Tests

The System for Enclave Remnant quest works on a number of success system.

In any test performed by the player character or a character allied with the player character there will be three dice thrown, each by a separate player/anon, these dice will always be 1d100.

Ex.
Three anons throw 1d100
There are some tests that hostile or antagonistic forces will perform, these will follow the same format as the ones done by the players, however the QM will roll for these instead in one post.

Ex.
I will be rolling 3d100

Regardless of whose rolling for what, the number of results below or at the designated DV will determine the number of successes for that test. The exceptions being a Critical Success (a roll of 1) or a Critical Failure (a roll of 100), all three dice must be rolled, if there is a crit success and a crit failure in the same set then they cancel out, but in the players favor.
I.E. DV 50 results 1,2,100 is two successes

What is the DV? Difficulty Value, this is interchangeable with DC which stands for Difficulty Check.
There are five baseline DVs for tests.
- Impossible is 10
- Brutal is 30
- Challenging is 50
- Average is 70
- Menial is 90

Assuming there are no modifiers for the test, then that is the target to either roll under or hit.

I.E.
Impossible Test DV 10 any dice result <= 10 is a success.
This is the core of the system.

In terms of Successes they can be qualified as such:
Critical Failure: Complete failure of the goal, along with an painful penalty
0 Successes: Failure of the goal along with any consequences that may result from such
1 Success: Partial Success of the goal, likely some consequences
2 Successes: Expected Success of the goal, goes as anticipated
3 Successes: Beyond Expected Success of the goal, goes better than anticipated
Critical Success: Absolute success, achieves the goal along with a bonus.

A small note regarding this, if there is a case like 22,33,44 or any situation where all there are three successes and they are doubles, then if appropriate it will open up a unique opportunity if applicable.

Modifiers:

There are several types of modifiers.
- There's Character Modifiers (Perks and Traits)
- There's Equipment Modifiers (Predominately used in Mass Combat Tests)
- There's Circumstantial Modifiers (These are dependent on the players choices up to the test, as well as environmental factors either in their favor or against them.)

If your modifiers would take you over 100 for the effective DV then you auto pass with the 3 successes result. If it takes you below 0 you auto-fail with the 0 successes result.

Let's break down these modifiers even further

Perks:

perk modifiers come from perks, these are bonuses that a character has either innately started with or has earned through either critical successes, or by being awarded to them for outstanding performance in a mission. Some perks come with only bonuses, some have trade offs, but should primarily improve a particular specialty more greatly to compensate.

Ex.
Living anatomy - You've a keen eye, and your understanding of biology means you know just where to target, so long as it looks human that is. (+5 to medicine checks for humanoids, +5 to all combat checks made against humanoids)
If a character has this perk then they would, when they are the primary actor in a test, have a +5 to medicine tests for humanoids and a +5 to all combat checks against humanoids.
There are other benefits to Perks, some provide a reroll to a type of test, this reroll is applicable to every test the character is a participant in regardless of being the primary or a secondary actor.

- Some perks provide a +1 to the resulting successes, these can be used once a mission (the period of time between the start of a mission and the end of one or the start of free time and the end of it). These can be used regardless of if the character is the primary or secondary actor in a test so long as they are a participant in it.

- Some Perks can modify the circumstances of Critical failure or Critical Successes, either widening the range for them, or negating them.

- Some Perks offer unique opportunities or remove restrictions or requirements for certain actions.

Traits:

Trait modifiers come from Traits, every character has 1 Trait, and can gain no more, these Traits are either a defining part of that character's personality, or how they are perceived. These only change through character interaction or character development, they can become better or they can become worse depending on the results of said development or interaction.

Ex.
Jeffersonian Patriotism- Going beyond the dogma you were born into you've come to terms with the fact that the only thing that your goal is to restore America, Mutants or pure blooded humans it doesn't matter, you will see that done.
(+15 to all combat checks made against any member of a hostile faction, -5 to speech checks made against any member of a hostile faction, unless they're a veteran/elite unit)
This character would get +15 to any combat check made against any member of a hostile faction, and would suffer a -5 to speech checks against the same entities unless they are a veteran/elite unit.

It is important to note that characters can and will aid one another in tests when they are able to or if they are forced to participate in said test. In these instances a character will give the absolute value of half of either their total character bonuses or maluses rounded down to the test.

