mean

# Hepeth

## Dice Pool...

Appropriate skill

- + wielded tool
- + invoked tool(s)
- + invoked aspect(s)

Spend 1 Ardor per aspect or tool invoked

## Digor Limit...

You may not roll more dice than your current number of Vigor points (except for dice that come from invoking free conditions).

## Penalties...

If you endure an aspect or tool, remove the highest die from your dice pool that is equal or less than the aspect or tool's rank.

If you lose a die from your pool, you earn 1 Ardor.

#### Results...

The highest number that shows on any of the dice you roll is your **primary result**.

If your primary result matches or exceeds the target number or opposed roll, you get a **success**.

If two results match or exceed the target number or opposed roll, you get a **double success**.

If three results match or exceed the target number or opposed roll, you get a **triple success**.

## Maneuvers...

- success: creates a d6 condition
- double success: creates a d8 condition
- triple success: creates a d10 condition

## Ardor points...

See page 51.

# Conflict...

On your turn you may perform 1 action, including a maneuver or an attack. You may perform extra actions by spending 1 Ardor each (up to your current Vigor).

Oppose attacks by rolling the defensive skill appropriate for the conflict type, weilding appropriate tools such as armor

Shields or weapons that parry may be invoked for free on defensive rolls once per turn.

A successful attack reduces victim's Vigor by 1; a double success, by 2; a triple success, by 3.

## Injuries...

- reduce Vigor damage by 1 by taking a d8 injury
- reduce Vigor damage by 2 by taking a d12 injury
- you may not reduce Vigor damage below 1
- the attacker authors the injury unless you spend 1 Ardor

