

# RULES SUMMARY

Only players roll dice!  
Only ask closed questions!

## MAIN DIE RESULTS

Roll	Do you get what you want?
6	<b>Yes, and...</b> – You get what you want, and something else.
4	<b>Yes...</b> – You get what you want.
2	<b>Yes, but...</b> – You get what you want, but at a cost.
5	<b>No, but...</b> – You don't get what you want, but it's not a total loss.
3	<b>No...</b> – You don't get what you were after.
1	<b>No, and...</b> – You don't get what you want, and things get worse.

## Outcome

The **and** and **but** are qualifiers that modify how good the success was or how bad the failure was. When you get a qualifier, you make an extra statement about how the action succeeded or failed. This extra statement can add a Condition to a character or a Detail to a scene.

## Modifiers

Bonuses and penalties come from the following sources:

- ◆ A Tag
- ◆ A Condition
- ◆ A piece of Equipment
- ◆ A Detail
- ◆ Karma
- ◆ Other Circumstances

Bonus and penalty dice cancel each other out. Roll any leftover dice along with the main die.

When scoring at least one **+**, you can adjust the result of your main die up by one, turning any “No” result into a “Yes” result.

When scoring at least one **-**, you must adjust the result from your main die down by one, provided it turns a “Yes” result into a “No” result. If you already scored a “No” result, it simply stays the same.

On a **++**, your result gets even better by adding a beneficial “and...” statement.

On a **--**, your result gets even worse by adding an “and...” statement.

## Karma

You start the game with a number of Karma Points equal to your Karma Pool. You can temporarily have more Karma than your Karma Pool allows.

During the game, you earn Karma Points by...

- ◆ Being awesome
- ◆ Using Blood Magic
- ◆ Getting in trouble
- ◆ Performing a Karma Ritual

You can spend Karma Points to...

- ◆ Add a bonus die to any of your rolls
- ◆ Re-roll all of your dice
- ◆ Use a Talent or Spell
- ◆ Use a Legendary Item

## Talents & Spells

**Talents:** To activate a talent, you either spend a Karma Point or make an Activation Test. When spending Karma, the talent simply takes effect as described or intended by you. When making a roll, you word a suitable question based on how you intend to use the talent and consider the modifiers (Discipline Talents gain a bonus die). The result will help you describe what happens.

**Spells:** You *must* spend a Karma Point and make a beat-the-odds roll (see p.36) to cast a spell. When making the roll, you word a suitable question based on how you intend to use the spell, and consider the modifiers. Spell effects are more versatile—for each extra turn or Karma Point spent to alter the spell, you can adjust its Duration and/or Area of Effect.

## Type

- ◆ Action talents require an action (see p.46) to activate.
- ◆ Support talents do not require an action to activate.

## Effect

**Talents:** Most talent effects allow you to do things a mundane character cannot do (or at least wouldn't be able to perform without special equipment or years of practice).

**Spells:** Most spell effects allow you to do fantastic things. Note that the descriptions are fairly general; feel free to adapt the effect to your style of play and the situation at hand.

## Range

A spell's Range determines how far a target can be away from the casting magician in order to be affected. Self affects the magician only, Touch means that the magician must touch the target while casting the spell, and Line of Sight means that the magician only needs to see the target in order to affect it.

## Ingredients

Some spells require ingredients to cast them successfully. Such spells cannot be cast unless the required ingredient is available!

## Duration

- ◆ **Instant:** The effect takes place immediately, usually when causing damage.
- ◆ **1 Turn:** The effect lasts for exactly 1 turn.
- ◆ **X Turns:** When the Duration is given with X Turns, the spell only lasts for 1 Turn by default. Each Turn or Karma spent altering the spell improves the Duration as follows:

+1	X=2 Turns	+2	X=5 Turns
+3	X=8 Turns	+5	X=Temporary
- ◆ **One X:** The talent or spell works for a single task or roll as defined.

- ◆ **Temporary:** The effect lasts for the rest of the scene. Some talents and spells can reasonably last for longer durations, beyond a single scene. In this case, the character must keep the effect going simply by spending a point of Karma at the beginning of each new scene.
- ◆ **Permanent:** The effect leaves the target permanently changed (healing Wounds, for example).

## Area of Effect

When the Area of Effect is given with X Targets, it only affects 1 target by default (usually a character or creature, a device or item, or an area large enough to be occupied by a character-sized target). Each Turn or Karma Point spent altering the spell improves the Area of Effect as follows:

- ◆ +1 X=Area covering 2 Targets
- ◆ +2 X= Area covering 5 Targets
- ◆ +3 X= Area covering 8 Targets
- ◆ +5 X= Area covering everything touched or in Line of Sight

## Taint

Whenever the character ends up with a “*No, and...*” result when using a talent or spell, he may suffer backlash from tainted magic. He receives a Condition based on the severity of the situation (the more powerful the talent used, the worse the Condition).

## Equipment

When creating an equipment tags, make the adjective tell something useful and/or interesting about it. However, there is no need to distinguish it any further if there is nothing exceptional about the item. However, such items require a short description. This description is usually only a sentence or two long and features suitable tags for the item in *italics*.

- ◆ An equipment tag can only have a single adjective—none is acceptable (as per above), but more than one is not. That said, a *Crossbow* is okay, as are an *Accurate Crossbow* or a *Long-Range Crossbow*. An *Accurate Long-Range Crossbow* is not allowed.
- ◆ Choose specific, descriptive nouns; *Curved Sabre* is better than *Sword*, *Guard Helmet* is better than *Helm*. You can use more than one noun, but keep the tag as short as possible.

## Blood Charms

Many blood charms allow you to spend a Karma Point for an automatic **+** on specific rolls or gives you access to a special ability. If the number of blood charms you have attached exceeds your total number of Wound slots, you become susceptible to “depat-terning”—which randomly incurs penalty dice to any of your beat-the-odds rolls (one for each blood charm above your total number of Wounds). If you score a *No, and...* result on such a test, you die.

## Common Magic Items

In addition to a description, common magic items have an Effect, which is a short statement describing what happens when the item is put into action. Activating and using common magic items doesn’t cost Karma; they can be operated by anyone.

## Legendary Items

Legendary Items come with additional tags and abilities that can be “unlocked” by researching the item’s history and learning specific information or performing heroic deeds.

## Mounts

Cavalryman character should start the game with a mount, and Beastmaster characters should have an animal companion.

## Questors

To become a questor, you must devote your life to a single Passion, living that Passion’s ideals and helping spread the influence of that patron Passion across Barsaive. In return for your devotion, you gain the *Questor* Tag of your patron Passion. The *Questor* Tag will be lost if you stop living your patron Passion’s ideals.

## Using the Questor Tag

The Questor Tag can be used by the character on all actions related to his patron Passion’s ideals and way of life, specifically those listed under Powers in each Passion entry (see p.209). For example, a questor of Garlen is expected to heal those in need, while a questor of Upandal should be a builder of some sort, or regularly aid those whose goal is to construct something.

## Acts of Devotion

In order to live out the ideals of their patron Passion, questors must act in ways that reflect their chosen path. That is, they are expected to take actions that support the ideals of their patron Passion. Feel free to create acts of devotion other than those listed for each Passion; any act that demonstrates the ideals of a questor’s patron Passion is appropriate.