

### STEP 1 IDENTIFY THE SKILL:

Your Skills may be challenged during roleplaying or adventuring. When faced with a challenge, first identify the Skill that is being used.

**Campaigns:** The Skill is identified by the Crossroad Encounter.

**Custom Content:** Your Storyteller will identify the Skill they feel is most applicable. Refer to the Skills Chapter (p. 10-11 in the *EMBERWIND Hero Manual* for examples).

### STEP 2 IDENTIFY ADVANTAGES AND DISADVANTAGES:

Each favourable condition to the Skill Check will grant a Stack of Advantage. Each unfavourable condition will grant a Stack of Disadvantage.

(Advantages most commonly come from your Anchors, and Disadvantages from your Deadweights.)

If an Advantage and a Disadvantage both apply to a situation, they cancel each other out.

### STEP 3 MAKE YOUR SKILL CHECK:

Skill Check: Roll 1d20 to determine what happens.

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**NOTE:** Unlike most tabletop RPGs, in *EMBERWIND*, rolling a successful Check means rolling low (not high) on a 20-sided die.

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**If you have 1 or more Stacks of Advantage remaining:** Each Stack of Advantage adds +1d20 to your Skill Check. Roll your Skill Check. Take the best Roll Result.

**If you have 1 or more Stacks of Disadvantage remaining:** Each Stack of Disadvantage adds +1d20 to your Skill Check. Roll your Skill Check. Take the worst Roll Result.

### STEP 4 ADJUST YOUR ROLL RESULT:

Special Items and Actions may allow you to adjust your Roll Result by adding or subtracting from the rolled Value.

**If your final Roll Result  $\leq$  to your Value in your identified Skill, you succeed at the Skill Check. If your Roll Result is  $>$  than that Value, you fail.**

### STEP 5 RESOLVE YOUR SKILL CHECK:

**Campaigns:** Read the corresponding Hidden Outcome.

**Custom Content:** Your Storyteller will describe your success or failure

## EXAMPLE

*The Terrorbeak Roc shrieks and begins to ascend, its massive wings beating the air. Before it can reach the apex of its climb and make a diving attack on your allies on the cliff face below you, you prepare to leap out from the rock wall and tackle it in mid-air.*

**Identified Skill:** Athletics

**Sources of Advantage:**

- Hero has familiarity with Avian creatures
- Hero has consumed a Waking Draught

**Source of Disadvantage:**

- Hero has sustained a leg injury

**Skill Check:** The Hero has 1 Stack of Advantage (2 Stacks of Advantages - 1 Stack of Disadvantage = 1 Stack of Advantage). As such, the Hero will roll 2d20. Her two Roll results are 13 and 16, and her Advantage allows her to select the best result (13).

**Adjustments:** The Hero decides that she absolutely must succeed at her Skill Check. She uses her Emberwind Spark, reducing her result from 13 to 9. Her final result is  $\leq$  her Athletics (12), resulting in a success where she tackles the Roc.