

## WHEN TO ROLL THE DICE




*For more information on when to roll the dice, check out the advice in the chapter...*

You roll the dice when there's some kind of interesting opposition keeping you from achieving your goals. If there's no interesting opposition, you just accomplish whatever you say you're trying to do.

As we've said in prior chapters, characters in a Fate game solve their problems proactively. Players, during the game you're going to do a lot—you might break into the bad guy's fortress, pilot a starship past a minefield, rally a group of people into a protest, or poll a network of informants to get the latest word on the street.

Whenever you take action, there's a good chance that something or someone is going to be in your way. It wouldn't be an interesting story if the bad guy just rolled over and handed you victory on a plate—clearly, he's got some crazy security measures to keep you out of his place. Or the mines are unstable and already blowing up around you. Or the protesters are really scared of the cops. Or someone's been bribing the informants to keep quiet.

That's when it's time to take out the dice.

- Choose the character's skill that is appropriate to the action.
- Roll four Fate dice.
- Add together the symbols showing on the dice. A  is +1, a  is -1, and a  is 0.
- Add your skill rating to the dice roll. The total is your result on the ladder.
- If you invoke an aspect, add +2 to your result or reroll the dice.

*Cynere needs to bribe her way past the guards keeping her from entering the city of Thaalor. Amanda says she'll do this as a straight-up overcome action, because the guards are nameless NPCs anyway and not really worth a conflict.*

*Lily looks through Cynere's skill list and picks Resources as her skill, hoping she can scrounge enough out of her coin purse to satisfy them. Her Resources skill is Average (+1), so she'll add one to whatever result she gets from rolling the dice.*

*She rolls and gets:*



*Her total result is +2 (+1 from her dice and +1 from her skill of Average), which corresponds to a Fair on the ladder.*

## OPPOSITION

As we said in *The Basics*, whenever you roll the dice, you're comparing your roll to your opposition. Opposition is either active, meaning it's another person rolling dice against you, or passive, meaning that it's just a set rating on the ladder which represents the influence of the environment or situation you're in. GMs, it's your job to decide what the most reasonable source of opposition is.

*Amanda decides to roll active opposition against Lily on behalf of the guards. She decides the most appropriate opposing skill is Will—they're trying to resist the temptation of bribery, after all.*

*The guards are nameless NPCs with no reason to be particularly strong of will, so she gives them a Mediocre (+0). She rolls and gets:*



*...for an incredibly lucky result of +3!*

*That gives her a Good (+3) result, beating Lily's roll by one.*

### Active or Passive Opposition?

If a PC or a named NPC can reasonably interfere with whatever the action is, then you should give them the opportunity to roll active opposition. This does not count as an action for the opposing character; it's just a basic property of resolving actions. In other words, a player doesn't have to do anything special to earn the right to actively oppose an action, as long as the character is present and can interfere. If there's any doubt, having an appropriate situation aspect helps justify why a character gets to actively oppose someone else.

If there is no character in the way, then look at your situation aspects in this scene to see if any of them justify some sort of obstacle, or consider the circumstances (like rough terrain, a complex lock, time running out, a situational complication, etc.). If something sounds interesting, choose passive opposition and set a rating on the ladder.

Sometimes you're going to run into edge cases, where something inanimate seems like it should provide active opposition (like an automated gun) or an NPC can't provide proactive resistance (like if they're unaware of what the PC is doing). Follow your gut—use the type of opposition that fits the circumstances or makes the scene more interesting.



## HOW HARD SHOULD SKILL ROLLS BE?

For active opposition, you don't really need to worry about how hard the roll is—just use the NPC's skill level and roll the dice like the players do, letting the chips fall where they may. We have guidelines about NPC skill levels in *Running the Game* on page 215.

For passive opposition, you have to decide what rank on the ladder the player has to beat. It's more an art than a science, but we have some guidelines to help you.

