

Dune 2d20 Cribsheet

The game describes two modes of play; **Agent** or **Architect**.

- In Agent mode, your character is **present and acting directly**.
- In Architect mode, they are **acting through their assets** and may not be physically present.
- This has implications for any **consequences from failure** (for example, if you act as an architect by attacking a rival with troops, the immediate outcome of failure will fall upon your troops, whereas if you are acting as an agent you could suffer harm or be captured).

Players in a scene can be in either mode, depending upon how they approach things. There is no other mechanical impact.

Skill Tests p148

You always get 2d20 to roll.

- The GM will define how many successes are needed to achieve your target
 - The **Difficulty** (number of successes needed) is usually in the range 1 to 5
 - This can be affected by **traits**, **threat** and other **external factors**
 - Difficulty 0 - **simple**
 - Difficulty 1 - **average**
 - Difficulty 2 - **challenging**
 - Difficulty 3 - **daunting**
 - Difficulty 4 - **dire**
 - Difficulty 5 - **epic**
- You can add up to **3 extra dice** before rolling by spending **momentum** and/or **threat**
 - 1 dice = 1 pt, 2 dice = 3pt, 3 dice = 6pt
 - The GM gets 1pt threat for each momentum point that is replaced by threat

Your target number to roll equal to or under is the sum of Skill + Drive

- The GM sets the applicable **Skill** (what) and you chose the **Drive** (why)
- **SKILL EFFECTS**
 - If your skill has an applicable **focus**, the **critical range increases** to the **Skill value**
- **DRIVE EFFECTS**
 - Your choice of **Drive** represents the approach you are taking
 - If you have a **drive statement** that **applies** to the situation, then you can spend **determination** to get additional benefits
 - If your drive statement **opposes** the situation, then you will need to either **comply** or **challenge** it which
- A roll of **1** is always a **critical** and a roll of **20** gives a **complication**.
- You gain 1pt **momentum** for every **extra success** you get beyond the number of successes you needed.
- You can spend **momentum** you gain for additional effects and any left over goes into the **momentum pool** for the players

- If you don't **succeed**, you can opt to '**succeed at a cost**' and take [complications](#)
 - The GM may give you more than one complication
 - You cannot spend momentum as you failed your roll

Complications p153

- Complications are usually gained on a **roll of 20, succeeding at a cost** or **complying with a conflicted drive statement**
- Complications often take the form of a **trait**, but the GM may use them to cause other difficulties or situations.
- You can **buy off a complication** by giving the GM 2pts [threat](#)
- In **riskier** situations, the **complication range** may be increased (for example to 19-20)

Momentum p151

- The **momentum pool** can hold **6 points** maximum and can be drawn on by **all players**
- PCs start without momentum, as does the pool
- Momentum is gained from succeeding better than target
- You can use momentum to **buy 1-3 dice before rolling** (1, 3 or 6pt spend)
- You can spend momentum to **obtain information** after an appropriate test (1pt for 1 question)
- You can spend momentum to **create, change** or **remove a trait** (2pts)
 - The trait will be applicable for this scene
- You can spend momentum to **create, change** or **remove an asset** (2pts)
 - The asset will have Quality 0 in the scene.
 - Spend a further 2pts of momentum to make it permanent

Threat p155

- Threat is the GM analogue of Momentum
- The threat pool starts at 2pts per player and has no maximum
- **Threat is created by**
 - Players **buying dice with threat points** (1 to 6pt)
 - Players **buying off complications** (2pt)
 - **Escalating** situations (GM will tell player their action will do this) (1pt)
 - **Threatening** circumstances (GM for situation or NPC) (1 to 2pt)
 - **NPC momentum** from a contest (momentum pt become threat pt if unused)
- **Threat can be spent to**
 - **Buy dice for NPCs** (like momentum)
 - **Increase difficulty** (+1 for 2pt)
 - **NPC threat spend** (ie if the same action would cost a player momentum)
 - **Buying off NPC complications** (2pt)
 - **Change, remove** or **create a trait** (2pt)
 - Create **environmental effects** in a scene (1pt)
 - Trigger **Rival House action** (1pt)
 - Increase the **requirement** for **extended tests** (1 for 1) during at test.

