

Museum of the Mind's-Eye

GM REFERENCE

DICE

Dice Options

This uses lots of dice. Six sided dice are the most common, but dice with four, eight, ten, twelve or twenty sides will also suffice. Coins can be used in place of dice. Each dice which results in an even number counts as one point; odd dice count as zero. With coins, heads are one point, tails are zero.

Dice Odds

Odds of success when rolling a given number of dice against a GM designated target number (TN).

Dice	TN1	TN2	TN3	TN4	TN5	TN6	TN7
1d	50%	0%	0%	0%	0%	0%	0%
2d	75%	25%	0%	0%	0%	0%	0%
3d	88%	50%	13%	0%	0%	0%	0%
4d	94%	69%	31%	6%	0%	0%	0%
5d	97%	81%	50%	19%	3%	0%	0%
6d	98%	89%	66%	34%	11%	2%	0%
7d	99%	94%	77%	50%	23%	6%	1%
8d	99%	96%	86%	64%	36%	14%	4%
9d	99%	98%	91%	75%	50%	25%	9%
10d	99%	99%	95%	83%	62%	38%	17%
11d	99%	99%	97%	89%	73%	50%	27%
12d	99%	99%	98%	93%	81%	61%	39%
13d	99%	99%	99%	95%	87%	71%	50%
14d	100%	99%	99%	97%	91%	79%	60%
15d	100%	99%	99%	98%	94%	85%	70%
16d	100%	99%	99%	99%	96%	89%	77%
17d	100%	99%	99%	99%	98%	93%	83%
18d	100%	99%	99%	99%	98%	95%	88%
19d	100%	100%	99%	99%	99%	97%	92%
20d	100%	100%	99%	99%	99%	98%	94%

RULES RECAP

Turn Countdowns

In 4 hour games, **each player's turn** starts at 4 minutes, decreases 1 minute per hour and ends with 1 minute turns the last hour.

Timer Token

An egg timer is passed player-to-player. The player with this **timer token** decides their actions and roll dice. Actions declared but not rolled when timer buzzes automatically fail.

Dice Pools

Start each session with three dice in your **personal dice pool**.

GM Rewards

The Gamemaster (GM) may grant you **additional pool dice as reward** for good roleplaying, problem solving, heroic deeds, entering danger because of a trait or even making the group laugh!

Rolling the Dice

You get **one die for free**. Add a die for each trait your character could logically use to overcome the obstacle. Lastly, **add any number of personal pool dice**.

The resulting number must **meet or beat the target number set by the GM** (usually 3) to succeed.

If you succeed, *discard* the dice you rolled, including any pool dice you used.

If you fail, you don't achieve your goal. *Keep* the pool dice you rolled and add another die to your pool. The GM will escalate events and you may be able to try again to overcome the obstacle.

Conditions

When you fail a roll or when the situation warrants, the GM may impose a **condition** on your character such as Shaken, Injured, Exhausted, Angry, Lost, Hunted or Trapped. Each condition forces a **one die penalty** (remove one of your dice before you roll) on subsequent dice rolls until you remove the condition.

Incapacitation

Characters who receive 3 conditions are incapacitated but only dead if the player consents.

Helping

If you can assist another character, you can give them a die from your pool. Narrate what your character does to assist. You **get your die back if the roll fails, but lose it if it succeeds**.

Refreshes

Refresh your pool back to three dice and remove conditions (with GM approval) by roleplaying a refresh scene with another character. Between sessions you receive an automatic refresh.