I.E.
If they give +15 or -15 they would give +7 or -7 when they are acting as a secondary actor in a test.

Equipment Modifiers:

Generally these are applied to mass combat tests, and the bonus or malus they give is relative to the opposition's own equipment. Old World or Advanced Technology being the highest on the totem pole with Tribal being the lowest, The comparative advantage of having Old world tech vs Tribal enemies is +40, Professional vs Tribal would be +30, Conventional vs tribal would be +20, and Settler vs Tribal would be +10, if you want the relative bonus to each one you can take the corresponding bonus and subtract it by it's oppositions bonus vs tribal.

I.E. Old World Tech vs Professional would be +10 [+40-+30=+10] or Professional vs Settler would be +20 [+30-+10=+20] etc. This can be negative, if you were to have Tribal vs old world it would be -40 (tribal vs tribal is 0 so +0-+40=-40)

There are other modifiers that equipment can give to tests, but they are generally a case by case basis, things like Stealth Suits would give a +20 to stealth tests. Power Armor gives a +10 to intimidation to anyone not in Power Armor. The Appropriate disguise gives a +10 to tests to deceive the enemy (this could be a stealth test to ambush or blend in, a speech test to bluff your way in somewhere)

A sub category of equipment modifiers are drugs, however they straddle the line between character and equipment modifiers, as such when you use drugs and gain their benefits, all members in a test that take that drug also add half the benefits or malus of the drug to that test if relevant.

Ex.
3 people take psycho during a combat test, The main person leading the combat test gains a +20 on top of their character modifiers and circumstantial modifiers, the assisting characters give an additional +10 each for a total of +40 for 3 hits of psycho.

Mind you Drugs. Are. Addictive, and addiction will not be easily hand waved away like in the games. You might be able to get rid of it, but your base susceptibility to relapse will always be higher each time you do until you automatically relapse if you take the drug again. There are also some consequences that can not be undone by removing the addiction, like Psychosis or death.

Circumstantial Modifiers:

These are generally determined by strategy, environment and other conditions that either lead up to the events of the test or outside of the control of the players. To a certain extent these are arbitrary, however if a precedence has been set for one of these circumstances I will abide by that bonus first and foremost for the sake of consistency and honesty.

Stats:
Now that we've covered the various modifiers and benefits available during rolls I will move onto character and group statistics.

Wounds:

Every character has a number of wounds they can take before dying. The vast majority of Characters can only take 3 wounds before they die. Some can take more wounds. Veteran enemies can take 6 wounds, elite enemies can take 9 wounds and there are unique enemies that can take even more wounds, though those tend to be mutants, monsters or legends.
For Every three wounds taken the character suffers a Critical Wound reducing all of their tests by -5. Critical Wound Stack, so each one will further lower the tests DVs by another -5.

There are some perks and drugs that allow the character to ignore this effect.

Additionally some armor or perks can give a buffer to a character's wounds known as Integrity, this value is additive on top of wounds and always goes down first.

Typically if you reach 0 wounds, you die. Some equipment like Power Armor can allow the character to instead become incapacitated (a non participant for the rest of the mission unless a doctor's bag is used) and some further allow the character to continue to act despite being at 0 wounds.

Healing:

Healing wounds is done in a few different ways, either by using an item (Stimpak, Doctors Bag, buffout etc.), By performing a Medicine Test, by regeneration, or by simply letting time pass.

- Stimpaks will always only heal one wound, a super stimpak will heal a crit wound and can resuscitate incapacitated characters, but like Jet it will kill you if you abuse it (use it more than 3 times in a mission you die). Doctors bags will also heal a crit wound and can resuscitate incapacitated characters, but they can not be used in combat.

- Medicine Tests are required if you don't have a stimpak or doctors bag and want to heal wounds, the amount of wounds healed will range from 0 to 3 depending on the number of successes on the test, crit failure deals a wound, critical success heals 5 wounds. This can be modified by perks, base difficulty of the tests depends on the equipment available. Some Issues require a medicine test as no drug can resolve them, like removing a tumor, or reattaching a limb/removing a limb safely.

- Regeneration is something only certain monsters have access to, though the persistent or the insane may yet find a way to obtain it, regeneration rates depend on the monster in question. Ghouls auto regenerate wounds in Radiation, but will never regenerate more than 3. Certain types of Deathclaws and super mutants can regenerate wounds at accelerated rates as well regardless of environment.

