

# SPECTER - Practice

The rules for [Specter](#) are designed to be easy to understand, modular in nature, and complex in implication. This is the reference of all specific situations and such in the game rules.

## Transcendence

---

If you can create an effort of 11+, you have the option to trigger special rules. You have to pay a Push and roll a d10 under five plus the effort in excess of 10. So 11 effort is 6 or less, 12 is 7 or less, and 15 doesn't even need a roll (10 or less).

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

<https://wiki.wishray.com/doku.php?id=specter:practice&rev=1528009882>

Last update: **2018/06/03 00:11**

