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# 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!*
- No dice exceeded the difficulty, but one or more tied: 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!*

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