

# SUBWAY RUNNERS RULES REFERENCE

## How to roll

Use a number of 6-sided dice matching your action rating or assigned dice pool size (usually 1-4 dice). Report only the highest result. (Ex.: if rolling 3 dice results in 2, 4, 1, report the result of 4.)

If your action rating or dice pool size is 0, roll 2 dice and report the lowest result.

## Roll results:

- 1-3: bad outcome! Failure + consequences
- 4-5: partial success! Success + consequences
- 6: success! Things go well
- Multiple 6s: critical success! Success + advantage

## Taking actions & using magic/weapons/special abilities

### To *take an action*:

- State your goal, chosen action, and equipment. Describe your approach.
- The GM will then describe its risk & effectiveness.
- Roll the number of dice matching your action rating & see what happens!

To *cast magic spells* or *use a weapon* take the same steps as making an action but roll your magic dice pool or fightin' dice pool.

To *use a special ability* choose a related action and roll its action rating when you do your special ability.

## Stress

Mark 1 stress box for each point of stress you take. *Relieve stress* by spending a few hours aboveground. Take on stress by:

- *Resisting consequences.* Take 6 stress minus the highest result of your Resistance Dice to resist a consequence.
- *Pushing yourself.* Take 2 stress to add 1 die to a roll, improve the GM-assigned effectiveness of your approach, or take an action that a wound would normally make impossible.
- *Assisting a runner.* Take 1 stress to help an ally. Describe how you help and give them 1 additional die to roll.

If you fill all of your stress boxes tell the GM and accept a permanent *trauma*. If you take 4 traumas, retire. You must go above ground before rejoining the action after you take a trauma.

## Wounds

- Your 3rd minor wound automatically becomes a moderate wound.
- Your 3rd moderate wound automatically becomes a severe wound.
- Your 2nd severe wound automatically becomes fatal.

Wounds are not received in increasing order of severity - you might take a severe wound first. You can resist any wound! Resisting while wearing appropriate armor negates a wound entirely.

Wounds may be healed by 1 degree at Medical Centers located in every station.

## How to get promotions

When you *complete a promotion activity* (found at the bottom of your Contractor File) check it off and report it to the GM who will provide an immediate promotion. Promotion activities may be performed as many times as you'd like but will only earn you 1 promotion.

When you *complete a gig* the GM will provide an immediate promotion.