

PRINCIPLES

1: Say Yes or Roll— Only make a test when failure would be interesting and meaningful to the story.

2: Let it Ride— Rerolling an ability is forbidden unless the game situation changes dramatically.

3: Fight For What You Believe— Your job is to pursue your beliefs, while the GM's job is to challenge those beliefs.

4: No Test-Mongering— Let opportunities for tests arise naturally. Do not lobby for tests.

5: No Min-Maxing— “Optimized” characters do not work in Burning Wheel. The GM can revoke your character if it does not make sense in the game world.

6: Play the Game— All of the rules exist for a reason. Use them to find out why.

TASK RESOLUTION

1: State Your Intent and Task

- Intent: What do you want to do?
- Task: How do you want to do it?

2: GM Determines Test Type

- Standard and Linked Tests: Number of successes must equal or exceed the obstacle.
- Graduated Test: The obstacle is always 1. The number of successes determines the degree of success.
- Versus Test: The side with the most successes wins.

3: GM Determines Base Obstacle

- If this is a Standard or Linked test, the GM sets a base obstacle using the list below.
- Ob 1: A simple act, little thought needed
- Ob 2: A routine act in your profession
- Ob 3: An act that needs some concentration
- Ob 4: A risky act
- Ob 5: An act that requires expertise
- Ob 6: An act that requires heroic effort
- Ob 7: An improbable feat
- Ob 8: An act required preternatural ability
- Ob 9: A nearly impossible act
- Ob 10: A miracle

4: GM Determines the Tests' Length

- See pages 34-35 for guidelines.

5: GM States the Consequences of Failure

- GM states what will happen if the test fails.
- Failure must complicate the matter.

- You may choose to change your intent and task and start back at step 1.

6: GM Determines the Ability to be Tested

- The GM chooses an ability that fits your task.
- Its exponent sets the base number of dice you'll roll.
- You may spend 1 Deeds to double this number.

7: GM Applies Beginner's Luck

- Beginner's luck is used when a root stat must be used in place of a skill your character lacks.
- Beginner's luck doubles the base obstacle.
- In a versus test, the opponent's number of successes is the base obstacle.
- In a graduated test, the obstacle is doubled from 1 to 2.

8: Check for Tools

- If the test requires tools your character lacks, double the base obstacle. May be combined with beginner's luck.
- If this is not the first time that your character has used the tools, roll the Die of Fate to see if they are used up.

9: GM Modifies to the Base Obstacle

- +1Ob per disadvantage (unlimited).
- +1Ob if your character has 1-2 superficial wounds.
- +1Ob if the previous test in this linked test failed.
- You may spend 1 Fate to ignore the superficial wound penalty. Mark 1 Fate towards a Health epiphany.
- You may spend a maximum of 1 Fate, 3 Persona and 2 Deeds per test, not counting artha spent on Aristeia.

10: Add Bonus Dice

- +1-2D for one situational or trait advantage (GM's call).
- +1D for working carefully. The GM adds a time-related consequence in case of failure.
- +1D per character helping with a related ability, +2D per helping ability at 5+. Stats may not help skills. Relevant circles may help circles, resources may help resources.
- +1D per FoRK of your related skills, +2D per skill at 7+.
- +1D if the previous test in this linked test succeeded.
- +1D per Persona spent.

11: Subtract Wound Dice

- Do not apply these wound penalties to tests for circles, faith, health, or resources.
- -1D per light wound. 3 Superficial wounds count as a light wound.
- -2D per midi wound
- -3D per severe wound
- -4D per traumatic wound
- Spend 1 Persona to ignore a single -1D wound penalty. Mark 1 Persona towards a Health epiphany.

- Aristeia: Spend 5 Fate, 3 Persona, and 1 Deeds to ignore all dice penalties until a simple goal is achieved.
- Aristeia: Spend 5 Fate, 3 Persona, and 1 Deeds to shift an ability one shade lighter for the remainder of the scene.

12: Roll the Dice

- Black shade dice succeed on a 4+, grey shade dice 3+, white shade dice 2+.
- Spend 1 Fate to open-end all 6s. If the roll is naturally open-ended, reroll 1 traitor.
- Magical skills, astrology, faith, and steel are naturally open-ended.
- Astrology is open-ended on 1s as well as 6s, unless it is used in a linked test.
- Spend 1 Deeds to reroll all traitors.
- You may use each call-on trait once per session to reroll all traitors in a related test.

13: GM Determines Results

- A successful test means the intent happens, exactly as you stated it.
- You may spend excess successes to increase the quality and speed of your task.
- If this is a versus test and the results are tied, the defender wins. If there is no defender, the tie may be broken by a call-on trait. Otherwise, it remains a tie until the conflict shifts to another ability.
- On a failure, the consequences happen, exactly as stated by the GM.
- Players who helped on the test share in the consequences of failure as well.
- You may spend 1 Persona to counter the time-related penalty from working carefully.
- You may spend 1 Persona to cheat death on a failed test in exchange for some other costly consequence.

14: Mark Artha

- Tally up all Fate, Persona, and Deeds spent on this test, including those spent on Aristeia. Mark the artha down next to the ability tested.
- If this test was related to a belief or instinct of your character, mark the artha down next to that as well.

15: Check for Epiphany

- If you have spent a total of at least 20 Fate, 10 Persona, and 3 Deeds on a single ability, immediately shift it one shade lighter. **Then erase all artha marked on that ability.**

16: Mark Test Difficulty

- Compare the number of dice rolled (but ignoring all dice added from Fate, Persona, or Deeds) to the total obstacle of the test.