Anything that's two or more steps higher than the PC's skill level—Fair (+2) skill and Great (+4) opposition, for example—means that the player will probably fail or need to invoke aspects to succeed.

Anything that's two or more steps lower than the PC's skill level—Fair (+2) skill and Mediocre (+0) opposition, for example—means that the player will probably not need to invoke aspects and have a good chance of succeeding with style.

Between that range, there's a roughly equal chance that they'll tie or succeed, and a roughly equal chance that they will or won't need to invoke aspects to do so.

Therefore, low difficulties are best when you want to give the PCs a chance to show off and be awesome, difficulties near their skill levels are best when you want to provide tension but not overwhelm them, and high difficulties are best when you want to emphasize how dire or unusual the circumstances are and make them pull out all the stops.

Finally, a couple of quick axioms:

Average is called Average for a reason—if nothing about the opposition sticks out, then the difficulty doesn't need more than a +1.

If you can think of at least one reason why the opposition sticks out, but otherwise just can't decide what the difficulty should be, pick Fair (+2). It's in the middle of a PC's range of skills, so it provides a decent challenge for every skill level except Great (+4), and you want to give PCs a chance to show off their peak skill anyway.

## THE FOUR OUTCOMES

Every roll you make in a Fate game usually results in one of four outcomes. The specifics may change a little depending on what kind of action you're taking, but all the game actions fit this general pattern. When you roll the dice, either you're going to fail, tie, succeed, or succeed with style.

### Fail

If you roll lower than your opposition, you fail.

This means one of several things: you don't get what you want, you get what you want at a serious cost, or you suffer some negative mechanical consequence. Sometimes, it means more than one of those. It's the GM's job to determine an appropriate cost. (See the box on this page.)

### Tie

If you roll the same as your opposition, you tie.

This means you get what you want, but at a minor cost, or you get a lesser version of what you wanted.

### Succeed

If you roll higher than your opposition by 1 or 2 shifts, you succeed.

This means you get what you want at no cost.

### Succeed with Style

If you roll higher than your opposition by 3 or more shifts, you succeed with style.

This means that you get what you want, but you also get an added benefit on top of that.

## SERIOUS COST VS. MINOR COST

When you're thinking about costs, think both about the story in play and the game mechanics to help you figure out what would be most appropriate.

A serious cost should make the current situation worse somehow, either by creating a new problem or exacerbating an existing one. Bring in another significant source of opposition in this scene or the next one (such as a new opposing NPC or an obstacle to overcome), or impose a consequence on the character at their lowest free level, or give someone who opposes the PC an advantage with a free invocation.

A minor cost should add a story detail that's problematic or bad for the PC, but doesn't necessarily endanger progress. You could also ask the PC to take stress or give someone who opposes the PCs a boost. Sometimes a minor cost could simply be a narrative detail, showing how the PC just barely scratched by.

*More advice about dealing with serious and minor costs is available in the chapter on *Running the Game*.*



## THE FIVE ACTIONS

When you make a skill roll, you're taking one of five actions: overcome, discover, create an advantage, attack, or defend.

There are five types of actions you can take in a game of Fate. When you make a skill roll, you have to decide which of these you're going to try. The skill descriptions tell you which actions are appropriate for that skill and under which circumstances. Usually, the action you need to take will be pretty obvious from the skill description, your intent, and the situation in play, but sometimes you might have to talk it over with the group to find out which is the most appropriate.

The five actions are: overcome, discover create advantage, attack, and defend.

### OVERCOME

Use the overcome action to move past or remove a source of opposition, remove an advantage, make a lasting change to the world or a character, or do anything not covered by the other actions.



The overcome action is what you use when you're trying accomplish any significant task or have any sort of real impact on the world. If the discover action is used to learn things, and create an advantage is used to make other tasks easier, the overcome action is what you use to actually accomplish those tasks. Creating an advantage can certainly change what's going on in the story, but only temporarily. Overcome is how you affect change that lasts.

