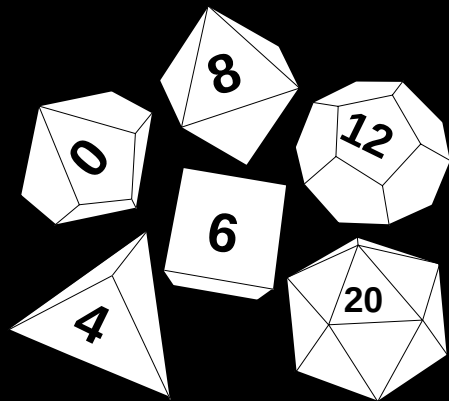


CHASSIS

MICRO



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<http://bit.ly/chasisrol>

WHAT IS CHASSIS?

Chassis is a universal system for role-playing games. Its generic rules are valid for any type of setting, period or environment.

WHY "MICRO"?

Because it represents a new basic Chassis manual of very few pages. If you want more options, components, rules and accessories consult the advanced Chassis manual.

WHO IS THE CHASSIS AIMED AT?

Chassis is not intended for new players. These pages do not explain what RPGs are, how to play, roleplay or gamemastering, what an NPC is or the role of the GM, assuming that they will be part of the cultural heritage of roleplayers.

WHAT IS THE STYLE OF PLAY?

Whichever you prefer. Some players will want to novelize their stories, others will approach it as a board game, and others will approach it with a cinematic style. Any style is valid as long as all players are in agreement.

WHAT DIE DOES CHASSIS USE?

Chassis can be played with any type of dice roll. The rolls are independent of the characters and the setting.

WHAT ARE THE CHASSIS CHARACTERS LIKE?

In Chassis Micro, characters are not collections of numbers. Therefore, the character sheet has no numerical scores. There are only words and phrases.

WHAT IS THE GM PREROGATIVE?

In Chassis, the GM doesn't stick to the rules. The rules stick to the GM. Since character sheets don't have numbers, it's up to the GM to quantify qualities and apply the appropriate modifiers based on them. When in doubt, his decisions are final and his verdict always prevails over any rules.

WHAT LICENSE DOES THE CHASSIS HAVE?

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I HAVE A QUESTION, IDEA, CONTRIBUTION, CORRECTION, SUGGESTION...

I would be delighted if you could write to me at fantagem@mail.com

1 CHARACTER CREATION

Answer the following ten questions.

FRAME: WHERE IS THE CHARACTER LOCATED?

The frame defines the game setting, fantasy universe, campaign scenario or characters' world. Examples: "Medieval Fantasy", "Space Opera", "Contemporary Superheroes", "Western", "World War II", "Zombie Survival", "Post-apocalyptic Wasteland", "Peplum", "Ice Age", etc.

ARCHETYPE: WHAT IS YOUR CLASS AND RACE?

If race is omitted, the character is human. An adjective can also be added to the archetype. Examples: "Elf Warrior", "Orc Tracker", "Street Vigilante", "Star Pilot", "Protocol Droid", "Alien Spy", "Mutant Octopod", "Half-Blood Gunslinger", "Vampire Count".

APPEARANCE: WHAT DOES HE/SHE LOOK LIKE?

Appearance is the set of qualities that define what the character looks like on the outside. Examples: "He wears an impeccable red jacket", "He has a potbelly and is unkempt", "His skin is green and mottled", "She has blond hair and blue eyes", "She wears military clothing and a balaclava", "From the waist down he has eight cybernetic legs like a spider".

PAST: WHAT IS THE MOST IMPORTANT THING THAT HAS HAPPENED TO YOU?

This quality describes information about the character's background or memories. Examples: "His parents sold him into slavery", "He left his fiancé at the altar", "She was accused of being a snitch", "He led a rebellion to free his people", "She discovered a mine of great wealth".

ABILITIES: WHAT BENEFITS DOES THE CHARACTER HAVE?

These are positive qualities that confer favorable things. For example, skills, advantages, equipment, spells, superpowers, allies. Up to 4 answers can be written. Examples: "Protected by a full metal suit of armor", "Proficient of martial arts", "«Lightning Bolt» spell", "Superhuman agility", "Her uncle is a top executive of a megacorporation", "Extensive knowledge of explosives".

