

How to Play (pages 8-11)

Once you have a character to play, most risky or difficult actions resolve using these rules:

Dice	You will need some standard dice (d6) to play. 5 dice is enough for almost any roll.
Tests $x > y$	In a test you roll 1-5 dice (competence) and compare each die to a target value (challenge). Dice greater than the target are successes. Dice at or below the target are failures, ignored. Noted in rules as $x > y$ and said aloud as "X over Y". (X is competence, Y is challenge)
Action Rolls	A test using one of your Skill ratings as the competence.
Saving Rolls	A test using one of your Attribute ratings as the competence.
Successes ✓	The number of successful dice. In many situations 1✓ is all you need.
Automatic Success	If your competence is greater than the challenge (e.g. 3>2), you may succeed without rolling dice. This counts as just 1✓.
Extended Test	Sometimes you may accumulate successes over multiple rolls, such as when climbing long distances. Carry successes from one roll to the next, until you have enough or fail. Use a saving roll to ignore the failure and try again. You may use automatic successes for extended tests, limited by your Endurance – extremely long actions may tire you out even if they seem easy at first.
Sum Tests Σ	A test that adds up the values of all successful dice (ignoring failed dice). This is useful to track variable success against multiple targets, or to get multiple types of information from a single knowledge test.
Modifiers $+x>$ or $>+y$	Some circumstances modify a test for better or worse. Some modifiers affect the dice (noted as $+x>$ or $-x>$). Others affect the target (noted as $>+y$ or $>-y$).
>6 or higher	Impossible challenge ratings of 6 or higher are not always impossible for a competent Tomb Raider. Apply $-1>-1$ modifiers until the challenge is 5. If you still have some dice to roll, there's a chance!
Assists	Characters can assist each other in actions, to help the team get through tough situations or to work together toward some difficult goal. Everyone participating rolls their test as usual, then spend unwanted successes to others involved as additional dice ($+x>$) to improve their roll. Each participant may receive assist dice, or grant them – not both. Example: In a Stealth challenge, someone who gets 3✓ may keep 1✓ for themselves to be stealthy, then give away 2 dice to others who didn't succeed.
Spending Qualities	Your character has 7 Qualities. Each one has a unique benefit that interacts with specific rules or play situations. To get the benefit, you must spend one or more of that Quality. Each Quality can only be spent up to a maximum based on a corresponding Attribute (e.g. Grit limited by Brawn). Each full night of rest, you recover 1 point of each Quality type.
Exertion	In addition, you may spend a Quality point to exert yourself to gain $+2>$ for one action roll. The Quality spent should be appropriate to what you are doing. The RM should offer at least one option, but may allow several particularly if you describe the exertion in a way that corresponds to the Quality you want to use.
Save Point	In addition, you may spend a Quality point to save yourself when a saving roll fails. The Quality spent must correspond to the Attribute used for the saving roll.

Shorthand Notations (Page 5)

BEQPCWD	Attributes	p13	Brawn Endurance Quickness Perception Cleverness Will Destiny
GTRAIMS	Qualities	p14	Grit Tenacity Reflex Alertness Intuition Mettle Spirit
$x > y$	Test (Roll)	p8-9	Indicates a test or roll, using competence x dice $>$ challenge y .
✓	Successes	p8	Number of successes rolled in a test (one success per die $>$ challenge)
Σ	Sum	p10	Sum of all successful dice in a test (failed dice not counted)
~	Steps	p5	Movement, a distance unit "Steps" is about 3 feet or 1 meter
\$	Cost	p42	Approximation of how expensive something is, from \$ to \$\$\$\$\$
#	Bulk	p41	"Bulk" approximates how heavy and large gear is

Rules Lookup

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Combat (pages 30-39)

Combat runs over several Rounds. Everyone in a combat gets one turn each round.

