



1-3 Result on a d6:

FAIL



4-5 Result on a d6:

OPPORTUNITY



6 Result on a d6:

SUCCESS



No Successes



2 Successes



2 Successes if
1 Resilience is
spent

HOW TO ROLL

(Playtest pg 24)

Roll dice equal to the required **Skill Pool** (an Attribute + Skill).

6s = Successes.

4s and 5s = Opportunities.

If all your dice are 1s, 2s or 3s, you **Botch!**

To succeed, you need to roll Successes equal to or more than the test's **Challenge Rating** (usually CR 1).

Any Successes beyond the first are called **Bonus Successes**.

COMMON TESTS

First Aid: Reason + Medical

Sneaking: Cunning + Stealth

Spot Something: Perception + Observation

Lying To Someone: Rapport + Deceit

Shooting a Gun: Perception + Ranged Combat

Scavenging: Perception + Scavenging

Fist Fight: Physicality + Close Combat
(**Combat:** Playtest pg 32)

Attack Damage: 1 + Weapon Damage, plus Bonus Successes from the attack Test.

RESILIENCE COSTS

(Playtest pg 28)

Activity	Cost
Upgrade an Opportunity (yours or an ally's) to a Success (Skilled)	1
Upgrade an Opportunity (yours or an ally's) to a Success (Unskilled)	2
Buy a Boost (an extra free Success)	3
Instantly avoid a point of damage	1
Take another action	3
Deny Success (turns 1 Success into an Opportunity) to an ally's opponent	1

HEALTH

Impairments: Damage inflicts minor Impairments before Injuries.

Injuries: Characters with 3 Impairments then start receiving Injuries (maximum 2). Each Injury permanently lowers an Attribute by 1 and temporarily incapacitates character.

Critical Condition: A second Injury results in Critical Condition and possibly death!
(Playtest pg 36)

Avoiding Damage: When received, damage can be negated by spending Resilience on a 1:1 basis.

Healing: You can only recover Resilience and Impairments in relative safety. (Playtest pg 30, 35-36)