V&V™ 2.1 Saving Throws & Tasks Update

Revision 1, © 2010 Monkey House Games

4.3 D. Origin and Background

A character's background story emerges organically from their randomly chosen place of origin, age, weight, basic characteristics, and knowledge areas.

Example: Tim is creating a new V&V character: a 21 year old man from Dallas, Texas. He weighs 150 pounds, and has high scores in STR and AGL, but he has low scores in CHA and INT. His knowledge areas are Government/Bureaucracy and Law Enforcement. So Tim decides his character is the captain of a group of prison guards.

The part of a character's backstory that involves the interpretation of the exact meaning of the character's knowledge areas is particularly significant, because it determines what the character knows how to do. This is important for the Task System (see below).

Note: Characters who roll the same Knowledge Area more than once may choose to interpret each roll as a different but related field (for example, Legal background x2 could mean the character has been a lawmaker AND a judge), or it can be interpreted as additional expertise in a single specific background specialization.

8.8 SAVING THROWS

Saving throws determine whether characters can resist hostile or environmental effects, or succeed at tasks.

All saving throws are made by rolling 1d20. To succeed at a saving throw, the character must roll equal to or less than the save number for the Basic Characteristic they're using:

BC Score:	Save Number:
0	6
1-2	7
3-5	8
6-8	9
9-11	10
12-17	11
18-23	12
24-29	13
30-35	14
36-41	15
42-47	16
48-53	17
54+	18+

Example: Bluejay's INT of 15 gives him an INT save of 11. When Bluejay has to make an INT save, he needs to roll 11 or less on 1d20.

A saving roll fails automatically if the GM rules that it requires conscious action on the character's part, and the character is either unconscious or unable to act.

Critical Successes & Fumbles

A saving throw roll of 1 is always a critical success. A saving throw roll of 20 is always a critical fumble. Any special consequences of a critical success or fumble are entirely up to the GM.

Difficulty Modifier

Modifiers may be applied to a saving roll to adjust its difficulty. The following table presents some suggested modifiers:

Save Difficulty:	Modifier:	Old V&V:	LL Difficulty*:
Simple	+8	-	Don't Fumble
Easy	+4	-	2
Routine	+2	-	3
Average	0	d20 vs BC Score	3
Challenging	-2	d100 vs BC Score x 4	4
Difficult	-4	d100 vs BC Score x 3	5
Extremely Difficult	-8	d100 vs BC Score	6

*Use this a a guide when converting to or from Living Legends™

The Task System

Special modifiers apply to saving rolls that are used to simulate a character's skills when performing tasks.

Every task requires a saving throw against the character's Intelligence, Agility, or Charisma save number, as determined by the GM. Difficulty modifiers (see above) may also apply.

Example: Joe is attempting to drive a car around obstacles on the highway. The GM rules that driving a car depends on Agility, and Joe has an 18 Agility which has a save number of 12, so the base target number for Joe to succeed at this task is 12. This assumes 'average' difficulty. If the obstacle course was 'difficult' there would be a -4 penalty, reducing Joe's save to 8.

Background Modifier

The base task target number assumes that the character knows how to perform the task, either because the character has the necessary background or because it's common knowledge.

If the task is common knowledge AND the character has an appropriate background, then they gain a +3 bonus to their target number. For example, driving a car when the character is also a race car driver.

If the task is not common knowledge and the character DOESN'T have an appropriate background, they suffer a -3 penalty. For example, code-breaking when the character has no training in cryptography.

When in doubt about whether the character's background applies in a given situation, the GM may apply a portion of the normal 3-point bonus or penalty.

Characters with double background in a single specialization (example: Law Enforcement x 2, indicating extensive experience as a detective) receive an additional bonus of +3 on all task attempts that fall within their specialty.

Equipment

The GM may increase the difficulty of a task if the character has limited or poor quality equipment, or decrease it if the character has extensive or high-quality equipment. Task rolls fail automatically if specialized equipment is required, and the character lacks that equipment.

Opposed Tasks

When a task is opposed by another character, the save number is reduced by 1 per point by which the opposing character's save number (with skill adjustments) exceeds 10, or increased by 1 per point by which the opposing character's save falls below 10.

Example: Knight Owl is trying to disable an electronic security system that was designed by Phantara. Knight Owl has a 24 INTL, and she has a background in electronics, so her initial task save number is 13. Phantara (who also knows electronics) has an INTL save of 11. So Knight Owl suffers a -1 penalty, reducing her saving roll to 12.

V&V is a trademark of Scott Bizar. Used with permission.