GENERALITIES

Qualities must be concise. Abilities should be specific to specific actions: no one ability is good for everything.

Abilities do not guarantee the success of an action: they only make its execution more likely. For example, having a combat skill does not ensure the impact against an enemy, knowing a very powerful spell does not mean that it is formulated correctly.

Not all qualities are positive or negative. Neutral qualities are called nuances and can give a character a bonus or a penalty depending on the circumstances. For example, the archetype is a nuance, the attitude, the memories.

The GM is free to ask other questions when creating characters, depending on the frame and play style. He or

NAME: WHAT IS THE CHARACTER'S NAME?

The name should be in keeping with the frame and style of play. The character may also have a surname or a nickname. For example, an alias, pseudonym, title, alter ego or moniker.

QUOTE: WHAT IS THE CHARACTER'S CONCEPT?

This quality is represented by a motto that defines how the character is. Examples: "When you believe in yourself, doubt. When in doubt, believe", "Today it's time to take courage", "Screams and cries are music to my ears", "Danger is my job", "You wouldn't like to see me angry", "I love it when plans work out".

ATTITUDE: WHAT IS YOUR PERSONALITY LIKE?

Attitude is the set of qualities that define the character's inner self. For example, their behavior, their alignment, their conduct or character, the way of interpreting them. Examples: "Refined", "Friendly", "Pacifist", "Party-goer", "Resentful", "Defeatist", "Gossipy", "Intolerant", "Pious", "Grumpy", "Denialist".

FUTURE: WHAT DOES THE CHARACTER WANT?

This quality describes information about the character's goals or aspirations. Examples: "Prevent war between two neighboring countries", "Find his older sister", "Own the fastest spaceship in the galaxy", "Dismantle drug trafficking in his neighborhood", "Must destroy a magic ring".

DISABILITIES: WHAT HANDICAPS DOES THE CHARACTER HAVE?

These are negative qualities that bring unfavorable things. For example, weaknesses, disadvantages, handicaps, defects, disabilities, adversaries. Up to 2 answers can be written. Examples: "He has a wooden leg", "Suffers from a congenital degenerative disease", "Does not know how to drink in moderation", "Panic at heights", "Experiencing an existential mid-life crisis", "Unable to lie without blushing".

she may also ignore some of the default questions or change any questions the GM deems convenient.

It is not necessary to respond all questions immediately. If no satisfactory answers arise, a player may leave some qualities blank and fill them in later, during the course of the game.

The GM always has the right to veto. He has the power to prohibit a quality of the PC if he considers it excessive, inappropriate, inadmissible or inadequate in relation to the frame and style of play. For example, a PC cannot choose a disability if the GM believes that it will never be used in the game in a relevant way.

BASE ROLL

This is the default die roll used to resolve game tests. The GM chooses the one he prefers. Examples:

SINGLE ROLLS (D)

Roll the die. Examples: 1D20, 1D12, 1D10, 1D8, 1D6, 1D100.

MULTIPLIED ROLLS (D*)

Roll and multiply the dice. Examples: 2D5*, 2D10*, 1D6*1D4, 1D12*1D2.

HIGHER ROLLS (D>)

Roll and choose the highest die. Examples: 4D10>, 3D8>, 2D20>, 1D12>1D10.

UNITARY ROLLS (D∅)

The second half of the die produces null results. Examples: 1D12∅ (results from 7 to 12 are zero), 1D6∅, 1D10∅, 1D20∅, 2D8∅+.

SUMMATIVE ROLLS (D+)

Roll and add up all the dice. Examples: 2D10+, 3D8+, 4D6+, 1D6+1D8.

DIVIDED ROLLS (D÷)

Roll and divide the highest die by the lowest die. Examples: 2D10÷, 2D12÷, 1D10÷1D6.

LOWER ROLLS (D<)

Roll and choose the lowest die. Examples: 3D6<, 2D12<, 4D20<, 1D8<1D10.

BINARY ROLLS (D^o)

They offer two unequal results. Examples: 4D6^o (ever 5 and 6 produce a result+1. The rest produce zero), 3D10^o (every 8 or higher is worth +1. The rest are worth zero).

SUBTRACTED ROLLS (D-)

Roll and subtract the lowest die from the highest die. Examples: 2D6-, 2D12-, 1D8-1D4.

