

Personal Skills Quick Reference

The following reference cards are used for Personal Skills. The cards are sized the same as the ones used in the 'world's most popular trading card game', as the euphemism goes; those cards can be used as backing for these, you may use your own card stock, or you may simply keep the sheet whole for reference purposes.

Personal Skills Table & Basics

Roll on 1d6	Skilled	Unskilled
1	Twist	Twist, and gain a Personal Condition
2	Twist	Twist
3	Success, but gain a Personal Condition	Twist
4	Success	Success, but gain a Personal Condition
5	Success	Success
6	Success, and you gain a Bonus	Success, and you gain Skill Progress

Using Personal Skills

- 1) Determine your task and intent. The GM determines whether your task and intent are valid, and which skill is used.
- 2) Roll 1d6 (if no other factors are in play) and check the Personal Skills table. If you have the skill, use the Skilled column, otherwise use the Unskilled column.
- 3) You and the GM narrate the action based on the result of the table.

Personal Skills Results & Fun

Success

You succeed on your task and get your intent.

Twist

Something goes wrong. You may succeed on your task but in a conditional fashion, you may fail, or there may be a new factor in play.

Bonus

Gain Advantage on a future roll, or some other sort of non-mechanical benefit. The player chooses their Bonus.

Gain Skill Progress

See 'Categories 2'.

Gain a Personal Condition

You gain a Personal Condition, usually a Minor one.

Fun Once & Stretching

You may only roll for a given task and intent once. Any Twists which result from a roll should render the intent invalid or moot, rather than allow the PC another attempt with no consequences. Skills should be interpreted fairly strictly. Don't try to stretch your skills and use them in situations where they don't really apply.

Personal Skills Aspects, Legends

Aspects of Skills

You may use your Personal Skills in four ways. Some skills may not use all aspects equally.

- 1) Use the skill's practical applications (that is, do what the skill says).
- 2) Have general knowledge regarding skill in question. This usually doesn't require a roll for preexisting knowledge, but you may roll to declare new plot points and knowledge related to the skill. (This must not contradict preestablished facts.)
- 3) Contact someone related to the skill in question.
- 4) Notice something about a situation, in some way related to your skill. (This may be preestablished facts, or new declarations.)

Legend Dice

All PCs have access to Legend Dice. Up to 5 may be stored, and one is gained at the end of every session. Legend Dice are also gained by invoking your Flaws and pursuing your Goal. You may use Legend Dice to do one of two things: gain Advantage on any roll, or activate a Trick.

Personal Skills Categories 1

Category	Description
Athletics	Any skill which requires physical strength or prowess.
Academia	'Pure' knowledge, usually of the social sciences or other non-practical areas of expertise. Also includes legal knowledge.
Applied Sciences	Engineering and other sciences which are 'high level'.
Combat (Special)	Skills used in non-mechanized combat situations. These are granted by weapon. All players have access to this Category.
Computers & Electronics	Skills that represent knowledge of computer systems, military or otherwise.
Investigation	Skills which help in an investigation of a situation, criminal or otherwise.
Maintenance	Maintenance for mechanized units, or particular subsystems thereof. Also applies to civilian vehicles.

Personal Skills Categories 2

Category	Description
Medicine	Skills involving the medical sciences, be they basic techniques or more advanced fields of study. Both applied and theoretical medicine apply.
Physical Sciences	More esoteric and high-level scientific skills that nevertheless still qualify as natural sciences.
Resources (Special)	A skill which represents means of gathering material goods. All players have access to this Category.
Social	Skills that involve interaction with other people, whether you are truthful or not, and whether you are speaking or listening.
Vehicle Operation (Special)	A skill which allows you to pilot a vehicle of some kind. This is not used in combat, but rather for chases, tricky maneuvers, and other situations where the combat rules may not apply. All players have access to this Category.

Personal Skills Tricks, Progress

Tricks

All PCs have Tricks. Tricks let you automatically succeed on a given task. One Legend Die must be spent to activate a Trick. You may still use the Trick without a Legend Die, but in that case a roll is required. This is always treated as a Skilled roll. PCs start with one Trick, and more are granted to them by the GM. Tricks represent the bulk of advancement with Personal Skills. Some Tricks have limited uses, and disappear when their uses are gone.

Skill Progress

Skill Progress lets you gain new skills, based on your Categories. If you get Skill Progress on a skill which belongs to a Category you have unlocked, you gain the skill. If you get Skill Progress on a skill which applies to a Category which is still locked, mark down the Skill Progress next to the Category. The second time you get Skill Progress in a Category, you unlock that Category and the skill you just used.

