

EXTENDED TASK

DIFFICULTY

RESISTANCE

MAGNITUDE

1

2

3

4

5

BREAKTHROUGHS

1

2

3

4

5

WORK

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RULES

WORK: Whenever a character succeeds at a Task as part of an Extended Task, it will make an amount of Work, which is marked off from the Work track. To roll Work, the character rolls 2▲, plus additional ▲ equal to the Discipline used for that Task.

RESISTANCE: Some Extended Tasks are particularly arduous to overcome. Resistance reduces the amount of Work done from each Task. Most Extended Tasks do not have Resistance, but those that do tend to have no more than 3 Resistance.

BREAKTHROUGHS: A Breakthrough is achieved each time the Work track is filled, or when five or more Work is accomplished in one Task. Each Breakthrough reduces the Difficulty of the Task by one. If Difficulty is already reduced to zero, each subsequent Breakthrough adds +1▲ to any future rolls for Work on this Extended Task. When the number of Breakthroughs equals the Magnitude, the Extended Task is complete.

MOMENTUM: Momentum generated on the Tasks that comprise an Extended Task can be used in all the normal ways, but there are a few Momentum Spends that apply specifically to Extended Tasks.

Additional Work • 1 • Repeatable. Increase the Work done by +1 for this Task, before reductions for Resistance.

Piercing • 1 • Repeatable. Ignore up to two Resistance for this Task.

Re-Roll Work • 1 • Re-roll any number of Challenge Dice from the current Task.