

RULES REFERENCE

DICE CHECKS

All attribute or skill checks require a **total score of 9 or above** to be successful and take the format:

2d6 + Attribute Modifier (AMod)

Add their Reason, Acumen, Physicality, Influence or Dexterity AMod, for a range of -2 to +4

+ Skill (SMod)

Add relevant SMods from Skills for a range of -3 to +3

+ Conditional Modifier (CMod)

For any external influences or unexpected factors, ranging from -5 to +5, at the GM's discretion

OUTCOMES

0-3	Dire Failure
4-8	Failure
9-13	Success
14+	Wild Success
1+1	Moment of Low Insight
6+6	Moment of High Insight

MODIFIERS

Each **Dice Check** can have up to three possible Modifiers that are added to the final total.

Attribute Modifiers (AMods): All characters have 5 RAPID Range attributes (**Reason, Acumen, Physicality, Influence, & Dexterity**) ranging from 0 to 4. This number is the **Attribute Modifier** (or **AMod**), that is added to any check that uses that Attribute.

Skill Modifiers (SMods): Each character has a variety of skills, with a **Skill Modifier** (or **SMod**), ranging from 0 to +4, that is added to any check using that skill.

Note: Some skills require some degree of specialized training and attempting to use one without the training incurs a -3 **SMod**. These skills are marked with a *.

Conditional Modifiers (CMods): Any dice roll can have a **Conditional Modifier** (or **CMod**) ranging from -5 to +5 which is added at the GM's discretion to reflect external factors that can influence the dice check.

FILLING IN THE GAPS

Having the players **Fill in the Gaps** about what they are seeing or doing can help the GM ensure that the whole group are contributing to the narrative.

The GM may call upon players to provide details about what they are seeing or doing that flesh out the scene or actions for the rest of the group.

MOMENTS OF INSIGHT

A roll of double one or double six (a score of 2 or 12) is either a **Moment of Low** or **High Insight** wherein the task went so flawlessly well or so disastrously awry that the character learned an important lesson about what not to do or gained a deep understand of how and why they were successful.

Regardless of any AMod, SMod or CMods being applied to the roll, a double one is always treated as a **Dire Failure** and a double six is always treated as a **Wild Success**.

As a result of this roll, they receive an **Insight Dice** that can be used to affect the outcome of future dice checks.

INSIGHT DICE

Insight Dice allow players to affect dice rolls or other elements of gameplay in their favor.

Each player starts the game with **2 Insight Dice** and receives an additional **Insight Dice** each time they roll a **double one** or a **double six** and have a **Moment of Insight**.

Common uses for **Insight Dice** are:

- Adding an additional dice before making a check, for a **3d6** dice pool
- Re-rolling one or both of the original dice
- A **+3 Conditional Modifier**
- 'Bending reality' to allowing a player to find an unexpected clue or suddenly have a missing piece of required equipment
- Instead of **Dying**, a character can surrender all of their **Insight Dice** in exchange for recovering 1 Wound Point and 1 Resilience Point for each dice surrendered. Players cannot choose how many dice to use in this method, this costs all of their **Insight Dice**

There is no limit to how many **Insight Dice** a player can have and once used, **Insight Dice** are surrendered back to the GM.

Although **Insight Dice** can be used by a player to perform an act that helps another player, they are non-transferable and cannot be given directly to another character.

GROUP CHECKS

A group of players may elect to make a **Group Check** and pool their abilities so long as they are using the **same Attribute or Skill**.

The player with the highest individual Attribute or Skill makes a dice check, factoring in AMods and SMods from the group members, and adding a +1 CMod for each person contributing. **Insight Dice** cannot be used during Group Checks.

OPPOSED CHECKS

If two characters are working against one another (during a chase, for example), an **Opposed Check** is used.

This starts with both characters making an initiative check to see who goes first.

The initiative winner then makes a dice check using the relevant attribute or skill and the other player makes a responding check.

