

The Basics

A. What is Burning Wheel, and why should I play it?

Straight from the Burning Wheel wiki:

“The Burning Wheel is an award winning fantasy roleplaying game written by Luke Crane, in which players take on the roles of vibrant, dynamic characters whose very beliefs drive the story forward.

Starting with a simple d6 die pool mechanic, this game intuitively builds on its core concepts, evoking a pitch and tenor in play uncommon in roleplaying games. It details solid, dramatic systems for task resolution, advancement, trials of belief, tests of nerve, searing social conflict, dangerous sorcery, miraculous faith, and brutal, gut-wrenching martial combat. Behind the dice, player decisions drive the game's systems. The choices tangibly affect every outcome, from glorious victory to ignominious defeat.”

Burning Wheel is a tabletop roleplaying game that prioritizes narrative, dramatic conflict, character arcs, and player authorship over more traditional tabletop RPG tropes and mechanics. Burning Wheel is an engine for telling cool stories. Every aspect of the system is geared towards creating a compelling, dynamic, player-driven narrative wrapped in a game that pushes players to engage with the conflicts that drive that narrative. In Burning Wheel, you fight for your beliefs.

B. What is the setting for Burning Wheel?

Burning Wheel has no official setting and is intended to be applied to original settings created by those playing the game. The material included with Burning Wheel Gold has the flavor of 13th Century France or Tolkien’s Middle Earth. But these are rough comparisons at best, and the material is meant to a source from which to draw and build your own worlds. There are also several alternate settings available for the game from Burning Wheel HQ:

The Blossoms are Falling is a setting for a mythical 12th Century Japan. This is out-of-print and somewhat hard to find.

Burning Sands: Jihad is a setting inspired by Dune and similar sci-fi literature. This is available for free [on the Burning Wheel Wiki](#).

C. What are the basic mechanics of Burning Wheel?

[The Hub & Spokes](#) explain the basic mechanics used to play Burning Wheel. This is a summary of those mechanics:

Tests

“Test” is Burning Wheel lingo for a dice roll used to determine an outcome. Tests are part of the Intent and Task mechanic described below. When you test in Burning Wheel, you’re rolling your dice pool to achieve a number of successes equal to or greater than the number needed to achieve the thing you want to happen--e.g. To win the fight! Your dice pool is a combination of the character's level in a skill, called the Exponent, plus advantages and modifiers. The number of necessary successes is called the Obstacle, which is the base number of successes needed (usually set by the GM), plus any disadvantages. If the number of successes you roll with your dice pool is equal to or greater than the Obstacle for the test, then you succeed; if not, then you fail. A die is a success if it meets or exceeds the difficulty number, which is most often 4. Dice that aren’t successes are called “traitors.”

There are four types of tests in Burning Wheel:

Standard Tests: The GM sets the obstacle

Versus Tests: Your opponent's successes are the obstacle, and vice versa

Graduated Tests: More successes mean greater reward, so the obstacle is 1 by default

Linked Tests: Multiple, related tests in a row help or hinder one another

Intent and Task

Intent and Task is the mechanic for resolving actions in Burning Wheel. It's the core of the game. Players act in Burning Wheel by narrating an Intent that describes something they want to happen in the story, and then they describe the Task their character will engage in to achieve this Intent.

An Intent is formed when a player describes something they would like to happen:

Player: "I want my character to escape from the guards who are chasing him."

How an Intent is achieved is described by the Task for that Intent. Tasks are the specific action(s) that a character takes to bring about an Intent:

GM: "How will he escape from the guards?" Player: "He'll pick the lock of the store room nearby and slip in unseen."

If the GM can think of an interesting, relevant, alternative outcome to the player's Intent, then the player tests to see if they achieve the Intent they described or if the GM-presented alternative comes to pass. If there is no interesting, potential failure condition, then the player achieves their Intent without testing. This is called "***Roll the Dice or Say Yes." (pg. 72) Successful Intents come to pass exactly as they are described.

The skill, stat, or attribute (collectively known as "abilities") that is used if a test occurs is determined by the player's description of their character's Task. There may be multiple abilities that could be appropriate for a test. It's the GM's job to decide which is the most appropriate.

GM: "That sounds like Lockpicking to me." Player: "Yeah, I agree."

The GM makes the potential failure condition for a roll explicit before the roll occurs. The player's decision to roll or not roll is made after they understand and accept the failure condition offered by GM. (pg. 32)

GM: "If you fail, the guards are going to see you slip inside, and you'll be trapped in the store room."

Player: "That sounds fair. I'll roll."

The obstacle is then set, the roll is made, the outcome is described, and the story progresses to the next Intent and Task.

Beliefs

In Burning Wheel, each character has three Beliefs, which serve three purposes: to characterize, to describe goals for the character, and to state how the player wants to be rewarded for playing the character. Beliefs are a type of player priority for the game--they tell the GM what the game should be about. Beliefs direct the GM in how to shape and steer the game's events and when to call for tests.

For example, if a character has the Belief "Mr. Frodo cannot make this journey alone. I will do what I must to keep him safe," then it is the GM's job to create situations in the game that force the player to make decisions, take actions, and engage in tests that compel the character to keep Mr. Frodo safe until this Belief has been satisfactorily explored. The player has told the GM through this Belief that keeping Mr. Frodo safe is important to the character and interesting to the player. In this way, the player defines the focus and direction of a game and is rewarded (with Artha) for engaging with the narrative through the

system's mechanics.

Instincts

Instincts, like Beliefs, are player priorities for the game. Instincts, however, describe how a character acts, rather who a character is or what they want. Instincts define a condition and reaction in which a character's actions are to be assumed. Every character has up to three Instincts chosen by the player. Instincts are best phrased as "Always," "Never," or "If/Then" statements. For example, "Always catch objects thrown at me." "Never drink something I didn't pour myself."

The condition and reaction that an Instinct defines occurs whether it is explicitly stated to have done so or not. If an object is thrown at the character with the Instinct above, the character will have always have a chance to test to catch the thrown object, even if this test must be made retroactively. In this way, Instincts allow the player to create mechanical assurances for certain character behaviors in-game. These assurances hold even to the point of circumventing the game's mechanics. If a character's Instinct is "Always have an arrow nocked," then if they were to engage with the Fight! (advanced combat) mechanics, they would be able to fire their bow in two actions instead of the usual seven, for example (It takes five actions to nock an arrow).

Traits

Traits define a character's most prominent aspects. They state what makes a character different from his peers. There are three types of traits, each with unique mechanics:

Character Traits

Character traits highlight something about a character that is particularly prominent. If a character has the "Pompous" character trait, then they are pompous with a capital "P," and everyone can see it. Character traits inform how a character should be roleplayed. But the player can choose to play towards a character trait and exemplify it, or they can choose to play against a character trait as that character struggles to change and rid themselves of it.

Die Traits

Die traits, like character traits, describe a character. But they do so primarily in a mechanical way. Every die trait uniquely modifies how a character functions within the game system. They grant new abilities, create unique advantages or disadvantages, add or subtract dice from tests, or define any number of other unique ways in which a character can interact with the system.

