

When Worlds Collide T.H.E. System – Quick Reference

Core Mechanic: Roll 3D6 + Stat/Expertise modifiers vs. **Difficulty Level (DL)**

Difficulty Levels: 4 (Simple), 7 (Easy), 10 (Average), 13 (Challenging), 16 (Hard), 19 (Very Hard), 22 (Extremely Hard), 25+ (Critical)

Task Resolution

- **Roll 3D6 + Modifiers**
(Stat + Expertise + Special Abilities)
 - **Success:** Total \geq DL
 - **Critical Success:**
Two natural 6's = CS², Three natural 6's = CS³
 - **Critical Failure:** Three natural 1's = CF
(GM determines horrible fate)
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Character Creation

- **6 Stats (10 points):** BIO, ITR, LUK, MND, SNS, SPD (each starts at 0)
 - **Special Abilities:** 25 points to purchase; many grant 1 use per **Module** (adventure/session)
 - **9 Skill-Sets:** 9 categories; base value = average of linked Stats
 - **7 Expertise:** Choose 2 mandatory + 5 electives from Occupation
 - **1 Vocation:** +3 total to Skill-Sets (e.g., Military: +3 to any Combat/Perception)
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Combat (Melee/Ranged)

- **Attack Roll:** 3D6 + CA:M or CA:R + Expertise Bonus
 - **Defense Roll:** 3D6 + EVA or Expertise (divide among multiple foes)
 - **Damage:** Weapon Rating + Damage Bonus
 - **Hit Location:** Use natural 3D6 roll (4-18 scale)
 - **Stun Weapons:** Do 1 LP damage + SInc erosion roll
 - **Kill Weapons:** Do LP damage directly
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Stress System

- **Gain Stress** from Violence, Horror, Fear, Unnatural Events, Moral Dilemmas
 - **Stability** = LUK + Special Abilities (resist Stress)
 - **Crisis Points:** When Stress \geq Stability, make a stability roll and failure means you must choose **Fight/Flight/Hysteria**
 - **Stress Track:** Mark current Stress; reduce via rest, abilities, or GM fiat.
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Special Abilities

- **Cost:** 5-50+ points each
 - **Uses:** Most abilities = 1 use per **selection** per Module
 - **Stacking:** Combine multiple uses into one powerful effect
 - **Categories:** Activities, Combat, Health, Mental, Paranormal, Social, Stats, Stealth, Tech
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Advancement

- **APs (Advancement Points):** Earned per adventure (typically 1-5)
 - **Spend APs:** Improve Expertise (+1 per AP) or buy new Special Abilities (full cost)
 - **Ability AP Debt:** Can start with extra abilities; must pay APs before other advancement
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Key Terms

- **PC:** Player Character
 - **NPC:** Non-Player Character
 - **GM:** Games-Master
 - **Module:** Adventure/session
 - **APs:** Advancement Points (exp)
 - **LP:** Life Points
 - **SInc:** Shock Incapacity (consciousness threshold)
 - **AS:** Armour Soak
 - **Potency (POT):** Power/intensity of effects
 - **ENC:** Encumbrance
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Golden Rule: This is a cooperative storytelling game. Have fun, respect other players, and remember—you don't typically get AP for kills, but you for completing objectives!