FORTUNE CHECK

The fortune check is a tool the GM can use to disclaim decision making. You use a fortune check in two different ways:

When you need to make a determination about a situation the PCs aren't directly involved in and don't want to simply decide the outcome.

> *Two rival gangs are fighting. How does that turn out? The GM makes a fortune check for each of them. One gets a good result but the other gets limited effect. The GM decides that the first gang takes over some of their rivals' turf but suffer some injuries during the skirmish.*

When an outcome is uncertain, but no other roll applies to the situation at hand.

> *While pilfering the workshop of an alchemist, Cross is possessed by a vengeful ghost. As control of his body slips away, Cross grabs a random potion bottle and drinks it down. Will the arcane concoction have an effect on the spirit? Will it poison Nock to death? Who knows? The GM makes a fortune check to see how it turns out.*

When you make a fortune check you may assess any trait rating to determine the dice pool of the roll.

- When a faction takes an action with uncertain outcome, you might use their Tier rating to make a fortune check.

- When a gang operates independently, use their quality rating for a fortune check.

- When a supernatural power manifests with uncertain results, you might use its magnitude for a fortune check.

- When a PC gathers information, you might make a fortune check using their skill rating to determine the amount of the info they get.

If no trait applies, roll 1d for sheer luck or create a dice pool (from one to four) based on the situation at hand. If two parties are directly opposed, make a fortune check for each side to see how they do, then assess the outcome of the situation by comparing their performance levels.

The fortune check is also a good tool to help the GM manage all the various moving parts of the world. Sometimes a quick roll is enough to answer a question or inspire an idea for what might happen next.

Other examples of fortune checks:

- The PCs instigate a war between two factions, then sit back and watch the fireworks. How does it turn out? Does either side dominate? Are they both made vulnerable by the conflict? Make a few fortune checks to find out.

- A strange sickness is sweeping the city. How badly is a crime ridden district hit by the outbreak? The GM assigns a magnitude to the arcane plague, and makes a fortune check to judge the extent of its contamination.

- A spin user makes a long range attack against a gang leader when he enters his office. The controlled Hunt check is a success, but is it great enough to instantly kill a grizzled gang leader? Instead of making a progress clock for his mortality, the GM decides to use a simple fortune check with his "toughness" as a trait to see if he can possibly survive the attack. The roll is a 4/5: the bullet misses his heart, but hits him in the lung—it's a mortal wound. He's on death's door, with only hours to live, unless his gang can get an expert physicker to him in time.

- Inspectors are putting a case together against the PC crew. How quickly will their evidence result in arrests? The crew's wanted level counts as a major advantage for the inspectors.

- The PCs face off in a skirmish with a veteran stand user and her crew. The tide of battle goes in the PCs' favor, and many crew members are killed. One of the players asks if the veteran will surrender to spare the rest of her crew's lives. The GM isn't sure. How cold-hearted is this veteran hunter? She's stared the bizarre in the eye without flinching... is there anything human left inside her? The GM makes a 2d fortune check for "human feelings" to see if a spark of compassion remains in heart. If so, maybe one of the PCs can roll to Consort, Sway, or Command her to stand down.

Fortune Check:
- 1d for each Trait rating.
- +1d for each Major
- -1d for each Major

- Critical: Exceptional result / Great, extreme effect.
- 6: Good result / Standard, full effect.
- 4/5: Mixed result / Limited, partial effect.
- 1-3: Bad result / Poor, little effect.