

Test Chart

Choose the appropriate skill for the action.
The skill rating determines the base number of dice to roll.

The Game Master can determine the difficulty with advantages and disadvantages.
Advantages and disadvantages can negate each other.

Some possible disadvantages

- Using Inappropriate 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

- Assisted
- Player has good arguments on social encounters
- 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.

Advantages and Disadvantages modify the number of dice for the test.

Find the column below equal to your Skill Rating. To apply advantages, move to the next column to the right; but for disadvantages, move to the next column to the left. You cannot roll more than 5 dice. If you were to roll more than 5 positive dice, add a potential Exceptional Effect. Add a potential Catastrophic Effect if you were under 5 negative dice.

-	-5	-4	-3	-2	1	2	3	4	5	+
Catastrophic Effect +1										Exceptional Effect +1
Lowest die define the result						Highest die define the result				



1 to 10
Failure

Roll the number of dice in the column you got after adding all the advantages and disadvantages. Check the result on the defining die to know if the test is successful or not.

11 to 20
Success

On a failure, any 1 rolled causes a...
Catastrophic Effect

On a success, any 20 rolled causes an...
Exceptional Effect
An Exceptional Effect automatically activates all the weapon's descriptors with a 🔥 feature.