Unlike most other dice checks in **Distemper**, an **Opposed Check** relies purely on one side beating the score of the other. If there is no clear winner, the **Opposed Check** starts over.

Moments of Insight still apply, and a character who gets a **Moment of Low Insight** (a double one) will automatically lose (unless their opponent also gets a **Moment of Low Insight**) and anyone getting a **Moment of High Insight** will automatically win, unless their opponent gets the same dice roll, in which case **Initiative** is re-rolled.

SKILL LIST

Animal Handling [Sway] (INF)
Armorsmith* [Mechanic] (DEX)
Athletics [Innate] (PHY)
Barter [Sway] (ACU)
Demolitions* [Combat] (PHY)
Entertainment [Sway] (INF)
Farming [Knowledge] (ACU)
First Aid [Medicine] (RSN)
General Knowledge [Knowledge] (RSN)
Hunting [Innate] (PHY)
Inspiration [Sway] (INF)
Intimidation [Sway] (INF)
Lock-Picking* [Criminal] (ACU)
Manipulation [Sway] (INF)
Melee Combat [Combat] (PHY)
Navigation [Innate] (ACU)
Pharmacology* [Medicine] (RSN)
Psychology* [Knowledge] (INF)
Ranged Combat [Combat] (DEX)
Research [Knowledge] (RSN)
Scavenging [Innate] (ACU)
Sleight of Hand [Criminal] (DEX)
Stealth [Criminal] (DEX)
Surgery* [Medicine] (RSN)
Survival [Innate] (ACU)
Tactics* [Knowledge] (RSN)
Tinkerer [Mechanic] (DEX)
Unarmed Combat [Combat] (PHY)
Vehicle Repair* [Mechanic] (DEX)
Weaponsmith* [Mechanic] (DEX)

COMBAT ROUNDS

Combat Rounds last 6-10 seconds, and consist of 3 phases: **Initiative**, **Actions**, **Resolution**.

1. Initiative: At the beginning of each round, all participants make an Initiative check (**2d6+Init Mod**) to determine the order in which they act, going from the highest to the lowest score, with draws taking place simultaneously. Anyone who was neither attacked nor attacked someone else gets a +1 to their next Initiative roll.

2. Actions: Each combatant gets two Combat Actions per round and may take the same action twice or choose two different actions.

3. Resolution: Certain actions, weapons, or effects will be resolved in this phase after all characters have taken their actions and before the round is complete.

At the end of the **Resolution** phase, combat cycles to a new round and a fresh Initiative check.

INITIATIVE TRACKER

INITIATIVE is decided at the beginning of each combat round and sets the order in which participants in combat act, from highest to lowest.

An **INITIATIVE CHECK** is:
2d6 + **Dexterity AMod**
+ **Acumen AMod**
+ **Perception SMod**

Name	Mod	score	order

A form-fillable PDF version of this **INITIATIVE TRACKER** is available from www.distempervorse.com/resources

FIRST IMPRESSIONS

Characters meeting NPCs for the first time should see how they are being perceived by the NPC by making either an **Influence**, **Inspiration**, **Intimidation**, or **Tactics*** check and **Fill in the Gaps** as to the specifics of what they are doing.

If multiple characters encounter him at the same time, they should make a **Group First Impression** check.

GUT INSTINCTS

Characters can also see what their **Gut Instinct** about an NPC is by making a **Psychology***, **Survival**, **Tactics***, or **Acumen** check.

If they are successful, the GM should give the player some insight as to what their take is. If they fail, the GM may mislead them.

COMBAT ATTACKS

Attack rolls, like all other checks, requires a score of 9 or above to be successful.

Attack rolls take the format:

2d6 + AMod

Physicality for Melee & Unarmed
Dexterity for Ranged

+ **SMod**

Melee Combat, Ranged Combat,
Unarmed Combat, or Demolitions*

+ **CMod** as determined by the GM

- **Target's Ranged or Melee
Defensive Modifier**

COMBAT ACTIONS

AIM: +2 CMod on the next attack against one target. The next action must be an Attack.

