

THE HOUSE SYSTEM REFERENCE

You might want to keep this document open while you play.

TAKING AN ACTION OR MAKING AN ATTACK

This includes everything from searching a bookcase to picking a lock to pushing open a stuck door to understanding a complex formula, and everything in between. It also includes punching someone, using a weapon (close or ranged), and even using powers that affect someone who doesn't want to be affected.

- ◆ Roll 2d6, add them together, add your Rating, and tell the GM your result. Basically, the result needs to equal or exceed the action's Rating (or your opponent's Rating if you're attacking) + 7.
- ◆ Also, roll the House Die (another d6) and tell the GM if it is the highest of the three dice you rolled.

GOT A BOON (ADVANTAGE) OR BANE (DRAWBACK)?

You get a Boon when you have magic aiding you, or when circumstances are in your favor. You get a Bane when you have a wound, or are otherwise at a disadvantage (such as if it's hard to see). Remember that Boons and Banes cancel out.

- ◆ Roll 3d6, and take the two highest results if you have a Boon, or the two lowest results if you have a Bane.
- ◆ Also, roll the House Die (another d6) and tell the GM if it is the highest of the dice you rolled (only compare it to the dice you use).

WERE YOU MAKING AN ATTACK?

If you roll unsuccessfully, you missed.

If you were successful, you need to see how much damage you inflict, if any.

- ◆ Roll 1d6, add your Rating, and subtract the Rating of your opponent. The result is the Rating of the wound you inflict. (If the result is not a positive number, you hit but didn't inflict significant damage—perhaps their armor protected them or they just are really tough.)
- ◆ You do not roll the House Die.
- ◆ Damage can have a Boon or a Bane, in which case you roll an extra die and take the higher of the two with a Boon or the lower of the two with a Bane.

AVOIDING AN ATTACK

This includes dodging a falling object, avoiding being struck by a foe in combat, withstanding the shock of something horrific, or resisting some supernatural effect.

- ◆ Roll 2d6, add them together, add your Rating, and tell the GM your result. Basically, the result needs to equal or exceed the attack or the attacker's Rating + 7.
- ◆ Also, roll the House Die (another d6) and tell the GM if it is the highest of the three dice you rolled.

Remember that any time you roll the House Die, you can choose to add it to your normal result to improve your chances. If you do, you gain 1 Doom and the house acts automatically, regardless of the result.

GOT A BOON OR BANE? DOES YOUR OPPONENT HAVE A BOON OR BANE?

Boons and Banes that affect you work just like they do with any other action. However, if your attacker has a Boon or Bane, you have to figure that in as well.

- ◆ Roll 3d6, and take the two highest results if your attacker has a Bane, or the two lowest results if your attacker has a Boon. Remember that Boons and Banes cancel out, so if you have a Boon to defend and your attacker has a Boon to attack (which is just like you having a Bane), they cancel out and you just roll normally.
- ◆ Also, roll the House Die (another d6) and tell the GM if it is the highest of the dice you rolled (only compare it to the dice you use).

WERE YOU HIT?

If an attack strikes you and it's something that inflicts damage, you have to roll your own damage (I know, it's awful, right?).

- ◆ Roll 1d6, subtract your Rating, and add the Rating of your opponent. The result is the Rating of the wound you suffer. (If the result is not a positive number, you were hit but didn't suffer significant damage—perhaps your armor protected you or your mental resistance proved up to the challenge.)
- ◆ You do not roll the House Die.
- ◆ Damage can have a Boon or a Bane from either you or the attacker. Handle that as described above.

RESTING

If you take a minute or two to catch your breath, you might be able to shrug off a wound.

- ◆ Roll 2d6 as you would for any action, and add your Rating. If your result is equal to or greater than 7 plus the Rating of the wound, you can erase it off your character sheet. You're better now. If you fail, you keep the wound and can't try to rest to get rid of it for 24 hours.
- ◆ Don't forget to roll the House Die!
- ◆ Don't forget to include any Boon or Bane in effect.

THE DARKEST HOUSE™