Every skill has a certain niche of miscellaneous endeavors that fall under its purview, certain situations where it's an ideal choice. A character with Burglary tries to jimmy a window, a character with Empathy tries to calm the crowd, and a character with Crafts tries to fix the broken axle on his wagon after a desperate chase. When your character's in one of these situations and there's something between her and her goals, you use the overcome action to deal with it. Look at it as the "catch-all" action for every skill - if it doesn't fall into any other category, it's probably an overcome action.

### Opposing Overcome

The opposition you have to beat might be active or passive, depending on the situation. Overcoming obstacles and making changes within the environment tend to be passive - as do rolls against minor sources of opposition. However, any time a

character is in a position where they could reasonably interfere with an overcome action they get to roll active opposition.

### Using Overcome

When using an overcome action, it is always important to clearly describe your task and intent. Overcome can be used to accomplish a dizzying array of tasks - more so than any other type of action - and it's important that everyone understands what you're doing before the dice hit the table.

- When you fail an overcome action, you have two options. You can simply fail, which means you don't attain your goal or get what you were after, or you can succeed at a serious cost.
- When you tie an overcome action, you attain your goal or get what you were after, but at a minor cost.
- When you succeed at an overcome action, you attain your goal without any cost.
- When you succeed with style at an overcome action, you get a boost in addition to attaining your goal.

### Overcome in Challenges, Contests, and Conflicts

Overcome is used extensively in challenges. All of the rolls you make to complete the required tasks will normally be overcome actions. Contests also tend to rely heavily on overcome rolls. Once engage in a conflict, attack can often become the go-to action as characters try to take one another out, and creating advantages can be very useful to aid in attacking or defending. However, overcome actions can still play an important role in conflicts, especially when it comes to moving between zones and dealing with other sources of opposition in the environment.

### Examples of Overcome

*While exploring an unclaimed area of an ancient city, Reggie feels the floor of the building begin to shift and give way. He fails the overcome action to leap to safety, sliding down the lurching stone into the level below. After dusting himself off, he sets off in search of a way to rejoin his team.*

*Malcolm approaches the southeastern gate to the city, hoping the guards don't decide to search him. If their even halfway competent, they're likely to find the artifacts he found, and he doesn't have the necessary permits. He fails the overcome action to remain inconspicuous as he tries to pass by, and a particularly overweight guard demands he submit to a search. Malcolm then tries to convince the guard to accept a bribe and let him through without searching him, rolling another overcome action.*



*After infiltrating the Singularity Corporation's offices and successfully locating a computer terminal with access to the central server, Jacqueline passes an overcome action to hack the system and bypass the login screen. She's greeted with a screen that reads Access Granted, and begins looking for the files her employer hired her to acquire.*

## DISCOVER

Use the discover action to reveal or establish information.

The discover action covers learning information that does not provide an immediate tangible benefit - though it may still be critical to advancing the plot of the story. It also allows a player to introduce new information into the game in a manner similar to spending a fate point to declare a story detail.

The discover action is about information. You could use discover to look up historical events in a library, learn about building methods likely used in a structure, identify locations a criminal is known to frequent, find out the name and location of the best armorer in the city, ascertain that the creatures terrorizing the town are vulnerable to silver, recognize an opponent's fighting style, and even detect a weak point in a stone wall - but discover will not provide anything which conveys an immediate advantage. Using the knowledge gained to your benefit requires an overcome or create an advantage action. Discover can be used to locate items, materials, and people, but it cannot remove a significant source of opposition. If acquiring the item or tracking down the thief is a source of opposition, use the overcome action.

The discover action can reveal aspects as well as more generalized facts, but success does not automatically award a free invocation on that aspect. If you want to use that aspect to your advantage, you will need to spend a fate point or use a create an advantage action. If your game includes hidden aspects, the discover action should be the primary means of revealing them.

