Die rolling is based on 3d4 (4d4?) per action

* Most actions automatically fail if all rolled dice show a 1
* If all rolled dice show a 4 you may roll an additional die, additional 4’s result in additional rolls
* Rolls will typically use the full die pool, but multitasking requires splitting the dice pool
  + This can include combat, a character could for instance move (dropping one die to do so, or using the one die for an acrobatic maneuver, attack with one die, and actively defend with any remaining dice)
  + This can include non-combat multitasking, such as actively looking out for assailants while completing an extended length skill check (computer hack, ritual, etc)
  + Along with critical success/failure rules, splitting actions results in higher risk/reward
* Many of the “skill specialties” may impact die rolling rules, for instance:
  + “Better safe…” - You may choose to automatically take a 2 on all (some or all?) dice in the pool when using the skill
  + “Better lucky…” - You may choose to reroll one die per round, keeping the second result when using the skill
  + “Multitasker” - Add one die to your die pool if you are multitasking and you have this emphasis on all skills that will be used