

# Test Chart

Compare your Rating with the Difficulty

## Some possible Disadvantages

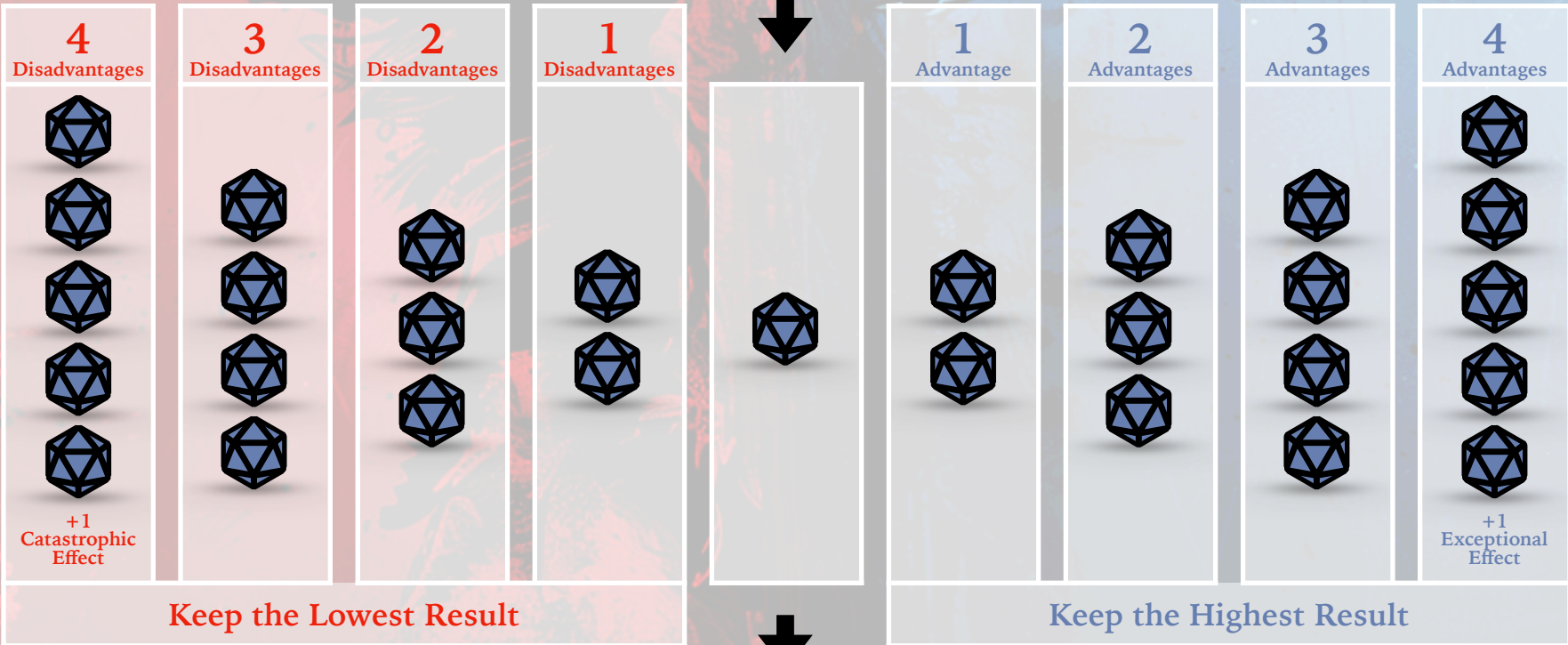
- Rating is Worst than Difficulty by 1, 2, 3... (Can apply multiple time)
- Using Inappropriate Tool, Inferior Quality Tool
- Bad Weather
- Blindness, Darkness, Fog, Smoke
- Using Off-Hand
- In Water, Encumbered, Restrained
- Distracted
- Doubtful Story on Social Encounter
- Combat Disadvantage
  - Caused by any of the following; Disadvantageous Position, Attacked 3 vs 1, Blind Firing, Call Shot, Fast-Moving Target, Fast-Moving Attacker, Opponent Behind Cover, Firing into Melee, Firing Outside Weapon Range, Opponent Prone at Distance, Small Target or Target at Long Range. Only one Combat Disadvantage can apply.

## Some possible Advantages

- Rating is Better than Difficulty by 1, 2, 3... (Can apply multiple time)
- Using Superior Quality Tool
- Assisted
- Player Have Good Arguments on Social Encounter
- Combat Advantage
  - Provided by any of the following; Advantageous Position, Attacking an Unaware Opponent, Attacking From Behind, Attacking 3 vs 1, Opponent Prone at Close Range, Restrained or Immobile Target, Aiming During Previous Round, Large Target or Point Blank. Only one Combat Advantage can apply.

An Advantage and a Disadvantage negate each other.

Calculate what's remaining.



1 to 10  
**Failure**

Roll the number of dice depending of the Advantages and Disadvantages. Check the result on the die kept

11 to 20  
**Success**

On a Failure, any 1 rolled cause a  
**Catastrophic Effect**

On a Success, any 20 rolled cause an  
**Exceptional Effect**