Diceplosion

Alternative Dice Mechanic for Neon Arcana

Licensing Information

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.

Exploding Dice

When you roll a ⚅, roll another die and add it to the six. If it's another ⚅, keep adding and rolling.

Task Difficulty

Pick the highest die 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
Cakewalk	1+	⚀+	100%
Routine	3+	⚂+	98%
Fair	5+	⚄+	80%
Complicated	7+	⚅⚀+	51%
Tough	9+	⚅⚂+	37%
Punishing	11+	⚅⚄+	20%
Miserable	13+	⚅⚅⚀+	10%
Amazing	15+	⚅⚅⚂+	7%
Record-setting	17+	⚅⚅⚄+	3%
Inconceivable	19+	⚅⚅⚅⚀+	1%

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.

Ones Rule

The ⚀'s you roll can be spent 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.

Attention Pool

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

Certain augmentations, gear, spells and special abilities can interact in a variety of ways with your attention pool, freezing one die as your defense until your next turn, 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.