



ROLL THE DICE  
BATALLA

## ROLLING WITH EMPHASIS

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll - Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

**“Rolling With Emphasis”** is a new mechanic introduced by Brennan Lee Mulligan, where the player is prompted to roll two d20s and take the result furthest away from 10, which increases the likelihood for either a natural 1 or a natural 20.

### ROLLING 2D20 & TAKING THE RESULT FURTHEST AWAY FROM 10

“I’d call that an emphasis\* roll; **when you’re in a situation where you’ll likely succeed well** (get past the moss without slipping) **or fail miserably** (slip badly and slide back down to where you were but now wet and muddy), **and where middling results are less likely** (if you slip a little you’re not likely to be able to grab on and then keep going without additional difficulty).”

-Random Youtube Theorist

This kind of roll could be sparsely called for but makes for more definitive narrative results when employed. This is a tool to build suspense, and allow more coherent results when weaving together the outcome of a narrative.

If you roll two numbers equidistant from 10 (such as 7 and 13), you roll again.

## ROLLING WITH EMPHASIS COULD OCCUR WHEN...

### 1. YOUR DM CONSIDERS ABILITY CHECKS NOT BY DC BUT BY THE QUALITY OF THE ROLL.

*According to the Dungeon Master’s Guide, ability checks are judged on predetermined Difficult Class (DC), where if a player does not meet the required number, their intended action fails. Many dungeon masters several years out from the start of fifth edition no longer adjudicate in such a binary manner, and this mechanic only works if the DM judges rolls on a curve instead of pass/fail.*

### 2. YOU HAVE NEITHER ADVANTAGE NOR DISADVANTAGE ON AN ABILITY CHECK, ATTACK ROLL OR SAVING THROW.

*Making someone roll for emphasis when they would normally have either advantage or disadvantage can rob the player of consequences that they have spontaneously crafted for themselves or their party.*

### 3. THE SITUATION IS SO THAT EITHER SUCCESS OR FAILURE ARE THE ONLY TWO OUTCOMES, AND GREAT SUCCESS AND FAILURE AT THAT.

*This mechanic is at its best when it deals with tense, consequential rolls.*

### 4. WHEN THE DM WOULD TRADITIONALLY ASK A PLAYER TO ROLL A D20 WITHOUT MODIFIERS TO DETERMINE AN OUTCOME, AND BINARY OUTCOMES ARE EXPECTED.

*Many times in a campaign the outcome of a certain course of action is determined by the roll of a d20, from random encounter tables to even the result of whether or not a character lives or dies in a narrative moment. This method could replace a flat determinant roll for an exciting moment.*

### 5. (OPTIONAL) YOU WANT TO REPLACE THE CANCELLATION OF ADVANTAGE/ DISADVANTAGE WITH THIS NEW MECHANIC

*This is a deviation for what this was intended for, but still works quite well if you don’t mind the crunch.*

### VARIANT RULE: TIEBREAKERS

If you roll two numbers equidistant from 10 (such as 7 and 13), you take the higher result.