

# DMTK: Quicksheet

## End of the World: Revolt of the Machines

Everything you need to know to jump into the game

Goal of the Game: Survival!

### TESTS AKA Skillchecks

1. DM determines characteristic being tested

2. Make the dice pool D6s of different colors

	POSITIVE	NEGATIVE
	+1 by default	+1+ for risk/difficulty
	+1 for useful features/equip	+1 for bad features/traumas
	+1 for useful environments	+1 for bad environments
	And other factors at the DM's discretion	

2.5. Pushing Yourself: add +1 +/- dice if you want

3. Roll the dice, remove +/- matching pairs

4. If there's a remaining + die < to the tested characteristic test is a success

5. Remaining + dice (excluding the success die) determine how spectacular the success

6. # of remaining - die = the # of stress you take

### OPPOSED TESTS - Tests against PCs/NPCs

Rules are the same as above except character with higher number of remaining + dice wins

If there is a tie, the member with the higher characteristic wins

If still a tie, each member rolls a d6, higher number wins

### COMBAT

1. **Initiative:** Is determined by which party acts first, if not obvious a DEX opposed TEST is performed

2. **Your party's turn:** can go in any order, each gets one turn

3. **Your turn:** you have ~10 sec, enough to move around and attempt one task. If a task you're attempting would take multiple TESTs it will need to be divided over multiple turns

4. **Attacking:** Resolved via an Opposed TEST. Physical atks are commonly DEX, but DM's call

### TRAUMAS/STRESS/RESISTANCES/DEATH

**STRESS:** Minor injuries related to categories of characteristics that can build into traumas or even

**Physical:** Bruises / skinned knees / broken bones

**Mental:** psychological strain / shock

**Social:** anxiety / dmged trust / betrayal

**Stress Build Up:** There are 9 boxes for each category, if all 9 boxes get filled refer to DEATH

**Curing Stress:** Player must have 5 mins to convert stress into a trauma of the same category. The severity of the trauma is = to the # of tiers of stress that get removed. Traumas add - dice to TESTs

**RESISTANCES:** for every 3 stress in a category you gain one resistance. Resistances reduce incoming stress in that category

**TRAUMA:** If you acquire more than 3 traumas in one category you instantly die

**Recovering Trauma:** traumas can be healed with time and treatment (ex. Physical: medical attention / mental: relaxation / social: support from friends)

Time based on severity: 1: 1 day | 2: 1 week | 3: 1 month

Traumas can be healed passively as long as you announce it, have appropriate treatment and do not do anything stress the injury

**Success of treatment:** once the time has passed you roll a test using the defensive characteristic of the affected category. If you pass, the Trauma is reduced by 1 severity (if now 0, trauma healed), traumas can be adjusted as they heal. Failure means there was a complication and you'll have to try again

**DEATH:** Physical: heart stop | Mental: insanity | Social: coma

**Death Save:** If you've gone over 9 stresses in one category you can make death save doing a TEST using the defensive characteristic of the category

**If successful:** temporarily removed from play and stress for that category is removed and converted to a lvl 3 Trauma. If you already have 3 traumas in that category, you die immediately