Dice & Calculating a Roll

Most moves require the players to “Roll” when triggered and add a relevant Ability Score which is always listed in the move’s description. The “Roll” refers to rolling 2 six-sided dice which are often referred to as d6’s. The dice used in Perstoria are referred to with a “d” + the number of sides the dice has.

When rolling 2d6, the minimum value of the dice roll itself is 2 and the maximum is 12. After rolling the dice, the player adds or subtracts their character’s relevant Ability Score from the number rolled along with those from any additional effect affecting them (such as Conditions). The final number from this is what is referred to as the Roll and is then used to determine the level of success.

Levels of Success

Level of Success	Requirement	Result
Critical Success	10+ with at least one Advantage	Character gains 1 Insight, either results are the same as “Success” or you gain access to different options stated in the move description.
Success	10+	The Character succeeds in what they were trying to do.
Partial Success	7-9	The Character succeeds in what they tried to do, but not as well as a success or at a cost. Usually the player is presented with 3 options to choose from.
Failure	3-6	The Character does not succeed in what they tried to do, the GM decides what it costs them.
Critical Failure	2 or less	The Character fails spectacularly at what they tried to do, at a significant cost to them or those around them which the GM decides.

Advantage and Disadvantage

Advantages and disadvantages are effects that take effect after the Roll has been calculated. They do not affect the Roll itself but instead either increase or decrease the final level of success. With an Advantage upgrading the result to one success higher and a Disadvantage downgrading it to one success lower. The Advantages and Disadvantages applied on a move can stack and cancel eachother out.

For example, a particularly difficult task may have 3 Disadvantages associated with it, limiting the chance of a character succeeding to “Failure” and “Critical Failure” (i.e. none at all). However, two of the character’s allies choose to help them and give them an Advantage, increasing the level of success by 2, reducing the amount of Disadvantages to 1. Meaning that the character only has to lower the level of success of their roll by 1 instead of 3.

In this way, teamwork becomes critical at succeeding in tasks in Perstoria, as it may make challenging tasks trivial and otherwise impossible tasks possible.

Sample file

Origin: Outlaw

Through one way or another, you've found yourself on the wrong side of the law. Be it as a Bandit, Pirate or Witch, you've managed to live on the outskirts of civilization for quite some time. Known by many who fear your wicked ways.

Always One step Ahead
Treat your Assess rolls as one success higher when trying to determine how someone or something will react.

Class: Brute

Brutes are the close-combat experts of Perstoria with an aggressive combat style focused on Charging in and Wrestling Opponents.

They are the masters of destroying obstacles put in their way, smashing through impediments like walls or doors.

Socially, they live life to the fullest, indulging in the most uncivilized behaviours and can readily make friends by convincing them to join them.

Stats

Maximum Hit Points = 16+CON
Damage die (DMG) = d10

Important Ability Scores

These ability scores aren't crucial to play the class, classes can be played in very fun and interesting ways with any mix and focus on ability scores. However, if it is your first time playing the Brute and you haven't read through their Moves. It is recommended to take high scores in:

STR, AIM & CON.

Recommended Gear

- Armour (heavy)
- Shield
- Melee Weapon(s)
- Ranged Weapon
- Healing Potion / Healing Kit
- Adventuring Gear
- Camping Gear

Sample file

Starting Moves

Grappler

You Wrestle with Advantage.
If you rolled 10+, choose two options from Wrestle and the options below :

- Throw your opponent
- Use them as a shield (they take damage instead of you).
- Disable the use of one of their limbs or weapons

Bend Bars, Lift Gates - STR

When you use pure strength to destroy an inanimate obstacle or object, Roll+STR
10+ Choose 3
7-9 choose 1

- it doesn't take a long time
- Nothing of value is damaged
- It isn't loud (doesn't reveal you when you Sneak).
- It doesn't look damaged

Ancient Customs

When you indulge in uncivilized behaviour with someone you get an Advantage to your Manipulate roll.

Outrun, Outlast

Roll your Chase rolls with an Advantage. On a 10+ Choose one

- They lose track of you.
- You corner them/put them in a spot advantageous for you.
- You run into an ally or an enemy of your enemy.

Class Moves: Level 2+

Charge

When you charge in to attack an opponent add +1 to your damage for each range you moved to Attack or Wrestle.

I Can do this All Day

When you are On the Verge for the first time since your last Rest, you treat your roll as one success higher.

Toss

R4, R5
You can throw willing creatures your size or smaller, when you do so choose where you want them to land in range. When tossed like this, the creature ignores challenges of movement from melee attacks but may be subjected to ranged attacks.
Roll + AIM,
10+ choose 3
7-9 choose 2

- They are outside the range of melee attacks during flight
- They don't take damage when landing.
- They land exactly where you want them to.

Sample file

- They land on their feet, ready to fight.

Athletic

+1 to your Struggle rolls using STR, DEX and CON.

Oral Tradition

+1 to your Remember rolls.

Naked Fanatic

+2 Armour when not wearing any armour.

The One Who Knocks

When you Bend Bars, Lift Gates you may also choose to deal your damage to whomever or whatever is on the other side.

Class Moves: Level 6+

War Cry

Self, Area (R3)
Use once per Combat. Allies in range gain +1d4 damage to their next attack, Enemies deal -1d4 damage to their next attack.

Enduring

+2 to your Undertake a Perilous Journey roll.

I Didn't Hear No Bell

When you take damage, you can choose to take a Setback instead. This can be done after the damage is rolled.

If you choose to take the same Setback twice, it becomes a Debility instead. if you choose the same Debility twice, it becomes a Disability.

Wrecking Ball

Requires Charge

Your Charge also adds 1+ for each range moved to your STR related rolls.

Woad Warrior

+2 Damage When not wearing any Armour.

The Best Defense

Deal damage equal to your Armour to the threat when you at least partially succeed in a Defend move.

Berzerker

Advantage to Attack.

Sample file

Disadvantage to Dodge, Defend & Retreat.

Herculean Might

Roll Bend Bars, Lift Gates with Advantage.
You may Bend Bars, Lift Gates even when physically or mentally restrained. When you do, treat your roll as one success lower.

Head Hunter

When you succeed with an Attack, you deal an additional 1d6 damage.

Capstone: Level 10

Once you have reached Level 10, you may choose one of these moves, you may not choose another even if you level again. Instead choosing from the Level 6+ list.

Shieldbiter

You may also use Bend Bars, Lift Gates on items worn or carried, including weapons, armours and shields.

Backbreaker

You also deal your damage when you Wrestle.

Royal Rumble

Your Wrestle affects anyone and everyone you choose in ranges R1 & R2.

Sample file