Noir RPG Rules Summary

Skill Use

In a skill test, players roll a number of six-sided dice equal to the sum of the skill they are trying to use and its linked trait. The Director may award a one or two dice bonus or penalty depending on circumstances such as preparation time, adequate equipment and haste.

The dice are totalled. Any sixes added to the total, rolled again and the new result added to the total. This can continue indefinitely.

The player's roll must equal or better a difficulty number set by the Director. For example, an average character with an average amount of skill rolls four dice and can expect to succeed 50% in a task of difficulty number 14.

If the player rolls all ones, this is a botch and is generally very bad.

Over achievers (ie: rolling 37 when the difficulty number is 20) win either a time or detail bonus, eg: a task performed in less time than usual or more detail revealed than would otherwise be seen.

Multiple actions attract a –1 die penalty on all actions for each action beyond the first. For example, -1 die on all actions is attempting two skill tests at once, -2 dice on all actions if attempting three skill tests at once, etc.

Opposed Tests

Both players roll as in a normal skill test. The difficulty number for each opponent is the number rolled by the other player. In effect, whoever rolls highest wins.

Extended Tests

Some tasks cannot be solved by a single skill test. In these cases (eg: car chases), the Director secretly assigns a score to beat for each player. The players then make opposed skill test and the Director keeps a tally of which player wins and by how much. The first player whose tally meets or exceeds the assigned score wins the contest.

Unskilled Tests

If the character does not have the required skill, he or she can still attempt the skill test but roll a number of dice equal to the skill's linked trait less one die.

Moxie

Only one moxie point can be used to affect a skill test. Spending a moxie point can:

- Double the number of dice rolled in a test,
- Re-roll any failed test,
- Turn a botch into a regular failed test.

Experience

Generally, player can expect between two and four experience points per session. These can be spent on:

- Adding one die to a skill test, which permanently expends the point;

- Bettering traits and skills at the rate of five times the new, desired rating;

- Buying new Pros or buying off Cons at the rate of twice the value of the pro or con.

Combat

A combat round lasts about 10 seconds – between 5 and 15 seconds.

1. **Roll Initiative**: all characters roll their Reflexes trait.

2. **Declare Actions**: characters with lower initiative declare their actions before those with higher initiative.

3. **Defensive Values**: All characters roll the Moves trait or Moves + Dodge or Moves + Weapon skill if they declared themselves dodging or parrying another's attack.

4. **Offensive Actions**: In order from highest initiative to lowest, all characters make a skill test using their declared weapon. The difficulty number is the defensive value of the character being attacked. If successful, note the difference between the actual roll total and the difficulty number required.

5. **Wounding**: Add the difference between the roll and the difficulty to the weapon's damage rating. This is the amount of damage potentially done by the attack. The character attacked makes a Toughness trait roll and subtracts this from the potential damage. A botched roll subtracts no points. Reduce the attacked character's Body trait by the adjusted amount of damage. This must be at least one point.

Wounding affects the character's ability to use their skills effectively. This is explained in the table.

Bleeding

All wounds cause bleeding equal to one die – the character's Toughness trait per round if the character is active or this amount per minute (six rounds) if the character is passive. Bleeding is always considered lethal damage (see Healing, below).

Trauma

If a character takes more than 50% of his or her Body trait in one hit, he or she has suffered a massive injury and must roll on the Trauma table to determine the effects of this.

Other Modifiers (Examples)

Aiming: +1 die per round spent aiming to a maximum of +3 dice.

Called Shots: -1 die or –2 dice if particularly difficult.

Burst Fire: +1 die but no called shots are allowed.

Healing

Half (round up) of all damage done is **shock** damage, which can be healed quickly. The remainder is **lethal** damage, which heals slowly.

Inactivity allows a wounded character to make a Toughness trait roll and regain up to this many points of shock damage. A character cannot regain more points in this way than they have lost to shock damage. A character cannot heal shock damage in a round in which he or she takes bleeding damage. Successful use of Doc skill on the injured character may:

- Stop bleeding (difficulty number: 10),

- Bring a character to consciousness or avoid death (difficulty number: 15),

- Add one die to the Toughness roll to regain shock damage (difficulty number: 20).

Lethal damage heals at the rate of the character's Toughness trait per week. The Director may modify this amount depending on circumstances such as availability of medical treatment, hospital cleanliness, etc. Success use of Doc skill on the injured character heals additional points per week equal to the healer's Doc skill.