

HOW SKILLS WORK

Skills are used to enhance your ability to perform certain actions. Most of the time, your character will be able to do most everyday things (sleeping, eating, walking, etc.) without encountering any difficulties. Occasionally, a problem may come up that isn't covered by everyday situations (like being attacked by a tank while attempting to scale a sheer wall). This type of situation calls for a Skill Roll. The process is fairly simple.

(1) First determine which of your statistics will be the most appropriate to use while performing the action. For example, if you were planning to stand on your head, your Reflex stat would be best. if you were trying to figure out a secret code, intelligence would be the most appropriate. The Referee, of course, is always the final arbiter of what on fits the situation best.

(2) Next, if you have any one skill directly relating to the task at hand, add that skill to your statistic. You may only apply one skill and one stat to a situation at a time.

(3) Finally, roll 1D10 and add the totals of the dice, stat and skill. The final result is your Result Number.

If you are challenging another character, he will do exactly as you have done, adding together the total of stat, skill, and dice. Compare the two result numbers, with the higher value being the victor. If the result is a tie, the defender always wins.

Not all of your Skill Rolls will be against other characters most of them in fact will be against the Referee who will be playing most of the NPCs and situations that your character will encounter. If the referee is representing an NPC he will follow the procedure above. If, however, you are attempting to do something that does not directly interact with anyone else (such as picking a safe's combination lock, or trying to hack into a computer system) he will assign a level of difficulty from 10 (Easy) to 30 (Nearly Impossible).

Basic Difficulty Levels

EASY	10
AVERAGE	15
DIFFICULT	20
VERY DIFFICULT	25
NEARLY IMPOSSIBLE	30

You will compare your Result Number with the difficulty. if your number is equal to or greater than the target number, you succeed in the task. If your number is lower, you fail. In addition, the Referee might add special Situational Modifiers (for things like being under fire while trying to accomplish the task, or being wounded at the time) to the difficulty number to make things even harder.

Some Situational Modifiers

Complex repair.....	+2
Very complex repair.....	+4
it's never been done before.....	+6
Don't have the right parts.....	+2
Don't have the right tools.....	+3
Unfamiliar tools, weapon or vehicle	+4
Under attack or stress.....	+3
Wounded.....	+2
Drunk, drugged, or tired.....	+4
In a hostile environment.....	+4
Lack instructions for task.....	+2
Have never tried this before.....	+1
Difficult acrobatics involved	+5
information hidden, secret, or obscure.....	+3
Well hidden clue, secret door, panel, etc...	+3
Very complex program.....	+5
Very complex lock.....	+5
Target on guard or alerted.....	+3
Trying to perform secretive, task while under close observation	+4
Characters A	

Another example:

Rachelle is learning chess, and has picked up Expert: Chess at + 1. Challenging Jeff to a game, she adds her INT + Expert: Chess skill + 1D10 (totaling 14). Jeff rolls just his INT + 1D10 (he doesn't know chess at all); his total is 11. Rachelle wins the match handily.

Critical Successes and Critical Failures

Whenever you roll a D10, you have a chance to make a Critical Success. On a roll of a "10" on a 1D10, you may roll the die again, adding the next number to your Result Number. This may continue as many times as you roll a 10 on the die.

Example: You roll and get a 10. You roll again and get another 10 (lucky you). You roll one more time and get a 2. Your total dice roll result is 22.

However, you can also "fumble" into the negative zone. If you roll a "1" on your 1D10, you must roll again, subtracting the next number rolled from your Result Number. However, no matter what the die roll is, you do not roll again.

Example: You roll a 1D10, and get a 1. You roll it again, and get a 10. Your total dice roll is -9!