

ABILITIES BEYOND THOSE OF MORTAL MEN

6

I said you could do one of two things with your Action. Now you <to player at left> can create a new Goal if you want. Or, you can do the second thing, which is to use one of your character's abilities to try to sieze control of an existing Goal.

You've teased people with the fact that Actions can do one of two things. Before the next player takes their action, describe what the other thing is, using shpiel 6 to left.

If players keep making up new Goals, just handle them the same way you did the first one. They write something on an index card, and put a blue and red die, starting at one. Eventually, however, someone is going to want to control some Conflicts. Use shpiel 7 to right.

If they pick an ability with a check-box next to it, use shpiel 8a at left. Otherwise use shpiel 8b below.

8A

See this check box? That means this ability can only be used once in the Scene. Those other abilities, they're super-powers. They can be used over and over, but each time you use them you take a Debt Token. If you have more than five it's bad, but it's easy and useful to get rid of them.

8B

This ability doesn't have any check box. That means that you can use it over and over, but each time you use it you have to take a Debt Token. If you have more than five, you'll be in trouble, but it's easy and useful to get rid of them. These other ones have check-boxes. You can use them for free, but you can only use each one once in this Scene.

7

Okay, when you use an Ability you roll a die. Generally you can roll any die, and choose whether to accept the new value or turn it back to the old one. That means you can either roll your own die hoping to raise it, or an opposing die hoping to lower it. Right now, all the dice are ones. You can't drive the opposing side any lower, so you'll want to roll the die on your own side, hoping to roll higher than a one and keep it. Generally you need to use an Ability that is of value equal to or greater than the current value of the die you're rolling. Right now that die is a one, so any ability will do. So pick an ability, and roll the die.

ACTION AND REACTION

As soon as a player rolls a die that is not a six, go on to explaining Reactions. If the die is four or five, use shpiel 9a, bottom left, otherwise use shpiel 9b, bottom right.

9A

Now every player has a chance to React on this Ability roll. Reacting is just using another ability on the same die. It doesn't cost you your action. A round of reactions is part of every ability roll that gets accepted. Now you <point to the player who rolled> probably don't want to reroll this. Your odds of getting much higher than you've already rolled aren't terribly good. But your opposition could certainly reroll it, trying to lower it. They'll need an ability equal to or greater than your roll though, so that can be tough to achieve. Anyone want to react?

9B

Now every player has one chance to React on this Ability roll. Reacting is just using another ability on the same die. It doesn't cost you your action. A round of reactions is part of every ability roll that gets accepted. Now you <point to the player who rolled> get the first opportunity, and you may well want to take it. You've got decent odds of raising your die. Or any of your team-mates might want to react, to help you. Your opposition probably doesn't want to react yet, trying to knock the die down. Their odds aren't very good right now. Anyone want to react?