

REBELLION

Using Stats & Skills

To overcome a challenge, roll the stat die plus the skill die. The higher you roll, the better you do.

- 1-4 Clumsy
- 5-6 Not bad
- 7-8 Challenging
- 9-10 Impressive
- 11-12 Most impressive
- 13+ Astonishing

Advantage & Disadvantage

In exceptional circumstances, roll the stat die twice.

Advantage: Keep the best.

Disadvantage: Keep the worst.

Combat

Roll Fighting or Starblade against the enemy's Strength expertise, or Shooting or Gunnery against their Dexterity expertise.

Success: If more players succeed than fail, all enemies are slain, captured, or forced to flee.

Failure: If not enough players succeed, the heroes are forced to flee, or are captured if there's nowhere to flee. NPC allies may be hurt or killed.

Seizing Advantage

You may be able to use a noncombat skill to gain advantage with your combat roll.

Hope & Hate

You can spend a point of Hope or Hate to reroll a failure or allow an ally to reroll. That extends the scene and the details of the challenge. If the new roll fails, it incurs a severe complication on top of the original stakes of the challenge. That often means an injury roll, harm to an important ally, or damage to a critical piece of equipment.

Hope can be spent only to help someone.

Hate can be spent only to hurt someone.

Recovering Hope & Hate

Spent Hope points and Hate points return after you have a pause in the action to reflect on events. Play out a scene or conversation that explores what you've lost or risked.

Attacking Hope or Hate

Roll Coercion (for attacking Hope) or Negotiation (for attacking Hate) against an NPC's Wisdom, or resist an NPC's Charisma with a Discipline roll. If the attack succeeds, the targeted character temporarily loses a point of Hope or Hate, as if having spent it.

Emotional Attachments

Your hero can have as few or as many emotional attachments as you want. Your hero is subject to an emotional attachment only if you agree.

Emotional Conflict

Playing out a scene of emotional conflict can earn Hope or experience points (XP).

Resolved: If the players and GM agree that the conflict has been resolved, each hero involved gains one extra point of Hope until the end of the adventure.

Not Resolved: If they do not overcome the obstacle, each hero involved gains a bonus of 1 XP at the end of the game session, up to the usual maximum of 3 XP per session.

Partially Resolved: If one character thinks they have overcome the obstacle but the other knows they have not, the happily confused hero gains a temporary Hope point and the other gains XP.

The Power of Attachment

When you spend a point of Hope or Hate to persevere where an emotional attachment is at stake, you can opt to risk a permanent point. Add your Power stat die to the new roll. If the new roll fails, you permanently lose the point that you bid.