Examples of die traits:

- No Sense of Smell - "Never test to resist disgusting smells"
- Marksman - "+1D to all Bow and Throwing tests"
- Condescending - "+1Ob to social tests against you, but also +1Ob when using Instruction"

Call-On Traits

Call-on traits reflect a particular edge that a character has over others. Call-on traits are tied to a specific ability or abilities, and, once per session, they allow a player to reroll a failed test or break a tie (from a versus test) in their favor.

A character's traits change over the course of a game via the Trait Vote mechanic, which allows traits to be added or removed from a character's sheet according to how that character has been played during the game.

Artha

In Burning Wheel, players are rewarded for engaging the system with their Beliefs, Instincts, and Traits and by roleplaying the drama and conflict that arises during the game with points called "Artha." There are three types of Artha: Fate, Persona, and Deeds. Each has particular effects when spent in the game, and each is earned in different ways.

Fate

Fate points are earned by playing towards Beliefs, creating problems for a character with an Instinct, sending the story in an unforeseen or difficult direction with a Trait, creating humor at the table, or by having just the right skill at just the right time. Fate can be spent to open-end (explode) sixes after a roll has been made, or it can be used to temporarily ignore a minor wound.

Persona

Persona points are earned by achieving goals set out in Beliefs, roleplaying a dramatic moment particularly well, showing a character's inner turmoil believably and vividly, being the central gear that drives a scenario forward, or being the game's MVP. Persona points can be spent in a number of ways, but the most common is to add +1D (up to +3D) to a roll before it is made.

Deeds

Deeds points are earned by performing actions that create benefits beyond a character's personal goals for reasons that go beyond personal gain, or by helping another character achieve goals that are completely opposed to a character's own goals, Beliefs, or Instincts. Earning a Deeds point must cost a character dearly in some way. Deeds points allow for a player to double the exponent for a single test or to reroll all the failed dice on a single test.

Artha is intimately tied to advancement via the Epiphany mechanic. Over many sessions and many Artha points spent, a character can eventually shift the shade of an ability, and so lower its difficult number.

Artha points are usually awarded at the end of each session of play. In this way, Beliefs, Instincts, and Traits are tied directly into the economy of the game's dice mechanics and character advancement.

Advancement

In Burning Wheel, character advancement involves increasing a character's individual stats, attributes, and skills. There are no levels, and there is no XP. Whenever a test is made, pass or fail, that test counts towards advancing the ability (stat, attribute, or skill) rolled for the test. The only exceptions to this rule are Perception, Resources, and Faith, which require successful tests.

Tests are rated according to three levels of difficulty: routine, difficult, and challenging. These ratings are determined by comparing a test's dice pool to its obstacle. The higher the obstacle is in comparison to the number of dice being rolled against it, the more difficult the test is considered to be. Each level of difficulty is needed to advance an ability. A dozen challenging tests won't eliminate the need for routine tests. Advancement requires a mixture of routine, difficult, and challenging tests.

So, by engaging a character's Beliefs and Instincts through the Intent and Task mechanic, player are able to advance their character every time they roll the dice.

The Game

Together, these elements form the core mechanics of Burning Wheel. Players look to their Beliefs, Instincts, and Traits to form Intents and Tasks to make tests that help them advance their characters' skills, attributes, and stats while driving the narrative forward. They are rewarded with Artha, which, along with advancing their abilities, helps them succeed in future tests. And so the game progresses.

D. What do I need to play Burning Wheel?

Burning Wheel is currently in its third iteration: Burning Wheel Gold, which was published in 2011. Burning Wheel Gold was preceded by Burning Wheel Classic and Burning Wheel Revised. At present, the only thing necessary to play Burning Wheel--other than dice and people--is the Hub & Spokes, which is available for free as a [PDF from the Burning Wheel Store](#).

The Burning Wheel Gold book contains the Hub & Spokes and adds the Character Burner, which explains and details the process for creating characters for Burning Wheel using the Lifepath system and adds lists of skills and traits to use in-game. It also includes The Rim, which details advanced systems for conflict resolution, injury and treatment, weapons and armor, sorcery, and other specific sub-systems.

Although the game can be played with just the Hub & Spokes, the additional systems included in the Gold book are normally used for play with the basic rules that the Hub & Spokes describe.

Also, parts of the supplements from Burning Wheel Revised--The Monster Burner, The Magic Burner, and The Adventure Burner--are currently being condensed and collected into the Burning Wheel Codex after a successful Kickstarter campaign that ended in February 2016. These supplements contain content that expands Burning Wheel's magic systems, stocks, and other aspects of the game. They also include the Commentary, which is a text that explains the system, how to run and play it, and the philosophy behind it in greater detail than what is found in Gold. The Codex is currently slated for release in August 2016 along with the fifth printing of Burning Wheel Gold.

E. Where can I buy Burning Wheel and its supplemental content?

Burning Wheel Gold can be found online in [the Burning Wheel Store](#) and on [Amazon](#) and [Ebay](#) through third-party sellers. Burning Wheel is not available as a PDF. Your local game store may or may not carry it. If you're not in North America (or if you want more North American options than the ones above), finding the book may be difficult. Here are a few options for you:

US + International

[Cool Stuff, Inc.](#)

[Indie Press Revolution](#)

Germany

[Sphaerenmeister](#)

UK

[Leisure Games](#)

(Could use a lot more international links if they're available)

Burning Wheel Revised, Burning Wheel Classic, and their supplements are no longer in print and will not be reprinted. They can only be purchased via third-party sellers. If you want to purchase them, Ebay, Amazon, and private sellers are your best bet. The prices for these books are usually quite high compared to the list price, however.

F. What are some basic resources I should be aware of as a new player?

[Charred](#) is an online tool for character burning (character creation) that helps simplify and streamline this process immensely.

[The Burning Wheel Wiki](#) is a somewhat outdated but very useful collection of all things Burning Wheel. The [Downloads section](#) in particular contains many sheets and references for use in play.

[The Official Forums](#) are an excellent resource for interacting with the Burning Wheel community, including the game's creators. Although the official forums are less active than they once were, their archives contain a wealth of Burning Wheel discussion that spans well over a decade.

[Roll20](#) works well for playing Burning Wheel online and has a custom sheet for the game.

G+ has an [active Burning Wheel community](#).

Gameplay Logistics

A. What's the best way to introduce a new player to Burning Wheel?

The best way to introduce a new player to Burning Wheel is by running them through a pre-written scenario for the game as a demo. The standbys are [The Sword](#) and [Trouble in Hochen](#). The Sword is somewhat PvP-focused, however, and Trouble in Hochen is generally considered to be the superior (though not perfect) adventure for this purpose.

Once a player has found that they are interested in playing Burning Wheel on a more long-term basis, it is essential to have them read the Hub & Spokes. The Rim is best avoided by new players until they grasp the core mechanics. Try to limit the game to just the basic rules at first, and then introduce the more advanced sub-systems one-by-one.

