



Focusing

Each round spent doing nothing but Focusing increases your Boost Range by one increment. e.g., If you spend one round Focusing, and then on the next round perform a Throw test, you will score a Boost on a roll of 5 or 6. If you first spent two rounds Focusing, you will score a Boost on a roll of 4, 5, or 6, etc.

Stepping Up

If you need to perform a test where time is not a factor, you may Step Up and automatically perform the test at one grade level higher (no roll is required). Some situations, at the Narrator's discretion, may not allow for Stepping Up.

Teamwork

Two or more characters may work together to perform a test. Choose one character to be the leader (usually the one with the highest grade in the particular trait being tested). The rest of the contributing characters give the leader one six-sided die. The leader then rolls all the dice and determines the result. A character must have one or more grades in the trait being tested to contribute.

