

# ROLE THAT DICE

BLACK BOX DRAMA LTD ©



## DICE CHECK MECHANIC

### **1 = Critical Failure**

The failure is profound.

There will be consequences for this failure.

These consequences may strongly influence the course of the current play session and/or overall story.

### **2-5 = Failure**

The character fails.

There might be some very minor short-term consequences, but these won't shift the story for more than a minute or two.

### **6-9 = Partial Failure**

The character fails, but not too badly.

The character has tried and almost succeeded.

### **10-13 = Partial Success**

The character succeeds, but not impressively.

Any benefits the character gains above and beyond the success should be limited — if present at all.

### **14-17 = Success**

The character succeeds quite impressively.

At the GM's discretion, the character might have some additional benefits beyond the success, but these will be slight — and only if important for pushing the narrative forward.

### **18+ = Critical Success**

The character succeeds expertly and with ease.

It is likely that the character is just showing off or that the task is done so readily that it happens without any effort at all. At the GM's discretion (and certainly not necessarily), there could be some unexpected positive results from a success of this degree.

YOUR NAME:

# ROLE THAT DICE

BLACK BOX DRAMA LTD ©

CHARACTER'S NAME:



AGE:

BACKGROUND:

## ASSIGN ONE SKILL AS AN EXPERTISE = ADVANTAGE ON ALL CHECKS

### CHARISMA

Deception  
Intimidation  
Performance  
Persuasion

### CONSTITUTION

Courage  
Focus  
Resistance  
Stamina  
Valour

### DEXTERITY

Acrobatics  
Sleight of Hand  
Speed  
Stealth

### STRENGTH

Athletics  
Combat

### WISDOM

Arcana  
History  
Insight  
Investigation  
Perception  
Survival

### ITEMS & EQUIPMENT



### HIT POINTS



### INSPIRATION DICE