B. What's the easiest way to burn a character?

[Charred](#) offers the simplest way to make a character for Burning Wheel. [The Character Burner Worksheet](#) is next. Then there are the other online character burners, like [BW Gold Burner](#) and the [Janklabs Lifepath Browser](#). Finally, there's following the book and doing it by hand. That said, character burning should occur as a group, and doing this by hand usually leads to more considered characters when burning with newer players.

C. Where should I look for people to play Burning Wheel with?

Here are a few places to look if you're trying to find people for a game:

[/r/BurningWheel](#) (Of course!)

[/r/lfg](#)

[/r/roll20lfg](#)

[Roll20](#)

[The Official Forums](#)

[G+ Burning Wheel Community](#)

Unfortunately, however, Burning Wheel is a niche game. So, finding people with whom to play is always a challenge. The surest way to find a group is to take up the GMing reins yourself, and diving in head first! It's much easier to find players and people willing to learn than it is to find a GM. Also, playing one-on-one is a good way to minimize the logistics of putting a game together.

D. What's the best medium for playing Burning Wheel?

Burning Wheel is intended to be played around a table in-person, and it shines when played in this way with your friends. That said, playing online works, and it works well. Roll20 offers the best online experience due to its custom Burning Wheel sheet. But any other voice/video solution can fill roughly the same role. Play-by-post is tougher due to the back-and-forth, conversational nature of the game. But it can work with the right expectations and the right players.

E. What's the right group size for Burning Wheel?

This depends mostly on the GM's game management abilities. Generally, the game works best with 1-3 players. Every player added increases the number of Beliefs and Instincts that the GM has to incorporate by 3. So, the logistics of running Burning Wheel ramp up quickly with each player added. Also, Burning Wheel tends to be a more intimate RPG, and a crowded group can take away from this. When in doubt, start small.

F. What's a good base for a Burning Wheel campaign, or how should I start a Burning Wheel campaign?

Campaigns for Burning Wheel are crafted through collaboration between the GM and the players. There are no pre-written Burning Wheel campaigns; the game could not function as intended if the narrative was already decided. When creating a campaign for Burning Wheel, there are two major goals: Figure out where it's going to take place, and figure out what the situation is.

The first thing to do when creating a campaign is to figure out what the Big Picture is. The GM might come to the table with a few loose ideas for what kind of game would be fun to play, and the players might as well. Figuring out which idea to use should be a frank discussion--everyone has to be excited by and buy into the concept. What you should end up with is a rough but structured idea of the type of world you'll be playing in and the type of conflict you'll be engaging with. An example from The Adventure Burner: "A land walked by gods who do not have the best interests of Men and beasts at heart."

Once you have this, consider the tone of your game. Will it be dark, fantastical, somber, wondrous, historical, adventurous, or something else entirely? Your Big Picture will play into the answer heavily. This is the point where loose character concepts might begin to emerge. But these should be noted and put to the side for now.

Next, you need a situation. Situations are the conflicts at the hearts of campaigns. They must be interesting, wide-ranging enough for multiple characters to be engaged by them, non-linear enough for players to engage with them dynamically, and complicated enough that there are multiple possible ways to resolve them--none of them easy solutions. An example of a situation is the encroaching evil of the Dark Lord Sauron and the question of what to do with his rediscovered Ring of Power. The situation should also be created collaboratively with the GM leading this process. Brainstorm, discuss, and compromise until everyone is happy with the outcome and excited by it.

Now is the time to wade into the details and decide exactly what kind of world your conflict is going to take place in. You already have the broad strokes. What is now needed are the culture, the environment, the type(s) of magic present, the currency, etc. As these things coalesce into the setting, you'll want to consider which Lifepaths, stocks, and mechanics you'll be including in your game. Hash these things out as a group until everyone is again satisfied. [Here are some questions Luke proposed to help this process along.](#)

Finally, it's time to make characters and decide on their initial Beliefs. Everyone should come up with a concept for their character that's relevant to the situation and in keeping with the game world. Burn these characters as a group. Creating a character should be a communal process. Try to stick with the Lifepaths as written--make small modifications sparingly. Beliefs and Relationships should emerge during this process. The GM's job is to take these things and mix them into the initial action that is going to kick off the game. How are the antagonists or the situation in general bringing the characters together and challenging their Beliefs?

Starting a campaign for Burning Wheel takes a lot of work up front. But once you have all the pieces on the table, it's simple to put them together and start to play. Without these pieces--especially a strong situation--the game will flounder as it will lack the impetus to create actionable Beliefs that drive the action and the narrative forward. Conversely, a game with a strong foundation tends to drive itself forward.

Microscope by Ben Robbins is an excellent tool to assist with this process. Also, The Adventure Burner section of the supplement by the same name goes into all of the things mentioned here in much greater detail.

G. How do you ensure that characters and mechanics stay balanced?

First, Burning Wheel isn't made for balance. The game isn't intended to be competitive between players, between the players and the GM, or between the players and the system. So traditional balance considerations have little bearing on Burning Wheel. Make characters that are appropriate for the story you want to tell. Sometimes, wizards adventure with mundane people, etc.

That said, ensuring that each player has roughly equivalent resources with which to make a character can be enforced by placing a hard limit on the number of Lifepaths available in character burning. Subtract one for Elves when mixing them with the other races if balance is particularly important. Orcs can sometimes be given extra Lifepaths (if so desired) due to their required Die of Fate roll. But ultimately, if the group is okay with characters being a little unbalanced, it won't break the game.

H. What's the best way to handle min/maxing in Burning Wheel?

Mix/maxing isn't much of a worry in Burning Wheel because of how the Lifepath system distributes points during character burning. But it's best to ensure that every character's stats are at least 3 due to how incapacitation works. And if playing with characters having 4 or fewer Lifepaths, each character's highest skill exponent should be 5 or 6 and limited to just one skill unless they want to be generally incompetent.

I. Is an alternative setting appropriate for a first Burning Wheel game?

Absolutely! Any of the alternative settings work just as well as the fantasy setting included in Burning Wheel Gold. Just keep in mind that most of the alternative settings were written for Burning Wheel Classic and Burning Wheel Revised, so some things may need to be converted to Gold (which isn't difficult).

J. How should I prep for Burning Wheel?

Generally, the answer is that you don't. Burning Wheel is a game that requires little to no prep because the players determine what the story will be about, and what will happen in a given session is almost entirely driven by the players forming Intents and Tasks that the GM can't easily anticipate. Burning NPCs who are significant to the story is the only real exception to this rule. Reading your players' Beliefs and Instincts and thinking about how you might challenge them is the best way to ready yourself for play. [Bangs can](#)

[help with this process.](#)

(Bangs should probably be discussed separately and in more detail.)

K. How should I explain Beliefs to new players?

Beliefs can be a difficult to explain to new players. First, go over the game's basic mechanics and explain that Beliefs are their way of expressing their priorities for the game. Beliefs let them tell the GM what the story should be about and how the game should move forward. If it still isn't clicking, then have them read some of the Belief workshops found on the official forums and the wiki:

[Beliefs Workshop with Thor](#)

[Beliefs Workshops on the Wiki](#)

If it still isn't clicking for them, just be patient and persistent. Play a demo or two. Have them read an actual play. Sometimes experience with Beliefs is what's necessary to understand them. Sometimes understanding them comes in stages. It'll happen.