UNDIVIDED ROLLS (D÷÷)

Roll the dice and divide the first die by the second die. Examples: 2D8÷÷, 2D10÷÷, 1D20÷÷1D4.

CENTER ROLLS (D<>)

Roll and choose the central die. Examples: 3D10<>, 5D20<>, 2D12<> (in this case add the dice and divide by two).

TERNARY ROLLS (DΔ)

They offer three unequal results. Examples: 5D6Δ (each 1 worth -1, each 6 is worth +1. The rest are worth zero), 4D12Δ (each 1|2|3 is worth -1, each 10|11|12 is worth +1. The rest are worth zero).

RETRACTED ROLLS (D±)

Roll and subtract the second die from the first die. Examples: 2D12±, 2D6±, 1D20±1D10.

NUMERATOR ROLLS (D%)

The first die marks the tens. The second die marks the unity. Examples: 2D4%, 2D6%, 1D8%1D10.

MIXED ROLLS (D&)

The first die produces the result. The second die reveals whether criticals or fumbles (or other special results) occur. Examples: 1D12&1D6, 1D8&1D20, 2D6+&1D8.

QUATERNARY ROLLS (D□)

They offer four unequal results. Examples: 3D10□ (a 1 is worth -1, 2 to 5 is worth 0, 6 to 9 is worth +1, a 10 is worth +2), 2D12□ (a 1 is worth -1, 2 to 6 is worth 0, 7 to 11 is worth +1, a 12 is worth +2).

MODIFIERS

The GM may use any type of modifier on any type of die roll. He or she must consider all the factors that determine the game situation.

Basics: Add, subtract, multiply or divide the result. Examples: MOD+1, MOD-2, MOD*1.5, MOD÷2. The type of base roll must be taken into account. Example: MOD+2 is very relevant with 1D8 but less relevant with 2D12+.

Qualitative: Changing the type of die. Example: if the roll is 1D12 and the GM applies a MOD-D2, then a D10 is rolled. A D8 roll with a MOD+D1 becomes a D9.

Quantitative: Changing the number of dice. Example: if the roll is 2D8+ and the GM applies a MOD+1D, then 3D8+ are rolled. A 4D4+ roll with a MOD-2D becomes 2D4+.

Atypical: Changing the type and number of dice, or converting one roll into another. Example: 1D6 becomes 2D4+, 3D6+ becomes 1D20∅.

Remodifier: Re-roll a die or re-throw a roll, except for criticals and fumbles.

Extramodifier: Adding extra dice to choose a better or worse result and converting it into a higher or lower roll. Examples:

- If the roll is 1D10 and the GM applies a MOD-D<, then 2D10< are rolled.

- A 2D6+ roll with a MOD+D> becomes 2D6+1D6>.

Metamodifier: Trigger another roll with a result predetermined by the GM, which readjusts the previous roll. Also known as an open roll. Examples:

- If the roll is 2D10+ and two equal results occur, a MOD+1D10 is added.
- If the roll is 1D20&1D6 and a 6 appears on the second die, both dice are rolled again and added to the previous result.

Desmodifier: Alter the modality of an attribute, changing a constant for a variable or vice versa. Example: converts a MOD+5 to MOD+1D5.

Ambimodifier: Bonusing some results and penalizing others in the same roll. Examples

- A MOD±2 {EVEN} adds +2 to even dice but subtracts -2 from odd dice.
- On certain special rolls a MOD±1 can be worth +1 | -1 at the player's discretion.

Transmodifier: Transform some results into others, or some dice into others depending on certain conditions (consult unitary roll). Examples:

- A MOD0 {ODD} means that the odd dice in the roll are worth zero. This is also called a null-even roll.
- A MOD1- {D<} the lowest die in a multiple roll becomes -1.

GAME TESTS

A die roll is only made when the GM determines it is necessary for the story. The GM does not roll dice; only the PCs do. The die roll may have several consequences:

SUCCESS

It occurs when the total of the die roll is higher than its average. Examples:

- If you play with 1D10, success is achieved by rolling 6 or more.
- If you play with 2D12+, success is achieved by rolling 14 or more.
- If you play with 2D6±, success is achieved by rolling 1 or more.

