

RUNE CASTING

THE PAST RUNE

3

OVERCOMES DIFFICULTY

Place a number of tokens in the *Cast Runes* stone equal to your rank in the skill.

Roll a number of d8s equal to your *God Rune* for the action, plus any bonus dice from spent Wyrld points (max 2 + Legend).

THE OUTCOME RUNE

5

SUCCESS MARGIN

Place an additional token in the *Cast Runes* stone for every 6, 7, or 8 rolled.

Place a token in the *Past Rune* stone for every dice that comes up with a 3.

Place a token in the *Future Rune* stone for every dice that comes up with a 4.

THE PRESENT RUNE

SKILL RANKS
6, 7, 8

DISTRIBUTABLE RUNES

THE FUTURE RUNE

4

ACTION SPEED

Place a token in the *Outcome Rune* stone for every dice that comes up with a 5.

Place a token in the *Merkstave* stone for every dice that come up with a 1.

Distribute the tokens in your *Cast Runes* stone between your other stones, or to remove a *Merkstave* token.

MERKSTAVE

1

FAILURE EFFECTS