

# DARK HARVEST QUICKPLAY

## MAKING A TEST

Pick up a number of White Dice equal to your Skill, plus the related Characteristic.

Pick up a number of Black Dice equal to the difficulty of the roll (see the table at the bottom of the page).

You score successes on a “1” or a “6” result on each die. A success on a Black Die removes a White Die Success from the final result.

If you roll a “6”, then you can re-roll it, and try to roll another success—Black Dice do NOT re-roll in this fashion.

Once you’ve stopped rolling, the number of successes overall tells you how well you’ve done, as defined by the table to the right!

## FATE POINTS

Fate Points can be used to make changes to the results of your rolls, if something goes wrong:

FP	Effect
1	Add 1 success to a roll
1	Reduce damage by 1 point
1	Add 1 success to a Fortitude+Resolve roll.
1	Stave off Death for 1 turn when on zero health

You may spend no more than 3 Fate Points in a turn on the effects listed in the table above, and can spend on another character at double the cost.

# of successes	Result
<0	Foul Failure!
1	Marginal
2	Normal
3	Good
6	Impressive
10	Virtuoso
15	Awe-Inspiring
20+	Godlike!

## SCRIPTING DICE

You may also spend 6 Fate Points at a time—this is called spending a “Scripting Die”. It can have ONE of the following effects:-

- ◇ Make a complete re-roll of a test
- ◇ Overturn any DEAD result
- ◇ Edit a detail in a scene.

Editing a scene CANNOT change anything that has already happened, and the player must describe what the Die does.

*Example: During a carriage chase, a Die is spent to make the reins snap, causing the coach driver to lose control!*

The GM has the right to veto a Scripting Die if the change seems unlikely or unreasonable.

## Degrees of Difficulty

Very Easy	Easy	Average	Difficult	Very	Extremely	Ridiculous	Impossible
Auto	+5 WD	0	+3 BD	+6 BD	+12 BD	+20 BD	+40 BD

Auto = Automatic Success, WD = White Dice, BD = Black Dice

# HOW TO FIGHT!



## ORDER OF COMBAT

Combat takes place in discrete chunks of time, called combat rounds.

The order the characters may act in is determined by an Initiative roll. Characters act from the highest to the lowest number of successes.

An attack roll represents a flurry of blows. If you are attacking a target with lower Initiative, you gain a +2D bonus for getting the drop on them.

In a melee, both attacker and defender roll Dexterity + Weapon Skill.

In a fire fight, the attacker rolls Dexterity + Weapon Skill, the defender rolls based on range: Point Blank (Dexterity); Close (Dex + ½ Dodge); Otherwise (Dex + Dodge)

The character with the most successes wins—ties are broken by Initiative.



### BEING HURT

When an attack succeeds, damage is dealt. Each attack has a Damage Rating, which equals the number of dice that are rolled. Melee attacks add STR dice as well, and you add 1D for every extra success you had on your attack roll (after the first).

Each Success gained on the damage roll inflicts 1 “pip” of damage on the Health Dice track. Every 2 pips of damage adds 1 Black Die to any roll made by the injured character until the end of the round.



### RESERVE DICE

Once a character runs out of white Health Dice, they take damage against their shaded “Reserve” Dice. The current Reserve Dice inflicts a penalty in White Dice to all actions (-2, -4, -8 and -16 respectively) and a Resolve + Fortitude roll to stay conscious must be made when reached.

When a character runs out of Reserve Dice, they must be attended to within (Resolve+Fortitude) rounds, or the character will die.

Weapon	Skill	Damage	Shots
Knife	Swordplay	5+STR	N/A
Sword	Swordplay	7+STR	N/A
Pistol	Firearms	6	6
Rifle	Firearms	10	8
Tesla Pistol	Specialist	Special*	10

\* The Tesla does not do normal damage. If a successful hit is made, the target is stunned for a number of rounds equal to the number of successes. They may roll Fortitude+Resolve to shake it off each turn.