A success means that the character achieves what he or she wants, or that his or her general situation improves. The narrative of the success is usually told by the PC.

CRITICAL (OPTIONAL)

It occurs when the die roll coincides with some positive results preset by the GM. Examples:

- If you play with 1D20, the critical arises when you roll a 20.
- If you play with 1D6&1D10, the critical arises with a 10 on the second die.
- If you play with 2D8>, the critical arises when you get a double 8.

A critical is a super-success. For example, the character achieves what he/she sets out to do and also gains an additional convenience, two successes are obtained.

TIEBREAKER

A tiebreaker is type of test that is resolved without any rolls. Examples:

- A combat between NPCs, a confrontation between very uneven characters, to determine initiative.

To resolve a tiebreaker, the GM consults the qualities of the characters involved, weighs all the factors involved, and announces the consequence of the action.

Every test establishes what happens after a round, or after a season. A season is a measure of time that is equivalent to several hours, days or months. For example, a test to listen to something is resolved in one round, a test to repair a vehicle is resolved in one season.

FAILURE

It occurs when the total of the die roll is lower than its average. Examples:

- If you play with 1D20, failure occurs when you roll a 9 or less.
- If you play with 2D8+, failure occurs when you roll a 6 or less.
- If you play with 2D10±, failure occurs when you roll a –1 or less.

A failure means that the character does not achieve what he or she wants, or that his or her overall situation worsens. The narrative of the failure is usually explained by the GM.

FUMBLE (OPTIONAL)

It occurs when the die roll coincides with some negative results preset by the GM. Examples:

- If you play with 3D6><, the fumble occurs when you roll a double 1, without a 6.
- If you play with 2D10+, the fumble occurs when you roll a 2 or less on each die.
- If you play with 1D100, the fumble occurs when you roll a 5 or less.

A fumble is a super-failure. For example, if the character does not achieve what he wants and also incurs another additional inconvenience, two fails are obtained.

CHECK

A check is type of test that is resolved with a single roll. Examples:

- A minor fight, jumping from one ledge to another, looking for clues in crime scene, translate a hieroglyph.

To resolve a check, the GM checks whether the characters' qualities are compatible with the actions they perform.

- An ability entitles the GM to apply a bonus to the roll or degree.
- A disability requires the GM to apply a penalty to the roll or degree.
- Having an additional quality, or an aggravating or mitigating factor, can optionally provide another GM modifier.

NEUTRAL

It occurs when the total of the die roll is equal than its average. Examples:

- If you play with 1D12, neutral comes up with a 6.
- If you play with 2D8±, neutral comes up with a 0.
- If you play with 3D6+, neutral comes up with a 10.

A neutral is equivalent to experiencing both a success and a failure in the same action (or neither). The neutral has two variants: the semi-success and the semi-failure (consult neutraling).

HYPERBOLE (OPTIONAL)

It occurs when the die roll coincides with some neutral results preset by the GM. Examples:

- If you play with 4D6+, hyperbole arises when you roll two 1s and two 6s.
- If you play with 2D10+, hyperbole arises when you roll a 1 and a 10.
- If you play with 3D12><, hyperbole arises when you roll a 1, a 6, and a 12.

A hyperbole is a super-neutral. It is equivalent to experiencing a critical and a fumble in the same action. Not all rolls have hyperbole.

COMPETITION

A competition is type of test that is resolved with several rolls. Examples:

- An important fight, an exorcism ritual, a game of chess, a dialectical debate, an attempt at seduction.

Each round or season of the competition the PC makes a roll. To win in a competition, a PC must achieve a certain number of successes and avoid a certain number of failures. Example:

- A PC fights a monster in a 3OK/4KO competition. This means that to defeat it, he must make 3 successful rolls, or hit it 3 times. On the other hand, if a PC fails 4 rolls, or suffers 4 hits, he will be defeated by the monster.

The degree expresses the effect of a test or the intensity of an action. The higher the degree, the greater the effect.

The degree is calculated as the difference between the total of the die roll and its average. Examples:

- If you play 1D12 and get a total of 8, a degree+2 occurs.
- If you play 2D20- and get a total of 10, a degree+4 is produced.
- If you play with 3D10<> and get a total of 2, a degree-3 is produced.
- If you play 1D100 and get a total of 35, a degree-15 is produced.
- A zero degree is the same as a neutral.