(I'm sure there's more to say about this)

L. What are the best pre-written scenarios for Burning Wheel?

[Twilight in the Duchy Verdorben](#), [The Sword](#), and the adventures found in *The Adventure Burner* are the go-to official adventures for Burning Wheel. [Words Remain Below](#) is another great adventure.

Unfortunately, due to the nature of how the game is played, pre-written scenarios aren't ideal for playing the game. A short, low-pressure campaign designed by the group may be a better alternative if you have the time and the buy-in.

M. How can I add a fifth player to The Sword?

Don't. Just run *Trouble in Hochen* instead. It's a better introduction and can already accommodate up to six players. But if you really want to run *The Sword* with more than four players, make a four-Lifepath wizard, priest, or fighter. [Here's Luke and others discussing this problem.](#)

N. How can I speed up Fight!?

It depends on what's specifically dragging it out. But generally, armor is what makes Fight! run long. Non-damaging attacks--like Charge, Push, and (especially) Lock--are good choices against an armored opponent because armor doesn't stop them. [See this thread for thoughts on the issue.](#)

O. Is older content, like The Blossoms Are Falling, compatible with Burning Wheel Gold?

Yes, absolutely. Older material is still fully compatible with Gold. It just needs a little tweaking. Speed multipliers should be doubled to become Stride. Some traits may operate slightly differently. The PTGS is a circle in classic instead of a table, but it works the same way. There are other, little things, but nothing major is preventing old material from being used with the rules from Gold.

(More could be said about this)

P. What's the best way to handle giving NPCs Artha?

Give NPCs Artha as you need to, as they legitimately earn it, or just skip giving them Artha altogether. An NPC with Artha should be the exception by far, not the rule. Do what works best for your particular situation and game, and don't let NPC Artha slow you down or get in the way. Artha is about the PCs.

Q. How do I ensure that my games remain focused and narratively-driven?

Burning Wheel requires a situation--a conflict that engages every character. Without a situation, players can't write actionable Beliefs and drive the story forward. If you find your game stagnating and meandering, ask yourself what the action of the story is supposed to be moving towards. And if you can't answer that question, then you need a situation. If you don't know that the game is about taking the One Ring to Mount Doom, then your players can't write long-term Beliefs to move the game towards that goal, and you can't move the game towards challenging those Beliefs. Similarly, if your game doesn't have an immediate conflict, then your players can't write short-term Beliefs, and you won't have anything to drive the session towards. Burning Wheel is not a system that works with sandbox-style play. It's possible for these things to emerge during a session, but don't expect them to.

R. Do I need the supplements for Revised, and what's in them?

No. The Revised supplements are not necessary to play Burning Wheel. Furthermore, with the impending release of The Codex, their relevance is waning. But if you want to check them out, here's what you'll find in them:

The Monster Burner contains processes for creating creatures, Lifepaths, traits, skills, stocks, and monstrous magic. It contains a bestiary, skills and trait to use with monstrous characters, and discussions of attributes, shades, and using monsters in play. Finally, it contains Lifepaths for Trolls, Roden, Great Wolves, and Great Spiders. The Monster Burner is the book to get if you want to make custom content for Burning Wheel and/or expand the stocks available to you.

The Magic Burner contains thirteen alternative magic systems for use in Burning Wheel, including a system for creating sorcerous spells on-the-fly. It also contains thoughts on playing magical characters, a list of magical artifacts, magical Lifepaths, and a magic burner for creating magic systems. If you want to expand on or beyond Burning Wheel's sorcerous magic system or introduce a different kind of magic into your game, the Magic Burner is for you.

The Adventure Burner contains "The Adventure Burner," which is a process for putting together the setting, the situation, the characters, and the other bits and pieces of a Burning Wheel game. It also contains three pre-written adventures (only one of which isn't available for free from the BWHQ store). It contains The Crucible, which is a collection of pre-gen characters. And finally, it contains The Commentary, which is an extensive discussion of almost every aspect of Burning Wheel that expands on and explains all the gears that make the game turn. The Adventure Burner is a great addition to any Burning Wheel GM's collection. But everything other than The Crucible and the unreleased adventure will be available in The Codex. So, this information will be easily obtainable after August 2016.

S. What options are available for combat, and when should they be used?

There are three types of combat resolution systems in Burning Wheel:

Standard/Versus Tests

Much like any other conflict in Burning Wheel, combat can be resolved with a single Intent and Task: "I want to stab him through the heart and kill him!!" If a particular scene's combat encounter isn't important enough to the story to spend much time resolving it, a single Standard or Versus test is perfectly acceptable.

Bloody Versus Tests

Bloody Versus tests are an alternative to using plain Versus tests to quickly resolve combat. Combat is still resolved in a single test, but each character rolls dice pools for both attack and defense. The rules for Bloody Versus, including how to build the dice pools and how to resolve the test are found on pages 426-427 in Gold. The resolution of a Bloody Versus test depends on whether one side hits, both sides hit, or neither side hits.

Fight

Fight is the detailed combat system for Burning Wheel. It is a blow-by-blow breakdown of deadly, martial conflict. Much like Duel of Wits and Range & Cover, Fight involves two sides picking three sequential actions from a list of several possible actions which are then revealed simultaneously and resolved one-by-one.

For example, your actions might be "Strike-Block-Push," while your opponent's actions might be "Avoid-Charge-Strike." First, Strike is resolved against Avoid. Then Block against Charge. And finally, Push against Strike. If the fight has not ended by the resolution of the third pair, three new actions are picked in secret by each side, and the process begins again. The interactions between each possible pair of actions in Fight are specific and explained throughout the Fight chapter.

Despite being an almost entirely separate game from the rest of Burning Wheel, Fight still relies on Intent and Task to resolve each interaction. Skills are still used, and dice pools are still formed and rolled. Almost every test is a Versus test of some kind.

The rules for Fight are, perhaps, the densest part of Burning Wheel. They are meant to be used for combat that is supremely important within the context of a game's story. This is what you break out for the climactic showdown between the PCs and the Dark Lord, not what you use to kill a random group of bandits. The decision to use the Fight rules is a decision to potentially see a PC die in combat and should not be taken lightly. Don't break out Fight for new players.

T. What stops players from test mongering?

Roll the Dice or Say Yes is the GM's greatest defense against test mongering. If the potential test isn't relevant to the narrative, to the character's Beliefs and/or doesn't have an interesting failure condition--if something isn't being risked--there's no reason to roll. Even the most dire of situations can be resolved without a test. Don't let players pressure you into testing when a test isn't called for. Test when the moment is dramatically appropriate and means something.

U. How do I pick the right skill for a test?

Determining the right skill for a test is a question of how the player describes their Task. The skill rolled should reflect the actions that the character is taking to achieve the player's Intent. The player can suggest a skill. But ultimately, the skill that is rolled is up to the GM based on their interpretation of the Task. Reading through the Skills section of Gold periodically is a helpful exercise to familiarize yourself with

the skills the game has to offer.