Note that the GM is always free to provide the players with information and reveal aspects whenever it makes sense to do so. The discover action is merely intended to provide a means by which trying to gather information or learn the truth can be a source of dramatic tension. It also enables players to contribute story details without the use of fate points - much as the create an advantage action allows aspects to be invoked for free - but with the added risk that the facts they introduce into the story may turn out to be somewhat less than entirely true.



### Opposing Discover

A discover action is typically rolled against passive opposition, with the GM setting opposition based on the level of detail and obscurity of the information, as well as any other factors that may make it more difficult to acquire. Certain circumstances may warrant rolling active opposition, such as trying to extract information from the subject of an interrogation. Just be sure that the character providing the opposition is only trying to avoid revealing the information, otherwise you might be dealing with an attack action.



### Using Discover

When you roll to discover information, you should describe what you are trying to find out (this can be fairly broad or very specific) and what you are doing to acquire the information. It's normally assumed that you're trying to reveal information already known to the GM, but if nothing's established the GM can and should encourage you to introduce new details to the story. When introducing new information, you should clearly detail what you are attempting to establish prior to the roll so that the GM can determine appropriate opposition. You should also justify how or why you would have this information based on your aspects and skills. As with declaring a story detail using a fate point, the GM has the right to veto any suggestions that seem out of scope or ask the player to revise them.

Discover may be used to reveal aspects, but should not normally be used to create new aspects - that's creating an advantage. Of course, information introduced through a discover action could later be turned into an aspect using the appropriate action or when it makes sense within the fiction. The GM can also decide to create a new aspect if it helps take things in a new direction or otherwise enhances the fiction, but you still shouldn't get a free invocation unless you succeed with style.

If you're using discover to reveal existing information...

- When you fail, you either simply fail to gain any useful information or you succeed at a serious cost. What you learn is actually false, or perhaps part is true while the rest is complete poppycock; there could also be a serious complication. Maybe silver does affect the creature, but it makes them stronger somehow instead of weakening them. The armorer you were looking for turns out to actually be a long-time enemy of your family. The historical documents you reference turn out to have been written by a cult who twisted the facts. If success means revealing an aspect, then that aspect is changed to make the situation worse, or perhaps a new aspect is also created. It may also be appropriate to grant a free invocation to an opponent. Sure, you reveal



Silver Gives Them Power, but the characters also gain the aspect *Believes Silver is their Weakness*. Perhaps you learn the magistrate's dark secret, but now *The Authorities Are After You*, and the GM gets to invoke it for free. This tends to create lots of opportunities for compels.

- When you tie, you gain the information or you reveal the aspect, but at a minor cost. What you learned is not as reliable or clear as you'd hoped, or there's a complication. The information might be incomplete or misleading, it may need to be decrypted to be understood, or perhaps you inadvertently revealed the information to someone else as well. This could provide someone else with a boost, reveal the opposition of a later action is higher than expected, or introduce a minor problem. An aspect revealed on a tie remains true as always, but someone opposing you gets a free invocation or a boost. Maybe you tipped someone off while you were poking around.
- When you succeed, you gain the information or you reveal the aspect.
- When you succeed with style, you gain the information and get a boost or you reveal the aspect and get a free invocation.

If you're using discover to establish new information...

- When you fail, you either fail to establish the information or you succeed at a serious cost. Maybe you simply realize that you must have been thinking about a fort in a different valley, or you just do not recognize the fighting style being used by your opponent. On the other hand, you might remember the fort was abandoned due to a plague, or perhaps you mistakenly conclude that your opponent was trained by Si-Juk – when he was actually trained by Si-Juk's arch rival. Normally, establishing new information doesn't result in creating new aspects, but failing could mean a new aspect is created that creates serious problems. You may have been able to learn what part of town the thief calls home, but now *The Thieves Guild Has Taken Out a Contract on You*. Truly abysmal failures might also warrant giving a free invocation to an opponent. Again, lots of fertile ground for compels can come from a failed discover roll.
- When you tie, you confirm what you wanted to know, but at a minor cost. What you learned is not as reliable or clear as you'd hoped, or there's a complication. The information might be incomplete or misleading, you might remember that the only way to reach the fort is to ford a river, or maybe you mistake the girl who used to live around here for her sister. This could provide

someone else with a boost, reveal the opposition of a later action is higher than expected, or introduce a minor problem.

