

Project Cassandra Rules Summary

Rolls

- If a chosen skill lacks a ranking assign one of the available ranks to it.

If the rank is at least 1

- Roll 6d6
- Count 1 success for each die that rolled equal to or less than the skill rank
- Roll an additional 1d6 if you are receiving aid

If the rank is 0

- Roll 4d6
- Count 1 success for each die that rolled equal to or less than the rank for the skill group

Premonitions

- Spend 1 premonition to reroll all dice, keeping the best result
- Spend 1 or more premonitions to activate your Power
- If you spend a premonition marked with [] you receive a short Vision of the future

Knowledges

- Activate a knowledge to declare a previously unstated truth about the world

Conditions

- On a failed roll the GM may ask you to mark a condition when describing the impact of your failure
- If you have failed by 1 success you may choose to mark a condition to succeed at a cost
- The GM may use a marked condition to force you to reroll the dice, keeping the worse of the two results. This may be countered by spending 1 premonition