

Skill Checks

What am I rolling/adding to it?

Roll **1d20** + your pilot's **Grit** (half your LL rounded up). Also add the bonus from *any one* applicable **pilot trigger** (not required). Add or subtract any **Accuracy** or **Difficulty** as required.

Target Number

The target number for a skill check is *always* **10**. A total of **9** or lower is a failure; a total of **20** or higher is a critical success.

This can only be altered by adding *Accuracy/Difficulty*, or making it a *Risky* or *Heroic* check

Difficulty/Accuracy

If a check has **1 Difficulty**, roll a d6 and subtract that from your total. If it has *Accuracy*, add the total instead. *Difficulty* and *Accuracy* cancel each other out at a rate of 1 to 1. If you have multiple sources of *Accuracy* or *Difficulty* after cancelling them out, then roll as many d6s as indicated and *only use the highest result* (ie. do not add multiple d6s together)

Risky

Risky checks succeed on a **10+**, but the character(s) still suffer complications unless the total of the roll is a **20+**.

Skill Checks (cont)

Heroic

Heroic checks only succeed on a **20+**, and the character(s) involved suffer consequences on any result under **20**

Risky/Heroic+Difficult

Risky and Heroic checks can also be made difficult at the GM's discretion

Teamwork

Allied players assisting with a roll provide **+1 Accuracy** (even if more than one character is helping). However, all characters involved suffer the consequences of a failure.

Pushing it

A failed roll cannot be retried unless circumstances have changed narratively, or you decide to **Push It**. A non-Risky roll becomes Risky when it's pushed. With GM permission, you can try to push a Risky roll, making it Heroic difficulty.

Backgrounds

You can invoke your background to give you **Accuracy** (or **Difficulty**) at your (or the GM's) discretion

Consequences (chosen before the roll is made)

Harm

Damage, injury, or physical harm. Usually **1–2 damage**, but getting shot at close range could cause **3–4 damage** and truly deadly harm might cause **6 damage** or more.

Time

The action takes longer than usual.

Resources

Something must be used up, lost, or temporarily exhausted. Could be anything - running out of ammunition, losing a map, reputation, favors, etc.

Collateral

Collateral damage - could be unintended hard/injury to a bystander, ally, building, organization, etc.

Position

You're in a worse position - in the line of fire, in the bad graces of an important person, or caught out in the spotlight

Effect

The action is less effective than intended - snapping a twig while sneaking, wounding instead of killing a target, or disabling only certain (but not all) security systems.



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Down & Out - at 0 HP, roll 1d6

1

You're dead. RIP

2-5

You're **Down and Out** and **Stunned** and stay at 0 HP. You're unconscious/bleeding out/unable to act. If you receive any more damage, you die. Alternatively, you can choose to die instead of becoming **Down and Out**.

6

You barely manage to shrug it off - you return to 1hp

Combat in Narrative Play

- **NPCs don't make skill checks** - instead, outcomes for both players and NPCs are determined by the success or failure of the player's roll
- Normal rules for skill checks apply
- Resolve combat narratively (abstract, cinematic)
- No initiative/turn tracking
- No attack rolls
- "Zoom Out" and resolve conflicts with just a few rolls
- Don't worry about tracking damage to NPCs
- For more complex sequences, use skill challenges:
- > different rolls can represent different sequences of the fight

Pilot HP/Damage

Pilot HP

Pilots have 6 HP + Grit (half their LL rounded up) + any bonuses from pilot equipment/armor

Minor Damage

1-2 damage. Minor damage might be a result of being shot by small arms fire, stabbed, punched, or being hit by a flying rock.

Major Damage

3-5 damage. Major damage might be dealt by assault and heavy weapons, long falls, toxic gas, or exposure to vacuum.

Lethal Damage

6+ damage. Lethal damage is catastrophic – a pilot might receive it if a mech falls on them, they're hit by a mech-scale weapon, or a grenade blows up under them.

Recovery

If a character spends an hour resting with no strenuous activity, they regain half of their maximum HP. If they're **DOWN AND OUT**, they recover and come back to consciousness. It takes at least 10 hours and a full repair to recover all HP.



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