

ROLLS

The Dice

Pillars uses ten-sided dice. The “0” face counts as a 0, so a roll of the dice in Pillars yields a number from 0 to 9.

The Check

Every check is based on one of the acting character’s Traits.

The player rolls the dice equal to the Pillar Rating for the Trait in question.

Target Number (TN)

The target number of any check is equal to the character’s score in a Trait plus any applicable Modifiers.

Players must roll the target number or lower on each die to gain Successes. The highest TN possible is 8, and the lowest is 0. If a TN is modified out of that range, every point above TN 8 adds a Bonus Success. Every point below 0 increases the Difficulty by 1.

Reading the Dice

Each die that comes up less than or equal to the TN is one success. Players should note how many 9s were rolled as well as the number of successes.

Difficulty

The difficulty of a check is the number of successes required to accomplish a goal and be considered a successful roll.

The most common difficulty is 2. Two things regularly modify the Difficulty number set by the GG: The difficulty (complexity, degree of difficulty) of the task, and the narrative/roleplaying done to set up the task.

Defenses as Difficulty

When a character attempts to affect a target which possesses a Trait, that target’s defense becomes the difficulty.

Striking someone, for example, typically uses the target’s Grace as the Defense (therefore the Difficulty) of the attack check.

RESULTS

There are four possible results for each check:

Clear Success

Successful roll with no 9s.

The player narrates the result and may use that narration to set up a Bonus Success for a future check during that scene.

Success

Successful roll with 9s.

The player narrates the result.

Failure

Unsuccessful roll, with no 9s.

The GG narrates the result.

Extreme Failure

Unsuccessful roll with 9s.

The GG narrates the result and adds one consequence for each 9 rolled.

CONSEQUENCES CHART
Known Action Consequences
1 Damage to the Pillar rolled.
-2TN to all rolls for the scene.
Lose your next turn just standing there.
+2 Difficulty to accomplish same task for all who attempt it that scene.
All your Defenses are set to 1 for the scene.
Unknown Action Consequences
1 <i>Scar</i> to the Pillar rolled.
The Power targets a different target, roll again.
The Power Fails but seems to work.
You lose all Mana from the Pillar with the most Mana.
+2 Difficulty the next time you use the same Secret.
-1 Fate Point (min 0)