**Tasks and Saving Throws**

While a lot of the game focuses on combat, between battles, there are a ton of adventures for your heroes to have. While your hero is investigating the villain’s nefarious plot, they will have to question witnesses, investigate crime scenes, and sneak around. While they are living their normal life, they will have to placate irate bosses, study for midterms, and even go on dates.

**Tasks**

Anytime you are trying to do something important where you are under pressure and/or there is a consequence for failure, that is called a ***Task***. Sneaking past a group of thugs, picking a lock, or catching someone in a lie, are all examples of possible tasks.

**Setting Up a Task**

To set up a task, the GM needs to determine two things. First, he needs to determine what are the ***Relevant Stats*** for the task. These stats will be the ones used by the PCs when they attempt the task. Use your common sense to pick the relevant stats.

Second, the GM needs to set a ***Difficulty Level*** for the task. This is a number from 0-40 based on how hard the task is to complete. Here are standard difficulty levels based on the skill level of a normal human who is proficient in a skill and has stat scores of all 10s.

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| **Description** | **Difficulty Level** |
| Trivial | 0 |
| Easy | 4 |
| Proficient | 8 |
| Hard | 12 |
| Expert | 16 |
| Pinnacle of Human Ability | 20 |
| Super Human | 24-30 |
| Cosmic Power | 30+ |

When listed in the rulebooks, tasks are generally shown with their name, the relevant stats in parenthesis and then the difficulty level like this:

**Sneak (RS) 12**

So, this task is sneaking (maybe past the bad guy’s henchmen). The hero’s success at the task is based on Reflex and Skill, and the difficulty level is 12, which is a “hard” task.

**Resolving a Task**

When a character attempts a task, the GM will determine if that hero is proficient, semi-proficient, or not proficient in that task based on that character’s day job. Proficient characters start with a score of 8. Semi-proficient characters start with a score of 4. Non-proficient characters get a 0 to attempt the task. To this starting score, you add the bonuses for your two relevant stats and this is your effective ***Skill Level***.

**Skill Level = Proficiency + Stat1 Bonus + Stat2 Bonus**

Then, to determine the success or failure of the attempt, the GM rolls a d12 and adds the Difficulty Level, while the hero rolls a d12 and adds his Skill Level. If the hero’s roll is equal to or greater than the GM’s roll, then the task attempt succeeds. If not, then the attempt fails.

**Success = Hero d12 + Skill Level >= GM d12 + Difficulty Level**

**Using Energy to Reroll Tasks**

If you fail at your task attempt, you may spend a point of energy to reroll the result. Both you and the GM will reroll your d12 and calculate the new result.

Energy used this way is ***Burned***. Burned energy is put aside. When the next battle starts, burned energy becomes spent, but can be recovered normally during the fight. Once the fight is over, all burned energy returns to normal and returns to the hero’s pool.

You can only reroll a failed task attempt once. If you fail a second time, you have to accept the result of the failure.

**Day Jobs and Proficiency**

Everything your character is proficient at is covered by the day job you picked during character creation. If you are a hard-nosed reported, you are proficient at questioning witnesses, searching for clues, researching and investigating people, and of course, writing a news story. A cat burglar can probably climb, disable security systems, and find a buyer for his stolen goods.

Day jobs have a small set of listed proficiencies as an example, but that is not the final list. When the GM presents you with a task, you should feel free to ask him if you are proficient with that task, or not. The GM is the final arbiter of your level of proficiency with a task.

Sometimes, the GM will turn the tables and ask the PCs if they are proficient at a task. For instance, a task like playing the piano might not be covered by anyone’s day job. In this case, he may ask, “Hey did anyone take piano lessons as a kid,” allowing players to choose whether or not to be proficient.

The GM might impose a cost for this new skill. This could be a small number of experience points, burning an energy point, or even some campaign effect.

***Example:*** *While walking downtown in his secret identity, Scott Simmons sees a purse-snatching go down. He decides to pursue, but cannot risk transforming into Beetle in the middle of a crowded street, so he has to rely on his natural athletic abilities to run and catch the criminal.*

*The GM decides that this is a test of athletics (MT), and that the DL of the task is a 10. The purse-snatcher is no Olympic athlete, but he does this daily, so he is an experienced runner.*

*Scott’s day job is a Jock, athletics is one of our proficiencies, so we are proficient at this task. Our stat bonuses are Muscle (+2.5) and Toughness (+4.0), making our skill level:*

***Skill Level = 8 + 2.5 + 4.0 = 14***

*So, we roll a d12 and get a 7. Add that to our skill level and we have a total of 21. The GM rolls a 10, and adds the DL of the task (10) for a total of 20. Since our 21 beats the purse-snatcher’s 20, so Scott runs and catches the miscreant.*

**Standard Tasks**

While you are investigating crimes, or studying for finals, certain situations will come up over and over. These ***Standard Tasks*** are tasks that commonly occur over the normal course of play. The GM makes the final decision as to what stats are relevant for a given task, but you can use this list as a guide.

