

## HOW TO ROLL

Tabletop Blockbuster uses only standard 6-sided dice. When you roll, any dice showing a five or six count as **Successes**. More successes indicate a better result. If you do not generate the required number of successes on a roll, you do not accomplish your task at that time. Rolling at least one success means that you competently execute the skill, but not necessarily well enough to succeed in the time allotted or against the opposing force.

**Skill Checks:** Roll a number of dice equal to the Skill rating, plus the rating of the attribute that best describes how the skill is being used.

### Skill + Attribute

**Defense:** When a character is defending against attacks, resisting ongoing damage, or resisting mental influence, he rolls the appropriate derived attribute (Defense, Vigor, or Potency).

**Initiative:** When rolling to determine action order in a scene, roll either Defense or an appropriate combination of Skill + Attribute.

**Extended Checks:** Some checks take more time to complete because of their complexity. Characters can accomplish them over the course of several actions. Make note of the number of successes rolled on each skill check devoted to accomplishing the task. Once the total number of successes reaches the required number, the task is complete.

## UNOPPOSED ROLLS

An unopposed roll takes place against a static challenge that does not react to the character's actions. Examples include climbing a wall, disabling an electronic security system, and reading a distant sign. The difficulty of an unopposed roll is set by requiring a certain number of successes. If a character is able to roll that number of successes on a skill check, they accomplish the task.

Characters can use an unopposed roll as a **Set-Up**, keeping excess successes as bonus dice for a specified follow-up action.

## OPPOSED ROLLS

An opposed roll takes place against an active opponent. Examples include making an attack, sneaking past a guard, and negotiating a deal. Both characters roll as appropriate and compare successes. The character with more successes wins the contest, with ties going to the character that initiated the action. The number of excess successes determines the degree of success.

## SETTING DIFFICULTIES

Difficulty	Standard	Extended
Easy	Don't Make Them Roll	
Normal	1-2	3
Challenging	3-4	6
Difficult	5-6	9
Extreme	7-8	12
Ridiculous	9+	15+

This table helps you set difficulties for unopposed checks on the fly. Use the number from the Standard column for actions that should or must be done in a single action (such as kicking in a door or jumping across a gap), and the number from the Extended column for actions that can be completed with an extended check (such as cracking a safe or navigating a maze).

## FAILING AN UNOPPOSED ROLL

Failing some rolls may result in negative consequences. At worst, failure should mean taking damage equal to the difference between rolled successes and required successes. Where a more interesting outcome is available, allow the player to narrate how they fell short (using the degree of their failure as a guide to how they narrate).

## CONVINCE OR RESTRAIN

**Convincing** or **Restraining** a character is an extended opposed check. The character who initiates the check must accumulate a number of successes equal to his opponent's Potency to convince them, or Vigor to restrain them. The subject of the convince or restrain attempt can act normally until these successes are achieved, but must remain within the range of the Convince or Restrain attempt (on the same Set unless a power with greater range is in use).

The character resisting the attempt can make an opposed vigor or potency check (as appropriate) on their action instead of a regular skill check in an attempt to remove successes rolled against them. They can also make an opposed skill check using an appropriate skill to remove successes rolled against them, and use any excess successes from such a skill roll to initiate a Restrain or Convince attempt of their own.

A character who has been **Convinced** acts in the manner the other character specified for the remainder of the scene or until some significant event changes their mind.

A **Restrained** character cannot take any physical actions except attempting to break free using a Vigor roll, with a difficulty and strain equal to the restraining character's Vigor.

## STRAIN FROM POWERS & GEAR

Using powers or gear threatens a character with strain. Each power or piece of equipment will have a Strain rating, including a V (for Vigor) or P (for Potency). When rolling to use a power or item, total all sources of strain that match that power or item's strain type. Compare this total to the character's Vigor or Potency as appropriate. If the total is higher than the character's attribute, she risks damage equal to the difference (Protection does not reduce this damage). Successes from the activation test can be used to cancel out this damage 1 for 1. Those successes do not count toward the total effect of the power or item.

## ONGOING DAMAGE

A small number of powers or items inflict ongoing damage. The character using the power or item should record the number of excess successes generated by the roll when making a successful attack.

**Sustaining Damage:** If she sustains the power on her next action, the subject of that attack must resist damage again as if she attacked with a number of successes equal to the recorded total. If he chooses, the subject can resist the subsequent damage using Vigor or Potency in place of Defense, as appropriate to the nature of the power or item.

If the attacker has any remaining successes after this defense, the attacker should record them. She can continue to sustain the power on her next action to continue the effect. If the attacker has no remaining successes, the effect cannot be sustained after that action.

**Attacking Again:** If the attacker *successfully* attacks the same subject again with that power while successes remain from her sustained use, she adds those successes when determining damage. Use the new total excess successes when determining further sustained damage. If her attack is unsuccessful, the opponent must still roll to resist the ongoing damage.

## DEFINITIONS

These terms have special meanings in Tabletop Blockbuster.

**Spotlighting:** Using in-character dialogue to point out a course of action that another character would excel at.

**Set-Up:** Making a roll to prepare for a future roll for yourself or another character. Rolled successes become bonus dice for that test.

**Impediment:** A condition that penalizes actions in a particular set.

**Major Setback:** Any time a major goal or story element becomes more difficult due to in-game complications, or when a character is taken out during a scene, or when a roll produces no successes.