- When you succeed, you establish the information as true within the game world.
- When you succeed with style, the information is established as true and you get a boost, or the information becomes an aspect and you get a free invocation.

## Discover in Challenges, Contests, and Conflicts

Discover is often used in challenges to gather information or supplies necessary to later actions in the challenge. Since the results of the challenge are determined after all rolls are made, a failure on a discover action often means that some of the information was wrong or the supplies were of poor quality, resulting in diminished or unintended results.

The discover action is rarely used to generate victories (unless the goal of the contest is to gather information in a limited amount of time), so discover sees little use in most contests. Similarly, the discover action is not used to accomplish many of the tasks commonly attempted during conflicts. However, discover can still play a key role in these situations by revealing aspects, which can then be invoked with a fate point or by creating an advantage.

## Examples of Discover

*Studying a creature's corpse to learn it is vulnerable to silver, followed by a create an advantage action to acquire silver weapons. Success with style on the discover roll could allow the character to remember the location of a nearby silver mine, or perhaps silver has declined sharply in value recently, making such weapons far less expensive.*

*Remembering that an old fort lies not far ahead while trudging through a blizzard, followed by an overcome action to successfully locate the fort. Unfortunately, the character fails the discover roll. They remember the approximate location of the fort, and manage to make their way there with an overcome roll. Little did they know that the fort has since become Home to a Pack of Wolves.*

*Searching through a library for information on a lost artifact and finding excerpts from an explorer's journal describing where it was found, but the explorer moved the artifact and the journal itself is not located in the library. Notes in the library do mention the name of the last known owner of the journal. Succeeding with style might even reveal that the owner of the journal is currently in deep*



*debt and in desperate need of money. In this case, acquiring the journal was intended as a source of opposition.*

## CREATE AN ADVANTAGE

Use the create an advantage action to exploit information or change the situation to make future actions easier.



The create an advantage action covers a broad range of endeavors, unified around the theme of using your skills to take advantage (hence the name) of the environment or your situation. This is accomplished by creating a situation aspect that gives you a benefit or claiming a benefit from any aspect to which you already have access.

Sometimes, that means you're doing something to actively change your circumstances (like throwing sand in an opponent's eyes or setting something on fire), while at other times it means taking advantage of something you've previously observed (like your opponent's predisposition to a bad temper). Situation aspects rarely last longer than a scene or two, and free invocations on existing aspects can be similarly fleeting. In either case, the advantage is temporary. For lasting changes to aspects and other elements of the world, use the overcome action.

When you roll to create an advantage, you must specify whether you're creating a new situation aspect or taking advantage of an aspect that's already in place. If the former, are you attaching that situation aspect to a character or to the environment? If you're trying to use the information you gained from a discover action to your advantage, treat this as creating a new advantage. The new aspect should be based on the information you previously discovered, which usually makes figuring out what to attach the aspect to a fairly simple matter.

### Opposing Create an Advantage

Opposition to creating an advantage might be active or passive, depending on the circumstances. Attaching an aspect to the environment (or the game) will normally be rolled against passive opposition, but if a character can reasonably interfere with that action they should roll active opposition. Creating an advantage that attaches an aspect to another character is always opposed with a defend action.

### Using Create an Advantage

When you roll to create an advantage, you should describe the effect you are trying to create and how you intend for it to benefit you. If you are making a new aspect, you should also explain what action you are taking (or what is happening within the environment) to provide you with an advantage.

