

The Silvervine Games New Player Cheat Sheet

Here are some descriptions, tips, and tricks that new players might find helpful.

If you get lost or forget something, check here or ask the Game Master.

The Core Mechanic

For any action you are trying to complete, gather d10s equal to the two attributes that are relevant and roll them all (STR 3 + RFL 4 = 7 dice you roll).

You must get the Required Number of Successes, or R# to succeed. A success is any die rolled at 8, 9, or 10.

- ∴ Skills make it easier to get successes.
- ∴ Focuses are varied abilities that change the situation in some way, according to their description.

Examples

- ∴ Knocking down a door?
STR (3) + RFL (4) becomes 7d10 you roll, hoping to get enough die to come up 8, 9, or 10.
- ∴ Picking the lock on a door with a relevant skill of 1?
RFL(4) + PER(2) becomes 6d10 you roll, hoping to get enough die to come up 7, 8, 9, or 10.

Required Number

The number of die that have to come up as a success for the action to be successful. If the R# is 3, you need 3 dice to come up as successes. The R# can be set by the Game Master, can come from an opposed roll with an opponent, or be set by the situation.

Skills and Successes

- ∴ Any 8, 9, or 10 rolled on a die is always a success.
- ∴ A relevant skill of 1 means that any 7 rolled on a die is a success.
- ∴ A relevant skill of 2 means that any 6 rolled on a die is a success.
- ∴ A relevant skill of 3 means that any 5 rolled on a die is a success.

Minor Use – Sometimes a skill might apply, but very loosely. If you ask the Game Master might allow a minor use, applying the skill as a level 1 skill no matter what level it is actually at.

Dual Use – Sometimes 2 skills are INCREDIBLY relevant to a roll. If you ask, the Game Master might declare that the more relevant skill applies as normal but the second skill adds a single +1 die to your roll.

Rolling A Critical

Any time all your dice (3 or more) come up as successes you have achieved a critical. Re-roll your dice and add in any new successes.

Pushing For The Critical

Any roll that **meets the R#** of successes and is successful **can be pushed to try to make it a critical**. The player declares they are “Pushing for the Critical” and rolls a single d10. If it comes up 8, 9, or 10 the player gets to re-roll their dice and add in any new successes. If it comes up 1-7 then they lose ½ of their current successes.

Initiative

Roll 1d10 and add the character's initiative modifier (In the upper right hand corner of the sheet, next to HP. It is equal to your RFL+PER.).

Dealing Damage

Meeting an opponent's Defensive Required # deals a single level of your damage rating. Each additional success above the R# deals another level of your damage rating. If the damage rating is 7 and you get 4 successes against an opponent with a DR# 2, it looks like this:

Success 1 = 0 Damage Success 3 = 14 Damage
Success 2 = 7 Damage Success 4 = 21 Damage

Absorbing Damage

Damage can be absorbed with armor dice (TGH + any armor modifiers). Roll your armor dice. Each success (8, 9, or 10 unless you have the Armor Use skill) absorbs damage up to the armor's cap. If you take 10 damage and roll 5 successes while having 4/16 armor, it would look like this:

Success 1 = 4 Damage Absorbed Success 4 = 16 Absorbed
Success 2 = 8 Absorbed Success 5 = 16 Absorbed
Success 3 = 12 Absorbed

Some Play Advice - TRY ANYTHING!

Silvervine isn't like a lot of other games. It incorporates a lot of Narrative from the players and moves a lot of control out of the Game Master's hands. Still, it isn't as freeform as many of the independent Shared Narrative games that are out there. It still has a solid mechanic and crunch system that keeps game play balanced. To us, it is the best of both worlds, and we hope you will enjoy it as much as we do. There are some things you should know or think about.

- ∴ Never EVER be afraid to try something. The role of a Game Master in Silvervine is to mix his or her story with the players' actions and ideas.
- ∴ Skills and Focuses apply in very broad ways. Seriously, ask the Game Master if you can make use of a skill or focus in a unique way. Just have some rationale to back up how or why it might come into play.
- ∴ You have THEMATIC control over how your character's abilities, clothing, items, and skills work, look, and feel. Do whatever you want with the effects. The armor and weapons can be of any material and look you like. Have fun with it and play to the character concept you want. Your thematic choices will not affect the mechanical aspects of the game, but they make the character truly yours.
- ∴ You have CINEMATIC control of your character's actions. Feel free to play it up and make it awesome. Your cinematic changes to the situation (*I dodge the giant's hand, swing myself onto his fist as he pulls back, rip my sword through his knuckle, then jump down 15 feet holding his severed finger*) will not change the effect of your roll or the situation, but they add to the cool factor of your character.