

# Building a Dice Pool

When you attempt to perform a task, your GM determines the most appropriate skill for the task and you build your dice pool. For example, if you are attempting to pick a lock, the skill check would use the Skullduggery skills, which is linked to the Cunning characteristic. The rating for these two attributes determine the dice that you add to the pool.

**The higher of the two values determine how many Ability (  ) dice are added to the dice pool. Then, an amount of these Ability dice are upgraded to Proficiency (  ) dice. This amount is equal to the lower value.**

## Example 1: Beeble's Check

Beeble is trying to escape from a violent ogre down a vicious, rocky cliff. The GM determines that this will be a Coordination check, which is linked to the Agility characteristic. Beeble has a Coordination of 2, and an Agility of 3. Her Agility is higher, so the player begins by adding three Ability dice (    ) to the pool. Beeble's Coordination skill is lower, so the player upgrades that many dice into Proficiency dice (   ). To attempt the descent, Beeble starts out with three dice in her pool. Two Proficiency (   ) and one Ability (    ).

## Example 2: Bumbut's Check

Bumbut is climbing down the same cliff. Bumbut has a Coordination of 3, and an Agility of 2. Bumbut's Coordination is higher, so they add three three Ability dice (    ) to the pool. Bumbut's Agility is lower, so the player upgrades that many dice into Proficiency dice (   ). To attempt the descent, Bumbut starts out with three dice in their pool. Two Proficiency (   ) and one Ability (    ).

## Example 3: Barry's Check

Finally, Barry makes the same check. Barry has an Agility of 2, but no ranks in the Coordination skill. His Agility is higher, so the player begins by adding two Ability dice (   ) to the pool. Since he has no ranks in Coordination, that value is considered to be 0, and no Ability dice get upgraded into Proficiency dice. Barry's pool only has the two Ability dice (   ).

# Applying Task Difficulty

After determining which skill and related characteristic your character uses to attempt a task, your GM then chooses the level of difficulty for the task. The difficulty level of the task determines the number of Difficulty dice you must add to the pool.

## Difficulty Table

DIFFICULTY	DICE	EXAMPLE
Simple	-	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the magnitude of success or to add a Setback dice to indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at short range, convincing a close friend to help you with a difficult task.
Average	◆ ◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to punch an opponent while within arm's reach, convincing an acquaintance to help you with a difficult task.
Hard	◆ ◆ ◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range, convincing a stranger to help you with a difficult task.
Daunting	◆ ◆ ◆ ◆	Picking an exceptionally sophisticated lock, performing surgery or grating implants, finding food and shelter on a barren desert planet, shooting a target at extreme range, convincing who hates you to help you with a difficult task.
Formidable	◆ ◆ ◆ ◆ ◆	Picking a lock with no comprehensible mechanism, creating a genetic template to clone a new body, finding food and shelter on a planet without breathable atmosphere, convincing your lifelong nemesis to help you with a difficult task.

The GM may upgrade one or more of these Difficulty dice by removing them from the dice pool and replacing them with an equal number of Challenge dice . Difficulty dice are usually upgraded into Challenge dice when your character faces skilled opposition, particularly challenging circumstances, or when the GM invests a Story Point to make a check more challenging.

After the GM sets the difficulty level for the task, you add the number of Difficulty dice to the dice pool. If no other factors influence the outcome of the attempt (*such as Boost or Setback dice*), the dice pool is now complete, and you can roll it to determine success or failure, as well as any potential side effects.

## Adding Boost & Setback Dice

One way the dice pool becomes further modified is to add dice that reflect environmental conditions, various advantages and disadvantages, having or not having the right tools for the job, or more. This is done by adding Boost (■) and Setback (■) dice.

As a general rule, the GM should only add one Boost or Setback die for each unique narrative source that is assisting, or hampering your task.

While these dice are thematic opposites of each other, they do not cancel each other out. If the situation details two Boost dice and two Setback dice, you add all four to the dice pool.

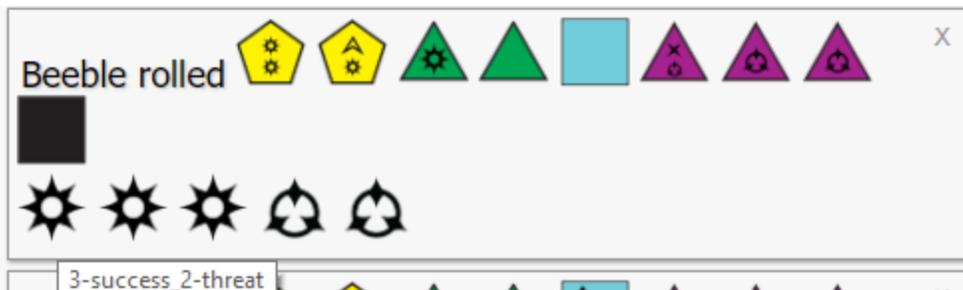
## The Complete Example

Let's build a complete dice pool using Beeble's check from Example 2. Beeble has an Agility of 3, and a Coordination of 2 (♦♦♦♦♦♦). The DM states that it is a Hard (♦♦♦♦♦♦) check (♦♦♦♦♦♦♦♦♦♦♦♦).

For the sake of example, let's assume that she's also suffering a Setback (■) since it is raining, causing the cliff to be slick, as well as a Boost (■) since she's wearing specialized climbing boots to give her better traction.

♦♦♦♦♦♦♦♦♦♦♦♦♦♦■

Katie then rolls this dice pool. She gets this as a result:



Beeble rolled 4 Success ☀, 1 Advantage ▲, 1 Failure ▼, and 3 Threat ↻. After cancellations have been made, this results in a grand total of 3 Success ☀, and 2 Threat ↻. Beeble has successfully climbed down the cliff, but has taken 2 Threat as a result. The GM

could interpret this as: *“Beeble has successfully climbed down the cliff!... but the rain-slicked sides made it a strenuous effort. Suffer 2 Strain as a result.”*