During play, once it is decided that [you should roll dice](#), your [Facilitator](#) will stop [roleplaying](#) and begin to openly *discuss your agenda* for that roll. In other words, **talk about what you're trying to achieve and how?**

Finding your Agenda

Coming up with an agenda for each [scene](#) or [turn](#) can be a *complex and personal* process; everyone will do it slightly differently, because everyone thinks differently. But the following are some questions you can ask yourself if you're feeling stuck:

- Look to your [principles](#), and think about which ones are currently motivating you the most, or which ones can apply directly to what's happening right now? (Remember that [goals](#) can be [SMART](#)).
- What are your [features](#), and do any of them help to prompt you to [roleplay](#) in a certain way?
- What are your friends and allies trying to achieve right now, and can you [help](#) them, or *perhaps* should you [hinder](#) them?
- Check your [jobs](#) and [assets](#), and wonder if any of them can be used creatively to achieve what you want?
- Question your [FC](#) about your [environment](#) and the current [situation](#), see if they've forgotten to mention anything useful, or if they will yield more information if you ask the right questions or act a certain way in-game?
- Ask your [Peers](#) for help to parse your thoughts and formulate a plan?

Rolling Checks or Tasks

Once your agenda is clear to your [Peers](#) they will tell you which ability to use, and the [FC](#) will decide what kind of roll this will be. There are two main types of roll in this game: *checks and tasks*. They both use similar mechanics for counting successes, but resolve a little bit differently.

- **Checks** are generally quicker, use up to three dice, are mostly used to try to complete basic objectives, and only have three main possible outcomes.
- **Tasks** take a bit longer because there's usually more discussion beforehand, they draw dice from more sources, and because they can have more complex and nuanced outcomes.

Checks are great to use *when there are no major difficulty factors*, or when the players are only using [simple verbs](#), and generally fill in the beats of most scenes; but *tasks exist to accommodate those more complicated moments of play*.

Checks

Pick up your [health dice](#) and a relevant [asset die](#). Health is usually two dice, or only one if you're wounded. If you're *gravely wounded* and have no assets that can aid you then you have no dice, and you'll *automatically fail*.

Once the consequences of failure are clear, roll your dice and **count successes**. Your health dice take on the grade of the ability that your [Peers](#) chose for the roll, while an asset die keeps its own grade[1]. Then look at the results of your roll:

- **Roll three or more successes: *Hit.*** You pass the check outright and get exactly what you want.
- **Roll one or two successes: *Twist.*** You pass the check, but with a twist or a compromise that you decide with the FC afterwards.
- **Roll no successes: *Miss.*** You fail the check and suffer the full consequences.

You [KISS your dice](#) on a check to *re-roll any dice you like*, and you can also spend [Ego](#) to *count any 6s rolled twice*.

Group Checks

Unlike tasks, **you cannot receive help on a check.** Instead you and anyone who wants to help you *should all roll checks separately*, and the one with the *lowest initial roll* is the one who can KISS and try to re-roll if they need to.

You share in the consequences of a group check like this: **If one of you misses, then you all miss.**

Tasks

Pick up your dice from an [appropriate job](#), any relevant [asset dice](#), and any [helping dice](#). But know that anyone whose aid you accept will be bound to the consequences of your actions with you.

Choosing Difficulty Factors

Then the FC will declare any *relative difficulty factors*, by loosely interpreting the options from the following list to suit the situation, and based on the discussion about what you're attempting and how:

- "An opponent is mighty, cunning, or ominous...
- "There are other obstacles you must first overcome...
- "The environmental conditions do not favor you...
- "You are being hindered by another party...
- "You're in uncharted territory or an unfamiliar situation...
- "You're injured, abashed, hungry, or tired...

Each difficulty factor removes a die from your pool *before you can roll it*; starting with the dice of the lowest grade first. This will usually leave you with a pool of more than two dice, but if it would leave you with fewer dice than your current health dice then use your health as a minimum pool size.

You will only automatically fail if you have no dice to roll at all.

Stating Consequences

Your FC must also lay out what will happen if you fail the task outright. This is a *loose verbal list* of **up to four consequences** made up by the FC (and possibly with the help of your Peers) which is suited to foil your agenda. The consequences which may be conditional upon one another or all occur independently.

Each consequence is basically a short sentence describing what will happen because of your actions, in the worst case scenario.

Then once the consequences of failure are clear, roll all the dice in your pool and **count successes**. Your job dice take on the grade of the ability that your Peers chose for the roll, while an asset die keeps its own grade[1].

You can KISS your dice on a task to *re-roll any dice you like*, and you can also spend [Ego](Ego) to *double the successes from any 6s rolled*.

Making Compromises

Each success subverts one of the consequences discussed above. So once you know how many successes you have you must *prioritize* what is most important to you to prevent the worst things from happening.

Only if you get *enough successes to buy-off all the consequences* will you truly **achieve your full agenda**. And if you fail outright, with zero successes, then at least you get to mark exp for your job.

Not every task has four consequences — but four is the limit — so you can rest assured knowing that if you can get *at least one success* then you'll get part of what you wanted out of the roll[2].

Remember as well, that most rolls will Ride.

Critical Rolls

There are two kinds of *critical roll* that can occur when performing checks and tasks:

- **Roll two 6s: *Boon.*** Something else good happens as well as the normal roll result. And it's possible two get two 6s but not a third success; so unless you spend ego, that would mean you get a *boon with a twist* on a check which can be a fun or unexpected surprise.
- **Roll two 1s: *Bane.*** Something else bad happens as well as the normal roll result. But it's possible to get two 1s and still get a success on the other die; so unless you can still KISS a die or two and then not roll another 1, you'll get a *bane with a twist* on a check, which means you fail but there's a silver lining.

Criticals aren't always appropriate though, and depend on the context of the roll. So it's ultimately up to your FC whether to reward a critical or not. *Also, you can't crit when you only roll one die.*

Note 1

If two or more types of dice differ in grade then use a different color of die for each, or otherwise roll the main dice pool first and then the other dice.

Note 2

Tasks are designed this way to make partial failures and compromised successes the most common result of play. *It turns every important roll in the game into a narrative bargaining process*. There's almost always *something* that bites you in the end, and getting away with a task scot-free is supposed to be a rare and celebrated event.