**The Basic Mechanic**

Tasks and actions are accomplished by rolling a number of six sided dice (**the dice pool**) and counting successes. The number of successes is determined by looking at the number of 5s or 6s rolled (4s can also be counted as successes if a special ability called **Edge** is used before the dice roll, more on this later). This is known as the **Target Number (Tn)** being used in the **test.** The normal target number for a test is 5 or above.

**For Example:** Blart rolls six 6 sided dice (6d6). The results are 1, 4, 6, 2, 3, 5. Blart has two successes (the 5 and the 6)

**Tests:** Tests are the way that we determine if an action or task is successful. There are two ways of conducting these tests. Often the GM will determine a success threshold needed for an action to succeed. So, for example, if the threshold is determined to be 1, any success (normally a 5 or 6) on any die will cause the action to be successful. The tie goes to the actor.

As a rule of thumb, a simple task is a threshold of 1 success and a difficult task for a trained individual is a threshold of 4.

The other way of conducting a test is the **opposed test.** In this situation, the acting character is opposed, normally by the attributes and abilities of another character. The acting character counts the number of successes rolled and compares it to the total number rolled in the opposing dice pool by the opposing character (most often rolled by the GM). The acting character succeeds if she has the same or greater number of successes than the number rolled by the opposing pool.

**Quality of Success:** Sometimes, such as in combat, the quality of success will be determined by the number of successes the acting character exceeds the threshold or the opponent’s rolled successes by. This is called measuring the **net successes.**

**For Example:** Cliff is negotiating with Mr. Johnson. He rolls 4 successes from his 10 dice pool to Mr. Johnson’s 2 successes from his 10 dice pool. Cliff has 2 **net successes** on Mr. Johnson.

Acting characters’ dice pools are generally put together from their **attributes**, **skills** and **abilities.**

**For Example**: Molly has an Agility of 4, a Firearms skill of 5 and a smartgun system (+1 to Firearms skill;) so she rolls 10 dice to attempt to shoot something.

Average attributes and skills are 2-3 dice, so an average individual is rolling 4-6 dice to accomplish something. That is generally 1-2 expected successes for an average individual.

**Modifiers**

Often dice can be added to the dice pool roll by various modifiers. This is designated as +x (add x dice to the roll).

**For Example:** Molly has surprised an opponent; she gets 2 additional dice added to her dice pool for her shooting test. So if her shooting dice pool is normally 10, she will roll 12 (10**+2 surprise)** dice against the opponent’s dodge pool in this test.

Similarly, if a task is made tougher by a condition, the **threshold** required for success may be increased. At a target number of 5, increasing the threshold by 1 success is nearly functionally equivalent to making the task harder for the acting character by **subtracting 3 dice from their dice pool.**

If an opposing character rolling against the acting character has some sort of situational modifier that helps them, that should add to their **opposing** dice pool in the **opposed** test.

**For Example:** A security guard is ducking under cover while Molly shoots at him. **3 dice** are added to the dodge dice pool of 6 for the guard which is opposing Molly’s 10 shooting dice pool. So instead of rolling 10 dice against 6 dice, the test will now be 10 dice against 9 dice (6+**3 cover dice**).

**Edge:**

Edge is a special attribute of characters. A character may spend a point of edge to influence a roll of the dice.

When a point of edge is spent before a roll **a die** is added to the roll and 4s are counted as successes. The **Target** number becomes 4 instead of the normal 5.

If a point of edge is spent after a roll has happened, it allows **rerolls** of all dice that failed (were not 5s or 6s).

For example: The roll of 4d6 is 5, 6, 2, 4. A point of edge spent after the fact allows a reoll of two dice, the 2 and the 4. Any new 5s or 6s from those 2 dice being rerolled count as successes. Had the point of edge been spent before the roll, a die would have been added and the character would have rolled 5d6. The die that rolled 4 above would also have been counted as a success because edge spent before the roll shifts the target number down to 4.