



## Quick Rules Guide

### The Basics - the following applies to all dice rolls

**Rolling Dice:** When you see notation such as 5k2 you would roll FIVE d10 dice, this is referred to as your Dice Pool. You would then select TWO of them and add those two up to find your total for that roll.

**Bonuses:** There are two kinds of bonuses you may have to apply.

+X: Sometimes you may get a bonus to the result, eg. +3 this means you would roll 5k2 (see above) then add +3 to the total.

+XkX: The other kind of bonus is when you are given a benefit to the dice pool before you roll it. If you were to be given a +2k1 bonus to the dice roll above it would become 7k3, instead of 5k2.

**Exploding Tens:** The 10 on a d10 is the 0. Each time this is rolled take another dice from outside of your pool, roll it then add the result to the 10. Do this separately for each dice where you have rolled a 10.

**Raising:** Sometimes you may need to do more than is normally allowed by the use of a skill, or you may wish to do more with a spell than the standard. If this is the case you need to RAISE. This is like raising the stakes in poker, you increase the chance of failure, but you also increase the reward should you pass the roll. When making a raise the target number nominated by the GM increases by +5. You may raise a maximum of times equal to your Void ring.

### Trait Rolls - the following applies to trait rolls only

To make a trait roll take the number of dice in that trait, roll them then add them all up. Technically the roll is [Trait] k [Trait]. For example, if you have forgotten a detail, but you think your character may know it, ask the GM for permission to make an Intelligence roll. If he agrees you would roll as many dice as you have Intelligence and you would keep all of them for the total.

$$[\text{Trait}] k [\text{Trait}]$$

### Skill Rolls - the following applies to skill rolls only

To make a skill roll you must first take the number of dice in that skill, then you add to that pool of dice a number of dice equal to the Trait which the skill uses. The dice you keep equal the Trait score. For example samurai bob has Lore:History of 2 and Intelligence of 3. He collects 5 dice to form his pool, he rolls them. Then he keeps THREE of the dice, and adds them all together.

**Emphasis:** When rolling skills there is a special rule for any skill where you have an Emphasis, that is that you may re-roll any dice which result in a 1. You must keep the result of the dice you re-roll though, even if it is another 1.

$$[\text{Skill} + \text{Trait}] k [\text{Trait}]$$

### Spell Casting Rolls - the following applies to spell casting rolls only

Remember that 'Spellcraft' is a skill and so you must follow the rules for skills when rolling spellcraft.

To make a spell casting roll you must first take the number of dice which you have for the RING which matches the element to which the spell belongs. You may add your Shugenja School Rank to this dice pool. You keep a number of dice equal to your RING.

$$[\text{Ring} + \text{School Rank}] k [\text{Ring}]$$