

**Action Scene:** A Scene that involves Combat or Pursuits. Broken down into **Turns**.

**Asset:** A trait that a Hero has that allows him to positively effect the outcome of a situation or **Check**. A "skill" or "advantage". Heroes start with seven **Assets**.

**Bonus:** Dice *added* to an attempt to succeed in a **Check**. See also **Penalty**

**Catastrophic Failure:** A Check result composed entirely of Ones. This indicates the worst possible result based on the situation as judged by the Chronicler.

**Check:** Use of the dice to resolve the outcome of disputed, difficult or dangerous situations. See also **Conflict** and **Test**

**Chronicler:** The game master. In a roleplaying game he is the game's writer, director, narrator and rules referee. He is the one that knows all of the Grand Secrets.

**Conflict:** A **Check** used to resolve situations involving two or more people when they are in direct contact. ie: Hand-to-hand combat, debates, games of chance. In a Conflict all adversaries roll their dice and the Variation indicates winner's the level of success: less than 5 points is a **Minor** success, at least 5 points is a **Significant** success, at least 10 points is an **Exceptional** success. See also **Test**

**Damage Resistance Test:** A **Test** performed during Combat that allows a Hero to temporarily ignore Damage and Wounds.

**Dramatic Distance:** the rough estimation of distances used in Uchronia 1890. They are: *Very Near* - 3 meters or less, *Near*- up to 10 meters, *Median*- up to 30 meters, *Far*- up to 100 Meters, *Very Far* - anything beyond 100 meters.

**Episode:** Scenario. An Episode is a focused adventure or investigation resolved over a few short sessions or one long one. An Episode contains many **Scenes**.

**Hand-to-Hand Combat:** Combat involving "melee" weapons like swords, clubs and bare hands. See also **Ranged Combat**

**Hero or Heroine:** The character role taken on by the Player. The term "Hero" indicates not only their status as a Principal Cast Member but also the type of behavior expected from the characters. Put plainly: the Heroes are the Good Guys of the **Serial**.

**Penalty:** Dice *subtracted* from an attempt to succeed in a **Check**. See also **Bonus**

**Ranged Combat:** Combat involved "missile" weapons like fire-arms and bows. See also **Hand-to-Hand Combat**

**Scene:** The various acts of an **Episode**. A Scene is a unit for measuring narrative and is not a set amount of time. Depending on the story a Scene could be a few minutes of confused combat or several hours of patient investigation. Se also **Action Scenes**

**Season:** A succession of interconnected **Episodes** (usually from three to six) framed by common themes and where extended story-lines are brought to a close. The interludes between Seasons of a **Serial** allow the **Chronicler** to move the full story along and for the **Heroes** to mature and perhaps attain new **Assets**.

**Serial:** Campaign. A series of **Episodes** that make up a completed story arch and that features the same **Heroes** and some re-occurring **Supporting Cast**. A Serial is composed of several **Seasons**.

**Supporting Cast/Character:** Non-player characters. Characters controlled by the **Chronicler**, rather than a Player. Essentially, all of the people in the game who aren't the **Heroes**. Depending on the character's importance to the story they are either a **Principal** or **Secondary** Supporting Character.

**Test:** A **Check** used when a **Hero** faces a challenge that does not pit him against a living opponent that he is in direct contact with. ie: Gun fights, jumping, lock-picking. To pass a Test the total of the Hero's roll must be higher than the challenge's **Threshold of Success**. See also **Conflict**

**Threshold of Success:** The three levels for judging the difficulty of a Test: *Challenging* (a result of at least 10), *Impressive* (a result of at least 15) and *Formidable* (a result of at least 20). The Chronicler may apply different Thresholds of Success based on the given situation.

**Turn:** a few seconds of time during which a Cast Member has the opportunity of acting in a decisive way. Used in **Action Scenes**.