BURNING WHEEL

Player's Procedure Guide

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Tests

State Your Intent and Task
- ❖ Intent: What do you want to do?
- ❖ Task: How do you want to do it?

The GM Defines the Test
- ❖ The GM decides what kind of test this is: standard, linked, graduated, or versus.
- ❖ If this is a standard or linked test, the GM sets a base obstacle from 1-10. See p. 15.
- ❖ The GM decides how long the test will take, from a moment to years. See p. 34-35.
- ❖ GM sets the consequences for failing the test.
- ❖ The consequences must complicate the situation and drive the story forward.
- ❖ The GM chooses an ability that fits your task.
- ❖ Its exponent is the base number of dice to roll.
- ❖ You may spend 1 deeds to double this.

Apply Beginner's Luck
- ❖ Beginner's Luck is used when a root stat must be used in place of a skill your character lacks.
- ❖ Beginners Luck doubles the base obstacle.
- ❖ For versus tests, the number of successes rolled by the opponent is the base obstacle.
- ❖ For graduated tests, the base obstacle is 1.

Check for Tools
- ❖ If the test requires tools that your character lacks, double the base obstacle. This 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.

The GM Modifies the Base Obstacle
- ❖ **+1 Ob** per disadvantage.
- ❖ **+1 Ob** if your character has 1-2 superficial wounds.
- ❖ **+1 Ob** if this is not the first test in a linked test, and the previous test failed.
- ❖ **+2 Ob** if this is a social skill test against a named personal enemy.
- ❖ **+1-3 Ob** from a relevant infamous reputation.

- ❖ Spend 1 fate to ignore the superficial wound penalty. If you do, 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.

Add Bonus Dice
- ❖ **+1-2D** from one situational or trait advantage.
- ❖ **+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 this is not the first test in a linked test, and the previous test exceeded the obstacle.
- ❖ **+1D** per persona spent.

Subtract Wound Dice
- ❖ Do not apply these wound penalties when testing 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. If you do, 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 this scene.

Roll the Dice
- ❖ Black shade dice are successes on a 4+, grey shade dice on a 3+, white shade dice on a 2+. All other results are traitors.
- ❖ 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.
- ❖ On a standard or linked test, the successes must equal or exceed the obstacle to pass.
- ❖ On a versus test, successes must exceed the obstacle to pass.

- ❖ Graduated tests always pass.

Determine the Results
- ❖ If you pass the test then you get your intent, exactly as you described it.
- ❖ You may spend excess successes to increase the quality and speed of your task.
- ❖ If this is a graduated test, the number of successes determines the degree of success.
- ❖ If this is a versus test and there is a tie, 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 is resolved using a different ability.
- ❖ If you fail the test then the consequences happen, exactly as described by the GM.
- ❖ Characters who helped on the test share in the consequences of failure.
- ❖ 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. The GM has final say.
- ❖ If you have received a mortal wound, you may spend 1 persona to test your Health to survive.

Mark Artha
- ❖ Tally up all fate, persona, and deeds spent on this test, including any artha spent on Aristeia. Mark the artha down next to the ability tested.
- ❖ If this test was related to one of your beliefs or instincts, mark the artha down there as well.
- ❖ If at least 20 fate, 10 persona, and 3 deeds are marked on a single ability, you have an epiphany. Shift that ability one shade lighter.

Mark Test Difficulty
- ❖ Compare the total number of dice rolled (but ignoring all dice added from fate, persona, or deeds) to the final 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 test (challenging, difficult, or routine) next to the ability being tested. If this ability was Perception, Resources, or Faith,

then you have to pass the test to mark it down. Otherwise, mark it even if you failed.
- ❖ Any other characters who helped on the test also mark a test by comparing the helping ability's exponent to the obstacle.
- ❖ 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. If not, 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. See below.
- ❖ If you have logged the required hours of practice in a skill or stat, you may mark the related test. See p. 47-48.

Check for Advancement
- ❖ If a stat or skill has marked the number and type of tests required by the related table below, raise its exponent by one. Then erase all of its tests.

		Skill Tests Required					Stat Tests Required	
		R	D	C			D	C
Skill Exponent	**1**	1	(1 or 1)		Stat 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 advance, and Mortal Wound advances as Power and Forte advance.

Circles

Who Are You Looking For?
- Name or define the NPC you are looking for: "Bjorn," "A baker," "A spy in my ranks."
- Circles only work within your lifepath settings.
- The GM must state the consequences of failure.
- Your base dice equal your Circles exponent.
- The base obstacle for a Circles test is 1.

The GM Modifies the Base Obstacle
- **+1 Ob** if you failed a linked test using a relevant wise.
- **+2 Ob** for an uncommon occupation, or from a different lifepath.
- **+3 Ob** for a rare occupation within the setting.
- **+1 Ob** for a lower rank, station, or class.
- **+2 Ob** for a higher rank, station, or class.
- **+3 Ob** for the highest station in the setting.
- **+1-2 Ob** for unusual knowledge/disposition.
- **+3 Ob** for rare knowledge/disposition.
- **+1-2 Ob** for an unusual time and place.
- **+3 Ob** if you want the NPC right here, right now, in the middle of trouble.

Add Bonus Dice
- **+1D** if you have named the NPC from a previous Circles test.
- **+1D** if you exceeded the obstacle on a linked test using a relevant wise.
- **+1-3D** from your applicable affiliation.
- **+1-3D** from your applicable reputation.
- **+1-3D** from the NPC's reputation.
- Similar Circles may help.
- You may spend artha as normal.
- FoRKs are prohibited during Circles tests.
- Wounds do not subtract dice.

