

# Test Chart

Compare your Rating with the Difficulty

## 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

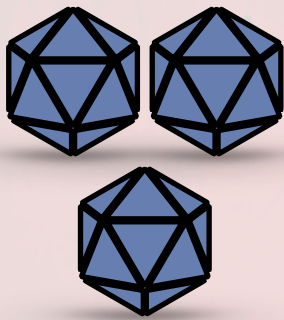
An Advantage and a Disadvantage negate each other.

Calculate what's remaining.

## Some possible Advantages

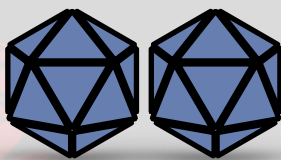
- Rating is Better than Difficulty
- Rating is Better than Difficulty by 5+, 10+, 15+, 20+...
- Using Superior Quality Tool
- Assisted
- Player Have Good Arguments on Social Encounter
- Advantageous Position
- Attacking an Unaware Opponent
- Attacking From Behind
- Attacking 3 vs 1
- Opponent Prone at Close Range
- Restrained or Immobile Target
- Aiming During Previous Round
- Large Target
- Point Blank

### 2 Disadvantages



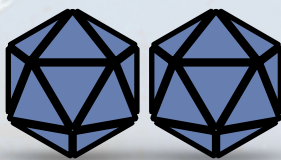
Keep the Lowest Result

### 1 Disadvantage



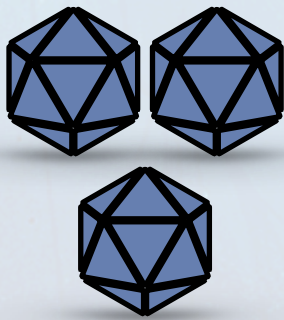
Keep the Result

### 1 Advantage



Keep the Highest Result

### 2 Advantages



1 to 10

**Failure**

On a Failure, any 1 rolled cause a

**Catastrophic Effect**

Roll the number of dice depending of the Advantages and Disadvantages. Add boxes with more dice on either side if required.

Check the result on the die kept

11 to 20

**Success**

On a Success, any 20 rolled cause an

**Exceptional Effect**