If you can't think of a skill from the book, or if nothing seems appropriate to the Task as described, it's perfectly acceptable to make up a skill on the spot. Also, don't be afraid to take some time and glance through the skill section in the book. Just don't let your game be bogged down by stressing over picking the perfect skill for a test.

V. What's the best way to handle loot?

Loot is only relevant in Burning Wheel as it relates to the story and to players' Beliefs. The Magic Burner has a great list of magical items in the Artifacts section. But even these should only be introduced when they're relevant to what's going on in the narrative. Taking items and equipment from players as a condition for failure can be a powerful tool. And to do this, they must be given those items and equipment in the first place. But Burning Wheel isn't a game about stuff. It's a game about the cool things that you do with your stuff. Don't let yourself get caught up in the idea that because Burning Wheel is an RPG, loot is a necessary part of the game--it's not. Give loot out when doing so helps move the game in an interesting and relevant direction.

Gameplay Advice

A. What advice should every new GM/Player be aware of?

There's a lot to be said about GMing Burning Wheel for the first time. So, here are some of the more helpful ideas that you should keep in mind:

1. Try to avoid having pre-conceived notions regarding what's going to happen in the game. Beliefs, and Intent and Task drive the story forward, not narration. Prep is generally unnecessary and usually counter-productive in Burning Wheel.
2. Make sure that your players understand that they are just as responsible for the story as you are and are comfortable with this responsibility. Make sure they understand that their Intents give them narrative authority.
3. Don't try to simulate the game world. Rather, focus on setting up scenes that are relevant to the story and to the players' Beliefs. If what's happening or about to happen is boring and/or tangential, then skip it, and move on to something that's interesting and relevant.
4. Stick to the Hub & Spokes until everyone is comfortable with the core system. Fight!, Duel of Wits, and the rest of The Rim is interesting and tempting to use. But it relies on the concepts contained within the Hub & Spokes to function properly.
5. Presenting interesting failure conditions is essential to using Intent and Task. Failure doesn't necessarily mean that the player doesn't get what they want. But it does need to push the story in a compelling direction that leads to potential conflict. Players should feel like they are taking a real risk when they roll the dice. Failure is what produces this tension.
6. Make sure you have a strong situation and world that everyone at the table is invested in before you start to play. Beliefs can't drive the story if there's nothing compelling the characters and the players to act.
7. Don't expect your players to have a perfect perspective on the system right away. Burning Wheel's mechanics can be tough to wrap your head around at first, and this is especially true for players who are coming from more traditional systems. Be patient and ready to explain things more than once. None of Burning Wheel's mechanics are very complicated individually. But seeing how they work together can take time.

8. Don't forget to "Say Yes or Roll the Dice." Also don't forget to "Let It Ride."

9. Plan for your first and possibly your second session to be devoted entirely to setting up the game and creating characters. Don't just jump in.

10. Challenge your players' Beliefs. Think of ways to dig in and make them feel like they are taking real risks. Don't let them off easy. Make them fight for what they believe.

11. Try to make sure that your players craft Beliefs that are more than just a goal or a statement. They should say something about what motivates the character. Why have they sworn to kill the king?

12. Be ready to create NPCs on the fly. No need to flesh them out all at once. But be prepared to throw together stats and skills that may be relevant in the moment.

(This could be better. Thoughts?)

B. How do I write good Beliefs?

First, Beliefs are about what the player wants for the game and how they wanted to be rewarded for playing--They're player priorities. So, the best Beliefs are those that push your game towards being the game you want to play and do so in an interesting and compelling way. Good Beliefs are written in the context of the action at-hand and reflect the situation that the game is exploring. Good Beliefs say something about the character--"I am the greatest knight in all the land!"--and then describe an action that is driven by this statement--"I will prove my greatness by slaying the monstrous beast that plagues the moors!" Or good Beliefs reflect a core tenant of the character's personality that you want to test and potentially change--"If I am going to be a good man, I must be a selfless man." Good Beliefs should overlap with each other as little as possible, so they can generate as much Artha as possible and so that they avoid repeating each other. Good Beliefs should drive the character into conflict, personal growth and change, and gut-wrenching decisions. Often, good Beliefs will be in direct conflict with each other!

It takes practice and experience to be able to easily craft good Beliefs. These are solid, practical examples and discussion of how to write good Beliefs:

[Wherein BTO and Abzu Bash Out Beliefs](#)

[Luke and Thor Brainstorm Beliefs](#)

[Cawshis' Belief Workshop](#)

[The Dark Forest Beliefs Workshop](#)

[Belief Workshop on the Burning Wheel Wiki](#)

C. How do I write good Instincts?

Instincts, like Beliefs, should reflect the player's priorities for the game. But they do so in a different and more mechanical way.

(Thoughts or links for this? Instincts always seem so amorphous to me. Help.)

D. How do I determine which Obstacle to use?

Some skills provide examples and/or their own specific criteria for setting the obstacle. These should be used first, if they're available. Next, you should look to the list of Obstacle descriptions on page 15 in Gold. Your goal as the GM is to pick the Obstacle that most closely matches the difficulty of performing the Task at hand relative to the game world itself (not the character). Obstacle 6 is the upper-bound of what a normal, human person could accomplish. Obstacles 1 & 2 are the simple sort of things we do every day. When the Obstacle completely eludes you, go with Obstacle 3. Statistically, Obstacle 3 offers a good compromise between difficulty and tension (That's why it's Luke's favorite!).

E. How can I be a better player?

Players have a lot of responsibilities in Burning Wheel. Here are some thoughts on how you can better live up to your responsibilities as a player:

- 1.[Create testable moments](#). It's the GM's job to test your Beliefs. But that doesn't mean that the GM should be the only one setting those moments up! Propose Intents that drive your Beliefs forward, and then watch as the GM proposes a failure condition that makes you gnash your teeth at the choice laid out before you.
- 2.Craft meaningful and actionable Beliefs. Beliefs are your chance as the player to say "THIS is what I want to be rewarded for playing towards. THIS is what's cool. THIS is what's important and interesting to me." It's your responsibility to tell the GM what interests you and what the game should be about. Take it seriously.
- 3.Propose Intents and Tasks that drive the game forward in relevant and interesting ways. Don't test monger. Intents are your chance as the player to narrate the story. This is an enormous power. Don't squander it.
- 4.Engage with the story. It's your job to say what the story is about, so why wouldn't you want to engage with it? The GM isn't there to narrate to you. If you aren't engaging with the narrative, then the narrative has nowhere to go. And if you find yourself bored by the action at-hand, say so.
- 5.Engage with the mechanics. If you aren't engaging with the mechanics, then the cycle of Beliefs, Artha, advancement, and narrative isn't spinning. It's your job to make the game turn mechanically.
- 6.Strive to learn and to know the rules. Nothing in Burning Wheel works if you don't understand the relationships between the game's various systems. It's a lot to learn, but take each system one-at-a-time. Once you see how they feed into and work with one another, you'll appreciate their elegance.
- 7.Here's [a list of twenty-five things](#) that you as the player are explicitly responsible for in Burning Wheel.

