

Checks

Checks are more straightforward than Tasks. They are a measure of your raw talent and luck, and can only be used to achieve one thing at a time by using *simple verbs*.

Once your **agenda** is clear, pick up your **Health dice**. This is usually two dice, occasionally three, or fewer if you're *wounded*. These dice take on the **rank** of the **ability** or **capability** your **FC** chose for the Check.

Rolling Dice

Once the **consequences** of failure are clear and the **difficulty is set**, then **roll the dice and count successes for each face that lands on a number equal to or greater than your rank**. Then compare the results of your roll to the difficulty:

- **Standard:** Need only *one success* to pass.
- **Challenging:** Need *two successes* to pass.

A 'pass' means *you get your intent*, and so you or the FC can describe what happens next.

Failing to pass, sometimes called a 'miss', similarly means that you or the FC will describe what happens next; but instead of getting what you want, you instead *suffer the consequences* and the game may divert down a new path and force you to reevaluate your current priorities.

When you roll, **keep an eye out for a pair of 1s**, which we call '**Snake Eyes**'. This adds a *twist* to your failure, softening the blow a little.

This is all part of the fun of **roleplaying**. The consequence of failing a Check is usually not as severe as for failing **Tasks**, and often a Check isn't said to '*ride*' in the same way a Task might; meaning you may be able to try again if the opportunity presents itself.

No dice? No roll

If you're **dying**, or have no dice or any other reason, then you will *automatically fail*.

Snake Eyes

Whenever you roll a **pair of 1s** on a Check, something else special may happen *in addition* to the normal result of failure. This rarely makes the outcome objectively worse though, it's more like a '*miss with a twist*'.

When you roll Snake Eyes, you may choose one of the following options and interpret it with your **Peers** to produce a small bonus outcome for the Check:

- Learn something new, **establishing a relevant fact**, and **earn a point of 'exp'** in an appropriate job as a result.
- Gain favor with **VINPC** witness, or some other **NPC** takes pity and offers immediate assistance.
- Grant a 'little wish' to yourself or the world: By making a useful coincidence happen, finding something you weren't looking for, having a happy accident, unknowingly choosing the right path, or making a suggestion that *turns out* to be already be true. (This is the most open-ended option, and therefore must be approved by your **FC**).

Forcing Fate

If you *fail a Check and don't get a pair of 1s*, you may **spend a Lot** to effectively give yourself **Snake Eyes**, allowing you to choose an effect from the list above.

Alternatively, you can **spend Ego on a failed Check to force it to succeed**. In fact, *this is the only way to pass a challenging Check if you only have one Health*.

Group Checks

If there is a roll that all the **Player Characters** must complete to progress as a group, then **everyone should make the same Check separately**, all *using the same ability* to count successes.

Everyone should call out how many successes they each got and the FC should sum up the total number of successes:

- **To pass a *challenging* group check:** There must be *more* successes counted than characters participating in the roll.
- **To pass a *standard* group check:** There need only be as many successes as *half* the number of participants (rounded up).

Lots and Ego cannot be spent on group Checks, and Snake Eyes don't matter either.

Interpreting Partial Group Success

Depending on the context of the scene and the action, and whether this even makes sense, it's possible to conclude that only the individuals that failed the group Check *fail outright* while the rest pass; *or it means* that those that failed compromise the whole Check, resulting failure for all.

Versus Checks

When two or more characters want to compete to do the same thing — such as race to a goal, or say something important before the other can interrupt, or solve a problem the quickest — where there would be a *clear winner at the end of the action*; then all those characters should each **perform a Check separately**, *using the same ability*, and **the one with the most successes wins**.

If there's a tie, then they either reach the goal simultaneously or the competition continues using a different **ability** until a clear winner is found, whichever makes more sense.

For example: A chase might start off as a **Swiftness** Check; but then progress to a **Finesse** Check if you run into a busy market and start throwing stalls over and dodging between carts; and could then go to an **Endurance** Check if you're still neck and neck.