Skill Checks

In order to make a skill check, you:
- **Choose attribute+skill:** The DM decides which combination of **Attribute** and **Skill** would best fit what the character is trying to do. Each skill has a default attribute, but it could be any combination. The number you get from adding the attribute and the skill is the **Target Number**, which dice must roll under to succeed.
- **Set the difficulty:** The DM decides on a difficulty of 1-5.
- **Assemble the dice pool and roll:** By default, you roll 2d20 on any given skill check. You may purchase up to 3 additional dice with **Action Points**.
- **Count successes:** Any roll equal to the target or under is a success. Any roll of 1 is a critical success, which counts for 2 successes. If the target is a **Tag Skill**, any normal success counts as a critical success. A roll of 20 generates a **Complication**.
- **Compare successes to the difficulty**: You succeed the check if you scored a number of successes higher than or equal to the difficulty.

Action Points