

## A Basic Primer on Dice Rolling for Cortex-d10

Greetings and salutations! If you are reading this, then you are ready to begin the transition from Cortex to Cortex-d10!

### Choose Your Weapon

The first thing to do is grab some d10's. No, grab more than that. Maybe one or two more. You should have at least 10, not including backups, spares, and scabs to replace any dice that cross you.

### Tossing Dice

Similar to the Cortex system, when you roll, you will be rolling a combination of an Stat and a Skill. Simply gather up a number of dice equal to your Stat plus your Skill and roll them.

### How to Not Fail

The Cortex-d10 System is based around the idea of Successes. The Target Number in this system is ~7~, so when you roll, any die that shows 7, 8, 9, or 10 is a Success. The more Successes, the better you do.

### Things Get Harder

Under normal circumstances, all you need is 1 Success. This is the base Difficulty. Not all actions are equal, however, and some actions may be more difficult than others. The Difficulty is the number of successes you need to not fail at an action, usually noted in brackets. So an Average difficulty in Cortex would be Difficulty [2] in Cortex-d10. Difficulty can also be added or subtracted based on the current situation. So [+1] Difficulty to a base action means you need 2 successes.

Most bonuses and penalties in the system have been moved to affect Difficulty in order to speed up gameplay.

### Making Life Worse

It is possible to screw up so badly that the GM will punish you. Any time you roll the dice and show no successes *and* any of the dice show a 1, you have rolled a Botch. The number of 1's rolled indicate the severity of the Botch. 1 Botch might be just plain bad, but 2 or 3 could be catastrophic. Just remember: *as long as you roll at least one Success, any 1's are ignored.*

## **Plot Points**

Plot Points are sticking around for this system, but with how precious they are, they've been tweaked a little bit. There's less to spend them on, but each point buys you more.

### On A Roll

You can spend a Plot Point before rolling to reduce the Difficulty of the roll by 1. You must decide to spend before the roll.

There is no more spending Plot Points after the fact. That means Botches are going to stick with you, so plan accordingly.

### Staying Alive

You can spend a Plot Point to remove a point of incoming Wound damage. No more wasting points on a low roll, no more randomness. 1 Point = 1 Wound.

### Activating Assets

Some Assets require you spend a Plot Point to activate them. This is unchanged.

### Story Manipulation

This is also unchanged from the Cortex system.

## **Combat**

Combat is now both less nasty and more dangerous. More of the damage from attacks is applied to Stun, but Wounds are now more serious. Here is a list of the major changes from Cortex combat.

- Every human being now has a total of 8 Life Points. When you suffer more than 4 Wounds, all your actions are [+2] difficulty. They otherwise function as before.
- Basic Damage has been removed. Extra successes from any attack are automatically counted as Stun Damage.
- Wound Damage is now very serious. Any time you take Wounds, you roll Endurance at a Difficulty equal to the Wounds you just took. Fail it, and you start to bleed out 1 Wound every 10min until someone patches you up. Trying to do more than a half action each round while bleeding means you lose another Wound each round. Bullet magnets, beware.
- If your Armor is breached, it's gone. So if you suffer any Wounds after the damage is mitigated by Armor, that armor breaks and is either thrown out (soft armor, helmets), or possibly repairable (plate vests).
- Every round is now 3 half actions. Some actions that required a whole turn (such as All-Out Attack and Defense) have been removed. On the other hand, there are no more penalties for multiple actions. Defensive actions (Parry, Dodge, etc) can be taken at any time during a round, Offensive Actions are taken at your Initiative. Actions do not roll over to the next turn.
- 1 Full Action equals 2 Half Actions. So you can do a big action and still move if you need to.
- Block/Parry is now also Interrupt. If someone is trying something that you don't like, and he's in arm's reach, you can try to stop him.
- Called Shots now have a simple table. They can be used to hit smaller objects, bypass armor, and possibly cause Critical Effects at the GM's discretion.
- Autofire is now solely an area attack. Trying to spray down a single person affords no additional benefit.
- Power Offensive Martial Arts: Spend 1 Stun before your attack. If you connect, roll a Damage Roll equal to your Strength.