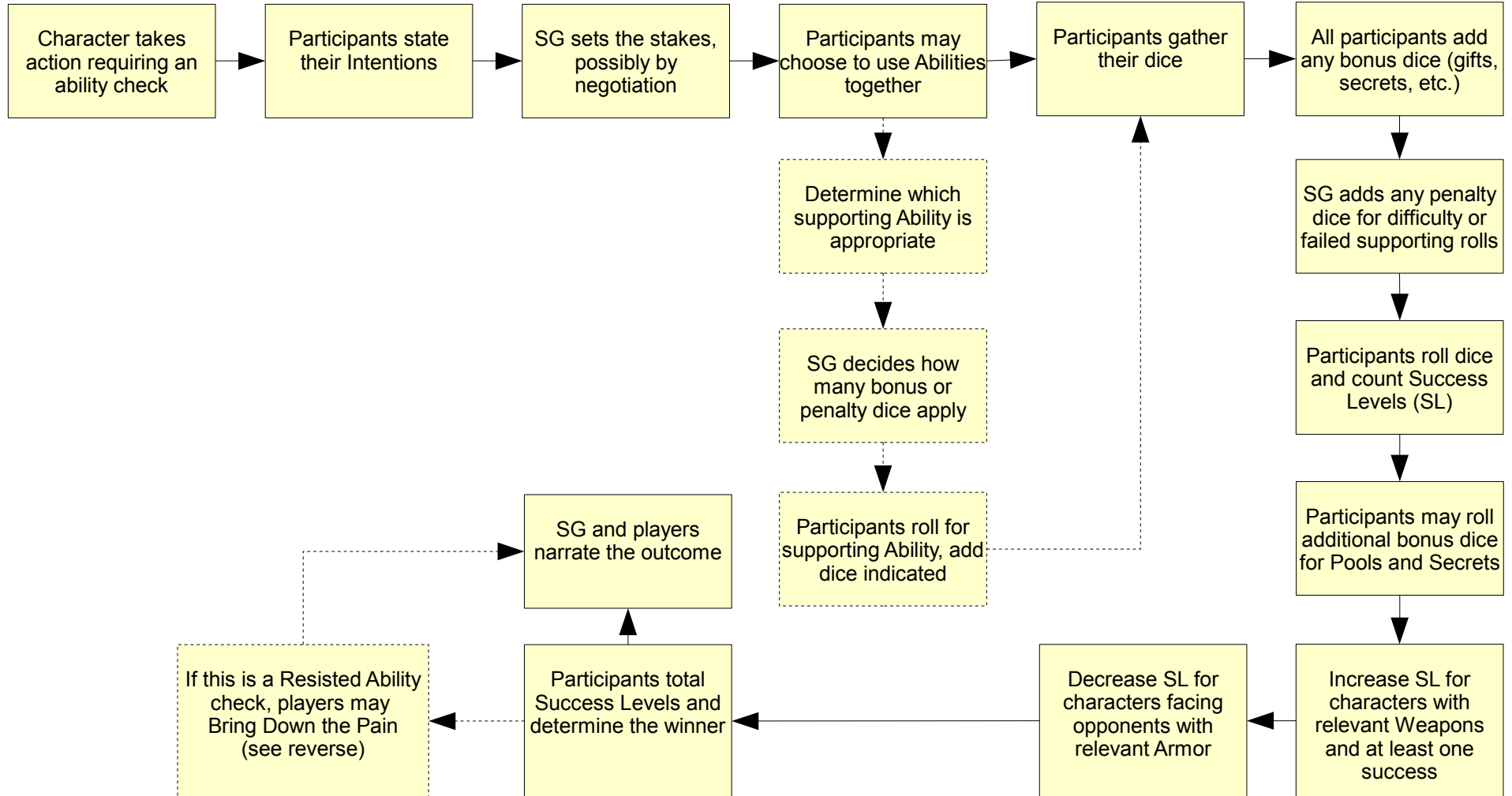


Solar System - Standard Ability Check Diagram

Unopposed check: Requires at least one Success Level (SL) to succeed

Competitive check: One or more SL counts as success; the character with the most SL wins overall

Resisted check: The character with the most SL wins; for ties, the instigator loses; players may choose to Bring Down the Pain



Note: Success levels can never be increased above 6 or decreased below 1 for Weapons and Armor

Solar System – Bringing Down the Pain Diagram

