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Challenges

When a character is faced with a task, problem or danger, this is a challenge.

If the challenge is trivially difficult, or easily within the abilities of the character, then the character succeeds at it. No sense in wasting time with dice when the outcome is not in doubt. If the task has a significant chance of failure, then dice are rolled.

If the challenge does not involve competition with another entity, this is a 'Simple Challenge'. The character must get a Roll Total (see card 6) higher than the difficulty of the challenge. The difficulty is a multiple of **3**. A difficulty of 6 is moderately hard; 15 is very difficult. If the Simple Challenge is against some **UNNATURAL** event or object, the difficulty is a multiple of 4 instead of **3**. The GM may invite a character who fails the roll to push his luck in an attempt to succeed.

If the challenge is against another entity, this is a 'Duel'. Both characters roll dice. Once they have done so, they remove dice they have in common- so each character only has dice left that his opponent does not. Then the Roll Totals are compared. The character with the lowest Roll Total has the option of pushing his luck. If he does so without precipitating a crisis, then remove dice in common again and check the new Roll Totals. In this way, the duel can see characters push their luck many times without necessarily causing a crisis. In general, the character involved in the Duel decide the penalty for their opponent if they win, within reason.

The consequences of a failed challenge are up to the GM, but they should be described in broad terms at the outset of the challenge. The GM can set a crisis as the penalty for failure if the circumstances are dangerous- and on rare occasions a failed challenge may even be fatal for the character.

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Example:

Bill rolls 2 dice trying to climb over the wall. This is a Simple Challenge. The GM decides that the difficulty is 6, and failure just means he can't get over the wall. He gets a Roll Total of 7, and succeeds.

Example:

Harriet rolls 4 dice trying to shut down a malfunctioning computer system. This is a Simple Challenge, but influenced by the **UNNATURAL**. The GM decides the difficulty is 12, and failure has no additional consequences. She gets a Roll Total of 8. This is a failure, and the GM decides that pushing her luck is not appropriate.

Example:

Leo and Jamil are fighting for control of a handgun. Leo rolls 1, **3** and 4. Jamil rolls 1, 1 and 5. All the 1s are removed, leaving them with Roll Totals of 7 and 5 respectively.

Jamil pushes his luck, rolling a 6 and bringing his Roll Total to 11.

Leo pushes his luck, rolling a 5. This avoids a crisis, and cancels out the 5 in Jamil's set. Their Roll Totals are now 7 and 6.

Jamil pushes his luck, rolling a 5. As the 5 he had is now gone, this does not cause a crisis. His Roll Total is 11 again.

Leo pushes his luck, rolling a **3**. This causes a crisis.

The crisis is moot, however, as Jamil decides to shoot Leo dead.