Back to Ironclaw

It's time to roll some dice in Ironclaw!

1. **Host sets difficulty.**
   - *Standard difficulty* is 3.
   - If this is an opposed roll, or if you're suffering from a penalty, you won't know the exact difficulty yet.
2. **Can anyone assist?**
   - Assistants make rolls of their own, at standard difficulty.
   - Each successful assist gives you a d8 bonus.
   - If an assist botches, the whole task is ruined; stop here!
3. **Assemble dice pool.**
   - A Trait die
   - All the dice for one of your Skills
   - Bonuses from Gifts, assists, etc.
   - The Host will suggest a Trait+Skill pair, but you can negotiate if you feel something else better fits your character's approach!
4. **Roll!**
   - Dorfl example: !1d12;2d8;1d4
   - If the roll was opposed or had a randomized penalty, your opposition also rolls now. The highest number showing on those dice becomes your difficulty.
   - Did any of your dice come up 1? Do you have *favor*, such as a relevant Favorite Use of the Skill being rolled? Then you may re-roll one 1, now.
5. **Read your highest dice.**
   - Multiple dice exceeded the difficulty: *success with additional benefits!*
   - One die exceeded the difficulty: *success!*
   - One or more dice tied the difficulty: can you claim some momentary advantage to tip the scales? If so, *success*. If not, the task produces a mixed, uncertain, or delayed result.
   - All dice fell under the difficulty: *failure.*
   - All dice came up 1: *botch!*