Personal Skills Flaws & Goals

How to Use Flaws

- 1) Use your Flaw to get a Twist on a given skill roll rather than rolling.
- 2) Use your Flaw to break a tied Contest in your opponent's favor.
- 3) Use your Flaw to get a Twist in a situation where no roll is called for.

How to Use Goals

Pursuing: Perform a Personal Skill roll for some action which furthers your Goal. This may only be done once per session, and not in the same session as Defending.

Defending: Perform a Personal Skill roll for some action which helps you defend or live up to your Goal.

As a Flaw: You gain Legend Dice whenever you choose to get a Twist in order to live up to your Goal rather than Succeed and violate it.

Personal Skills Tests & Help

Linked Tests

Linked Tests are skill rolls which require prior preparation. This may be done either voluntarily, or forced by the GM.

- 1) Determine the final intent of your tasks (the Execution) and the task that sets the Execution up (the Setup).
- 2) Roll the Setup. If the Setup succeeds, the Execution has Advantage. If the Setup garners a Twist, the Twist must be dealt with, and the Execution has Disadvantage. If the Setup succeeds but also causes a Personal Condition, the Execution is an unmodified roll.
- 3) Roll the Execution based on the results of the Setup.

Helping

Helping allows other characters to assist a given character on a task when a Linked Test isn't appropriate.

- 1) Determine who is making the actual skill roll, and who is Helping. The GM determines how many people can Help and whether the Help is appropriate.
- 2) The Helpers roll 1d6 if they are Skilled in whatever skill is needed to assist, and they roll with Disadvantage otherwise.
- 3) All players roll their checks. If the Helper's roll is higher than the character making the proper skill roll, that character adds 1 to their result.

Personal Skills Conditions 1

Minor Personal Conditions

Gaining three Minor Personal Conditions converts the three into a Major Condition. Minor Conditions do not stack with themselves or each other, but you may have multiple instances of the same Personal Condition.

Angry

You have Disadvantage to all Personal Skills in social situations, or other situations which require unusual forethought, focus, or precision. Recovery requires time spent alone and doing something the character enjoys.

Winded

You have Disadvantage on all Personal Skills involving physical activity. Recovery requires time spent alone and relaxing.

Personal Skills Contests 1

Contests

Contests are used when two PCs are in opposition, or one is opposed by a skilled NPC with their own motivations and interests.

- 1) Each side determines their task and intent. The GM makes sure these are actually in opposition; if they aren't, no Contest is needed.
- 2) Determine which skill each side is going to use. If a side is rolling Unskilled, they roll with Disadvantage, otherwise they roll 1d6 as normal.
- 3) Roll dice and compare. The highest roll wins the contest.
- 4) If the roll is won by 3 or more, they get a total victory. If the roll is only won by 1 or 2, the loser picks from the Contest Partial Victories list. (See Contests 2.) If the roll is tied, neither side gets their intent.

If an Unskilled character rolls a 6 on a Contest roll, they only gain Skill Progress if they were opposing a Skilled character.

Personal Skills Contests 2

Contest Partial Victories

The loser of a Contest which was only a partial victory gets to choose one of these ways to modify the winner's victory.

- The winner's hold on their victory is somehow insecure.
- The winner loses more than they expected in the process.
- The loser doesn't pay as high a cost for their loss.
- The loser gets a small victory of their own, either related to what they wanted or unrelated.
- The winner doesn't get all they wanted at once — they must do more to get their full victory.

Personal Skills Conditions 2

Major Personal Conditions

Major Conditions do stack, both with themselves and with Minor Conditions.

Injured

You take -1 to all Personal Skill rolls (minimum 1). In mechanized combat, your first 3d6 Initiative roll and your 1d6 Initiative Increase rolls (but not bonuses) are halved. Recovery requires medical treatment and a full day of rest.

Distraught

Same mechanical effects as Injured. Recovery requires a full day of rest, and another character must help you feel better or deal with your mental trauma.

Personal Skills When, Vantage

When to Roll

- 1) When there is a chance of failure and consequences for failing.
- 2) When the situation is time-sensitive.
- 3) When other forces are opposing your actions.

When Not to Roll

- 1) **Complex:** Don't roll when something would be too complicated or take too long.
- 2) **Inappropriate:** Don't roll when an action is simply never going to succeed.
- 3) **Difficult:** If a task is merely improbably difficult, roll with Disadvantage, and use major Twists and Personal Conditions. If there is nothing at stake, however, just allow the action without a roll.

Advantage & Disadvantage

Advantage	Roll 2d6 and take the highest.
Disadvantage	Roll 2d6 and take the lowest.

Advantage and Disadvantage cancel one another out no matter how many instances there are of either one, and they do not stack.
If you roll two sixes on a roll with Advantage or Disadvantage, you gain a Legend Die.