

OVERLIGHT Dice Rolls

Important: Except for Open Tests, count each die result of 6+ as a Success.

Skill Test: 3 Virtue Dice + 3 Skill Dice + Spirit d4

Exception: If you are untrained, roll 3 Virtue Dice + 1d6 + Spirit d4

Successes	Result	If Spirit Die is a 4
0	Fail. You do not accomplish your goal.	No effect
1		Free Spirit Flare (becomes a <i>Luminous</i> success)
2	<i>Luminous</i> success. You succeed at your goal, but with little flourish.	Gain 1 Spirit Point
3		Free Spirit Flare (becomes a <i>Radiant</i> success)
4	<i>Radiant</i> success. You succeed competently and easily. You may achieve secondary effects (GM's call, but feel free to suggest things).	Gain 1 Spirit Point
5		Free Spirit Flare (becomes a <i>Brilliant</i> success)
6	<i>Brilliant</i> success. You succeed with expert skill, speed, or panache — at both the primary goal and any secondary ones (as above).	<i>Legendary</i> success! Work with the GM for a mythic, dramatic, heroic outcome.

- **Spirit Flare:** With an *odd* number of successes, spend 1 Spirit Point for +1 success.

Chroma Test: 3 Virtue Dice + 3 Virtue Dice + Spirit d4

- Use the “Successes” and “Result” columns as for a Skill Test (but ignore the “If Spirit Die is a 4” column).
- The Spirit Die result is how many Spirit Points you must spend. If you can't, you experience a Shatter (see p. 134).
- If either Virtue is Might, you may pay with Fury Points instead of Spirit Points — but if the cost exceeds your Spirit Points, you still experience a Shatter.
- **Spirit Flare:** With an odd number of successes, spend 1 Spirit Point for +1 success.

Open Test: 3 Virtue Dice + 3 Skill Dice + Spirit d4

Exception: If you are untrained, roll 3 Virtue Dice + 1d6 + Spirit d4

- Don't count successes. Just look at your highest single die result. Then if the Spirit Die rolled a 4, add +1 to that result.

Wealth Test: 3 Skill Dice + 3 Wealth Rating Dice + Spirit d4

- With 0 or 1 successes, the item costs (Spirit Die result × 2) Wealth Points.
- With 2+ successes, the item costs (Spirit Die result) Wealth Points. (*House Rule:* With 4-5 successes, reroll the Spirit Die and take the lowest result. With 6, reroll it twice.)
- If you can't afford that, you will need to barter away a Valuable.

OVERLIGHT Combat

Initiative

- At the start of the fight, choose *one* person on each side to make an Open Test using the most applicable skill (usually Intuition or Perception). The winning side goes first (in whatever internal order they wish), then the losing side. Continue alternating.

Attacks and the Fury Pool

- Attacking is a Skill Test, with each success inflicting a point of damage. (See p. 125 for more on damage and healing.)
- If the Spirit Die is a 4, you gain 1 Fury Point (instead of the usual effects). Your Fury Pool resets to 0 between combats. Fury Points can be spent on Might-based Chroma (see other side) and combat maneuvers.

Combat Maneuvers

- The Cost can be paid in Spirit Points and/or Fury Points. “*Supplemental*” means you can do it alongside another action, but not a second combat maneuver (one per turn). If a maneuver uses the Spirit Die result, that *replaces* the normal Spirit Die effects.

Aim (Cost 0): Make a Resolve Test. Gain a separate pool of Fury Points, equal to the Spirit Die result, which can only be used for Accurate Fire or Precise Shot maneuvers.

Challenge Foe (Cost 2): Open Test (Performance vs. Mental) vs. one foe. With success, they may only target you until either of you are defeated *or* you attack a different target.

Full Defense (Cost 1): When the next attack targets you, roll a Skill Test: melee skill to parry melee, Windlore (Vigor) to dodge ranged, or Perception (Vigor) to use a shield. Success reduces damage by (Spirit Die result). With a Radiant success, you may pay to reactivate Full Defense. With Brilliant, it reactivates for free.

Intimidate Foe (Cost 3): *Supplemental*. Open Test (Persuasion vs. Mental) vs. one foe. With success, they can't use Spirit Die effects on their next Test.

Mighty Blow or Accurate Fire (Cost 2): *Supplemental*. Instead of the usual Spirit Die effects, add its result to the damage of this attack.

Outmaneuver (Cost 2): *Supplemental at GM's discretion*. Set up some goal with the GM and make an appropriate Open Test (or Skill Test if no one's opposing it). If successful, a *future* roll can achieve that goal with a Spirit Die result of 4.

Precise Shot (Cost 4): *Supplemental*. Try to shoot a rope, hit a switch, or otherwise make a non-attack action requiring pinpoint accuracy. Cannot cause damage or disarm a foe.

Protect Ally (Cost 1): Make a Perception Test to protect a specific ally once (Luminous), twice (Radiant), or thrice (Brilliant) if targeted this round. Roll melee skill or Perception (Vigor) to use a shield. Success shifts (Spirit Die result) damage from them to you.

Rally Comrades (Cost 3): *Supplemental*. Make an Inspiration Test to give Fury Points equal to your Spirit Die result to one ally (Luminous), two allies (Radiant), or three allies (Brilliant). A person can only be Rallied once per combat.