

Wait, Roll That Again - First Playtest Rules **Designed by Alex Marinkovich-Josey**

Rolling the Dice

The dice used for the vast majority of actions are D6 and D4. The remaining Polyhedral Dice can be used for remaining class abilities.

Terms:

- Action. An action refers to either an attack, using a skill
- Turn Points: Points to spend during a turn to complete their actions
- weapon tags: During customisation, a player selects Weapon Tags to customise how their costumed character fights their opponents.

Action Dice

When undertaking an Action, 2d6 are rolled. The result is then compared to the outcome table below:

Result	Outcome	Description
11-12+	Yes, and?	Your action is more successful than you expected!
7-10	Yes, but?	Your action is successful, but there's an added complication
3-6	No, but?	Your action fails, but you gain an advantage
1-2	No, and?	Your action fails, and you're in a compromising position

Skills

Your proficiencies can change your rate of success. Proficiency in a skill gives that skill +1d4 to the roll!

The skills are as follows:

MANNERS - Used for: Talking to NPCs, telling the truth, asking for help or a better deal,

MISCHIEF - Used for: Convincing someone to do something risky, lying,

KNACK - Used for: Using technology, dismantling machinery

AGILITY - Used for: Feats of Strength, dodging

Some costume abilities may require you to make a roll using one of your skills.

Combat

Combat is taken in turns. Initiative is decided by an agility roll - if the majority of players are 7 or above, they have the initiative. Otherwise, their opponents do. Turns are taken in alternating order - for example, if the players win the initiative, they select the order in which they take their turns. Once the first player has taken their turn, the first opponent takes theirs, and this pattern repeats until either side has run out of characters in play. The remaining side takes their remaining turns in succession before the round resets.

On a player's turn, you have 3 TURN POINTS (TP) to spend on your actions. These points refresh at the beginning of your turn. You don't have to spend all your turn points, but saving them doesn't grant you extra

Standard Actions:

Movement	Fighting	Other
1 (Move One Range Band)	1 Regular Attack	2 Use a Skill
2 (Move Two Range Bands)	2 Signature Costume Attack (class specific)	1 Interact with an Item 2 Reserve an Action

Ranges:

During Combat, the combat area is divided into three range bands (close, medium, far). Some weapon tags and abilities require a target to be within a certain range to use.

Attacking

When attacking, a player rolls the Action Dice, and consults the following table.

Result	Outcome
11-12	Max Damage and Critical Effect
7-10	Half Damage

3-6 Half Damage

1-2 No damage

COSTUMES - Player Options

Your costume is a MONSTER, a creeping presence that has haunted humanity throughout history. Your proximity to the monstrous realm affords you a degree of control over your foes.

Costume:	Monster (Vampire)
Archetype:	Troublemaker

Costume Integrity	6
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Abilities:

Manners	
Mischief	*
Knack	
Agility	*

Weapon: Teeth (*close, drain*)

Regular Attack - 1 TP

2 Damage

Critical - Drain: Restore 1 Integrity

Monstrous Attack - 2 TP

4 Damage

Critical - Drain: Restore 1 Integrity and apply *Drained* status

Drained: A creature with Drained is dazed, unable to move during until the end of their next round.

Tricks:

Horrific Glare - 2 TP

You display a fragment of your terrifying power. Target an opponent and roll mischief. On a 7-10, the target is frozen in fear and loses a TP. On a 11-12, the creature obeys a command of yours for one round.

Treats:

None

Your costume is a MYTH, a fantastical costume from the ancient past. Myths are inspiring and bold, and your costume reflects the impact of myth's on their everyday surrounding.

Costume:	Myth (Knight)
Archetype:	Jock

Costume Integrity	6
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Abilities:

Manners	*
Mischief	
Knack	
Agility	*

Weapon: Crossbow (medium, pierce)

Regular Attack - 1 TP

2 Damage

Critical - Pierce: Deal +1 Damage

Mythic Attack - 2 TP

4 Damage

Critical - Pierce: Deal +1 Damage and gain a Brilliance Die

Tricks:

None

Treats:

Brilliance - 2TP

Give each friendly target within Medium range a 1d4 Brilliance Die. Brilliance Die can be spent on attack or ability checks.

Your costume is an ICON, a real world figure who inspires costumes all over the world. ICONs use their talents to stand out in the crowd and generate courage for their allies.

Costume:	Icon (Singer)
Archetype:	Theatre Kid

Costume Integrity	6
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Abilities:

Manners	*
Mischief	*
Knack	
Agility	

Weapon: Microphone (medium, sonic)

Regular Attack - 1 TP

2 Damage

Critical - Sonic: Push target back 1 Range. If they hit a barrier, deal 1 extra damage.

Iconic Attack - 2 TP

4 Damage

Critical - Sonic: The target's senses are frazzled, they make any ability checks with +1d4 confusion dice.

Tricks:

None

Treats:

Brilliance - 2TP

Give each friendly target within Medium range a 1d4 Brilliance Die. Brilliance Die can be spent on attack or ability checks.