- Letting Time pass is another option, though not one available in the field. For every month of free time spent barring a catastrophic medical emergency a character will recover 1 crit wound.

Integrity:

Integrity if given by a perk regenerates each combat, if part of the equipment, so long as it has not been damaged, broken or destroyed it will regenerate at the start of the next mission. Armor has a certain number of crit wounds it can sustain before being considered damaged. For most that threshold is 2 wounds. For Power Armor it's a crit wound, and for some variants of power armor it can be higher.

Loyalty:

Loyalty is an abstract measure of trust, respect and understanding that character has towards the player character. It is on a scale of 0-10, the higher the more likely they are to take more extreme orders as well as the more likely they are to improve their trait and possibly give their life for you or do something that they normally would not do. Having 10/10 Loyalty for a character will reward you with a chance to cheat death. As well as a guaranteed improvement to their trait upon the next free time action spent on them.
Some Characters do not have any strict loyalty to the Player character, they have an opinion towards them, but the player character is either below them in rank or position within the Enclave. These will typically be represented with a blurb describing their relationship/opinion on their relationship.

Heat:

Heat is a measure of the suspicion a faction has that the Enclave is either still alive or actively messing around in their affairs. Heat has a floor value for every faction, as well as a ceiling value for every faction. These floors and ceiling values are adjusted based on the general circumstances going on in the wider world, as well as if certain extreme actions or subversions have taken place by the Enclave towards that faction in particular.

Heat will passively increase to it's base floor value. It will also increase to its temporary floor value depending on the events of the game thus far, but once it reaches that value it will begin to bleed heat off back to it's base floor after some period of time has passed.

I.E. The NCR has a Base Floor Value of 25/100 heat. You do something that gets their attention, the temporary floor value increases to 50/100, every month they will gain 5-10 heat until they reach 50/100, then they will lose 5-10 heat back down to 25/100 after some time has passed. Some events just give a flat increase to Heat as well in addition to raising the temporary floor so you could be at 25/100 do something that causes you to be at 35/100 and get a new temp floor of 50/100 and gain heat passively to that point.

Some important Values:

- 0/100-10/100 heat: Faction knows nothing, either never heard of the Enclave, think it's dead, or just frankly doesn't care.

- 10/100-25/100 heat: Faction knows about the Enclave, but either doesn't know it's still operating or if it does, does not see it as an active threat or pressing issue.

- 25/100-50/100 heat: Faction knows about the Enclave, they have taken basic precautionary measures just in case there are targeted by the Enclave, will investigate suspicious activity more readily and begins providing operational penalties for more extreme actions

- 50/100-75/100 heat: Faction knows about the Enclave, and knows that they are actively working against them. Faction is actively preparing their defenses against subversive activities and may begin actively searching for the Enclave's base of operations.

- 75/100-100/100 heat: Faction is at war with the Enclave, they will do everything in their power to end this existential threat once and for all. ***Warning:*** If the NCR/Chosen One Reach this value before a certain degree of readiness is achieved you will suffer extraordinary consequences.

Types of Tests:

Lastly I'll go over the types of tests and the circumstances where they are used.

- Combat Tests: When 3 or less characters are engaged in active combat with an enemy force of less than 10, or a character is actively targeting a specific enemy within either tactical combat or mass combat.

- Mass Combat Test: When a group of characters faces off against another group of characters exceeding 10. Will use Combat Test modifiers if the primary actors group is 3 or less, will use Leadership modifiers if 4 or more.

- Leadership Tests: Used either in combat when the character is commanding 4 or more characters (including themselves) or when attempting to perform/prepare strategic or tactical decisions.

- Speech tests: Used to either intimidate, convince, deceive or distract another character or characters using rhetoric or by talking to them. Also used when Inspiring large groups.

- Stealth Tests: Used when sneaking, preparing a trap, and also perceiving traps and enemies that are sneaking. Used for slight of hand tricks as well.

- Medicine Tests: Used to heal in combat or out of combat. Can be used to diagnose physical issues with people.

- Science Tests: Used to develop and create new processes. Used to understand advanced concepts.

- Tech Tests: Used to repair and create equipment. Used to repair and create robots. Used to operate/hack computers.

- Scavenging Tests: Used when searching for loot or hunting for food.

- Operations Tests: Used as an abstraction for an entire mission and all the subsequent tests that may be involved with said mission.