

Fängelsehåla



Download a free version of the game at: diekugames.com/fang

Will

Use Rune Stone Magic
Recover from Doom
Parley/Persuade
Revive

Tinker

Navigate/Track
Find/Search
Disarm Trap
Pick Lock
Use Rope
Light Fire
Repair

Tuff

Use Edible Magic
Melee Weapon Attack
Pry Open Door/Chest
Lift/Push/Pull
Brawl

Agile

Ranged Weapon Attack
Balance/Climb
Sneak/Hide
Swim/Run
Beast Riding
Swing on Rope



Action Dice (white dice)
Number of dice rolled is based upon the Attribute and any Advantages that apply to beat the Difficulty Score (DF) between 6-12.



Doom Dice (black dice)
BEFORE an Action Roll, you can risk adding any number of Doom Dice to gain a better result, but then immediately add them to your Doom Stack.



Luck Dice (third color)
Luck Dice can be used to add a dice AFTER failed Action Rolls.

ACTION ROLL VS DF



Success



Jinx (Success+Complication)



Failure

MELEE WEAPON ATTACK ACTION (TUFF)

Failure! 7DM to Player's Doom Stack

2

Failure! 4DM to Player's Doom Stack

5

Jinx! Success with complication to situation

9

ONLY Spear Damage (+2DM) to Ogre's Doom Track

10

Success! 3DM to Ogre's Doom Track

12

Success! 5DM to Ogre's Doom Track



If the spear is thrown instead, use the Ranged Weapon Attack Action (Agile)



DF9

Knife	+1	Battle Axe	+4
Dagger	+2	Sword	+4
Staff	+1	Spear	+2
Club	+2	Bow & Arrows	+2
War Hammer	+3	Brawling	0

SAVING THROWS

If the Doom Dice rolled is equal to, or below the Attribute score, it is a success.

If the Save roll fails, the die is added to the character's Doom Stack.

Recurring Saves (RSV)

Make Save each round until a successful roll, with the character still able to make actions.

Condition Saves (CSV)

Character is also struck with a condition where the character cannot make any actions until a successful Save.

CRITICAL ROLLS



2x Opponent Critical Attack

3x Character Flees & CSV Will

4x Character Damages Weapon



2x Reduce Opponent DF by 1

3x Opponent Flees

4x Death Blow to Opponent