	1-3 Dice	4-6 Dice	7+ Dice
Ob greater than dice	Challenging	Challenging	Challenging
Ob equal to dice	Difficult	Difficult	Difficult
Ob 1 less than dice	Routine	Difficult	Difficult
Ob 2 less than dice	Routine	Routine	Difficult
Ob 3+ less than dice	Routine	Routine	Routine

- Mark the type of the test (challenging, difficult, or routine) next to the ability. If the ability being tested was perception, resources, or faith, then the test must be successful to mark it down. Otherwise, mark it even if you failed.
- Any other players who helped on the test also mark a test by comparing the helping ability's exponent to the Ob.
- When making a beginner's luck test, if the test would have been routine *before* doubling, then mark it as a test towards opening that skill. Otherwise mark it as a difficult or challenging stat test.
- All graduated tests count as routine tests.
- If you test one ability many times in a single conflict, you only mark the highest Ob test, unless marking another test would allow that ability to advance.
- If you have logged the required hours of practice in a skill or stat, you may mark a test, as shown on pages 47-48.

17: Check for Advancement

- If a stat or skill has marked the number and type of test required by the tables below, raise its exponent by one. Then erase all of its tests.

		Tests Required			Tests Required			
		R	D	C				
Stat Exponent	1	1	(1 or 1)		Skill Exponent	1	1	1
	2	2	(1 or 1)			2	1	1
	3	3	(2 or 1)			3	2	1
	4	4	(2 or 1)			4	2	1
	5	-	3	1		5	3	1
	6	-	3	2		6	3	2
	7	-	4	2		7	4	2
	8	-	4	3		8	4	3
	9	-	5	3		9	5	3

- If a skill being learned has marked a number of tests equal to its aptitude (10 minus root stat) open it at half the root stat rounded down.
- Circles, Resources, Health, Steel, Faith, Greed, Grief, and Hate all advance like skills.
- Reflexes advances as perception, agility, and speed do, and mortal wound advances as power and forte do.

SKILL INSTRUCTION

1: Determine Available Tests

- To learn from someone, they must be trained in the skill you wish to teach, and that skill's exponent must be equal to or greater than yours.
- Instruction and practice are the only ways you can learn training skills, such as armor training. Training skills cannot be learned via beginner's luck.
- Compare your exponent of the skill you wish to learn against an obstacle equal to or less than the instructor's exponent. This tells you the difficulty of tests available.

2: Instructor Makes an Instruction Test

- The instructor chooses an obstacle for their own instruction test based on the type of tests they are able to offer to their student: Ob 1 for routine tests, Ob 2 for difficult tests, Ob 3 for challenging tests.
- Add +1Ob if teaching School of Thought and Artist skills, +2Ob for Medicinal and Military skills, and +3Ob for Sorcerous and Special skills.
- The instructor tests instruction against the final obstacle.

3: Time Passes

- Instruction test lasts for days equal to 10 minus the instructors will, plus 10 minus the student's will, plus the obstacle of the test on offer.
- This practice eats up all of both characters' free time.
- If the test fails, the time only counts as practice. Also, you either receive +1Ob to your next test in the skill being taught, or the instructor gets +1Ob to further teach you. GM's call.

4: Mark a Test

- If the instructor succeeds, mark down the type of test offered. If a skill has reached its aptitude, open it as usual. The instructor also earns a test for the instruction skill.

END OF SESSION

1: Nominate Other Participants, GM Awards Artha

- You may nominate the GM or other players for the following awards. The GM must accept if you nominate an NPC, but the GM has final say when it comes to giving these awards to you or other players.

- 1 Fate per belief used to drive the game forward.
- 1 Fate per instinct used to make your character's life harder or more awkward.
- 1 Fate per trait used to make your character's life harder, or which alters the story unexpectedly.
- 1 Fate for in-character, game-stopping humor.
- 1 Fate for having the right skill at the right time.
- 1 Persona for accomplishing a goal belief.
- 1 Persona for seamless, immersive roleplaying.

2: Vote for Mold Breaker

- A majority vote of all participants awards 1 Persona to a player who roleplayed inner conflict between their character's actions and beliefs.

3: GM Awards Deeds

- You may not nominate for these awards. They are solely at GM discretion.
- 1 Deeds for sacrificing something to accomplish a goal greater than your own personal agenda.
- 1 Deeds for helping another character accomplish a goal that is anathema to your own beliefs.

4: End of Scenario Artha Awards

- At the end of a scenario, adventure, or campaign, the following awards are granted by a majority vote of all participants.
- 1 Persona for being the player that everyone relied on to get the mundane things done.
- 1 Persona for being the player most valuable to the scenario, without whom it could not have reached its conclusion.

5: Vote for New Traits

- At the end of an adventure or campaign (every 6-12 sessions), discuss new traits to add or remove from characters.
- Beliefs are intended to change into traits over time. The more artha that has been invested in a belief, the more powerful the trait.
- Vote on each trait discussed. The player who owns the character being voted on may not vote. The trait is added or removed if the votes are unanimous.

6: Change Beliefs and Instincts

- Beliefs and instincts can be changed at any time (with GM approval) but it's good to re-evaluate at the end of a session.
- If a goal belief has been accomplished, replace it with something new, either a goal belief, interpersonal belief, or philosophical belief.