(This could also be better. Thoughts?)

F. How can I be a better GM?

Here's [a list of twenty things](#) that you as the GM are explicitly responsible for in Burning Wheel.

(This is more than I want to answer alone. Again, thoughts?)

G. How can I get into the right mindset for Burning Wheel?

First, understand that Burning Wheel is a game that is solely concerned with telling a story. Simulation, tactics, and even the characters themselves are simply tools that are used to drive the storytelling engine at the heart of the game forward. Characters are manifestations of what the players want the story to be about. Think about them as such rather than as self-inserts or perspectives from which to experience the story. Play Burning Wheel as a player, not as your character.

[Here's a thread](#) discussing how to shift from the hack'n'slash mindset to the Burning Wheel mindset.

[Here's a thread showing how the wrong mindset can make a game stagnate](#). Luke makes some suggestions regarding how to fix this.

(Again, I feel like there's more to say here that would benefit from multiple perspectives. Thoughts?)

H. What's the best way to engage with Character Traits?

Character traits are best engaged with situationally. When you see the chance to bring up your "Maggot Lover" trait in a way that changes the story in a cool and interesting way, don't hesitate to do so. But also don't forget to let them shape and flavor your roleplay.

Rules Clarifications

A. What are Circles, and how do they work?

Circles are an Attribute in Burning Wheel that allows a player to introduce an NPC their character would know or know of into the game world. Who a character would know is determined by their Lifepaths and the Settings associated with those Lifepaths. A scholar will know other scholars and city dwellers, and he can roll his Circles to bring them into the game. But he won't know bandits, slaves, or clergy unless he also has Lifepaths related to those types of people.

The Circles rules are found on pages 377-387 of Gold.

B. How does Practice work?

Practice allows characters to spend time in-game that isn't covered by the narrative practicing skills or stats in order to gain credit towards tests for those skills or stats. Tasks that are resolved without a test may also be counted as Practice for the relevant skill. The rules for Practice can be found on pages 47-49 in Gold. This includes charts that list specific amounts of time that must be spent to gain tests from Practice. Instruction is a type of Practice that (of course) involves an instructor. This is a more direct and efficient form of practice, and its rules can be found on pages 50-51 in Gold.

C. What are Emotional Attributes, and how do they work?

Emotional Attributes are a mechanic in Burning Wheel that are meant to reflect the power of deep emotion. Emotional Attributes grant a character access to various abilities specific to the idiom they reflect (e.g. Faith allows a character to pray for miracles), but they do so at the potential cost of that character's life. All the stocks in Gold other than Man come with an Emotional Attribute by default. Emotional Attributes advance like skills and are often rolled like skills. But once they reach Exponent 10, the character is removed from play. All Emotional Attributes are open-ended if they are rolled.

D. What is Faith, and how does it work?

Faith is an Emotional Attribute particular to Men and Roden (found in The Monster Burner) that deals with religious magic. Faith allows a character to beseech their preferred divine entity for miracles. Intent and Task is still used when Faith is called upon. The prayer is the Task, while the miraculous outcome and its effects are the Intent. The idioms of Faith are specific to the game they are used in and the character they are used by. Faith is open-ended.

The rules for Faith can be found on pages 522-527 in Gold.

E. What is Greed, and how does it work?

Greed is an Emotional Attribute particular to Dwarves that reflects the innate tendency of every Dwarf to covet and to seek out the objects of their desires. Greed advances like any other Emotional Attribute, but it is never rolled. Instead, it advances when the Dwarf experiences situations that appeal to his or her Greed. A character's Greed exponent may be added to the dice pool in certain situations by tapping a Persona point. Greed can also cause a character to hesitate when they see something that sparks their greedy nature, such as a pile of gold coins.

The rules for Greed can be found on pages 121-124 in Gold.

F. What is Grief, and how does it work?

Grief is an Emotional Attribute particular to Elves that reflects the compounding of tragedies that weighs heavy on immortal beings. Grief advances like any other Emotional Attribute, but it is not rolled. Instead, it advances when an Elf experiences a situation that reminds them of the failures and evils of the world they occupy. Grief can be mitigated when an Elf sings to lament their grief. Grief can be used in conjunction with a Deeds point to add a character's Grief exponent to a roll.

The rules for Grief can be found on pages 152-156 of Gold.

G. What is Hatred, and how does it work?

Hatred is an Emotional Attribute particular to Orcs that reflects the overwhelming contempt they have for the world and everything in it. Hatred advances like any other Emotional Attribute, but it advances both based on conditions (like Greed and Grief) and also by being rolled. Hatred can, once per session, be used to summon an Orc's Fury, which allows Hatred to be tested in place of a skill when used for an Intent involving destruction, corruption, or cowardice. Hatred can be replaced by dark Orc magic if the Orc chooses to embrace the void.

The rules for Hatred can be found on pages 239-241 in Gold. The rules for Void Embrace can be found on pages 244-250 in Gold.

H. What is Sorcery, and how does it work?

Of the many types of magic in Burning Wheel, Sorcery is the domain of developing, researching, and casting magic spells. Sorcery is an open-ended skill that is usually limited to characters with the Gifted trait. Those who aren't Gifted can only learn of its ways; they can't cast spells.

Pages 499-521 in Gold describe the rules for Sorcery. These include detailed descriptions of the eight parts of a spell and each of the ways these parts can manifest, how casting works in various circumstances, an explanation of Tax (the physical cost a wizard pays for using magic), how to handle failed casting (which is usually extremely dangerous and unpredictable), various rules for advanced uses of Sorcery, and how to create new spells. The list of spells included with the book can be found on pages 207-223 in Gold.

Sorcery is used just like any other skill--via Intent and Task. The Task is casting the spell, and the Intent is what the player wants to happen as a result of the spell being cast. Failure, however, is baked into the Sorcery rules. And so, explicit failure conditions are optional for tests involving Sorcery.

I. How do I know what all these weird Wises mean?

Many Wises are references to obscure bits of this and that. Some are inside jokes. Some are very straightforward. There's no best way to interpret what a Wise means. So, either reach your own conclusions, sit down and do a bit of research, or ask someone (preferably Thor)!

[Here's a lot of info on Wises.](#)

(I'll be breaking this link down and saying more about Wises later)

J. How do I convert Burning Wheel Revised weapon speeds to Burning Wheel Gold?

The conversion is approximate. But generally unwieldy = 1, slow = 2, and fast = 4.

K. How does Two-Fisting Fighting Training work?

When a character has the Two-Fisted Fighting Training skill and attacks with two weapons simultaneously, the dice pool is divided between the two weapons for each of their individual attacks. Use the skill exponent for the longer weapon.

