HUNTER
THE RECKONING

| Rolling Dice

The Storyteller tells you what to roll.

You tell the Storyteller what you'd like to roll; Storyteller agrees.

Count up the dots in the pool made by the Traits called for by the roll; grab that many normal 10-sided dice. If you have at least one relevant skill specialty, add 1 more die.
If you are being assisted by an ally with one or more dot in the same skill, add 1 die per trained ally. Add or subtract any bonus or penalty dice the Storyteller suggests.
(Optional) If your action is in line with your Creed's field (p128), grab additional dice equal to the Cell's Despair.

Roll your dice. 6–10s [🔥] are successes. Each pair of 10s [🔥🔥] counts as 4 successes.
(Option: ask the Storyteller if you can "take half" – if yes, don't roll. You get successes equal to half your dice pool.)

Your Storyteller may or may not tell you the difficulty by now.

UNHAPPY?

Reroll up to 3 normal dice at the cost of 1 Willpower.

HAPPY?

Did you meet or exceed the difficulty?

Sometimes the Storyteller will just ask for how many successes you got, and do the rest of this behind the scenes to keep it mysterious!

YES

Looking good
Did you roll any 1s [❗] on Despair dice?

NO

Uh oh...
Did you roll any 1s [❗] on Despair dice?

YES

Trouble!
How much do you want this win?

NO

Success!
Your margin is the number of extra successes you have on the dice.

YES

Despair!
Your action fails and you enter Despair (p128). You can't roll Desperation dice again until your Drive's Redemption condition is met (Core Rulebook, p129).

NO

Failure!
Your margin of failure is the number of additional successes you needed to meet the difficulty. The Storyteller may allow you to win at a cost (Core Rulebook, p116).

I NEED THIS WIN

Overreach!
Success and the margin is the number of extra successful dice, but the Danger (Core Rulebook, p125) increases for each 1 rolled on the Desperation dice.

IT'S NOT WORTH IT

WITS ◣◣◣
FINANCE

DESPAIR = 2

5 SUCCESSES

LOVE LIFE

RENEGADE GAME STUDIOS

WoD