When a test is successful, the degree+1 is the minimum possible. When failing a test, the degree-1 is the minimum possible (as will be seen in the section on categories).

The degree is not always necessary. When a test is solved quickly, or this attribute is not required, the degree can be omitted.

EXTREME DEGREE

A critical or a fumble multiplies the effect of an action, provided the test is susceptible. In such a case, the standard degree is multiplied $\times 1.5$, or else an additional 1D is added.

TYPES OF DEGREES

The degree has different meanings depending on the type of test performed by a character.

DAMAGE

- Example: suffering a fall and failing the test with degree-3 inflicts damage+3.
- Example: a healing spell of degree+6 recovers or reduces a damage-6.

A character dies when he suffers a certain amount of damage. Damage is recovered at the end of a scene, session or season, according to what the GM says (consult wound).

RANGE

- Example: in a chase, a degree+4 means that the character advances 400 meters.
- Example: 'Teleportation' superpower of degree+5 reaches a distance of 5km.

DURATION

- Example: traveling through dangerous territory and failing a test with a degree-1 means that you arrive at your destination 1 day late.
- Example: 'Mind Control' superpower of degree+2 affects the opponent for 2 rounds.
- Example: contracting a disease and failing a test with degree-5 afflicts the character for 5 seasons.

MODIFICATION

- Example: building a trap with a degree+3 provides a MOD-3 against those who run into it.
- Example: a degree-2 failure when trying to surprise an NPC, applies a MOD+2 to that NPC's next action.

RESERVATION

- Example: stress or emphasis (consult section).

COMPETITION DEGREE

If the GM wishes to use the degree in a competition, certain considerations must be taken into account.

Every competitor starts the test with as many competition points as the maximum of the base roll.

Examples:

- If you play with 1D12, each standard participant starts with 12 competition points.
- If you play a combat with 1D100, each combatant has 100HP, or hit points (this is how competition points are referred to in combat). This is equivalent to saying that a character endures up to damage+100.

Each test reduces the competition points according to the degree of the die roll.

- A success of the PC reduces the opponent's competition points. For example: success of degree+5 in a combat roll inflicts damage+5 to the enemy, usually an NPC. This is the same as saying that the enemy loses 5HP.
- A failure of the PC reduces its own competition points. For example: a failure of degree-2 in a combat roll inflicts damage+2 to the PC himself. This is the same as saying that the PC loses 2HP.
- A neutral has no effect on any character. It means no one loses competition points.

When a competitor runs out of competition points, he or she loses the test and the competition ends. Examples:

- If you play a combat with 1D100, any character with 0HP is killed or defeated, as determined by the GM.
- If you play with 3D6+, a gunfight ends when any character loses all 18 of their competition points and is hit by a bullet.

CATEGORIES OF DEGREE

The degrees are also modifiable by the GM.

SEMI-DEGREE

The component has a lower intensity than normal. For example, a degree+2 is applied. Examples:

- The impact of a punch inflicts damage+2.
- If you play with 1D10 a minion dies when accumulating damage+5 (half the standard score). That is, the HPs are modified by the qualities of a character, as judged by the GM.

SUPER-DEGREE

The component has a higher intensity than normal. For example, a degree $\times 2$ is applied. Examples:

- The hit of a character with superhuman strength inflicts damage $\times 2$.
- Armor can reduce an enemy impact by damage+2.
- A machine gun hit inflicts damage+6.
- A robot's armor reduces an enemy hit by damage-4.
- A dragon's breath can cause damage $\times 4$.
- A competition with a base roll of 3D6° can be started with 6 competition points (instead of the 3 corresponding to the maximum of this roll).

Criticals and fumbles are cumulative with degree categories. Example:

- A combatant wields a damage $\times 2$ greatsword and performs an attack with 3D20<>. He rolls a double 20, which is a critical, so he has a degree+15 (degree+10 $\times 1.5$ of the critical). Due to his weapon, the degree is doubled. Finally he inflicts damage+30 to his enemy. If, hypothetically, said enemy had a damage-5 breastplate, he would suffer damage+25.

RESERVES

A reserve represents a resource that a player holds until he decides to use it. Examples: a reserve die, a reserve action, a reserve success, a reserve failure, stress points, emphasis points.