If you're using create an advantage to make a new aspect...

- When you fail, you either don't create the aspect, or you create it but someone else gets the free invoke—whatever you end up doing works to someone else's advantage instead. That could be your opponent in a conflict, or any character who could tangibly benefit to your detriment. You may have to reword the aspect to show that the other character benefits instead—work it out with the recipient in whichever way makes the most sense.
- When you tie, you get a boost instead of the situation aspect you were going for. This might mean you have to rename the aspect a bit to reflect its temporary nature (Rough Terrain becomes Rocks on the Path).

If you're using create an advantage on an existing aspect...

- When you succeed, you create a situation aspect with a free invocation.
- When you succeed with style, you get a situation aspect with two free invocations instead of one.
- When you fail, you give a free invoke on that aspect to someone else instead. That could be your opponent in a conflict, or any character who could tangibly benefit to your detriment.
- When you tie or succeed, you place a free invocation on the aspect.
- When you succeed with style, you place two free invocations on the aspect.

### Create an Advantage in Challenges, Contests, and Conflicts

Creating an advantage can be useful in challenges to help overcome individual tasks, but also carries the risk of possibly making tasks more difficult on a failed roll. This action can be similarly used in contests, but a failed roll forfeits your next contest roll. This makes creating an advantage extremely risky in a contest. Advantages are routinely created during conflicts. They are a powerful tool you can use to aid your allies and overcome your enemies.



## Examples of Create an Advantage

*Knowing that the Administrator has a reputation for being Quick to Anger, Malcolm suggests that the Administrator's daughter might be spending a little too much time in the company of the local constabulary, using a create an advantage action to rile him up. He gets a free invoke on Quick to Anger and presses the advantage. As the Administrator threatens to have him thrown out of this office, Malcolm takes the opportunity to suggest that no one on the Administrator's payroll would survive the attempt. Using the free invocation, he hopes that the Administrator will tip his hand and reveal the identity of the thugs reputed to be tied to his office.*

Example 2

Example 3

## ATTACK

Use the attack action during conflicts to harm other characters or take them out of the conflict.

The attack action is used only during conflicts and is relatively straightforward—when you want to hurt someone in a conflict, it's an attack. An attack isn't always physical in nature; any harm which could cause the character to be taken out of the conflict can result from an attack. This could include grievous wounds or other injuries in combat, psychological or emotional trauma, and even being publicly embarrassed.

When you want to resolve an adversarial situation without using the rules for conflicts – usually due to the encounter being relatively minor within the story – the overcome action will normally be used to inflict harm or other effects upon characters and other elements of the world.

### Opposing Attack

Most of the time, your target will actively oppose your attack. Passive opposition on an attack means you've caught your target totally unaware or otherwise unable to make a full effort to resist you, or the NPC isn't important enough to bother with dice. In addition, passive or not, the opposition always counts as a defend action so you can look at these two actions as being inexorably intertwined.

### Using Attack

When you are rolling an attack action, you should describe what you are doing to attack your target and the nature of the effect you are hoping to inflict. Most of the time this is fairly simple, such as lunging with a spear to try and stab a wild animal

that seems intent on killing you. This could also take the form of challenging a cultist's beliefs in an effort to shake their faith – hoping that you can stop them before anyone else falls victim to their machinations. Needling an opposing advisor to get them to lose their composure and be ejected from the great hall could also be a form of attack.

- When you fail at an attack, you don't cause any harm to your target. (It also means that your target succeeded on the defend action, which could get you get saddled with other effects.)
- When you tie an attack, you don't cause any harm, but you gain a boost.
- When you succeed on an attack, you inflict a hit on your target equal to the number of shifts you got. That forces the target to try and “buy off” the value of your hit by taking stress or consequences; if that's not possible, your target gets taken out of the conflict.
- When you succeed with style on an attack, it works like a normal success, but you also have the option to reduce the value of your hit by one to gain a boost as well.

