

## Relationship Shock

If, even with the relationship dice added in, you still fail a roll, then your relationship takes a Shock. Each Shock reduces your relationship by one die.

Relationship Shock indicates tension, resentment or something else. It colors how you interact with the object of your relationship, and how he/she/it interacts with you. A relationship that's been Shocked is tense, and everyone involved knows it.

You can get dice back in a Shocked relationship, but it takes some work. It takes Quality Time.

### Quality Time

You have to take active steps to make things better with a Shocked relationship. Do you think your Mom is going to apologize to *you* for how bad you did on that test, after you used your Mom relationship dice and still blew it? Ha! It's all on you, the player, to make it OK again.

You can call for a scene where you can address problems in your relationships whenever you like during the game, or seize the opportunity if an appropriate scene happens to pop up. The GM needs to try and work the scene into any big plot he has going on.

Quality Time requires a dice roll with a difficulty equal to  $4+X$ , where  $X$  is the number of Shocked dice that have been lost in that relationship. That means if you have three Shocked dice, you roll at difficulty 7: Your roll's height must be 7 or higher to succeed.

If your Quality Time roll succeeds, your relationship gains width in dice back—so if you roll a 2x5, you get back two relationship dice. But you can't increase the relationship beyond what it was before you messed it up. To do that you need character advancement (see page 23).

So how do you do Quality Time if you have a relationship with an inanimate object? An organization? An ideal? Someone who doesn't even know you like them? Well, sometimes by just getting involved and working to support the thing; other times, by being super-creepy.

