# Skill checks

## Roll

2d6 + relevant attribute modifier + skill level + Situational

**Success**: Larger or equal to DC.  
**Not even level 0**: Skill level = -1  
**Peripheral cases**: +2 DC and potentially less effective (e.g., using Drive to repair vehicle instead of Fix)  
**Situational**: .

## Difficulty

A screenshot of a test

Description automatically generated

## Aid skill check

**Requires:** Player describes how action helps and GM agrees.  
**Roll:** Same DC as original, uses skill relevant for the aiding action.  
**Effect:** +1 on success, nothing on failure. Max +1 regardless of people aiding.

## Opposed skill checks

Each person rolls relevant skill. PC wins ties. NPC adds skill bonus to relevant skills, otherwise flat 2d6.

# Combat

## Hit points & Death

## Attacking

1d20 + Attack Bonus +

# Scenes

Full fight counts as 1 scene.

# Hacking

# Expenses