1. Surprise	(p30) When applicable, on the first round anyone surprised may not act and has Defense reduced to 0 if still.
2. Initiative	(p30) Each round, initiative based on intended action. Base initiative values equal Quickness (fast physical actions), Cleverness (mental/social actions), Perception (precise timing actions), Brawn (slow strength actions). Resolve each action, starting from highest initiative. Simultaneous actions for same initiative moment. Initiative < 0: On moment 0 adjust the initiative for the slow action by +1 +Q/C/P/B attribute for next round.
3. Act or Wait	At your initiative moment, you may take any action with equal or higher initiative, or delay to a later initiative. (p31) There are many kinds of actions you may take. Here are some common choices: <ul style="list-style-type: none"> • Movement: Sprint 5+Q~ over normal ground, or use a Traversal skill to move. (p30) • Attack: Unarmed or weapon hand-to-hand, gunplay, throwing. • Defend: Evasion or a hand-to-hand melee defense or guard. • Social Attack: Taunt, intimidate or distract opponents. • Tactics: Adjust your team's tactics or evaluate the enemy's. • Prepare: Reload a weapon, change weapons, or take cover. • Recover: Recover from stun effects. (p34)
4. Reposition	(p30) You may reposition by moving up to Q steps through open ground spaces. Moving through occupied or difficult spaces requires a traversal skill movement as your primary action. Reposition may happen before or after your primary action, but you may not act in the middle of a reposition.
5. Recover	(p34) When ending your turn clear your lowest Stun effect. (Not counting Stun earned this moment.)

Attack, Damage, Wounds, Batter, Stuns (Page 32-35)

Resolve an Attack	Attacker Rules	Target Rules	Notes
1. Attack Intent	Indicates target and action/weapon	Defense = Quickness, modified by burden, tactics, and circumstances	RM should clarify any circumstances that affect or modify the choices
2. Attack Test	Test Skill > Defense modified by circumstances & Tactics	Active defenses, Range, and Reflex may subtract successes and cause the attack to miss	Missed ranged/thrown attack may hit a different target nearby. Resolve steps 3-5 only if attack hits.
3. Damage Test	Damage from weapon or action.	Resilience = Brawn, modified by armor, cover, and circumstances	Precise weapon may instead use ✓ from step 2 as Damage
4. Wounds	Test Damage > Resilience	Wounds = ✓, may spend Grit to reduce Wounds, even to 0	Incapacitated (p33) when all (5) Wounds are marked
5. Batter & Stun	Batter = Damage - ✓ (from step 4)	Stun = Batter - Cover - Concentration (Will), may spend Grit to reduce incoming Stun	Apply total Stun effects (even if no new Stun inflicted). Spend Qualities to ignore effects until struck again.

Stun Effects (Page 34)

Stun	Spend	...or Suffer Effects (cumulative)
1+	G	Knockback: Move 1~ chosen by enemy
2+	I	Interrupted: -1 Initiative until recovered
3+	R	Unbalanced: -1 Defense until recovered
4+	A	Dazed: -1> on actions until recovered
5+	S	Vulnerable: -1 Resilience until recovered
6+	T	Knocked Out until revived. May spend M for another action.

Talents (Page 25-28)

	Effect (Spend 1 Spirit) or Benefit (free)
Ancient Blood (3+)	Effect: Activate mysterious artifact/site Possible campaign-specific effect or benefit as the Raid Master decides.
Background (specify)	Some RM-agreed effect or benefit that suits your unusual background or exotic origin.
Confidence	Effect: Roll skill dice (no modifiers) and replace to original result (even if worse).
Exceptional	Benefit: Allows raising one Attribute to 5 at character creation or with experience improvement.
Faith (specify)	Effect: Refresh Mettle to resist corruption or fear Benefit: Mythology+1> testing for information related to your own dogma.
Honor (specify)	Effect: Refresh one Quality (not Spirit) when fulfilling your code. Effect: RM may spend your Spirit when you willfully violate your code.
Instinct	Effect: Succeed at any failed saving roll, or fully reset Intuition.
Knack (specify)	Effect: When testing your knack skill, add +1✓ to the result (rolled or auto-success).
Luck	Effect: Roll a luck die (1>3) to replace a roll made by or against you. "1" is very bad for you!
Mystery	Effect: +2> for rolls to deceive people Benefit: >+1 penalty for others trying to investigate you or see past your deceptions.
Resources	Benefit: Special starting equipment at character creation. Effect: Activate to gain gear better/faster mid-mission, or to influence authorities.
Spiritualism	Effect: +2> to understand or use mysterious ancient artifacts, energies, etc.
Trust	Effect: +2> for someone else directly assisting/saving you, or to consult a contact.