

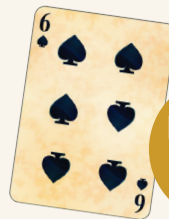
DOWNTRODDEN

LIVING THE AMERICAN NIGHTMARE

Here's how easy task resolution is!

Each player has their own deck of standard playing cards, as does the GM.

When a character wants to attempt a dramatic or important task, the GM and player work together to determine one of the character's Abilities that would be useful in accomplishing the action. The GM then draws the top card from their deck and adds a number to it based on how difficult the task is. *The result is the Goal Number.*



EXAMPLE:

Difficulty
+12

=

Goal
Number
18

Now, the player making the check flips over six cards in order, from left to right, forming a line of face-up cards. This is called the *chain*. The cards on either end of the chain are referred to as *exposed cards*.



Next, we add together the values of the two exposed cards and modify that total by the character's pertinent Ability rating.

Add the exposed cards together and modify it by the character's pertinent Ability rating. **If the total is equal to or greater than the Goal Number, the character succeeds.**



+



Ability Rating
+4

=

Total
Result
16

vs.

Goal
Number
18

**UNSUCCESSFUL
ATTEMPT**

Obviously, there are more variables than shown here, but this is the core of how task resolution works in Downtrodden. In the full game, the various face cards have specific effects, a secondary Ability can come into play and there are plenty of opportunities to manipulate the chain (swapping card positions, destroying cards, adding cards, etc.). Lastly, each character's deck will change throughout the course of the game to reflect their mental health, experience and other factors.

www.spectrum-games.com/downtrodden