

Vivat Regina

How Stuff Works

Tests

Simple - A test roll occurs when the character attempts an action without resistance from another. e.g. binding wound, shooting target, remaining sane in the face of creeping supernatural horror.

The GM determines how hard any given action is by assigning it a **Difficulty** Number. Dice roll mods such as General Ability's Pool Points spends may occur in addition to that number, to result in a 'target number to succeed'.

Contests - Each opponent rolls in turn until one fails, and loses e.g. Physical contests such as a chase¹ - the failure is a catch, or escape, depending on who lost.



Difficulty:

Difficulty ranges from 2-8 or more where 2 is trivial and 8 is heroically difficult. Unmodified, 2 offers only a slim chance of failure but 7 or 8+ is impossible without pool points of expertise added.

3 Fair	Familiar tasks, approaches and behaviour. 'Target die rolls' often start here.
4 Very	Tasks that would challenge the average unskilled person.
5 Great	Tasks that would challenge a person with only basic training.
6 Immense	Skilled professionals are cautious.
7 Fiendish	You can't do task of this level without training and preparation.
8 Heroic	All the above.
9 or more...	Frankly, usually something to do with Migickians.

¹ In a chase the one who bolts first goes first. Where folks act simultaneously the one with lowest rating in the relevant ability goes first. If a tie then supporting characters go before PCs. If PCs tie then last to arrive at this session goes first. Typical difficulty is 4. Diff's can be different for the contestants.

Combining PCs Abilities

Piggybacking

PCs act in concert to perform a task together, designate one to take the lead. e.g. infiltrating a facility through the least observed route. The Lead makes a simple test, spending any number of her own pool points toward the task, as usual. All other characters pay 1 point from their relevant pools in order to gain the benefits of the leader's action but these points are not added to the leader's die result.

Lead - makes the difficulty roll using her own pool points.

Other PCs - pay 1 point each from their appropriate pool to gain the benefit of the lead's result.

Other PCs without points - for each one the difficulty for lead to roll increases by 2.

Cooperation

PC's act together. Agree who is lead in the task but contribute points together with the same ability.. E.g. fixing a car, researching an old text. The leader may spend any number of points from her pool, adding them to the die roll. The assistant may pay any number of points from his pool. All but one of these is applied to the die roll.

Lead - will make the difficulty roll with her pool points, and ...

Other PC's - assist by adding their pool points -1 to the Lead's points.

Other PC's without points - cannot contribute.

Zero-sum contests:

Positive contest to gain a benefit - highest wins - PCs secretly add pool points before roll

Negative contest to receive a bad thing - lowest loses (gets impact) PCs secretly add pool points before roll

Add more points in secret if tied.

General spends

No difficulty check but the task takes effort - use a point or two from a GA pool to undertake the task for a result.