EMBERWIND

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: Core Edition 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.

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

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 ≤ 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 ≤ her Athletics (12), resulting in a success where she tackles the Roc.

Instead of dice, this resolution system uses a printable PDF deck of "Success" and "Failure" cards (or a standard 52-card deck of playing cards using black cards for "Success" and red cards for "Failure"). Find a printable Deck of Fates at **emberwindgame.com/game/resources**.

STEP 1
IDENTIFY THE SKILL

Your Skills may be challenged during role-playing or adventuring. When faced with a challenge, first identify the Skill being used.

Campaigns: The Skill is identified by the Crossroad Encounter.
Custom Content: Your Storyteller will identify the Skill(s) they feel is most applicable. Refer to the Skills chapter in the *EMBERWIND* Hero Manual for examples.

STEP 2
DEAL "SUCCESS" CARDS

The Storyteller deals a number of "Success" cards equal to the Hero's Skill Value in the relevant Skill. If the Hero has a modifier to their Skill Check, the Storyteller adds or subtracts that many "Success" cards from the pile to reflect the added ease or difficulty.

TIP: Remember that in *EMBERWIND*, positive modifiers (such as a +5 Difficult Circumstance Modifier) reflect added difficulty on a roll and cause "Success" cards to be removed to make room for additional "Failure" cards. Negative modifiers reflect added ease and cause "Success" cards to be added.

STEP 3
ADD "FAILURE" CARDS TO THE DECK

Add enough "Failure" cards to create a deck of 20 cards in total.

STEP 4
ROLE-PLAY SCENE

The Storyteller and Hero role-play the scene, adding a "Success" card to the base deck each time the player's role-play supports their goal, or a "Failure" card each time their role-play does the opposite, until they reach a natural stopping point.

Multiplayer Variant #1: The entire exchange can also be judged by the playing group. If the group finds the overall interactions by the role-playing Hero supportive of their goal, two bonus "Success" cards are added to the base deck. If the group finds the overall role-playing of that Hero to do the opposite, two bonus "Failure" cards are added to the base deck instead.

Multiplayer Variant #2: Other Heroes may get involved in the scene and play supporting (or sabotaging) roles. If they act in manners that help support the primary role-playing Hero toward their goal, add up to one bonus "Success" card per Hero who contributes. Each Hero who acts in a manner that achieves the opposite will add up to one bonus "Failure" card per Hero instead.

STEP 5
IDENTIFY ADVANTAGE/ DISADVANTAGE

Each favourable condition to the Skill Check grants a Stack of Advantage. Each unfavourable condition grants a Stack of Disadvantage. When multiple sources of Advantage and/or Disadvantage are applied to a Check, add all Stacks of Advantage before subtracting all Stacks of Disadvantage. If the result is positive, you have that many Stacks of Advantage. If the result is negative, you have that many Stacks of Disadvantage. If the result is 0, the Stacks cancel each other out.

STEP 6
DRAW RESULT

The Storyteller shuffles the deck and the Hero draws to determine whether the overall exchange was successful. Usually, the Hero draws 1 card, but the Hero may draw multiple cards if Advantage or Disadvantage applies to the Skill Check.
When your Hero has Advantage, draw that many additional cards and select the best result of all cards drawn. If your Hero has Disadvantage, draw that many additional cards and select the worst result.

Emberwind Sparks and the Deck of Fates: Emberwind Sparks can be used in Step 2 to add "Success" cards to the deck before "Failure" cards are added in Step 3, or can be saved to add "Success" cards in Step 5 after the scene has been role-played and Advantage/ Disadvantage has been determined. Emberwind Sparks cannot be played after cards have been drawn.