Determination p157, p191, p150

- PCs start with 1pt of **determination** and have a **maximum of 3**.
- If your **drive statement is ALIGNS** with the action you are taking you can **spend determination to get the following**
 - **Set a single dice to 1** before rolling (an automatic critical success)
 - **Re-roll** any number of dice
 - Make a Declaration - **Create, change or remove a personal trait** (so long as the fiction fits)
 - Take an **extra action** in conflicts
- If your **drive statement CONFLICTS** with the action you are taking, the GM will offer you a choice to **comply or challenge** the statement to get a point of **determination**
 - If you **comply** then you get an immediate **complication**
 - If you **challenge** then you act freely but **cross out the drive statement** as it is conflicted
 - Alternatively, **change the drive** you are using
- You can spend determination to **create an asset** which lasts for the **whole game session** at Quality 1 (+2pt momentum for Quality 2, +2pt momentum to make permanent).
- **RECOVER** crossed out **Drives** by spending a scene contemplating and/or discussing personal matters and not spending/gaining determination. Alternatively, this can happen automatically between adventures.
 - Select a drive that is crossed out and give it a new revised statement.
 - OR**
 - Reduce the drive by -1 and increase the drive with the next highest score by +1. If a drive falls below 6 it loses its statement and vice versa. If the reduction doesn't drop the score below 6, then the drive statement is recovered.

Contests p158

Skill Tests (including extended tests) become Contests when another character opposes you

- They roll first as if it was a skill test, setting your difficulty from the number of successes they achieve
- You then roll as normal, with success as normal
- If you **fail**, the **opponent gains momentum (threat)** based on how much you missed the difficulty by (the reverse of how you get momentum normally)
- **External factors** can affect both rolls.
 - The opposing character may have the difficulty they create reduced by each factor that makes things harder for them (minimum difficulty 0)
 - The active character then has this difficulty adjusted up and down based on any factors that impact them.
- Some contests may become conflicts if they have the right scope (dueling, skirmishes, warfare, espionage and intrigue) and would benefit from the detail.

Extended Skill Tests p159

- These are referred to as **Extended Tasks** or **Extended Tests** interchangeably.

- **Extended tests occur at the GM's discretion** and may come from play, a complication or the spend of a threat point.
 - As usual, **traits** and **assets** will affect difficult or make it possible to do the task.
- A **requirement** (the total number of points needed to overcome the test will be set)
 - This is usually the **opposing character's skill**.
 - This may be increased if the opponent has appropriate traits.
 - The GM may spend **threat** (1 for 1) to increase the requirement during the task, but only if narratively appropriate.
- Extended tests are recommended to be **time limited** (so you have to succeed in a certain number of rolls or you fail) in most cases. Alternatively, they may reflect how quickly you achieve something.
- If you **succeed** on a skill test, you get **2pt** towards the **requirement**
 - This is increased by the **quality** of the **asset** you are using
 - You can **spend momentum** to increase as well (point for point)
 - **Complications** can **reduce** the number of points gained (typically -1pt) but may just raise the difficulty for future tests.
- If you **fail** on a skill test, the **requirement may increase** or other challenges ensue.

Conflict p164

- Conflict represents specific forms of contest which may warrant more detail than normal tests. Effectively, they are a variant form of extended tasks.
- **Conflict** can be in **five** standard areas
 - **Dueling**
 - **Skirmishes**
 - **Warfare**
 - **Espionage**
 - **Intrigue**
- Conflict involves the **movement** and **use** of **Assets** in **Zones** with each area having a slightly different overlay reflecting the nature of the conflict.
- **Assets**
 - Have a **quality range** of 0-4 (typically 0)
 - Can be **tangible** (a physical asset which can be hard to remove, often only impacted temporarily) or **intangible** (not physical, often created in play, ephemeral)
- **Zones**
 - May have **traits** that affect the contests within

Action Order in Conflicts p165

- The **GM selects the first character** to act (usually a PC unless a compelling reason or a spend of 2pt Threat)
- Once they have acted, they **pass initiative to the other side** to have a go or **keep initiative** by **spending momentum/threat** (2pt)

- If they **keep initiative**, they can **act again with +1 difficulty** or **pass initiative** to an **allied player**
- At the **end of the round**, initiative must be passed to the opposing side of the last person unless they spend to **keep initiative** as above.

