

# Fängelsehåla



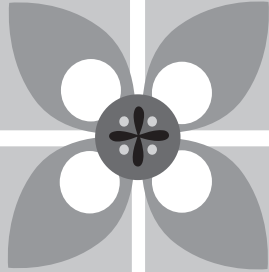
Scan QR code for an online dice roller, or [diekugames.com/fangroller](http://diekugames.com/fangroller)

## 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

## Rolling Dice

### 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

## Saving Throws

If the die 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

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- ☰ **2x** Reduce Opponent DF by 1
- 3x** Opponent Flees
- 4x** Death Blow to Opponent

## MELEE 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 Agility for a Ranged Weapon Attack*

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