

Reign General Reference

Stats & Skills

Body (size, strength, toughness): Athletics, Endurance, Fight, Parry, Run, Vigor

Coordination (balance, movement): Climb, Dodge, Perform (movement), Ride, Stealth, Specific Weapon

Sense (alertness, discrimination): Direction, Eerie, Empathy, Hearing, Scrutinize, Sight

Knowledge (learn, remember): Counterspell, Healing, Language, Lore, Strategy, Student, Tactics

Command (presence, authority): Haggle, Inspire, Intimidate, Perform (presence)

Charm (likability, influence): Fascinate, Graces, Jest, Lie, Plead

Contests

Static: roll pool (stat + skill), get a match. Height = die face, Width = dice in match

Dynamic: both sides roll pool, best match wins - Width if speed matters, otherwise Height

Opposed: actor rolls pool for matches, blocker rolls for Gobble Dice set

If speed matters, Wider sets will execute before GD can be applied

Complications

Called Shot: -1d to set the value of another die before rolling

Difficulty: set Height must \geq difficulty to be counted

Penalty: subtract that many dice from pool before rolling, master & expert dice first

Gobble Dice: knock dice out of opposing matches if gobble die \geq success die

Multiple Action: use smallest pool, -1d per action (MD & ED first), complete one action per match rolled

Passions: *Mission, Duty & Craving* – +1d when pursuing, -1d when resisting

Taking Time: take twice as long, +1d – if you have all the time in the world, +2d

Squish: trade height for width or vice-versa – may only be done if ability specifically allows

Types of Dice

Area Dice: everyone in area rolls, takes 1 damage to each location rolled - Armor does not protect

Expert Die: set before roll, no more than one ED/MD per pool, lost first on penalty

Wilhelm's Option: a pool containing an ED may be squished by one point after the roll

Master Die: set after roll, no more than one ED/MD per pool, lost first on penalty

Miscellaneous

Slow: slow rating = rounds of prep before action can be performed.

Language: pool is speaker skill + listener skill (don't include stats)

Followers (per point): 10 Threat 1, 5 Threat 2, 3 Threat 3, 2 Threat 4

Pool Size/Chance to Match: 2/10% 3/28% 4/50% 5/70% 6/85% 7/93% 8/98%

Using Wealth

Wealth > Price: automatic

Wealth < Price: out of reach

Wealth = Price: reduce wealth by 1 or haggle

Lending: drop wealth by 1 to give Wealth equal to new rating

Gaining Wealth

Cash or Goods > Wealth: Wealth = Cash or Goods

Cash or Goods < Wealth: No Effect

Cash or Goods = Wealth: +1 Wealth

Maintaining Wealth

Wealth 4-6: drops by 1 per season

Wealth 7-10: drops by 1 per year

Experience

Earning (one point for each of): Attendance, Thespianism, Out of Character Enhancement, Problem, Dramatic Plot Action, Complete Mission, Drop Wealth by One, Junk Skill Level

Spending: Skill (new level), Expert Die (1), Master Die (5), Stat (10), Advantages (varies), Martial Path or Esoteric Discipline (new level), Donate to Company (10 x new Quality)

Burn 1 XP to: Squeak By (2x1 set), Power Through (+1d), Shake it Off (stop one point of damage)