

RULES REFERENCE SHEET

TESTS

Most actions in **Soulbound** are automatic, but if there's a question of whether or not the character might fail, then we use Tests. A Test involves a player rolling dice to equal or exceed a Difficulty Number (DN) set by the GM. The DN consists of the Difficulty of the Test (the number you must equal or exceed to achieve a success) and the Complexity of the Test (the amount of successes you need to pass the Test).

Tests are shown in the form DN X:Y Attribute (Skill), where 'X' is the Difficulty of the Test and 'Y' is the Complexity, or the number of successes required to succeed.

The number of dice you roll when making a Test is referred to as your 'dice pool'. Your dice pool for a Test is determined by your Attribute Score plus your level of Training with the Skill being tested. Each level of Focus in a skill allows you to add +1 to a die after it has been rolled. For example, with Focus 2 you could change a '3' to a '5' or two '3's to two '4's.

- ✱ Each die that equals or exceeds the Difficulty of the Test counts as a success.
- ✱ If your total successes equal or exceed the Complexity of the Test, you succeed.
- ✱ If you achieve no successes or your successes are less than the Complexity, you fail the Test.

There are three types of Tests in **Soulbound**: Common Tests, Opposed Tests, and Extended Tests (see reverse).

COMMON TESTS

Common Tests, which we refer to simply as 'Tests', make up the majority of Tests you undertake in **Soulbound**. These are immediate tasks not directly opposed by another party, such as leaping over a gap.

Difficulty

The Difficulty of a Test is the number you must equal or exceed on a die for it to count as a success. Some tasks are relatively simple, such as jumping a gap or kicking down a door. These Tests usually require only 1 success. Other Tests may need more effort and require additional successes (see below).

Complexity

The Complexity of a Test is the number of successes you need to pass the Test. Complexity often comes into play for multipart tasks, like picking an intricate lock; or for

prolonged activities, like holding up a crumbling archway while your allies escape. A Test can have a high Complexity but a low Difficulty — searching a cluttered room is not difficult, it is just time consuming.

OPPOSED TESTS

When two characters are in direct opposition, the GM calls for an Opposed Test. Opposed Tests are used when a character is trying to get the better of another character, like sneaking past a guard. Each character tries to meet or exceed a DN determined by the GM, with whoever achieves the most successes winning the Test. On a tie, the defender wins or the Test is made again.

The default DN of an Opposed Test is 4:1, though this can change if the circumstances benefit or hinder one party or another (see below).

Advantage and Disadvantage

Sometimes during an Opposed Test one side may have a benefit or hindrance that the other doesn't. Such scenarios are called having Advantage or Disadvantage.

If a character has Advantage in an Opposed Test, the Difficulty for the Test is reduced by 1 to DN 3:1.

If a character has Disadvantage, the Difficulty is increased by 1 to DN 5:1.

In truly exceptional circumstances, the DN of an Opposed Test may begin at DN 6:1. If a character participating in such a Test has Disadvantage, the Difficulty can not go above 6. Instead, the Complexity increases and the DN becomes 6:2.

Natural Awareness

Sometimes characters may be in opposition without realising it. This most often comes into play when a character is sneaking past a creature that is unaware of their presence, or when a character is trying to lie to someone. In such cases, a character's Natural Awareness comes into play.

As with an Opposed Test, the GM determines the Difficulty of the Test based on the circumstances and environment. The opponent's Natural Awareness is then used to determine the Complexity of the Test.

Each creature in *Faltering Light* and the *Brightspear City Guide* already has their Natural Awareness calculated.

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EXTENDED TESTS

For tasks with little time pressure but that require focus and dedication, the GM can have characters make an Extended Test. For an Extended Test, the number of successes is far greater than the player could hope to achieve in a single roll (usually between 10 and 20). The process for making an Extended Test is as follows:

- ✧ **Time Required:** The GM determines the amount of time required to complete the Test.
- ✧ **Successes and Tests:** The GM determines the total number of attempts you can make. The GM also determines how often you can attempt a Test, which can be hourly, daily, weekly, or even monthly.
- ✧ **Determine DN:** The GM determines the Difficulty and Complexity of the Test. Divide the total number of successes required by the number of attempts allowed to gauge difficulty — 16 successes over 4 Tests is hard; 16 successes over 8 Tests is easier.
- ✧ **Determine Skill(s):** The GM determines what Attributes and Skills are pertinent to the Test.
- ✧ **Other Factors:** There may be other factors to consider before attempting an Extended Test. The GM should make these factors clear before characters begin the Extended Test, and state how and when players can make an attempt.
- ✧ **Determine Success:** Add all successes together until you meet or exceed the threshold set out by the GM. If you fail to meet the threshold in the number of attempts allowed, you fail. You lose any resources consumed during the Test and may incur other penalties the GM deems appropriate.

METTLE

Each character has a number of Mettle points, representing their force of will to push themselves past normal limits. A character recovers one Mettle at the start of their turn. You can spend Mettle on Talents (including casting a spell) and Miracles outside of combat. In combat you can spend a point of Mettle to:

- ✧ **Take an extra Action:** See the actions list on the **Combat Reference Sheet**.
- ✧ **Use a Talent or Miracle:** Just like outside of combat.
- ✧ **Double Your Training:** Before rolling the dice you can double the number you get from your training in a Skill.
- ✧ **Double Your Focus:** After rolling you can double the bonus gained from your Focus in a skill.

SOULFIRE

Soulfire is a group resource, representing the conjoined power of the Soulbound. A group starts with Soulfire equal to the number of Soulbound in the party. You need permission from the group to spend Soulfire. If you spend it without the group's permission then Doom increases by 1. Soulfire can:

- ✧ **Achieve maximum success on a Test:** Each die counts as '6', no need to roll. This cannot be used with the Double Your Training from spending Mettle.
- ✧ **Reroll as many dice as you like:** If you've already rolled, you get a reroll.
- ✧ **Recover all your Toughness:** You instantaneously heal all Toughness.
- ✧ **Regain all spent Mettle:** You go back to your maximum Mettle score.
- ✧ **Cheat death.** You or an ally recover from being Mortally Wounded. Regain half your Toughness but keep all Wounds.

If the party achieves a Short-term Goal, it recovers 1 Soulfire, a Long-term Goal recovers all Soulfire. If a party member makes a Last Stand (see **Combat Reference Sheet**), recover all Soulfire.

DOOM

Doubt, selfishness, and fear are what once led the realms to the brink of destruction and many believe it will soon happen again. This encroaching dread is represented by Doom. Doom starts at 1 and can never fall below this.

Doom can increase in the following ways. Each time Doom increases, add a Doom token to the Party Sheet.

- ✧ If a party member dies.
- ✧ If someone uses Soulfire without consent.
- ✧ If a party member Flees.
- ✧ If the party fails a Retreat.
- ✧ Each time a Fear escalates to a Threat (see *Brightspear City Guide*, page 47).

Doom can decrease in the following ways. Each time Doom decreases, remove a Doom token to the Party Sheet.

- ✧ If the Binding's maximum Soulfire increases.
- ✧ If the party takes the *Cleanse Corruption* Endeavour (see *Soulbound*, page 156).
- ✧ If a Stormcast Eternal party member is Reforged.
- ✧ If the party stop a Threat.