

Feat Chart

DIFFICULTY

DESCRIPTOR	DIFFICULTY					
	Abysmal	Poor	Typical	Good	Excellent	Incredible
Abysmal	7+	8+	9+	10+	11+	12+
Poor	6+	7+	8+	9+	10+	11+
Typical	5+	6+	7+	8+	9+	10+
Good	4+	5+	6+	7+	8+	9+
Excellent	3+	4+	5+	6+	7+	8+
Incredible	3+	3+	4+	5+	6+	7+

Luck Tests

	No test called for	Luck test passed	Luck test failed
Player using Luck	loses one lucky star continues action	keeps lucky star continues action	keeps lucky star
Player calling for test	N/A	loses one lucky star	gains one lucky star describes effect

Object Durability

Object Durability	Health to destroy
Windows, wood planks, guitars and objects of moderate toughness	1
Armoured, reinforced and very dense or very durable objects	2
Heavily armoured and difficult to damage objects	3

Object Size	Bonus health
Man-sized or smaller objects	0
Larger than man-sized	+1
Objects of large vehicle size or bigger	+2

Spend Luck to:

Roll 3 dice for Feat Check

Use an attribute / gear in an unusual way

Add detail or fact to a scene

Heal a health level

Take an extra action