Every character starts playing without any reserves, although he or she can gain them over the course of the game.

PROVISIONAL RESERVES

By default, reservations are saved indefinitely. That is, they do not expire until they are spent, so they carry over from session to session.

TEMPORARY RESERVES

Exceptionally, the GM may declare some reserves to be temporary. In such a case, the remaining reserves are lost at the end of a scene or session.

Example:

- A PC goes into a state of rage. The GM grants him 2D6 of reserve per round. These dice can be used as bonuses or extramodifiers of his actions. When the scene ends, or his fury fades, the benefit provided also ends (consult labeling).
- A PC fumbles a persuasion test very relevant to the story. As an additional inconvenience, the GM attributes to him a reserve inaction for that session. This means that, at some point during the game, the GM may prevent the PC from acting on a round.

COUNTERS (OPTIONAL)

To manage reserves and points, players can use any item that serves to keep track of the scores used in the game. Counters can be playing cards, pieces of paper, coins, chickpeas, marbles, badges, bottle caps, or any lot of things.

STRESS POINTS

They reflect the character's general discomfort and a reserve of negative energy. The GM is in charge of managing all stress points.

STRESS ACQUISITION

Any character can receive stress (or cancel emphasis) for many reasons. For example, as a punishment from the GM to a player, for failing certain tests, for any physical, psychological, sensory, social, emotional or spiritual adversity, for being humiliated, tortured, terrified, depressed, for losing a loved one, for starving, for not sleeping properly, etc.

STRESS UTILIZATION

- Spending 1 stress point before rolling carries a MOD-1.
- Spending as many points as half the maximum of the base roll incurs an automatic failure, without rolling. For example, if you play with 3D8<, the GM must invest 4 stress points.
- Spending as many points as the maximum of the base roll incurs an automatic fumble, without rolling. For example, if you play with 2D10-, the GM must invest 9 stress points.
- Spending as many points as a quarter of the maximum, after rolling, forces you to remodify the roll. For example, if you play with 2D20+, the GM must invest 10 stress points.
- Spending as many points as the GM dictates, allows you to create a negative event in the story. For example, to create a new problem for the character, to add an obstacle, a setback.

SKIRMISH (OPTIONAL)

A type of combat in which PCs face off against a multitude of minor enemies. In a skirmish, PCs do not suffer damage by failing their competition rolls, but instead accumulate stress (typically to weaken the group before a final conflict). Examples:

- A success expresses the amount of group damage. For example, against 15 goblins of 2HP, a degree+6 would take down 3 enemies.
- A failure expresses the amount of stress acquired. For example, a degree-1 carries stress+1 without knocking down any enemies.
- A neutral expresses damage and stress. For example, 1D is rolled after the test. The result is the damage inflicted and the stress acquired.

EMPHASIS POINTS

They reflect the character's general well-being and a reserve of positive energy. Each PC is responsible for managing his or her own emphasis points.

EMPHASIS ACQUISITION

Any character can receive emphasis (or cancel stress) for many reasons. For example, as a reward from the GM for playing well, for winning certain tests, for winning a large sum of money, through sexual activity, while on vacation, when feeling euphoric, for daily study or intensive training, when achieving the character's goals, after a personal or professional triumph, etc.

EMPHASIS UTILIZATION

- Spending 1 emphasis point before rolling grants a MOD+1.
- Spending as many points as half the maximum of the base roll provides an automatic success, without rolling. For example, if you play with 2D20± the character must spend 9 emphasis points.
- Spending as many points as the maximum of the base roll provides an automatic critical, without rolling. For example, if you play with 3D10+, the character must spend 30 emphasis points.
- Spending as many points as the fourth part of the maximum, after rolling, authorizes to remodify the roll. For example, if you play with 2D12-, the character must invest 3 emphasis points.
- Spending as many points as the GM dictates, allows you to create a positive event in the story. For example, getting some help in a sequence, the appearance of allies or useful objects in the scenario, an interference.

MULTIPOINTS (OPTIONAL)

If magic, powers, or something similar are involved in the game frame, emphasis can be used differently. Each character capable of casting spells, or performing a super attack, begins play with as many emphasis points as the maximum of the base roll.

