

# REFERENCE SHEET

## TESTS

### Test Basics

**You will generally roll 2 dice and add them together.** One of them is the Base Die and it is always a d6. The other is the Core Die. The die type rolled for it is equal to the relevant Core for the task— Physical, Mental, Social or Resolve.

- ✓ If the total roll is equal to or higher than the Difficulty Number (or DN), the test
- ✗ If the total is less than the DN, the test is unsuccessful.

The GM chooses the DN before the test is made:

**Easy:** 3-5 • **Average:** 6-8 • **Hard:** 9-11 • **Very Hard:** 12-14 • **Extreme:** 15-17

### THE DICE

- **Base Die:** A d6 that is rolled for every test.
- **Core Die:** A die that matches the character's relevant Core for the test. Rolled for every test.
- **Bonus Die:** One (and only one) d4 that is rolled and added to the test result. Only rolled under certain circumstances.\*
- **Penalty Die:** One (and only one) d4 that is rolled and subtracted from the test result. Only rolled under certain circumstances.\*

\* Bonus Dice and Penalty Dice cancel each other out.

### Test Modifiers

**Rocks:** If one of the character's Rocks would affect the test, bump up the Core Die by one die type (e.g., from a d6 to a d8). If the character Really Rocks at it, roll a Bonus Die as well. **Only one Rock can affect a given test.**

**Sucks:** If one of the character's Sucks would affect the test, , knock down the Core Die by one die type (e.g., from a d6 to a d4). If the character Really Sucks at it, roll a Penalty Die as well. **Only one Suck can affect a given test.**

**Relationships:** If a character's Relationship with another character or group would somehow influence the test, the test result itself will be modified. The amount it will be modified depends on the relevant Relationship Modifier.

- **"Critical A" Grade Relationship:** +2 to the result
- **"A" Grade Relationship:** +2 to the result
- **"B" Grade Relationship:** +1 to the result
- **"C" Grade Relationship:** +0 to the result
- **"D" Grade Relationship:** -1 to the result
- **"F" Grade Relationship:** -2 to the result
- **"Critical F" Grade Relationship:** -2 to the result

**Perks:** If one of the character's system Perk could impact the test, the Base Die becomes explosive (see elsewhere)

**Tapping Angst:** Once per scene, a character can tap into one specific Angst, either positively or negatively:

- **Positive Use:** You can tap into an Angst positively to gain a Bonus Die. After the test, you may attempt to purge that type of Angst
- **Negative Use:** The GM or the player can decide to tap into an Angst negatively, imposing a Penalty Die. When an Angst is tapped into negatively, the character earns a Story Point as a reward.

**Overwhelming Angst:** If a character has a total of 4 Angst among their Angst types, they suffer a -1 to all non-Angst tests. This increases by an additional -1 for every additional point of Angst beyond 4 the character has.

**Assisting:** Present characters can assist the character making the test. There are two ways to do this:

- **Direct Support:** If the character is assisted in most ways, **add +1 to the result of the test for each character assisting, up to a maximum of +2.**
- **Moral Support:** This occurs when the character needs to do well and has people present to offer encouragement. It only works if at least one of the supporting characters has a B- or better Relationship with the acting character and the supporting character is roleplaying their support. **Add the Relationship bonus of one (and only one) of the characters to the test's total.**

**GMC Factoids:** Once per scene, if a GMC is making a test and one of their Factoid would be helpful or detrimental, they roll a Bonus Die or Penalty Die, respectively.

**Story Points:** Once per test, after the test has been rolled, you may spend 1-3 Story Points to re-roll an equal number of dice. This roll replaces the original roll. Base Dice rolled this way become explosive.

**Life Experience:** Once per test, after the test has been rolled, you may spend 1-3 Life Experience to add an equal number to the result of the roll.

## ANGST TESTS

A player will be directed to make an Angst test when the character is in danger of gaining more Angst or when attempting to get rid of existing Angst. The player makes a Resolve test, but they cannot tap into Angst for this test. **The DN is 7, plus the amount of points in the particular type of Angst being dealt with.**

- **Avoiding Angst:** Characters are threatened by a point of Angst whenever a situation arises that would logically cause a particular type of Angst, especially if the situation affects one of the character's Stressors. If more than one type might apply, use the one with the most points in it. Otherwise, the player chooses. The character must make a successful Angst test or add a point to the Angst type being threatened.

- A Penalty Die is rolled if at least one of the character's Stressors prompted the test.

- **Purging Angst:** Characters can attempt to purge Angst when they roleplay engaging in one their Comforts (maximum of once per day per Comfort), something very positive occurs or when a Milestone is reached. The player chooses which Angst they wish to purge.

The character must make a successful Angst test in order to subtract a point from the Angst type being purged. If the test is successful and a 6 is rolled on the Base Die, two points of that Angst are purged instead of just one point.

- A Bonus Die is rolled if using one of the character's Comforts to purge Angst.

## OTHER TYPES OF TESTS

### Opposed Tests

Some tests don't have a static DN. If a character's action is directly resisted or contested by another character, it requires an opposed test. In such cases, the opposing character makes a test of their own, using the normal rules for doing so. The result of the opposing character's test acts as the DN for the acting character's test.

### Crucial Tests

It is entirely possible for a character to be effectively removed from a scene. Whatever the cause may be, this is handled via crucial tests. **Crucial tests are almost always Physical tests, but can also be Resolve tests.**

**Sudden and Gradual:** There are two types of crucial tests: sudden and gradual. The GM decides which one a crucial test is.

- If a character fails a sudden crucial test, they are automatically removed from the scene. The relevant Core is reduced to effectively having a d0.
- If a character fails a gradual crucial test, reduce their relevant Core die type by 1. If the character fails the test by a margin of 6 or more, reduce it by 2 die types instead. If this reduces the Core to d0, then the character is removed from the scene.

**One-Way and Two-Way:** Opposed tests can be crucial, just as normal tests can be. If so, the test might be crucial for one character or both of the characters involved in the opposed test. Assisting characters aren't affected by the crucial rules. Only the two actively participating are.

**Deadly:** If a crucial test is deadly (i.e., the character's life is in legitimate danger), the GM must state it as such. **Only Physical crucial tests can be deadly.** If, at any time, the character's Physical Core is reduced to d0 from a deadly crucial test, they are dead.

**Recovery:** If a Core's die type is reduced, it isn't permanent.

- **Non-Deadly:** Increase the reduced die type by 1 every hour.
- **Deadly:** Increase the reduced die type by 1 every week. However, going from d0 to d4 in a game in which the GM decided to allow the character to live could take years to get to d4 (and will likely never go higher than that).

## EXPLODING BASE DIE

Some effects cause the Base Die to become explosive. When an explosive Base Die rolls a 6, it explodes. Add the 6 to the total as normal. Then roll the Base Die again, adding that die's roll to the total as well. Once a die explodes, the second roll cannot also explode.

## SPENDABLES

### Story Points

Once per test, after the test has been rolled, you may spend 1-3 Story Points to re-roll an equal number of dice. This roll replaces the original roll. Base Dice rolled this way become explosive.

Once per session, you may spend 2 (and only 2) Story Points to automatically purge 1 Angst of your choice.

Once per test, you may spend 1 Story Point to use a Rock or Suck for a Core that it isn't associated with.

### Life Experience

**Life Experience refreshes at the beginning of each session.**

Once per test, after the test has been rolled, you may spend 1-3 Life Experience to add an equal number to the result of the roll.