ATTRIBUTES

Human Starting Score / Human Average Score / Human Top Score

PHYSICAL			MENTAL			PERSONAL			
STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP	MAG
3/4/12	3/4/12	3/4/12	3/4/12	3/4/12	3/4/12	3/4/12	3/4/12	3/4/12	0/~/12

IQ~60+10*LOG

SKILLS

Skill Level	Proficient	Skilled	Expert	Mastery	Authority
Skill Ranks	1	3	6	10	15
Dice Pool	1d6	2d6	3d6	4d6	5d6

A skill forms part of a dice pool. *A skill is not required to attempt a task.*

Score	1-2	3-5	6-9	10-14	15-20	21-27	28-35	36-44	45-54	55-65	66-77	78-90	91-104	105-119	120-135
Dice Pool	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6	13d6	14d6	15d6

HOOK

The hook works as a broad skill (but has no rank of its own). Any time a character makes an attribute or skill check, if the descriptor applies, **the dice pool explodes** (any sixes rolled grant an additional die).

Using your hook, you cannot sneak in a combat bonus, such as a bonus to attack or damage.

LUCK

At the start of each game day, form a Luck dice pool. Simply discard used.
Luck dice explode! Choose a different color for LUC dice to easily distinguish them.

USAGE

Add dice to any *attribute check* on a 1:1 basis.	Add dice to a *damage roll* on a 1:1 basis.	*Perform special actions* granted by careers/exploits.
Deduct dice from someone else's *attribute check* on a 1:1 basis.	*Absorb dice* of damage on a 1:1 basis. (Cannot absorb fractional dice.)	*Gain one bonus action* per turn by spending a LUC die. (Only during own turn.)

Once per day, a character may spend 5 minutes to replenish his Luck pool.

ATTRIBUTE/SKILL CHECKS

*GM requires a **check** and decides the difficulty benchmark. Player forms a Dice Pool based on applicable means:*

GM	PLAYER		
Attribute	+	**Skill**	+ **Equipment**
		justify if necessary	cannot exceed number of dice from skill

This dice pool cannot exceed your Maximum Dice Pool!
(Luck Dice don't count.)

COMPLICATIONS

Complications typically apply a -1d6 die penalty to a check. These are cumulative.

Critical Success

3 Sixes + Check succeeds = extraordinary success level

no obvious extraordinary success level: LUC pool +1d6

extended task: Two wins and no other effect

VARIATIONS

Group Checks: During an activity that requires multiple participants, stronger characters can aid weaker ones, and weaker characters can hinder stronger ones. *When the GM calls for a group check, all characters make the roll; the group succeeds if at least half of the characters succeed.*

Aiding: When characters aid one another, add together their base attribute scores, and determine the dice pool of the total. *The GM will decide if, and how many characters can contribute.*

OPPOSED CHECKS	EXTENDED TASKS	CONTESTS
Two characters or creatures may compete to perform an action.	Some tasks are extended efforts which require considerable time.	Contests combine the rules of Opposed Checks and Extended Tasks.
Both characters make an attribute check, and whoever rolls highest wins.	Usually, three checks (in intervals) are appropriate for an extended task.	A race/chase might require an extended sequence of opposed checks.

The number of successes required also tells you the number of failures that will result in complete failure.

Grade	1	2	3	4	5	6-7	8-10	11-14	15-19	20-25	26-32	33-40	41-49
Maximum Dice Pool	(1d6)	(2d6)	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6	13d6

DIFFICULTY

Benchmark	Score
Trivial	-
Easy	7
Routine	10
Challenging	13
Difficult	16
Demanding	21
Strenuous	25
Severe	39
Herculean	33
Superhuman	38
Impossible	40
Legendary	42
Mythical	45

DERIVED STATISTICS

Health:
Roll **END** + **WIL** + *hardy*
Minimum Health: 10

Speed (in squares):
STR pool-size + **AGI** pool-size + *running* pool-size
-1 if Small (or smaller) creature

Jump (in feet):
Horizontal: 2 * **AGI** score
Vertical: **STR** sore (max. horizontal)

Initiative:
INT + *tactics* or *reactions*

Carry:
Increment: 10 * (**STR** score + **END** score)
Maximum: 50 * **STR** score

Perception:
INT + *perception* or something else

DEFENSES

Melee Defense:
STR or **AGI**
acrobatics, dodging, foresight, melee weapon, or unarmed combat (running)
quality of weapon/armor/shield

Ranged Defense:
AGI
acrobatics, dodging, foresight (running)
quality of armor/shield

Mental Defense:
WIL or **CHA**
bravery, concentration, conviction, discipline, meditation, psychology, religion, or rulership
-

Vital Defense:
END
survival, fortitude, or resistance
-

*Lookup the calculated pools in the static defense score table below. Apply modifiers from Size, Shield, and Armor. Minimum: 10. Maximum: 4*MDP.*

Defense Dice Pool	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6	13d6
Static Defense Score	4	7	11	14	18	21	25	28	32	35	39	42	46

COUNTDOWN POOLS

A countdown takes place when there is an unknown time limit before something occurs.

The countdown is started by forming a dice pool. The situation determines its size.

Each turn, the dice pool is rolled.
Any die which comes up (six) is removed from the dice pool, and play continues.

Eventually, the last die will be removed from the dice pool and the countdown runs out.

Slow	Medium	Fast
Remove every 6	Remove every 5 and 6	Remove every 4, 5, and 6

SIZE MODIFIERS

Size	Defense
Tiny	+4
Small	+2
Medium	+0
Large	-4
Enormous	-8
Gigantic	-16
Colossal	-32

GEAR MODIFIERS

Shield	Defense
Small	+1
Medium	+2
Large	+3
Tower	+4
Armor	**Defense**
Medium	-2
Heavy	-4