

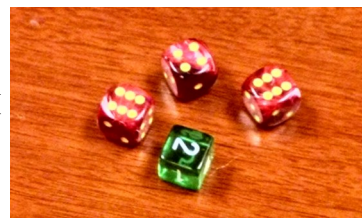
QUICK GUIDE: HOW TO PERFORM A ROLL IN ZURN

In the Zurn D6 Core Series, players roll dice when the game master (or “GM”) wants to see how successful their attempted action is, with higher rolls meaning a more successful attempt. So how do you determine how many dice you roll? The following five steps will help you roll the right number of dice and calculate the result.

STEP 1: FIND YOUR BASE STAT

Zurn uses four base statistics (commonly referred to as “base stats”): Strength, Finesse, Charm, and Lore. When you make a roll, it will fall under one of these four stats. Select the proper stat for the roll (when in doubt, ask the game master): the number of dice allocated to that stat serve as the base number of dice for your roll.

Example: Chris has a centaur with a Strength of 5D, Finesse 4D, Charm 2D, and Lore 3D. As he enters a forest, Chris wants to look around for danger. The GM tells Chris to make a Search roll (a Finesse roll), so Chris starts with 4 dice in his dice pool (or “4D” in our common shorthand).



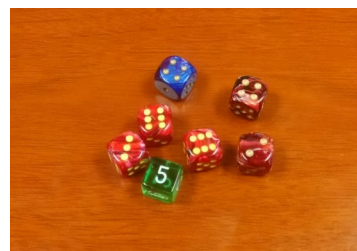
Now that we have our base number of dice, we need to modify the number of dice to represent the character’s proficiency (or lack thereof) for the particular roll we are making.

STEP 2: ADD APPROPRIATE BONUSES AND REDUCTIONS

There are many ways to gain bonuses and reductions to roll in Zurn, be it from weapons that the character uses, adjectives that reflect the talents of the person, and environmental factors like low lighting, a magic spell, etc.

Tally the bonuses for the character, then tally any reductions. This is your new dice total (commonly referred to as the player’s “full dice complement”) for the roll.

Example: Chris looks at his bonuses, and notes that his spyglass gives him +1D to search rolls, and his Keen Eyed adjective gives him +2D. So Bellor’s full dice complement for the Search roll is 7D (as shown here).



Sometimes an item or bonus will give a number like this: “STR+1D+1.” In this case, when rolling your dice, roll the number of “D” given, and then add +1 to the final total. This additional +1, referred to as a “pip,” reflects Zurn’s “three pip system” of advancing your rolls. If a character has two +1 bonuses, both of them are added to the roll as a +2 bonus (and some items will even come with a “STR+2D+2” to start with). If a character has three +1 bonuses or a +2 bonus and a +1 bonus, instead of adding +3 to the roll, simply combine the three pips into a “+1D” bonus and roll an additional dice.

Pro Tip: While game masters and players are free to use any form of character sheet that they desire, we highly recommend using a character sheet that has a “Common Rolls” section on it. Having a section that places all of the bonuses for a given type of roll in an easy-to-find section helps to avoid math errors in calculating bonuses, and also speeds up the process of discerning how many dice should be rolled on a given roll.

If a player has not invested in a given roll and has not received penalties toward a roll from adjectives or descriptions, the roll need not be included in the Common Rolls section. Simply use the character’s base stat (*see Step 1*).

STEP 3: MAKE SURE YOU HAVE A WILD DICE!

Once we have our full complement of dice, we make sure that one of the dice is a different color. This dice is our Wild Dice, and will help to determine what happens when the character performs their action. We will talk about this further in Step 5, but just know that one dice should be a different color.

Example: Chris has his seven dice, and he makes sure that one of them is a different color or size (in this case, the green dice is the Wild Dice).



STEP 4: APPLY MULTIPLE ACTION PENALTIES

Before we roll the dice, the player chooses whether or not they are taking any additional actions this turn (which we refer to as a “turn” when we are not in combat and a “beat” when we are in combat). If the character is only performing this action, roll the full dice complement.

If the character is taking a second action (perhaps a hiding attempt as they enter the forest), remove one dice from all of the actions taken this turn. If a character is taking three actions this turn (which is the maximum number of actions that a character can perform in a given turn), remove two dice from each of the actions taken this turn.

Example: Chris looks at his dice, and notes that if he reserves other actions he will drop from 7D down to as little as 5D for his Search attempt. Because he really wants to do well on his attack (as it is his highest priority this beat), he opts to only take one action this beat.

STEP 5: ROLL YOUR DICE AND CALCULATE THE TOTAL

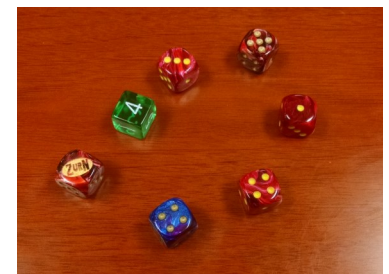
Now that we know how many dice we roll for our action(s), roll the dice and add the total on the dice together.

Note the result on the Wild Dice. If the Wild Dice has a 2-5, simply add the number to the total normally. If the Wild Dice has a 6 on it (we usually refer to this as a “Wild 6”), the character has performed their action better than they normally would (often referred to as a “critical success”): take a dice that was not part of the roll, roll it, and add it to the total. If that dice is a 6, take an additional dice, roll that dice, and add it to the total. Continue doing this until you do not roll a 6.

If the Wild Dice has a 1 on it (we refer to this as a “Wild 1”), the character’s action suffers from a complication. One of the following two effects is applied to the roll: either the Wild 1 and the highest dice in the roll are removed from the total, or all of the dice (including the Wild 1) are kept in the total and the effects of the action are adjusted due to the complication (e.g., the character successfully parries the attack since his parry roll was higher than his opponent, but his motion when parrying puts him off-balance and he stumbles).

The game master decides how to resolve the Wild 1.

Example: Bellor rolls his 7D Search attempt, and gets a 27 total with a Wild 4. There is one 6 in the roll (the “Zurn” logo), but it is not on the Wild Dice. Had it been, he would add another dice to the total, adding to the final total. The game master then tells him the results of his search roll.



And that’s it! This is the basics of dice rolling: choose the proper base stat, factor in any bonuses or reductions, remember to have a Wild Dice, decide on the number of actions you want to take (and apply those penalties, if any), and then roll the total, noting the number on the Wild Dice.