L. How do Carefully, Patiently, and Quickly work?

Carefully, Patiently, and Quickly are the three methods (other than just testing normally) that a player may use for a test:

- 1.The Carefully method grants +1D to a test (+2D for Elves) at the cost of increasing the time for the Task by half and giving the GM the opportunity to introduce a serious failure complication related to time. A player must indicate that a test is being done Carefully prior to rolling, and it must make sense that the character would be able to spend more time on the Task at hand.
- 2.The Patiently method allows a player to allocate extra successes after a roll has occurred in order to add a narrative flourish to the outcome of the test. The specifics of applying this flourish are entirely circumstantial to the Intent and Task in question. Many skills also have specific rules for how extra successes may be allocated.
- 3.The Quickly method allows a player to allocate extra successes to decreasing the time for the Task at hand by 10% per extra success up to 30%.

These methods may be combined in any way that is appropriate to the Intent and Task being tested.

M. How does property work with Affiliations and Reputations?

Affiliations and Reputations do not grant property. So, having a reputation as "the wealthiest landowner in the duchy" does not actually mean that you own any land in the duchy. It merely means that you have that reputation. The land itself must be purchased separately.

Conversely, buying a country villa includes the staff and stuff relevant to owning a country villa, but it doesn't include Relationships with your staff, a Reputation as the villa's owner, etc.

N. What are the differences between Revised and Gold?

The differences between Burning Wheel Revised and Burning Wheel Gold are many. But the two versions describe the same system, for the most part.

(Making a comprehensive list for this question is a project in and of itself. Help? Or at least point me in the right direction?)

O. What are the little ‘f’, ‘p’, and ‘d’ boxes next to Beliefs and Instincts for?

These boxes are for recording when Fate, Persona, and Deeds points are spent on tests that are relevant to particular Beliefs or Instincts. Artha spent on Beliefs and Instincts should be considered when discussing those Beliefs and Instincts during Trait Votes. See "Evolving Beliefs and Instincts" on page 59 in Gold.

P. How do custom armor kits in character burning work?

Armor can be mixed and matched from different kits at the costs described at the top of page 203 in Gold. Creating a custom kit with these numbers may make the total cost seem a little high. This isn't by accident. It's meant to be a compromise. But don't get bogged down by the math. If custom armor is important, work out a reasonable (but not generous) total cost and move on.

Q. How does Disguise (or any other outcome-centric skill) work?

Disguise works just like any other skill--it's tested when it's relevant to the Intent and Task at hand. Don't let yourself get caught up in the tendency to simulate. Disguise isn't tested to make a disguise unless making that disguise is the Task to a relevant Intent. In almost all cases, you shouldn't be testing Disguise simply to make a disguise.

R. How do the results of Duels of Wits play out long-term?

Before a Duel of Wits begins, each **player** states their 'terms' for the duel, which should reflect a narrative outcome they want to occur. Terms act as each side's Intent for the conflict, while the Duel of Wits itself can be thought of as an extended Task. Much like in any other versus test, when one side is declared the winner, their Intent becomes reality. So, like any other test, the results of Duels of Wits are only binding in the context of the Let It Ride rule. They hold "until conditions legitimately and drastically change."

S. When is it appropriate to award a Deeds point?

Knowing when to award a Deeds point can be tricky. There are two conditions that can trigger a Deeds point:

1. Performing actions that create benefits beyond a character's personal goals for reasons that go beyond personal gain.
2. Helping another character achieve goals that are completely opposed to a character's own goals, Beliefs, or Instincts.

Earning a Deeds point must cost a character dearly in some way. Save awarding Deeds points for moments of true heroism and/or enormous personal sacrifice.

T. How do you log tests when using Bloody Versus?

Two tests are rolled in Bloody Versus (attack and defense), but only one of them is able to be counted towards advancement because this falls under the Series of Rolls rule on page 45 in Gold. For both the characters rolling and for any helpers, take the most difficult test of the two (attack v. attack and defense v. defense).

U. How do wounds work in Bloody Versus?

Wounds in Bloody Versus work just like wounds in any other test. They are either assigned based on Intent or they're calculated using the IMS rules.

V. How does practice work for untrained skills?

Untrained skills can be practiced just like trained skills can be. Use the practice times for skills found on page 47 in Gold to determine how long it takes to acquire a test via practice. Remember that untrained skills need Routine tests.

It may seem like practicing untrained skills should use the times for Routine stat tests on page 48, but [Luke has clarified that this is not the case.](#)

W. What does “Total Exp” mean?

“Total Exp” in the context of burning characters refers to the total exponent of a skill when calculating its root plus any skill points spent on it.

X. What are Resources and how do they work?

Resources are an abstraction of a character's total wealth. Burning Wheel isn't concerned with exactly how many coins you have in your pocket. Rather, it's concerned with how many coins you have in your pocket, how much credit you have with the local merchants, how much money you could borrow from friends and family, how much your assets are property are worth, etc. Resources reflects all of these things cumulatively.

Resources have their own section in Gold on pages 366-376. There are many Resources-specific mechanics that are important to know. But Resources are generally treated like a skill. You roll Resources when you have a Task come up that involves spending wealth as a means to achieve a relevant Intent.

Y. How is weather handled in Burning Wheel?

Like most things in Burning Wheel, weather is only relevant if used in the context of driving play towards challenging a character's Beliefs. Otherwise, it's just flavor. There are no special rules for weather. If weather does come up, assign penalties based on it that make sense in the context of the Task being performed. If you need a reference, see pages 422-423 in Gold for the suggested weather penalties for Range & Cover.

Z. How do wounds and recovery work?

When a character is injured in Burning Wheel, each wound the character takes is recorded individually on the character's Physical Tolerance Grey Scale (PTGS), which is a linear set of coordinates created during character burning that reflects how resistant a character is to damage. Each of the seven wound types has a specific coordinate on a character's PTGS. And as a character takes wounds, they are recorded individually under their corresponding coordinate (e.g. If you take a Severe wound, that is recorded under the Severe wound coordinate).

While wounds are separate, wound effects are cumulative. Each type of wound adds a different penalty to a character's rolls that corresponds with its severity. These penalties range from +1Ob to -4D and affect everything that can be tested--stats, attributes, and skills. The only abilities unaffected by wound penalties

are Health, Mortal Wound, Circles, Resources, and Emotional Attributes.

When a character has taken a combined die penalty equal to their lowest stat, they are incapacitated. If their lowest stat is a physical stat, they might still be conscious, but they will not be able to act. If their lowest stat is a mental stat, they are considered unconscious.

The Treatment and Recovery section has specific rules for each rule type of wound. But generally, treatment rolls are made to treat a wound, and then Health rolls are made to recover from it. This can easily take many months (or even years) in game time (a good opportunity for other characters to Practice). See pages 484-498 in Gold.

AA. What are Speed Multipliers, and how do they work?

In Burning Wheel Gold, Speed Multipliers do nothing. They're no longer part of the rules. Instead, they've been replaced by Stride. In Burning Wheel Revised, Speed Multipliers were an estimate of how many paces a character could take in a three-second period per each unit of their Speed exponent. So, humans have a 3.5x Speed Multiplier. This means that a Man with a B4 Speed could take around 14 (3.5×4) paces in a 3-second period of time.

The rule of thumb for converting Speed Multipliers to Stride is to double them. Men used to have a Speed Multiplier of 3.5x. Now they have a Stride of 7.

BB. How does opening Grey and White-shade skills work?