Taking Action p166

- In a conflict you act by **moving or using an asset**.
 - This could be your character physically moving with the asset or the asset moving independently.
 - In some cases, it could be an innate talent of the character (for example hyperawareness) that acts as the asset.

Moving an Asset p166

- You can **move to an adjacent zone at no cost and without a test**
 - Move an additional zone or an extra asset for 2pt momentum
- You can **choose to move in a subtle or bold manner** (although you can move without doing this) but this requires a **difficulty 2 skill test** to get extra benefits on a pass
 - **SUBTLE** - move the asset and keep the initiative at no cost
 - **BOLD** - provoke a hasty response; move your asset & then move one of the enemies a zone
 - **If you fail a move test** - you **cannot spend momentum on extra moves**, the enemy may react by **moving** a single **asset** by one zone & you **may not keep initiative**.

Using Assets p166

Assets can be used for:

1. **Attacking an opponent** with the intent of harming or defeating them
2. **Removing an opponent's asset** from play.
3. **Creating a new trait** for the scene, or a **new asset** for your character or an ally.
4. **Overcoming an obstacle** in the environment.
5. **Gaining information** about the situation.
6. **Removing a trait or similar complication** from an ally, or to aid a defeated ally.

ATTACKING an OPPONENT p167

In Architect mode you may not be able to directly attack an opponent but may have to target their assets instead.

1. Choose an **asset** to use in the attack.
2. Choose an appropriate skill and drive, as well as a focus if one applies.
3. **Roll your skill contest** against the target; **success means damage is done**.
 - Defensive assets affect the difficulty that the attacker faces.
 - Add +1 difficulty for each appropriate defensive asset in the target's zone.
 - Add +Quality of the defensive assets used
 - Some defensive assets are capable of being moved into play when needed (eg a half shield or knife)
4. On a successful attack, **the outcome depends on your target**.

- If your foe is a **minor character**, they are **defeated**.
- **Otherwise your foe takes damage as if in an extended task** against the most appropriate skill (likely the one they used in the contest).
 - Each **attack scores 2 points of damage (+Quality of the asset in use)**.
 - You can spend 2 pts Momentum to give **+1 Quality for this attack**.
 - Once the extended task's points requirement has been reached in damage, the foe is **defeated**.
- To inflict a **lasting harm** on an opponent, spend 2 points of Momentum after the attack.

DEFEAT p168

- **If someone is defeated then they are taken out of the scene**, at least until they can recover.
 - If **lasting harm** is caused, the defeat may be impossible to recover from.
 - Characters that suffer lasting harm gain new, **negative traits**.
- You can **resist defeat** if you are a **player character** or a **notable/major NPC**.
 - **Can only be done once per scene and** causes you to **gain an immediate complication** (which could be the loss of an asset).
 - **Characters:** **Spend 1pt Momentum or add 1pt Threat for each point of asset quality used to inflict the defeat.**
 - **NPCs:** Spend 1pt Threat for each point of asset quality used to inflict the defeat.

REMOVING ASSETS from PLAY p168

Skill test with a Difficulty of 2

Or

contest, if wielded directly by a character

On success,

intangible asset is destroyed.

tangible asset is set aside, and can be recovered as an action, or at end of scene

Creating A Trait Or Asset

Skill test with a Difficulty of 2 and spend 2 Momentum.

Trait or asset must be reasonable.

Asset has a Quality of 0 and is temporary for current scene only.

Spend 2 points of Momentum to make the asset permanent and add to character sheet.

Overcoming an obstacle

An obstacle is a trait that belongs to no one character.

Difficulty 1 skill test.

On failure it stops the character and must be overcome in a different way.

GAINING INFORMATION

Difficulty 0 skill test.

Momentum can be spent:

- To ask questions
- To create traits of advantages from knowledge
- To Remove traits causing concealment or deception
- To create assets
- To be saved for later

AIDING AN ALLY

If the defeat would have a lasting or permanent effect -- make Difficulty 1 skill test.

On success, the lasting effect is prevented, but the ally is still defeated, and can't rejoin.

If the defeat has no lasting or permanent effect, -- make an extended test

...with a requirement equal to 4 plus the Quality of the asset used to defeat that ally.

On completion, the ally can rejoin the scene/conflict.