## Test Chart

## Start Here

## Some possible Disadvantages

- Rating is Worst than Difficulty
- Rating is Worst than Difficulty by 5+, 10+, 15+, 20+...
- 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
- 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
- Target at Long Range

Take a number of dice equal to the modulus of the value (just remove the negative sign) of your Situational Conditions value.

1

Add one die.

Roll the dice and keep the lowest result.

If this result is from 1 to 10 the test fail but if the result is from 11 to 20 is a success.

Situational Conditions Value.

Subtract 1 for every Disadvantage that apply to the situation.

Add 1 for every Advantage that apply to the situation.



If the result is negative, check the box on the left.

If the result is positive, check the box on the right. If the result is 0 take a die and continue below.

Roll the die, if the

Some possible Advantages

- Rating is Better than Difficulty
- Rating is Better than Difficulty by 5+, 10+, 15+, 20+...
- Using Superior Quality Tool
- Assisted
- Player Have Good Arguments
- 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
- Point Blank

Take a number of dice equal to your Situational Conditions value.

Add one die.

Roll the dice and keep the highest result.

If this result is from 1 to 10 the test fail but if the result is from 11 to 20 is a success.

On a failure, any die with a result of 1 cause a Catastrophic Effect.

On a success, any die with a result of 20 grant an Exceptional Effect.

Add an additional Catastrophic or Exceptional Effect for every difference of 10 between the Rating and the Difficulty.



Start at ZERO.

result is from 1 to 10 the test fail but if the result is from 11 to 20 is a success.