Sentinels of the Weave

Summary: Rule basics

- Dice rolls are made using two twenty-sided dice, whose results are compared to a value.
- In order for the roll to succeed, at least one die needs to be successful.
  - A die is successful if its result is equal to or lower than the value.
  - If there is a threshold, a die is only successful if its result is also higher than the threshold.
- The outcome of the roll determines how well it succeeded or how badly it failed.
  - On a successful roll, the outcome is equal to the highest successful die result.
  - On a failed roll, the outcome is equal to the highest failed die result.
- In conflicts, compare the outcomes of each participant's dice roll.
  - A successful outcome is always better than a failed one.
  - A high outcome is better than a low one.

Summary: Stealth

- Roll for the guard's Vigilant minus penalty for distance; −3 for the next room, −6 for far away.
- The character's Stealthy is used as threshold.
- Multiple guards: their highest Vigilant, using the shortest distance to determine penalty.
- A successful roll means the character is discovered.

Summary: Combat

- Combat is divided into rounds. Each combatant is allowed one action per round.
- Acting order
  - The group choosing to act first will act first in each successive round.
  - If it's unclear which group chose to act first, make a roll against each group's best Vigilant.
  - When all groups have acted, the turn is over and the first group is allowed to act once again.
  - Each group decides its internal acting order.
    - This order may be changed at any time, but each combatant may still only make one action per turn.
- Close combat
  - Roll: the weapon's Attack, using the target's highest Defence as the threshold.
  - The target may choose to counterattack. This counts as an action and means injuries from both attacks are applied simultaneously, after the attack rolls.
  - Reckless attacks are made with a +2 modifier, but gives opponents +6 on their attacks until the group's next turn.
- Ranged attacks
  - Roll: the weapon's Attack, modified by distance: −3 for the next room, −6 at the weapon's maximum range.
  - Aiming costs one action and gives +3 to the attack roll.
  - If a ranged attack is made as a reaction to surprise or while the character is moving, use the weapon's Defence for the attack roll.
- Movement
  - Normal movement: move up to Agile in metres.
  - If combined with an attack, maximum movement is halved and the attack happens after the movement.
  - Reckless close combat attacks allow full movement.
- Ambush
  - Ambushing group makes 1 action each before combat begins.
  - Gives a +3 bonus on their attack rolls for that action.
  - The group making the ambush will act first every turn.

Summary: Injuries

- The damage value
  - The unit digit of the failed die of the attack roll (0 = 10).
  - If neither die failed, use 2× the difference between the dice.
    - If the difference is 10 or more, the value is 20.
  - Regardless, add the weapon's Damage.
  - Is the opponent's armour Coverage more than the white die? Subtract the armour's Protection.
- Marking injuries
  - Mark the circle equal to the damage value.
  - If it's already marked, mark the next empty one above it.
  - Marking a circle above the horizontal line (Tough): the character is incapacitated.
  - Marking a circle within the range of the vertical line (from Tough − 1 to Tough + 5), and the weapon is Sharp: the character is dying from life-threatening injuries.
  - Marking a circle above the vertical line (Tough + 5): the character is dead.
- Recovery
  - If dying: Someone needs to make a successful Medical roll within a few hours.
    - Doing your own Medical roll: −3 on the roll.
  - Recovery roll: against the character's Tough.
    - Additional injuries or physical exertion during recovery: −3
    - Calm environment, sophisticated equipment and someone making a successful Medical roll: add the outcome as a bonus on the next roll.
    - Failed recovery roll: No recovery.
    - Outcome of (failed or successful) recovery roll equal to marked injury: Injury worsens; mark the next empty circle above it. Keep the original mark.
    - Successful recovery roll not equal to marked injury: The highest marked injury is lowered by the outcome.
- All marked injuries passed on the way down are cleared.
  - The first recovery roll: after a few hours of uninterrupted rest.
  - After that: once per week.