

Doom Stack

Alternative Dice Mechanic for Neon Arcana

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Dice Pool = Attribute + Skill + Modifiers



You assemble your dice pool by adding the relevant Attribute + Skill. Sometimes, modifiers, both positive and negative, add or remove dice, but never more than **half of your dice pool** (round down).

Both skills and attributes are in 0-4 range for starting characters, with average pedestrians being 2 in all attributes and their day job skills, 0 in everything else. A dice pool of 6 is great. 9+ is celebrity level.

Stacking Dice












When you roll any dice that match (such as ) you can add some or all of them together to make a dice stack. A dice stack counts as a single die, and its value equals to the sum of its parts.

Ones Rule

Dice that come up 's are wildcards. They can stack with any die or dice stack. Alternatively, you can spend them to activate gear tags, or perform special maneuvers like dramatic entrances and called shots. A  can also be used to cancel maneuvers used on you or to cancel a glitch you cause.

Task Difficulty

Pick a single die or a dice stack from the dice pool you've rolled and compare it against the target number (TN) as assigned by the game master, or as rolled by your opponent. If you match the number exactly, you glitch. Otherwise, the number you beat it by is your **performance**.

Difficulty	TN	Dice Roll	% on 4d6
Routine	4+	 +	99.3%
Fair	6+	 +	90%
Reasonable	7+	 +	63.8%
Challenging	8+	 +	44.6%
Complicated	9+	 +	33.64%
Tough	10+	 +	28.4%
Painstaking	12+	 +	16.9%
Punishing	14+	 +	3.7%
Miserable	16+	 +	2%
Amazing	18+	 +	1.7%
Inconceivable	24+	 +	0.08%

Performance	Description
0	Barely made it (glitch!)
1	Fair
2	Solid
3	Flashy
4+	Impressive

Glitches

When you glitch, you succeed, but a complication (up to the game master) makes your situation slightly more interesting. Things go sideways in some way.

Attention Pool

Leave the leftover dice you did not spend in front of you. These dice can be spent on noticing clues or ambushes and are known collectively as your **attention pool**. When you get attacked, you can spend a die or a dice stack from the attention pool to defend, reducing the attack's performance by its value (you don't get to reroll it).

Certain augmentations, gear, spells and special abilities can interact in a variety of ways with your attention pool, reducing the rate at which you lose your dice on defense, lending your attention to nearby allies, or interfering with your enemies.

Multitasking

When you are doing more than one thing at a time, you have to pick the other performance dice from the same attention pool.

If the dice pool for the other action is smaller, you can't spend the highest X dice, where X is the difference between the two pools.

If the dice pool for the other action is larger, roll extra X dice, where X is the difference between the two pools, and add it to your attention pool, then choose a die.

ANYDICE.COM Function

```
function: matching SEQ:s {  
  BIG: 0  
  ONES: [count 1 in SEQ]  
  loop P over {1..1@SEQ} {  
    SUM: [count P in SEQ] * P  
    if SUM > BIG { BIG: SUM }  
  }  
  if BIG > ONES { result: BIG + ONES }  
  result: BIG  
}  
output [matching 2d6] named "stacking 2d6"  
output [matching 4d6] named "stacking 4d6"  
output [matching 8d6] named "stacking 8d6"  
output [matching 12d6] named "stacking 12d6"
```

Initiative

When a fight breaks out, your initiative is the dice pool for your first intended action. Whatever die or dice stack you pick, the remaining dice become your attention pool until your turn comes up. Turn order goes from the highest initiative dice stack to lowest.

On Your Turn

On your turn you do two actions, but you may get extra actions of specific kind based on gear you're using, special abilities or augmentations you have. For example, shooting a weapon in full auto-fire mode may grant you as many shooting actions as you have dice, a man-machine interface allows you to make one mental action with a connected device, a vehicle sim rig allows you to make an action with a slaved drone or vehicle and so on.

Assemble your dice pool for the first action you want to do, roll the dice, pick a dice stack from it to resolve the action, then follow multitasking rules for the rest.

Each action you spend to move grants (10 + Agility attribute) movement in meters. It does not require a die or a dice stack to be spent, unless you're moving

over treacherous terrain, such as a tight rope, a minefield or a swamp.

Attacking and Defending

Attacker's Dice Stack – Defender's Dice Stack = damage dealt. If the net performance is negative, it's a clean miss. If the defender has no dice, it will hurt.

Body armor converts some of the dealt damage (up to its rating) to stun.

Hard armor (tanks, armored cars, power armor) negate all of the damage unless the attack has 'anti-tank' tag, in which case the armor reduces the damage dealt by its rating.

Weapons don't add to the damage dealt, but they have tags that may have secondary effects, such as knockdown, bleeding, amputations and armor piercing. Some of these tags are activated by spending a ■, others work all the time as long as you hit. A called shot maneuver may be used to ignore armor, but not in all cases.

When you are in **cover**, instead of spending your entire dice stack to defend, you only lose one pip per attack.

Damage and Death

Your hit boxes are 4 + Strength + Willpower. When you take physical damage, put an 'X' into the next empty box. When you take stun damage, put a '/' into the next empty box. When all the boxes are filled, you are knocked out. If you have received more damage, it goes into the overflow box. All damage that goes into the overflow box becomes physical and means are you dying. If your overflow box contains a number that is equal to or greater than your hit boxes, you die outright.

Physical damage heals 1 box per day with access to modern medicine, and 1 box per month without.

Stun damage heals 1 box per hour. Sleep it off.

If you're left for dead with more than 0 in overflow, roll 1 die every hour. On a 1, you stabilize, otherwise, add 1 to the overflow box. If some of the stun wears off, you could be conscious and be bleeding out. Seek medical attention.