

LIVE PERFORMANCES

Bands' live gigs are never the result of just one member's performance. From the roadies, to the technicians, to the band members on stage, everyone contributes to a show's success.

In game terms, a band's performance works as a skill challenge, with all party members who contributed to the overall performance participating in the challenge. The GM determines the number of net successes that must be reached and the number of failed checks also determined by the GM. The participants are encouraged to consider and advocate for creative ways to use skills when taking part in the skill challenge. (For example, the lead singer may use Charm if they are attempting to ingratiate themselves to the audience, or Deception if they are attempting to believe an emotional untruth as part of the song.)

If the band is aware that a particular individual or group is in the audience, they may declare before the show that they are attempting to make an impression on that target, making the skill challenge a series of opposed checks. Typically, however, the difficulty is determined by the size of the audience and how receptive they are to the band.

Difficulty Based on Crowd Size

Number in Crowd	Difficulty
2-50	Easy (◆)
51-150	Average (◆◆)
151-500	Hard (◆◆◆)
500-2000	Daunting (◆◆◆◆)
2000+	Formidable (◆◆◆◆◆)

Crowd Reception Modifier Examples

Condition	Modifier
Good Opening Act	Add ■
Good Last Gig	Add ■
Headline for Large Crowd (2000+)	Add ■■
Dive Bar	Add ■
Bad Last Gig	Add ■
You're the Opening Act	Add ■

Spending Advantage, Triumph, Threat and Despair During a Live Performance

Symbols	Result Options
⊕	❖ Add ■ to next live performance check.
⊕⊕	❖ Add ■ to next two live performance checks.
⊕⊕⊕ or ⊕	❖ The same character may immediately repeat the same roll using the same dice pool..
⊕	❖ Upgrade next live performance check (may bank for next session)
⊕⊕	❖ Add ☆ to the live performance skill challenge..
⊕	❖ Add ■ to next live performance check.
⊕⊕	❖ Add ■ to next two live performance checks..
⊕⊕⊕ or ⊕	❖ Upgrade the difficulty of the next live performance check. ❖ The PC's instrument or equipment is damaged one step..
⊕	❖ Remove ☆ from the skill challenge total..
⊕⊕	❖ The band's equipment overloads the power supply, plunging the venue into darkness and ending the skill challenge. The band is responsible for the cost of repairs..

