

LEGENDS OF ANGLERRE RULES SUMMARY

The Ladder

| | |
|-----|-----------|
| +8: | Legendary |
| +7: | Epic |
| +6: | Fantastic |
| +5: | Superb |
| +4: | Great |
| +3: | Good |
| +2: | Fair |
| +1: | Average |
| 0: | Mediocre |
| -1: | Poor |
| -2: | Terrible |
| -3: | Abysmal |

Dice: Roll two 6-sided dice. Subtract one dice from the other to get a result from -5 through 0 to +5.

Skills are rated as shown on **the ladder**.

Margin of Success and Failure: Skill plus dice total is called the **effort**. Effort is then compared against difficulty or the total rolled by opponent. If the effort is greater, the difference is called **shifts**, which can be used to inflict **stress** (see below) or improve the result.

Defensive spin results for every 3 shifts you get (minimum 3 points) on a defence roll and lets you modify the very next dice roll by +1 per point of spin.

Fate points can be spent to:

- Gain +1 on any dice roll
- Invoke an aspect
- Take a little control over the story: find an appropriate item, knowing someone in a particular location, arriving at a scene at the right time

Aspects: If an aspect is relevant to a situation it can be **invoked** or **compelled** after the dice roll to improve or worsen the result. This costs a **Fate point**. Scene aspects can be **tagged** by characters for bonuses.

- *Invocation:* +2 to a result or re-roll the result
- *Compelled:* Gain a Fate point (may resist compel but must pay the total offered Fate points)

Stunts let you do something special in a limited circumstance. Whenever your character is in that position or condition, they can utilize the bonus provided by the stunt.

Stress can be absorbed by taking **consequences**. Consequences can absorb different amounts of stress: Minor (-2), Major (-4), Severe (-6), Extreme (-8). You can take a maximum of **three** different consequences. If you run out of stress your character is **taken out**.

Weapons, Armour, and Shields add or subtract from inflicted stress once an attack hits.

Conflicts play like this:

- o **Frame the Scene** – What aspects and zones are present? Only happens once.
- o Each exchange:
 - o **Initiative** – Who goes in what order around the table, including foes
 - o **Take Action** – When it's your turn take an action as described below

Actions include the following options.

- o **Attack** – Roll attack skill vs. defence skill to inflict stress. See chart below for more.
- o **Manoeuvre** – Roll skill vs. defence skill or difficulty to place temporary aspect or do some other trick.
- o **Full Defence** – +2 to your defence rolls until next exchange.
- o **Block** – Person you are helping uses the better of their defence total or yours
- o **Hold Action** – Wait for someone else to move before deciding what to do
- o **Supplemental Action** – Take -1 to your skill roll to perform a minor additional action.
- o **Combining Skills** – Roll primary skill and +1 for secondary skill (or restrict by -1)
- o **Movement** – move 1 zone as supplemental action or **sprint** by rolling Athletics vs. Mediocre.
 - o **Shifts** equal zones you can move. Border values add to difficulty.

Shift Effects

| Effect | Description |
|----------|--|
| 0 shifts | Minimal success: the character pulled it off. It's neither pretty nor graceful, but it works – for now. |
| 1 shift | Notable success: a clear-cut success: solid, reliable, and while not inspired, absolutely workmanlike. |
| 3 shifts | Significant success: noticeably well-done, fine quality, very reliable. A significant or better success generates spin (p. 167). |
| 5 shifts | Potent success: remarkably high quality, with unexpected secondary benefits such as deeper insights into the problem at hand. |

Time Increments Table

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|---------------|
| Instant |
| A few moments |
| Half a minute |
| A minute |
| A few minutes |
| 15 minutes |
| Half an hour |
| An hour |
| A few hours |
| An afternoon |
| A day |
| A few days |
| A week |
| A few weeks |
| A month |
| A few months |
| A season |
| Half a year |
| A year |
| A few years |
| A decade |
| A lifetime |

| Action's Goal | Skill used | Defender's skill |
|----------------|--------------------------------------|--|
| Wound or kill | Fists, Melee Weapons, Ranged Weapons | Fists, Melee Weapons, Athletics |
| Deceive | Deceit | Resolve, Empathy |
| Scare | Intimidation | Resolve |
| Charm | Rapport | Resolve, Deceit |
| Force movement | Might | Might |
| Cast a spell | Power skill | Resolve, Athletics, Endurance, power skill |