## Attack in Challenges, Contests, and Conflicts

Attack is used almost exclusively in conflicts and is used to take opposing characters out of the conflict. However, if combining a contest and a conflict together using the contests under fire rules, attacks can feature prominently in such situations. Attack is not used in challenges.

## Examples of Attack

Attack example 1

Attack Example 2

Attack example 3

## DEFEND

Use the defend action to oppose or avoid an attack or to prevent someone from creating an advantage against you.

Whenever someone attacks you or tries to create an advantage using an aspect attached to you, you always get a chance to defend. As with attacks, this isn't always about avoiding physical sources of danger—some of the skills allow you to defend against attempts to harm your mind or damage your resolve.

Defending always counts as an action, but there is no limit to the number of actions you can defend against. Defending also does not count as





your single action for each exchange in a conflict. In many ways, defend is similar to simple active opposition – you can defend anytime it makes sense in the fiction. The difference is that the defend action allows for outcomes which can help you turn the tables on your opponent, and defending always counts as an action for purposes of specific stunts and other effects which may only apply to actions.

### Opposing Defend

Because you roll to defend as a reaction to an attack or an attempt to create an advantage, your opposition is almost always active. If you're rolling a defend action against passive opposition, it's usually because the environment is hostile to you somehow (like a blazing fire), or the attacking NPC isn't important enough for the GM to bother with dice.

### Using Defend

When you're rolling to defend yourself from another action, you should describe what action you are taking to protect yourself. In most cases this will be fairly obvious based on the skill you are using, but taking moment to describe your action is always a good idea. This not only helps keep the narrative flowing, but it can also be useful when coming up with an appropriate boost if you succeed with style.

- When you fail at a defense, you suffer the consequences of whatever you were trying to prevent. You might take a hit, be taken out, or have an advantage created on you.
- When you tie a defense, you grant your opponent a boost.
- When you succeed at a defense, you successfully avoid the attack or the attempt to gain an advantage on you.
- When you succeed with style at a defense, it works like a normal success, but you also gain a boost as you turn the tables momentarily.

### Defend in Challenges, Contests, and Conflicts

The defend action is almost never used during challenges, as attacks and opponents creating an advantage are not normally part of a challenge. Being harmed during a challenge is possible, but this will normally be the result of a failed overcome roll so no defend action will be taken. For similar reasons, defending is also rare in contests. However, if using the rules for a contest under fire it may be necessary to defend yourself from attack multiple times during a contest. Defend is used most commonly in conflicts, as they tend to include a lot of attacks. Remember that you also have the option to forgo your action during a conflict to focus entirely on defense, gaining a +2 bonus to all defend actions for the exchange.

### Examples of Defend

Example 1

Example 2

Example 3

## THE SIXTH REASON TO ROLL THE DICE

### OPPOSE

Roll the dice to provide active opposition when you can reasonably interfere with another character's discover or overcome action, or their attempt to create an advantage against something other than you.



Rolling active opposition to another character's discover or overcome action never counts as an action. Rolling active opposition to another character's attempt to create an advantage against something other than you also never counts as an action; it's just a basic property of resolving actions. A character doesn't have to do anything special to earn the right to actively oppose an action, as long as the character is present and can interfere. If there's any doubt, having an appropriate situation aspect helps justify why a character gets to actively oppose someone else. If you are opposing another character's attack action, or their attempt to create an advantage against you, use the defend action.

### Using Oppose

Rolling active opposition simply means that you are using one of your skills to determine the difficulty of another action. This still requires you to describe what you are doing to interfere with the other character, but as long as it makes sense that you would be able to get in the way you can provide opposition. Your roll sets the difficulty of the action being attempted, and if your opponent beats your opposition the action is successful. Ties, success, and success with style are all resolved based on the action being attempted by your opponent. Unlike the defend action, merely providing active opposition provides no benefit if you win the roll.