Skill Check System

All tasks are resolved with a **dice pool of 1–5 d10s** based on the relevant **Skill** the more points a player has in a skill the more dice that player can roll (1 point in a skill=1 die). Skills is a representation of a character's overall effectiveness in a particle task.

 The **Target Number (TN)** is a number that the d10 must meet or beat to count as a success. **TN** can be lower based on relevant **Hallmarks** (1 point in a Hallmark= -1 point to the TN). Hallmarks demonstrate one's natural ability in a task.

The **number of successes required** is set by the GM and represents the difficulty of the task:

- **1 Success** = Easy
- **2 Successes** = Moderate
- **3 Successes** = Hard
- **4 Successes** = Very Hard
- **5 Successes** = Extreme

There are two modes of play:

- **Fixed TN Mode :** The TN is always **8**.
- **Variable TN Mode:** The GM sets the **TN** between **6–9** depending on the task's inherent difficulty, then sets the number of successes based on scope. Examples shown below:

High TN, low threshold:

- *Defusing a standard bomb under pressure* - TN 9, Successes 1.
- Each roll is hard, but you only need one breakthrough.

Low TN, higher threshold:

- *Persuading a crowd* - TN 6, Successes 3.
- Each attempt is fairly easy (you're charismatic), but winning over the entire crowd requires multiple successes.

Both high:

- *Disabling alien reactor* - TN 9, Successes 4.
- Each individual action is tough, and you need multiple pieces of the solution.

Both low:

- *Climbing a fence* - TN 6, Successes 1.
- Easy task, easy roll.

Exploding Dice (Optional): A roll of 10 counts as a success and may be rolled again for additional successes.

Critical Failure (Optional): A roll of 1 cancels one success.