

TARGET RESULT (TR)

The following guide can be used by the GM as a baseline to determine the difficulty a **TR** represents to the average person. Of course, the GM is free to set a **TR** to any number they feel is suitable, including bonuses and/or penalties, as long as it is suitable to the situation.

- 12+ Trivial
- 10-11 Easy
- 8-9 Normal
- 6-7 Tricky
- 4-5 Challenging
- 2-3 Complicated
- 0-1 Nearly Impossible

Note: A character may subtract their bonuses from their **{Skill Check}** Result before comparing it to the **TR**. This concept is mechanically identical to raising the **TR** provided by these bonuses, so it's strictly a matter of preference.

Base **TR** or Relevant Attribute Bonus

+Gear Bonus

+Training Value

Only one Bonus per category can be applied to a Skill Check. A character cannot stack two different Gear Bonuses or two different Training Bonuses, but they can apply one of each.

BONUS DICE

A Bonus die is indicated by the number by x when provided, (1x will be 1 Bonus Die, 2x 2 Bonus Dice and so on). The kind of die will be the same kind rolled as a character's Skill Check die, unless it is stated otherwise. A Bonus Die will not produce a Stroke of Luck or a Catastrophe.

Mismatched Bonus Dice

- **Bonus Die of D12:** Better than nothing. This Bonus Die represents something that is barely considered a benefit. Something that is used strictly as a matter of convenience and not due to any sort of established efficacy.
- **Bonus Die of D10:** Low quality, improvised item that serves its purpose, but only barely. The device shares a few superficial features with proper tools of their kind for the attempted task.
- **Bonus Die of D8:** Decent equipment used for its intended purpose, but it is the lowest quality of equipment for the task it was designed to do.
- **Bonus Die of D6:** Some of the best equipment possible. It has several ease-of-use functions and is designed specifically for the task at hand.
- **Bonus Die of D4:** This is one of the rarest instances of a mismatched Bonus Die. It represents a device or machine that is designed for turnkey operation. It will either be for a niche purpose explicitly for the untrained, or will be so effective in its use that even a near-miss will result in a success of some kind.

LUCK DICE

- **A d12 Luck Die:** The chance of accomplishing the task is quite low, but the chance of even attempting the **{Skill Check}** doesn't carry much lasting consequence one way or the other.
- **A d10 Luck Die:** The chance of accomplishing this task is slim at best, but an attempt doesn't have much chance of making things better or worse.
- **A d8 Luck Die:** As far as luck goes, this is a fairly median task maintaining a decent chance of failure.
- **A d6 Luck Die:** This is a risky situation that has a very high chance of resulting in something uniquely great or terrible.
- **A d4 Luck Die:** This is a desperate situation that could either go spectacularly in your favor or fail miserably, without a lot of room for results in between.

How to use Luck Dice

- **Beginner's Luck:** A Luck Die is treated as a Bonus Die, but will still trigger a Stroke of Luck or a Catastrophe if the **{Skill Check}** die Results are the lowest or highest.
- **Pressing Their Luck:** The Luck Die Result is added to **{Skill Check}** dice, but not Bonus Dice.
- **Making Their own Luck:** A Luck Die Result is added to any Bonus Dice, but not **{Skill Check}** dice.
- **Tough Luck:** The Luck Die Result is added to both **{Skill Check}** dice and any Bonus Dice rolled.
- **Dumb Luck:** A character may substitute their Luck Die Result for their **{Skill Check}** and all other Bonus Die Results by paying  equal to the difference between the **{Skill Check}** Result and the Luck Die Result, replacing their **{Skill Check}** Result entirely. If the Luck Die is an Ace, or if it is the highest face possible, then this option cannot be used.

SYMBOL LEGEND

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| Strength Bonus:  | Stack Point:  | Degree of Difference:  |
| Perception Bonus:  | Influence Point:  | Tech Point:  |
| Empathy Bonus:  | Ego Point:  | Cargo Unit:  |
| Willpower Bonus:  | Health Point:  | Partial Cargo Unit:  |
| Acuity Bonus:  | Degree of Success:  | Speed Dice:  |
| Intelligence Bonus:  | Degree of Failure:  | Depletion Point:  |