Opening a Grey or White-shaded skill works just like any other skill: The exponent is half the root stat rounded down. It costs five points to shade shift an ability, but these points are not part of the ability's total exponent. If a skill has a Grey or White-shaded root stat, then that skill is the same shade as its root at no additional cost.

CC. How do untrained skills work in Duel of Wits?

Untrained skills in Duel of Wits works just like untrained skills in any other situation: You double the obstacle and don't allow FoRKing. Any skill listed under the actions in Duel of Wits can be rolled by any character. In fact, this is a great way to get tests towards new social skills!

DD. Is there a limit to how many skills a character can learn at once?

Nope. A character can learn as many skills as they can get tests for.

Original Content/Conversions

A. How do I add custom races to Burning Wheel, and is this a simple process?

Creating custom stocks (races) is covered in The Monster Burner. However, The Monster Burner isn't necessary for this process; it just simplifies it.

(Anyone with experience doing this or links to good discussions about it? I can't speak to it.)

B. How do I add custom Lifepaths to Burning Wheel, and is this a simple process?

Creating custom Lifepaths is covered in The Monster Burner. However, The Monster isn't necessary for this process; it just simplifies it. To create a custom Lifepath without following the steps outlined in The Monster Burner, simply take an existing Lifepath and use it as a template for the Lifepath you want to create. Find a Lifepath that's close to your concept and mimic it. Then tweak the result to add the finishing touches that bring it fully in-line with what you need. Lifepaths are supposed to present hard choices to the player, not be a direct path to a set character-type.

C. How can I convert an entire setting to Burning Wheel?

With a lot of time and effort. Converting an entire setting requires Lifepaths, stocks, skills, traits, and mechanics to be reconsidered and revised. If you really want to attempt this, check out some of these total conversions for inspiration:

(Thoughts or links? Another thing I don't have experience with)

D. What are some good, alternative settings to use for Burning Wheel?

Other than the official alternative settings, these are cool:

(Thoughts or links? I know of a few, but I've never used one)

Alternative Rules

A. What are some alternative ways to implement practice?

[Fuseboy and others discuss breaking down Practice by days, rather than hours.](#)

[Dwight and Fuseboy discuss rolling Will for Practice tests.](#)

(Anything else to say about this? Anything to add [/u/fuseboy](#) ?)

B. Can Torchbearer and Burning Wheel be combined?

(Maybe? I've never seen them successfully combined, and most people say it doesn't work, including the people who would know. Maybe [/u/tolavsrud](#) [+1] has a better answer.)

c. Can Epiphanies be eliminated from play?

Can they be eliminated? Sure. Should they be eliminated? Probably not. Epiphanies don't come up in Burning Wheel, except in very long-running campaigns. But the function they serve as motivation for playing a character over such a significant period of time is an important part of rewarding players for their effort. They provides a long-term, mechanical goal for which to aim. Don't discount their value.

D. What's Thor's hack for Resources tax?

[Cash dice spent on a roll insulate you from tax. Spend 1D of cash on a roll? You're insulated from 1D of tax. Spend 2D, you're insulated from 2D of tax.)

https://www.reddit.com/r/BurningWheel/comments/4bn0kq/i_want_feedbackadvice_about_resources_at_the_table/d1cdohv

Resources

A. The Rules

[The Hub & Spokes](#)

B. Online Character Burners

[Charred](#)

[BW Gold Burner](#)

[Janklabs Lifepath Browser](#)

C. References and Sheets

[The GM Reference Book](#)

(Plus many, many others that I'll organize and add later. Links and thoughts are welcome.)

D. Actual Play Videos

[The Sword AP with Luke Crane](#)

[Roll 20 presents The Burning Wheel with Adam Koebel](#)

How We Roll | [Part I](#) | [Part II](#)

[The Blood of the Mighty - A Two Arrows Time Campaign \(6 videos\)](#)

Shaun Hayworth ([/u/schayworth](#) [+1])

[Burning Theorsa \(15 videos\)](#)

[Burning Wheel: Olengrav \(14 videos\)](#)

[The Burning Planes - Burning on the Great Wheel \(13 videos\)](#)

[Burning Ravaan \(Burning Empires - 4 videos\)](#)

[jedininjamaster's videos](#)

[Mathsquad](#)

E. Actual Play Podcasts

[The Strand Gamers - The Sword](#)

[The Strand Gamers - Inquisition of Blood](#)

[Roo Sack Gamer - Flames of Gold](#)

[The Walking Eye - Fires Over Omac \(Burning Empires\)](#)

[The Protagonists - Thicker Than Water](#)

F. Actual Play Threads

[Burning Sewerjacks](#)

[Master Si Juk](#)

[Olrún's Journey](#)

[Burning Chrome](#)

(Tons more to add to this and other sections. It's a lot for me to sort through)

G. Play Reports

[Coachchilibob Runs The Sword](#)

[Gaiduku's First Session](#)

[Gaiduku and Just One Roll](#)

[Gunnervi Runs Trouble in Hochen](#)

[Monkeyiain's First Session](#)

H. Instructional and Introductory Videos

[Fire in the Garden by Shaun Hayworth](#)

[Why I Love Burning Wheel by Adam Koebel](#)

[Team Covenant Burning Wheel: Gold Edition](#)

[What is The Burning Wheel RPG?](#)

[Burning Wheel Read Through](#)

[The Burning Wheel Rpg Mechanics Summary by sameøldji](#)

[Rolling Intentions Podcast - The Burning Wheel Revised - Character Creation](#)

I. Interviews, Talks, etc.

[Luke Crane Interview - Burning Wheel - GenCon 2015 by Team Covenant](#)

[Ropecon 2014: Luke Crane: Luke Crane: Man, Career, and Games](#)

[Ropecon 2014: Luke Crane: RPGs Are Awesome](#)

[Ropecon 2014: Luke Crane: How to Write One to Two Books a Year and Not Die](#)

[Burning Con Keynote](#)

J. Blogs

Thor Writes About Creating Burning Empires | [Part I](#) | [Part II](#) | [Part III](#) | [Part IV](#) | [Part V](#) |

[Pass Without Trace](#)

[Barsoom Burning](#)

[Githyanki Diaspora](#)

K. Reviews and Promotion

[BW Flaws](#)

[Team Covenant Why You Should Play The Burning Wheel](#)

[How You Found The Burning Wheel](#)

[The Burning Wheel RPG Review by sameøldji](#)

[Burning Wheel Review by Rolling Intentions Podcast](#)

[Team Covenant - Burning Wheel: Gold Edition](#)[RES ignored duplicate link]

[Team Covenant - The Monster Burner](#)

[Team Covenant - The Magic Burner](#)

[Indie RPG Spotlight - Burning Wheel](#)

[Burning Wheel Review & Introductory Session Recap](#)

L. Content

Adventures

[Words Remain Below](#)

[The Sword](#)

[Twilight in the Duchy Verdorben](#)

Martial Arts

[Drunken Mantis Style](#)

Settings

[Sodality of Hypnos](#)

Characters

[Elia, the Sorcerer's Wife](#)

Mechanics

[Sanity](#)