

SKILLS ABOVE 18

Skill values no longer have an upper limit and can be higher than 18.

SKILL ADVANCEMENT

You gain advancement marks as per the normal rules, except you can now get multiple marks on the same skill.

A skill can only receive one advancement mark per session.

You no longer roll to advance a skill. Instead you need a certain number of advancement marks in a skill to improve it, see table below. Remove the advancement marks when you increase the skill.

Improve skill to	Marks per skill level
1-10	1
11-12	2
13-14	3
15-16	4
17-18	5
19-20	6
etc	etc

SKILL DIFFICULTY

Skill rolls can have Difficulty. The target number for a skill roll is modified by the difficulty.

Difficulty	Modifier
Easy	+5
Normal	+/- 0
Hard	-5
Very Hard	-10

Example: Making a Sneaking roll at skill level 12 and Difficulty -5 requires a roll of 7 (12 - 5) or lower to succeed.

The Difficulty of a roll represents how hard something is to do under normal circumstances.

Banes and Boons represent external factors that can make the situation more or less challenging.

Example: Picking an expertly crafted lock has a Difficulty of -10, but having advanced lockpicks gives you a boon on the roll.

OPPOSED ROLLS

If the active party fails, the action fails

If the active party succeeds and the opponent fails, the action succeeds.

If both parties succeed, the action succeeds if the active party's difference between the roll and the target number is greater than or equal to the opponent's difference between the roll and the target number.

OPEN OPPOSED ROLLS

Winner is the actor who succeeds with the biggest difference between the roll and the target number.

Re-roll if both actors fail or if both succeed with the same difference.

TARGET VALUES ABOVE 18

If the target number for a skill roll is above 18, then the chance to get a Dragon roll is increased and the chance to get a Demon roll is decreased.

A roll of 1-2 is a Dragon roll.

A roll of 3-18 is a successful roll

A roll of 19 is a failed roll.

On a roll of 20, roll against the target number minus 20.

- If the second roll fails, the result is a Demon roll; if it succeeds the result is a failed roll.
- When rolling the second roll, use the same number of banes and boons as on the first roll.

TARGET VALUES BELOW 1

If the target number for a skill roll is zero or lower, there is still a small chance of success, the chance to get a Demon roll is increased and the roll can not be a Dragon roll.

A roll of 1 is a successful roll.

A roll of 2-18 is a failed roll.

A roll of 19-20 is a Demon roll.