Determine the Results
- Roll your total dice against the final obstacle.
- If you pass, you find the NPC and they are favorably disposed to you.
- If you exceeded the Ob, name the character.
- Your character has a relationship aptitude with the named character equal to 10 minus Circles, minus positive reputations, plus negative reputations. If you contact them a number of times equal to your relationship aptitude them, they are added to your relationships.
- If this test was to join an organization, you may now test Resources to buy an affiliation with it.
- If you fail, the consequences happen. Helping characters share in the consequences.

- The GM may also invoke the enmity clause, in which case the character has made a new enemy. Name the enemy now.
- Social skill tests against named enemies suffer **+2 Ob**, and enemies gain **+4D** to their body of argument rolls in Duel of Wits.
- If a failed Circles test threatens to subtract a reputation die, you may add that die to a relevant infamous reputation, provided that you can justify this within the story.

Mark Test Difficulty
- Circles advances as a skill.

Resources

What Are You Looking For?
- State what your character wants to buy.
- If the item is within your means and there is nothing at stake, the GM should Say Yes.
- Your base dice equal your Resources exponent. If this is taxed, use the taxed Resources exponent instead.

The GM Sets the Base Obstacle
- See p. 366-367. See p. 372 if making a lifestyle test, once per Resources cycle.
- You may reduce the base obstacle by 1 if you succeed at a haggling vs. haggling test.
- Alternatively, characters may bid on a base Ob.
- Buying a 1D affiliation is Ob 3, a 2D affiliation is Ob 5, and a 3D affiliation is Ob 7.

The GM Modifies the Base Obstacle
- **+1 Ob** if you used a relevant wise or skill on a linked test and failed.
- **+1-3 Ob** for being far away from the source of your Resources.
- **+1-2 Ob** if buying the item in bulk.
- **+1 Ob** to buy an affiliation with low nobility.
- **+2 Ob** to buy an affiliation with high nobility.
- **+3 Ob** to buy an elite or secretive affiliation.

Add Bonus Dice
- **+1D** if you used a relevant wise or skill on a linked test and exceeded the obstacle.
- **+1D** per die of cash you wish to spend.
- **+1-10D** per die invested from a single fund.
- **+XD** from loaned cash or funds.
- **+2D** for trying to buy a 1D advancement in your own affiliation.
- Resources may help Resources.
- You may spend artha as normal.
- FoRKs are prohibited for Resources tests.
- Wounds do not subtract dice.

Determine the Results
- Roll your total dice against the final obstacle.
- All cash dice used are lost.
- If you pass the test, you gain what you sought.
- If you fail, your Resources are taxed: -1D for routine tests, -2D for difficult tests, and by the margin of failure for challenging tests.
- All helpers on a failed test are taxed as well.
- If you used a fund, taxed dice are removed from the fund first, and are lost permanently.
- If taxed Resources are reduced to 0, deplete your actual Resources exponent by 1D.
- The GM may give the Gift of Kindness and grant your intent even if you are taxed. If he does, you may decline and only be taxed 1D.

Mark Test Difficulty
- Resources advances like a skill.
- Only successful tests count for advancement.
- Keep your actual and taxed exponents separate. When Resources advances, increase your taxed exponent as well.
- At the GM's discretion, Resources may be advanced through gaining titles and rank.

Making Money
- To produce cash, make a Resources test with an Ob of double the cash dice you want.
- To create a fund, make a Resources test with an Ob of double the fund's dice plus 1.
- To replenish taxed dice, test a job skill plus FoRKs against an Ob of 1 plus taxed dice. Meeting the Ob restores 1D. Excess successes restores 1D or reduces time by 10% per success. This test takes a resource cycle to complete and earns the job skill a test.

Steel

Determine Hesitation
- The GM tests your Steel ability when you confront surprise, pain, fear, or wonderment.
- You must test Steel every time you take a wound, but otherwise a single type of effect may only cause a Steel test once per scene.
- The base obstacle for a Steel test is your hesitation, equal to 10 minus your will.
- Your base dice equal your Steel exponent.

The GM Modifies Your Hesitation
- See p. 363 for hesitation Ob modifiers.

Add Bonus Dice
- **+1D** when surrounded by friends or allies.
- **+2D** when startled by something mundane.
- You may spend artha as normal.

- FoRKs forbidden, and usually so is help.
- Wounds may subtract dice.

Determine the Results
- Roll your total dice against the final obstacle.
- Steel tests are open-ended.
- If you pass, you do not hesitate.
- If you fail, you must swoon, stand and drool, run screaming, or fall prone and beg for mercy for actions equal to the margin of failure.

Mark Test Difficulty
- Steel advances as a skill.
- The GM may allow you to mark a Steel test without rolling if certain intense situations arise during play. See p. 364-365 for Ob examples.

Skill Training

Determine Available Tests
- The instructor must be trained in the skill you wish to learn, 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.
- Compare your exponent for the skill you wish to learn against an obstacle equal to or less than the instructor's exponent. This tells you the difficulty of the tests on offer.

Instructor Makes an Instruction Test
- The instructor chooses an obstacle for their instruction test based on the type of test they want to (and are able to) offer: Ob 1 for routine tests, Ob 2 for difficult, Ob 3 for challenging.
- Add **+1 Ob** if teaching School of Thought and Artist skills, **+2 Ob** for Medicinal and Military, and **+3 Ob** for Sorcerous and Special skills.
- The instructor then tests their instruction skill.

Time Passes
- Instruction tests last 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 instruction leaves no room for leisure time.
- If the test fails, the time only counts as practice. Also, you either suffer **+1 Ob** to your next test in the skill being taught, or the instructor suffers **+1 Ob** to further instruct you. GM's call.

Mark Test Difficulty
- If the instructor passes their instruction test, mark down the skill test you've earned. If a skill has reached its aptitude, open it as usual. The instructor also earns an instruction test.