

THROWDOWN SUMMARY

Social combat in a high-stakes situation, using the Throwdown ability. Initiate a throwdown with an action relating to one of the Sleuth's Interpersonal abilities.

The character with the highest Throwdown rating goes first, if there's no clear initiating act.

GM and Players alternate rolling against the throwdown Difficulty, as set by the GM.

Difficulty

Difficulty depends on foe's Class or Clique:

SAME OR LOWER THAN THE SLEUTH: 3

HIGHER: 4

SPECIAL CHALLENGE (SOMEONE WITH A SPECIAL POSITION AND VERY HIGH RELATIVE STATUS, E.G. STARTING QUARTERBACK, HEAD CHEERLEADER): +1 to Difficulty

Spending

Combatants can spend points from:

- Throwdown ability
- Relationships (Like and Love only)
- Cool (only after a Relationship spend; each Cool point counts double after a Love spend)
- Relevant Interpersonal abilities (+2 to die per point spent)
- GM may spend Hate against Sleuth if relevant (if Hate is in combat, or her machinations caused it)
- Remember to refresh Relationship or Cool by +1 or +2 if you bring in the Relationship's tag

Cooperation

One character takes the lead; others may assist using the Cooperation rules (page 46) or pull off the opponent's allies into parallel conflicts.

Backing Down

At the end of any round of a throwdown, a Sleuth or named NPC can run away or back down at the cost of 1d6 Cool. The scene ends.

Called Social Attacks

Player says their Sleuth will do this before the contest:

INSINUATE: Target must be with allies, use knowledge gathered about the target to place doubt in allies' minds.

SUCCESS: -1 to damage to target, +3 to all rolls for Sleuth in next contest against target.

HUMBLE: Throwdown must happen in public, on target's Home Turf.

SUCCESS: +3 to damage to target.

FAILURE: 3 Cool damage to Sleuth, immediately.

EXPOSE: "If not for those meddling kids..." Throwdown must happen in presence of authorities (police, teachers, etc.), and include clues found during investigation.

SUCCESS: +3 to Cool damage to target; possible in-game consequences such as grounding, incarceration, etc.

FAILURE: Sleuth takes 1d6+2 Cool damage, -2 to all rolls for Sleuth in the next contest with target.

Damage

Successful social combat attack takes 1d6 points off target's Cool.

+1 TO DAMAGE: Not on Home Turf, not in native Class location, was recently humiliated (e.g., lost previous throwdown) in this Location; damage dealt by Like.

+2 TO DAMAGE: Damage dealt by Love.

CRUSHING IT

Throwdown roll is a natural 6 *and* total result (roll + spend) exceeds Difficulty by 5+.

Roll two damage rolls (including modifiers) and add them.

Applies to Sleuths and major/named NPCs.

DEFLECTING DAMAGE

You can deflect Cool damage from social combat onto a Relationship by dialogue or description: blame, betray, disrespect, etc.

LIKE: -1 to Relationship pool per 1 point of Cool damage diverted

LOVE: -1 to Relationship pool per 2 points of Cool damage diverted (round up)

The GM will bring the blowback from this deflection onto the Sleuth in this or a later scene.

Location

A big throwdown loss in a location should be noted by the GM. This Location may become a hostile environment for the Sleuth in future; this may increase the Cool Threshold needed to enter it.

Winning Refreshes

The winner of the throwdown contest:

- Refreshes all Interpersonal abilities used in the contest.
- Refreshes +3 Cool for defeating a Hate.

Regardless of the contest outcome, Sleuths receive 1 to 3 points worth of Relationship refreshes.