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| --- | --- |
| **Task** | **Stats** |
| Deceive or Persuade Someone | Charisma, Wit |
| Do Magic | Power, Wit |
| Do Science | Reflex, Wit |
| Drive a Vehicle | Reflex, Skill |
| Intimidate Someone | Charisma, Muscle |
| Perceive Danger | Reflex, Wit |
| Pick a Lock | Skill, Wit |
| Question Witnesses | Charisma, Wit |
| Repair a Device | Skill, Wit |
| Search for Clues | Reflex, Wit |
| Sneak Around | Reflex, Skill |

**Everyman Proficiencies**

In some campaigns, the GM will rule that every hero has certain proficiencies regardless of their day job. For instance, in a modern campaign where every hero is an adult, the GM may rule that everyone is proficient at driving a car. In a “Hero High School” style campaign, every character might be proficient at studying for tests.

Of course, even in these cases, there may be exceptions. Even if all the other heroes can drive, your character, ***Neanderthal,*** may be different, because you know, you have been frozen in an iceberg for the last million years.

**Assisting Task Attempts**

If the GM rules that a task is such that two or more people can participate in it, then the character with the highest skill level becomes the ***Actor*** and the others become his ***Assistants***.

Before the actor attempts the skill, his assistants all make task checks at a DL of 5 less than the task. Any assistant that succeeds in their check gives the actor a +2 bonus to his check.

***Example:*** *As part of his day job, our intrepid hero, Dr. Sandusky, has the proficiency “Do Science Stuff (RW)” at a level of 18. His sidekick, Labcoat, has the same proficiency, but at the more modest level of 10.*

*The Dr. S is investigating some alien goo found at a crime scene. The GM tells our heroes to make a task check with a DL of 20 to analyze the goo successfully.*

*With his lower skill level, Labcoat opts to be Dr. Sandusky’s assistant in this task. He gets to check against a DL of 15 (20 – 5). He rolls well and gets a 20, while the GM only ends up with a 17.*

*Because Labcoat succeeded in his assistance, Dr. Sandusky gains a +2 bonus to succeed on the main task. He rolls a 6, adds his 18 skill level, and Labcoar’s +2 bonus, for a grand total of 26. The GM rolls a 5 and adds the DL of the task (20), for a total of 25. Because of the timely assist, Dr. Sandusky successfully identifies the goo.*

**Saving Throws**

When you find yourself in a dark alley, diving out of the way of a runaway delivery van, or exposed to deadly radiation from an alien artifact, the GM might call for you to make a ***Saving Throw.*** A saving throw is a roll to avoid danger, or escape the effects of certain types of attacks.

When the GM calls for a saving throw, he will tell you what stat to use, and the difficulty of the save. The stat used is based on the type of danger involved and the means you will use to avoid it. So, to dive out of the way of the runaway van, you would save using your Reflex. To resist the effects of the alien radiation, you would save using your Toughness.

You resolve a saving throw in a manner similar to a task. You roll a d12 and add the save stat (not the bonus). The GM rolls a d12 and adds the difficulty of the save. If your total equals or exceeds the GM’s total, you save and avoid the effect, or take a reduced effect. If you fail, you take the full effect.

***Example:*** *With Scott right on his tail, the purse-snatcher has one last chance to escape – by charging into busy midday traffic! Scott tries to give chase, but as soon as he steps into the street, he hears a blare of a horn and sees a speeding truck just a few feet away.*

*The GM calls for a Reflex save with a difficulty level of 10. Scott’s Reflex is 11, and he rolls an 8 on his d12 for a total of 19. The GM rolls an 11 and adds the difficulty of 10 for a total of 21. Scott fails the saving throw and braces for impact.*

**Using Energy to Reroll Saving Throws**

You can reroll saving throws, just like you can reroll failed task attempts. You burn an energy point, and reroll the save. If you fail the second saving throw, then you must accept the failed result.