

BASIC SKILL TEST

Bare Bone Rules:

- 1) Define **Difficulty Rating**; 0 to 5.
- 2) **TN = Attribute + Skill Expertise**
- 3) Roll **2d20**.
- 4) Count number of successes: the number of dice that rolled below or equal to TN *plus* the number of dice that rolled below or equal to **Skill Focus**.
- 5) Success is having a count that exceeds or equal to the Difficulty Rating.

IE:

TN success + Skill Focus success

2d20 Rules:

- 6) The calculation of successful counts *minus* the Difficulty Rating becomes the number of **Momentums** (negative numbers are counted as zeroes (0)) to be *immediately* used by the current player *or* place tokens into a group pool to represent Momentums to be used later by the players.
- 7) Any dice that rolled a 20 are counted as **Complications** to be used by the GM *immediately* or place tokens representing **Heat** equaling to the number Complications times two (2).

Complex Skill Test

Define:

- a number of Momentums required to generate in order to succeed in this test.
- the Difficulty Rating for the test.
- a number of rolls which generated no Momentums to trigger a failure.

Do:

- 1) Keep rolling the Basic Skill Test until either the number of Momentum is met or the number of failure is met.

Face-To-Face Test

- 1) Players involved in this test roll a Basic Skill Test against their agreed upon individual TNs and Difficulty Ratings.
- 2) In a tie, player with the highest Expertise Skill wins.
- 3) If still in a tie, then it's a tie.

Complication Test

The test is an automatic success, *but* time and quality are in doubt.

- 1) Difficulty Rating is zero (0).
- 2) Not only 20s will generate Complications in the Basic Skill Test, a non-successful roll will also generate a Complication.

Failsafe Test

- 1) Difficulty Rating is greater than one (1).
- 2) A player requests to *automatically fail*. No need to roll a Basic Skill Test.
- 3) The player give GM one (1) Heat.
- 4) The player gains one (1) **Infinity Point**.

Group Test

- 1) Assurances chip in a d20 to the leader.
- 2) Momentums, Heat, and/or Infinity Points may chip in to the roll with a maximum of three (3) d20s.
- 3) Leader rolls a Basic Skill Test.
- 4) If Leader succeeds, add his success count to the other d20s' success count.
- 5) Else, the group fails.

Progressive Skill Test

- Use definitions from the Complex Skill Test.
- Keep rolling until either the number of Momentum is met or the number of failure is met.
- A non-success roll will increase the Difficulty Rating by one (1); maximum five (5).

Untrained Skill Test

- A roll of 19 or 20 will generate a Complication in the Basic Skill Test.

Momentum

- Momentums are saved in a group pool which can only have a maximum of 6 points.
- This pool “cools down” by reducing its points by one (1) per scene or combat round.
- *[An almost always lucky player shares his luck. – comment]*
- *[House Rule: Do cool downs first then remove extra points. – comment]*

Choose:

- **Create Opportunity:** add a d20 per Momentum to the skill roll; maximum of three (3) d20s.
- **Create Obstacle:** increase Difficulty Rating of an opponent's roll.

| <u>Difficulty</u> | <u>Cost</u> |
|-------------------|-------------|
| +1 | 1 |
| +2 | 3 |
| +3 | 6 |

- Reduce time required for a deed.
- Improve quality of success.
- Increase scope of success.
- GM and Player agree to a narrative to add a d20; maximum of three (3) d20s.

Heat

- This is a GM's version of Momentum.
- Some generated by player's Complications.
- No maximum points.
- At the beginning of the session, GM gets three (3) **plus** the number of players Heat points.

Spend:

- Minor Complication – 1 points
- Standard Complication – 2 points
- Major Complication – 4+ points
- Initiate the Hazards rule. The cost will be base on the severity of the damage.

Personal Momentum Pool (optional)

- Players are able to save their Momentums.
- Spending Momentums is not for personal use. It is used to help fellow players' rolls or actions.
- Pool “cools down” by reducing its points by one (1) per scene or combat round.
- *[I wouldn't use this option. It defeats the team spirit in the game. – comment]*

Infinity Points

Each player have their own maximum number of Infinity Points. They can only have a maximum of 5 points.

Gaining:

- Do Failsafe Test
- Trigger a trait. IE, do something crazy. This doesn't mean you'll succeeded.
- GM awards you for....

Choose:

- Infinity d20
- Bonus Action
- Overcome Harm
- Overcome Trait
- Quick Absterge
- Second Wind
- Story Declaration