

## Example skill check

The Commander announces that the Soldiers are greeted by the locals of the village. Commander states that the locals are Untrusting of the Army and that the team must win them over to get information about enemies hidden in the mountains (more on village levels of trust and distrust later). Any interaction is set at a High-Risk Assessment (failures at this level do not provoke attacks from locals). This is how interacting with the locals plays out.

PVT Murphy is the Linguist for the team. PVT Murphy and Commander roleplay interaction between the local leader and PVT Murphy. After the interaction, the Commander deems that a Diplomacy roll is in order.

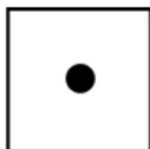
As the Linguist, PVT Murphy has 2d6 for his Diplomacy roll. PVT Murphy can roll his 2d6 against the Commander's 4d6. This is completely allowed. The max amount of Victory he will roll however, is 2. So now matter what, if he chooses this method, he will incur 2 cost.

PVT Murphy would rather not incur 2 cost. PVT Abdul offers one of their skills to assist PVT Murphy. Doing so, if they fail the roll, they will have to split the cost. PVT Abdul can't roll Diplomacy since PVT Murphy is rolling with Diplomacy. Instead, PVT Abdul looks around to see what the locals might need. The Commander informs PVT Abdul that they notice a child with a bad cut on their leg. PVT Abdul offers to add a Field Medicine check to the roll to help win the locals over. In this way, PVT Abdul adds a d6 to PVT Murphy's dice pool. They now roll 3d6 against the Commander's 4d6.

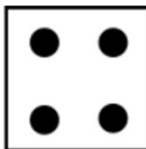
PVT Murphy and PVT Abdul can roll 3d6 versus the Commander's 4d6 and take the guaranteed 1 cost. But PVT Hickory decides to pull out one of her Field Rations, depleting her resource by 1. This will lower the difficulty of the roll by 1d6 from High to Significant Risk assessment. (see Equipment for more information of Field Rations and other equipment which can lower Risk Assessments)

Now that the dice pools have been decided. It's time to roll and decipher the results.

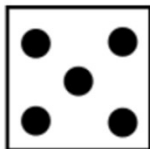
### Soldiers' roll



Soldier's 1 doesn't meet or exceed Commander's 2, making this roll equal 1 cost.

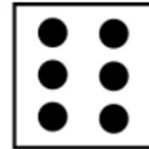
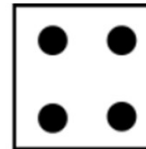
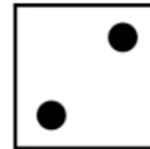


Soldier met Commander's 4, thus making this result in a Victory.



Soldier did not meet or exceed the Commander's 6. Making this result in a cost.

### Commander's roll



Based on these die results, the Soldiers' scored 1 Victory and 2 Cost. This means that the overall result of the roll is a failure unless the Soldier pays the cost of victory. In this case, more is hanging on the line than just talking to the village elder. PVT Abdul is treating a child. If they don't pay the cost, then the village elder will be upset, and the child's wounds will not be treated. This could cause the Village Tracker to move towards Cautious. The outcome of failure outweighs the cost of victory for this roll, so the Soldiers decide to pay the cost between the two of them, each taking 1 point away from their Morale.

\*In this example the dice are lined up with the dice that they cancel out. During play, it will be up to the players to decide which dice cancel out which.

When the Soldiers decided to pay the cost, the check was considered successful. Reputation in the village goes up, the child is properly bandaged, and the players are one step closer to completing the mission.