stack with each other.

**Grievous Wound** (-1D), **Grim Wound** (-2D), **Exhausted with Fatigue** (-1D), **Drained with Fatigue** (-2D), **Armour Penalty** (-1D/-2D), **Stunned** -1D.

## Social Conflict

Social conflicts are roleplayed and then a roll is made with the appropriate social skill. The bias of the other party and how well the dialogue is roleplayed determines any penalty or bonus dice.

## Triggers

You can spend triggers to **Do Your Best** or for a **Desperation Roll** after a bad roll. You can **Keep Going** to ignore fatigue for a scene, or make a **Heroic Effort** if your action is directly supported by a characteristic or aspiration. You can trigger **Not As Bad As It Looks** to reduce a wound to *nasty*, or even **Dodge Death**.

Triggering a characteristic or aspiration is done with a colourful description and handing the GM a spent trigger. If you can't justify it with a characteristic or aspiration the cost is doubled. Spent triggers are returned by taking penalties and roleplaying.

## Final Words

Note that experience points are earned for roleplaying, ideas, insight, achievements and so on – not for killing things.

Have fun, and remember to be an active participant and contribute to the game!

