

Skill Checks

Most conflicts are solved using Skill Checks. When you want to do something and the outcome is uncertain or dramatically interesting, you make a Skill Check.

Roll 2d6 (two 6-sided dice) and add **One Attribute** and **One Skill** to the result. Based on that number, your GM can tell you the result. *(Your GM will tell you what attributes or skills might apply to the situation; if more than one may apply, it's your choice which to use.)*

As a general rule, there are **7 Tiers** of difficulty (Rated T0-T6), which are the benchmarks for most challenges in the game. To overcome a challenge, you have to roll the correct Tier or higher:

Tier 0	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
6·7·8	9·10·11	12·13·14	15·16·17	18·19·20	21·22·23	24
Trivial	Simple	Moderate	Difficult	Heroic	Legendary	Impossible

(Results below 6 usually indicate a failure)

Advantage / Disadvantage

Sometimes circumstances conspire to give you an extra edge, or to work against you. In these instances, you will make a skill checks with Advantage or Disadvantage.

When rolling with Advantage, roll an additional die and disregard the lowest result. Conversely, when rolling with Disadvantage, roll an additional die and discard the highest result.

Advantage and Disadvantage cancel eachother out. If you could gain more than one Advantage or Disadvantage, they can stack together, but you will only ever roll at most 4 dice at once.

Towers and Snake Eyes

If you roll two 6's on a Skill Check (called 'Towers'), you achieve a **Dramatic Success**. With such a roll, you achieve the best possible result on the tasak you were rolling on. Even if success was impossible given your skills and abilities, *something* positive happens as a result of your efforts.

Conversely, if you roll two 1's on a Skill Check (called 'Snake Eyes'), you manage a **Dramatic Failure**. In this case, the universe conspires against you and anything that could go wrong with your attempt does. Even if failure is impossible given your skills and abilities, something bad happens as a result of your efforts.

The GM will determine and narrate the results of your roll, but they should in some way reflect your remarkably good or bad fortune.

Physical Skills				Mental Skills		
Aim Aim, ability to judge distance/angle ♣: Throw, steady a hefty weapon ♣: Attack with a precise ranged weapon				Ingenuity Inventiveness, Craftsmanship ♠: Fix, build, repair, understand, alter ♣♣: Disable or fine-tune complex works		
Athletics Fitness and physical ability ♣: Sprint, Climb, Brawl, Wrestle ♣: Tumble, Dodge, Escape Restraint				Knowledge Research, Remember, Understand ♠: Recall useful lore, research a topic ♠: Memorize detail, make connections		
Endure Constitution, Fortitude, Pain Tolerance *Used for wearing armor ♣: Resist Explosions, Shrug off Poisons ♠: Recover from Strain and Injury				Perception Keen senses, attention to detail Notice, spot, and react quickly ♠: Search, look, listen ♣: Notice traps/ambushes, react quickly		
Fight Accuracy, skill, training with weapons * ½ of Fight is added to ✕Defense ♣♣: Attack with Melee Weapons				Survival Deep understanding of environment ♠: Navigate, forage, track, find passage ♠: Intuit meaning from surroundings		
Stealth Subtlety, ability to blend in ♣: Hide, move silently, misdirect ♠: Camouflage, vanish into a crowd				Will Determination, Grit, Resolve Resist fear, intimidation, manipulation ♠: Resist Mental effects. Show resolve		
Social Skills				Special Skills		
Charm Friendly and disarming personality ♠: Befriend, gain trust, appear harmless				Arcane Magical lore and understanding Interact with complex enchantments ♠: Analyze, understand, alter magic		
Empathy Understanding of emotion and intent ♠: Intuit emotions, communicate ♠: Detect motives/lies, social insight				Finance Understanding of commerce/logistics ♠: Appraise, Acquire, Manage, Finance ♠: Haggle, Negotiate		
Presence Force of personality, charisma ♠: Command attention, exude authority ♣: Intimidate, frighten, impose				Medicine Knowledge of medicine, biology ♠: Prepare/apply medical treatment ♣: Perform field surgery		
Manipulate Socially finesse, influence, control ♠: Bluff, misdirect, subtly influence ♠: Socially engineer, Orchestrate scheme				Networking Ability to maintain network of contacts, Navigate organizations/power structures ♠: Intuit social power structures ♠: Call on old contacts, make new ones		
Theatrics Bombast, sense of dramatic ♠: Perform, entertain, enthrall, distract				Security Understanding of security measures Locks, traps, patrols, surveillance, etc ♣♠: Set up, disable, intuit, exploit security		
+0	+1	+2	+3	+4	+5	+6
Untrained	Decent	Good	Great	Remarkable	Epic	Legendary

Turn

[General description of Rounds / Turns in combat]

Initiative

Each round, characters are dealt a card face-up from a standard deck of playing cards. Counting down from Ace to 2, characters take their Turns.

In case of a tie, the suit determines the winner (Reverse Alphabetical Order; ♠>♥>♦>♣). At the end of the round, new cards are dealt, and a new round begins.

When it is a character's Turn, they may choose to delay their action until later in the round. They may take their turn between any two other character's turns. If a character holds their turn past the end of the round, they are not dealt a new Initiative Card, and simply keep holding until they choose to act.

Your Turn

Every round, each character may perform:

- ♦ 1 Action (used to attack or perform significant acts on your turn)
- ◇ 2 Minor Actions (used to move or perform minor acts on your turn)
- ♣ 1 Reaction (used to react to events anytime during the round)

[- - -]

♦ Actions

Characters will gain new Actions from skills, traits, techniques, gear, and other means. All characters can do the following:

Attack : Attack with a Melee or Ranged Weapon

Brawl : Attempt to bodily take down a target while in Close Quarters. Brawling Attacks include: Grab, Pummel, Throw, Interpose

Escape : Attempt to free yourself from grabs or restraints, or disregard Free Attacks while moving

Recover: Attempt to recover from effects, such as Stun, Frozen, Paralyzed, On Fire, etc.

Influence : Attempt to influence another character using Presence, Charm, Manipulation, etc.

Hustle: Take any ◇Minor Action (such as Move, Get Up, Use Item, etc)

◇ Standard Minor Actions

Move: Move up to your Speed (in Meters). Difficult Terrain halves the distance traveled.

Get Up: Get up from being Knocked Down

Use Item: Use any simple item on your person, or change your current gear (draw a different weapon, prepare an item, etc)

Take Cover: Duck behind an adjacent wall or obstacle to gain Cover from Ranged and Burst attacks coming from a particular direction

Offhand Attack: Make a wild, unbalanced attack at Disadvantage. The attack must be made using a 1-handed weapon that has not been used yet this round, and doing so immediately ends your turn.

♣ Standard Reactions

Free Attack: When an enemy moves through a space that you Threaten (can hit with a melee weapon), you can Attack them. (Push effects and involuntary movement do not count)

Shield: Use a Shield to reduce incoming damage by a specified amount.

Ledge Grab: Prevent yourself from being knocked off a ledge, such as by a Push effect. Roll a Save (♠Athletics T2) to instead be hanging off the ledge