

LONG MAY SHE REIGN

Rolling for success:

Whenever the player wishes to attempt an action that has an element of risk (an action that would normally be resolved with a block pull) you now roll four dice: 3 of them are white and 1 of them is red. You need to roll successes in order to accomplish the task you're rolling for.

A success is a 4, 5 or a 6. The GM will advise how many successes are needed prior to rolling.

- One success is for easy actions
- Two for moderate risk actions
- Three for difficult actions
- And a rare four would be a miracle

Health blocks:

Players should have three tower blocks placed upright in front of them. These three blocks represent their health. Three strikes and they're out. They can now die in this phase. Health blocks get knocked down when players' roll badly on 'dangerous rolls.'

Dangerous rolls:

The red die represents the element of danger. When the GM declares a roll to be dangerous (an action where your character may come to serious harm) then if the red die (and only the red die) comes up with a 1, 2 or 3 then this is a strike against that character and they must knock over one of their health blocks. If all three health block are struck down in this way then the character is captured or killed. A bad roll may also incur physical injuries, depending on context and at the discretion of the GM.

It's important to note not all rolls are dangerous - only ones declared dangerous by the GM.

Playing the odds:

At this point the GM should pull out a fifth die and place it on the table. It's another red die.

Before you roll, you can choose to add a 5th red die to any roll. But this makes the roll count as dangerous and if any of the red dice comes up with a 1, 2 or 3 then you get a strike. It is possible to get two strikes in a single roll in this way.