- A success activates the effect, although a number of preliminary emphasis points must be spent, without bonus. For example, a difficulty 3 spell requires spending emphasis+3 before rolling.
- A failure does not trigger the effect and causes stress. For example, casting a spell with degree-4 causes stress+4.
- A neutral activates the effect and causes stress. For example, stress-1D, as judged by the GM.

PREROGATIVES

These are disciplines and special abilities of the GM. Prerogatives are optional game add-ons.

LEVELING

NPCs do not apply modifiers. Scenes have difficulty levels. A scene causes as much stress as its level multiplied by the number of PCs multiplied by the maximum of the base roll. Examples:

- A level 3 dungeon, with 2PCs playing with 1D10, attributes stress+60 to the entire party of PCs.
- A level 2 chase, with 4PCs playing with 2D6+, attributes stress+24 to the each PC.

If the GM decides to bonus a PC's test, then their stress reserve increases by the same number of points. This is called unleveling.

STRESSING

The GM may consider a failed test as a success, although attributing as much stress as the degree. In this way, a failure will never block the story, but will serve to be sapping the energy of the PCs. Example:

- A PC climbs a rocky cliff but fails the test with a degree-3. A normal failure might mean the PC falls. However, the GM explains that the PC manages to reach the summit, but attributes stress-3 to it.

IDEALIZING

The GM may reward another player for contributing better narrative to the game, or for helping the GM in general. E.g. by performing superbly, giving a memorable monologue, through enthusiastic descriptions, by providing imaginative solutions, by solving problems, etc. All of these contributions are rewarded with a bonus to the associated action, or with game reserves.

INDIVIDUALIZING

The GM may allow some extraordinary NPCs to use some of the PCs' faculties, as well as grant them game reserves. For example, by granting them certain emphasis points.

LABELING

The GM may assign states to characters, based on the context of the game, or if they fail a test. E.g. blinded, unconscious, shocked, traumatized, paralyzed, enraged (consult rage).

- **Stunned:** the character suffers a slight penalty to all rolls a whole scene.
- **Wounded:** the character is unable to recover any damage he has lost until the wound heals. For example, a fumble in combat that causes a fracture, a cut that causes bleeding, or being poisoned.

GROUPING

The GM may allow the group of characters to add up all of your rolls and assign the degrees, for certain tests. Example:

- In a skirmish, 3 PCs each get a degree+5, a degree-3, and a degree+2 on their rolls respectively. The group result would be damage+4, which can be distributed among the entire set of minions. If the PCs suffer damage, they also choose how to distribute the effect.

CONDITIONING

The GM may impose requirements on the characters' actions or qualities. Examples:

- If a PC wants to cast a spell of difficulty 1, the GM may require a prior preparation of 1 round.
- If a PC is "dizzy", this state does not disappear until he obtains two identical results in the rolls of two tests. For example, in one action you roll a 9, and in another subsequent action you roll another 9.

VALORIZING

The GM may allow emphasis to be used to cancel out accumulated stress, and vice versa, without having to resort to a test. This costs double points. Example: canceling 1 stress point costs 2 emphasis points.

QUALIFYING / DISQUALIFYING

The GM may give a character new qualities, or remove others, during the course of the game. Examples:

- A PC lives for months with monks in a remote monastery. If he succeeds on a check, the GM allows the PC to add a new ability: "He learned spiritual meditation techniques."
- A PC witnesses a terrifying and bloody event, and fumbles a test. The GM incorporates a new disability in his/her sheet: "Hematophobia".
- A PC successfully undergoes psychological treatment. The GM authorizes the deletion of the disability "Tobacco addict".

OVEREXERTING

The GM may authorize spending emphasis and stress after rolling the dice. But the cost doubles or triples depending on the type of action and its difficulty. Example:

- A PC makes a die roll but fails with a degree-2. To succeed he should have obtained a result 3 points higher (and therefore a degree+1). If he wishes to succeed in the test he should invest 9 emphasis points (three times what he was missing).

COVERING

The GM may deliberately hide some game component. Example:

- A PC shows a forged ID to a bouncer and makes a roll to fool him. The GM covers the die (with a dice cup, a piece of cloth, or whatever). The bouncer allows the PC to enter, unaware of whether his die roll was a success or a failure. After some time in the compound, the GM reveals the result.

