Action Results

Die Roll	Result
1	Failure, often hilarious.
2–4	An average result. Bare success.
5	A very good result. Better than expected.
6	Great success. An impressive display of luck or talent.

A player might choose to play a Trait card to represent an automatic failure rather than rolling the die.

Combat Action Results

Die Roll	Attack, Understand, Tactic	Defend, Evade	Heal
1	Failure	Failure	Failure
2–5	Remove 1 SP	Lose no HP	Restore 1 HP
6	Remove 2 SP	Lose no HP	Restore 2 HP

Merging Results

Die Roll	Result
1–4	Remove 3 SP (1 SP with a negative Trait)
5–6	Remove 4 SP (2 SP with a negative Trait)

Challenge by SP

Easy (1–3 SP)	Average (4–6 SP)	Hard 8–12 SP
1 enemy with up to 3 SP	1 enemy with 4–6 SP	1 enemy with 10 SP
Up to 3 enemies with 1 SP each	3 enemies with 2 SP each	3 enemies with 3–4 SP each

The SP suggestions in the table are intended for a group of three player characters. If the group is larger, increase the SP of a single enemy by 2 or add one more enemy to a hostile group for each additional player beyond three.