ATTACK: Make a Combat Roll

CHARGE: Uses both actions but lets a character make 2 moves and end in a Melee or Unarmed attack

COORDINATE: On a successful **Tactics*** check, this character can provide allies at Close range with a +2 CMod against a specific target

COVER FIRE: A Success inflicts a -2 CMod on the target's next action.

DEFEND: +2 to Defensive Modifiers

DICE CHECK: Any Attribute or Skill check

DISTRACT: A Successful **Intimidation**, **Tactics*** or **Psychology*** check causes the target to lose their next action

FIRE FROM COVER: Uses both actions to come out of cover, fire, and return to cover

GRAPPLING: An Opposed check to pin a target in place

INSPIRE: A Successful **Inspiration** check gives a target at close range an additional Combat Action

MOVE: Change Range bands

RAPID FIRE: Can make two shots per action, but the first incurs a -1 CMod and the second a -3 CMod. If used for both actions, it incurs -2 and -4 CMods

READY WEAPON: Prepares a weapon for use or clears a jammed weapon.

REPOSITION: Can move during the Resolution phase

SPRINT: Can cover 3 times the usual amount of ground. Requires an **Athletics** check or lose one of the Combat Actions in the next round

SUBDUE: Can attack and cause 50% of the usual Wound Point damage but 100% of Resilience Point damage

TAKE COVER: +2 Defensive Modifier against all incoming attacks during that round. on next attack

NEGOTIATIONS

Negotiations are broken into **Gambits** & **Rebuttals**.

A character or NPC states their offer or request by making an **Influence**, **Barter**, **Charm**, **Deception**, **Entertainment**, **Inspiration**, or **Intimidation** check, and **Filling in the Gaps**.

If the other side agrees to the request or demand, the **Negotiation** is over.

On a **Dire Failure**, the **Negotiation** immediately falls apart.

On a **Failure**, the other side gets a +1 CMod on their **Rebuttal**.

On a **Success**, there is a -1 CMod to any **Rebuttal**.

On a **Wild Success** there is a -3 CMod to any **Rebuttal**.

Once the other side has heard the opening **Gambit** out, they can offer their **Rebuttal** by making an **Acumen**, **Barter**, **Perception** or **Survival** check.

On a **Dire Failure** or **Failure**, there is no common ground but there is potential to have created an enormous amount of bad feeling.

On a **Success** or **Wild Success**, their counter is met favorably and a deal or agreement can be reached.

NPCs can attempt to **Negotiate** with characters and although the players always have agency over what they will accept or agree to, they will need to **Fill In The Gaps** about what they are thinking or saying if they decide not to hold to the terms of the **Negotiation**.

PANIC

If a character is reduced to half their original **Resilience Point** total then they must make a Successful, **Inspiration**, **Psychology*** or **Reason** check to retain their self-control or they have **Panicked**.

Players should roll 2d6 and check against the table below for the effect:

Roll Effect

- Catatonic:** Unable to move for 1d3 rounds
- Severe Anxiety:** Lose **Combat Actions** for 1d3 rounds
- Rattled:** -2 on next Initiative Roll
- Outburst:** Lashes out at someone close by
- Intimidated:** -3 CMod to attacks for 1d3 rounds
- Twitthy:** -2 CMod on all attacks for 1d3 rounds
- Loose Grip:** Whatever they are holding, they drop
- Frozen in Place:** Loses all actions for the next round
- Scream:** Spends the next round screaming
- Escape:** Disengages from combat
- Berserk:** Attacks the closest person

ITEM UPKEEP

Characters will need to regularly maintain their weapons & equipment to ensure they continue to work as intended.

After prolonged or careless use of an item, a character with at least 1 level in **Tinkerer**, **Weaponsmith***, **Armorsmith***, or **Vehicle Repair*** can make an **Upkeep Check**. On a **Failure**, the item drops a level of **Condition** (see page 35).