

Skill Checks and Actions

Actions

Everything a unit does during its activation is some form of action. Movement, command, attacking, manipulating objects, or performing any other task constitutes an action in the game. Actions have three types: move actions, primary actions, and free actions. During a unit's activation, it will get a limited number of these action types, setting the amount it can do in the given time. For more on the actions a unit can take, see Timing and Turns.

Skill Checks

Skill checks are the most important mechanic in Emlia. To make a skill check, roll a number of twelve-sided dice (d12s) equal to the Skill Level possessed by the unit in question, and compare each die to the Difficulty Number of the skill check. Each die that scores equal or higher than the Difficulty Number is considered to have generated one Success. If no successes are generated, the skill check is considered to be a Failure. Additionally, each die that scores a 1 *removes* one success. If more 1s are rolled than successes, then the skill check is considered to have Fumbled, and these leftover 1s are known as Excess 1s. See the description of each action to see how Successes, Failures, and Fumbles affect them.

Some skills have a second number, separated from the skill level by a slash (such as 3/1). This is called the *diminish value*, and is used when the unit suffers damage. For every number of damage points the unit suffers equal to the *diminish value*, reduce the skill level of the unit in that skill by 1.

If a unit does not possess a skill, certain actions may be *defaulted*, and used as if the unit's skill were 1. Not all actions may be defaulted: every action will have a “default: yes” or “default: no” line if it may or may not be defaulted.