Behind-The-Screen Damage

A procedure for generating consequences for dangerous situations not otherwise covered by existing rules.

BTSD

Referees occasionally encounter dangerous situations not otherwise covered by the general body of rules. They must, in such circumstances, create the results quickly and reasonably. BTSD allows a referee to roll dice using a single procedure to produce rational results with a minimum of preparation.

BTSD is rolled secretly (Behind The [Referee's] Screen) when rules do not otherwise cover the situation, or when time is short. It produces results that can be quickly and easily interpreted and imposed.

Assumptions. BTSD assumes that a situation has come out negatively, and that the character faces potential consequences in the form of injury or wounding, or that an object or piece of equipment faces some level of damage.

Using Bad Flux: Bad Flux is a variant of Flux which produces only negative results (average - 2, ranges from - 1 to - 5). Roll 2D and subtract the larger result from the smaller result.

With Negative Focus. BTSD concentrates on negative consequences; once consideration moves to BTSD, the best that can occur is a "no-result."

MODS TO BTSD

BTSD is eligible for various Mods. The spirit of BTSD allows only minimal Mods.

FOR EXAMPLE

Eneri and Aia are racing across a solidified lava plain just after the adjacent volcano begins an unexpected eruption. Hot ash is falling all around, and it is impossible for them to complete their dash to the safety of their ATV without some consequences. There isn't time for the Referee to make up falling ash rules, and he doesn't want to be arbitrary in imposing damage. He decides that each of the two is subject to one possible injury. He turns to BTSD and selects two dice.

Eneri is wearing ordinary clothing and receives no Mods. The Referee rolls 2 and 1. Subtract the larger from the smaller for a result of -1. Eneri suffers a slight wound.

Aia is wearing Mesh (= heavily clothed) and receives Mod +1. The Referee rolls 4 and 1. Subtract the larger from the smaller for a result of -3; Mod +1 gives a final result of -2. Aia receives a Light wound.

The ATV. The Referee decides the ATV is also subject to possible damage. The Referee rolls 6 and 6. Subtract the larger from the smaller for a result of 0. The ATV suffers a Scratch of no particular consequence (the characters can probably buff that out later).

BTSD Behind-The-Screen-Damage

Roll	Wound	Damage	N	N%
-7	Complete	Total	0	0%
- 6	Disastrous	Near Total	0	0%
- 5	Very Heavy	Very Heavy	2	6%
-4	Heavy	Heavy	4	11%
-3	Common	Common	6	17%
-2	Light	Light	8	22%
-1	Slight	Surface	10	27%
0	Scratch	Scratch	6	17%
+1			0	0%
+2			0	0%
+3			0	0%
+4			0	0%
+5			0	0%
+6			0	0%

Wounding applies to characters. **Damage** applies to equipment.

BTSD Mods

Mod	Protections	Actions
-7		
- 6		
- 5		
-4		
-3		
-2		
-1		
0	Typical	Typical
+1	Heavily Clothed	Dodging
+2	Armored	
+3	Heavily Armored	
+4		
+5		
+6		

Protections apply to clothing or equipment; Actions apply to movement or position.