INTERVENING

The GM has complete control over the timing of the game and the narrative of the story. For example, he can cut a scene, simulating the fade to black in movies. Then he announces: "Three days later..."

7 FACULTIES

These are disciplines and special abilities of the PCs. Faculties are optional game add-ons.

NEUTRALING

When faced with a specific conflict, and if the GM allows it, a PC has the option to roll or trade. For example, with a difficulty 2 action, a PC can choose between:

- Automatically succeed and suffer stress+2. This is called a semi-success.
- Automatically fail and gain emphasis+2. This is called a semi-failure.
- Perform a base roll with MOD-2 and let chance decide.

UNDAMAGING

In combat, a character has the faculty to voluntarily lower his degree in order to cause an event or other harm to the opponent. The exact number of points is set by the GM. Example:

- In a brawl between swordsmen, a PC hits an enemy with a degree+6. The PC would like to disarm his opponent. The GM announces that he will be charged 4 points for this action. The PC can then choose between dealing damage+6, or damage+2 and causing his opponent to momentarily lose his sword.

WAITING

In a competition or a risk scene, a character has the faculty to wait a round, without taking any other action, in order to gain a benefit on the next round (see inaction). Examples:

- Aim before shooting and get MOD+2. E.g. when playing with 3D12<>.
- Concentrate before casting a spell in order to get a remodifier.
- Prepare yourself in other situations, in order to gain an additional action.

AGONIZING

In a competition, a character has the faculty to cancel part of the lost degree by a new disability. Example:

- After several rounds of combat, a PC has lost 10HP. The GM offers him the chance to recover that damage, although, if he accepts the exchange, he must note "Back injury" on his character sheet.

ASSISTING

A character has the faculty to request a benefit from the GM, in exchange for two equivalent handicaps. The GM will keep these components as a reserve to use at any later time. Examples:

- Request a bonus for two penalties. For example, one remodifier, one extramodifier.
- Request 1 emphasis point in exchange for 2 stress points.

RISKING / SECURING

A character has the possibility of changing a constant score for a variable roll, and vice versa. The type of die to use is directly related to the average of the die roll. Example:

- A PC succeeds a test and gets a degree+5. The player can choose to cause that grade or opt for a degree+1D8.
- A PC makes a test, and since he has a skill that favors him, the GM grants him a MOD+1D6. The player can choose between this bonus or opt for a MOD+3.

TRANSFERRING

A character has the faculty to donate part of an attribute to another nearby ally, for a doubled cost. Examples:

- Losing emphasis-2 gives emphasis+1 to another character. E.g. after encouraging another PC before a spaceship race.
- Suffering damage+2 reduces damage-1 to another character. E.g. interpose yourself in front of an attack and take the hit to protect a friend.

AFFLICTING

A character has the faculty to cancel out some of the stress accumulated by another equivalent handicap. Example:

- After several sessions, a PC has a stress+15. The GM offers him the chance to forgive this reserve if he accepts a new disability in his character sheet: "He suffers from a recurring anxiety disorder."

GRADUATING

In a competition, a character has the faculty to reduce his roll to increase his degree, or vice versa, by double the number of points. Examples:

- Applying a MOD-2 gives a degree+1, if the action is successful. E.g. to deliver a less precise but more powerful attack.
- Applying a degree-2 on a successful action provides MOD+1 to the next die roll, usually in a competition.

SACRIFICING

A character has the faculty to remove an ability in exchange for a benefit to be determined by the GM. Example:

- A character has a "Heavy Shield" ability. Thanks to this, every time he is attacked, the character will get a bonus. But in an extreme situation, the character can opt for an automatic success or critical, in exchange for the shield being destroyed. Therefore, after this action, the quality must be erased from the character sheet.

SUPPORTING

Combines the faculty to wait with the faculty to transfer. The character chooses not to perform any action (or inaction) in order to obtain a benefit for his ally in that same round. For example, it allows him to remodify the test, or provides him with a bonus to be determined by the GM.

DEFERRING

After making a die roll, a character has the faculty to save that result as a reserve and remodify the action. In this way, the consequence obtained in the present is postponed to the future. A player cannot invoke this faculty again until the previous one is used up. That is to say, it is not possible to keep more than one reserve action.