



**50/50**  
**4,5,6 out**  
**of d6**

## **ACTION CHECKS & Skills**

Many times the Admin will just tell you if the action you want your agent to perform is successful. Not every action requires a roll of the dice. When success is not a simple enough matter, the Admin may require you to make an action check.

Action checks are just a roll of a d6. Normally, if you roll 4 or higher (often referred to as "4+") you succeed, though the Admin might modify this based on the situation, even above "6+" for truly epic difficulties. Add the attribute bonus appropriate to the action you're attempting. Other modifiers may apply as well based on your agent's gear or Character Class.

This is just one possible way to manage action checks; it might be handled in a different way by your Admin.

# 1d6 SKILL Checks

## RAW: Rules as Written

**SKILL TRAINING** **Eliminators** receive a bonus of +1 when attempting action checks related to demolitions or strategy & tactics.

**SKILL TRAINING** **Investigators** receive a bonus of +1 when attempting action checks related to perception, interrogation, or computers.

**SKILL TRAINING** **Confiscators** receive a bonus of +1 when attempting action checks related to stealth, sleight of hand, acrobatics, or security systems.

**SKILL TRAINING** **Transporters** receive a bonus of +1 in any action check related to driving a ground or water vehicle, piloting an aircraft, or performing technician duties. This improves to +2 at 4th level, and +3 at 8th level.

**SKILL TRAINING:** **Infiltrators** receive a bonus of +1 when performing action checks related to impersonation, disguise, forgery, persuasion in all its varied forms, or scholarly knowledge regarding cultures, religions, etc.

**+1 Bonuses  
based on Class**

# RAW: Rules as Written

## 1d6 SKILL Checks

Skill	Without bonus	With +1 attribute bonus	With +2 attribute bonus
Success on a 1d6	4+	3+	2+
Odds Success	3/6	4/6	5/6
percent	50%	66%	87%

Skill Training gives a +1 at 1st level, a +2 at 2nd level and a +3 at 4th level

**Int = 17 which is a +2**

## 1d6 SKILL Checks

<b>Skill</b>	<b>Without bonus</b>	<b>With +1 attribute bonus</b>	<b>With +2 attribute bonus</b>
Success on a 1d6	4+	3+	<b>2+</b>
Odds Success	3/6	4/6	<b>5/6</b>
percent	50%	66%	<b>87%</b>

Investigator +1 towards computers at 1st level

# 1d6 Skill Checks from <https://youtu.be/XTxKqCmWzml>

<b>Difficulty</b>	<b>Chance without modifier</b>	<b>-2</b>	<b>-1</b>	<b>0</b>	<b>+1</b>	<b>+2</b>
Normal	3/6	1/6	2/6	3/6	4/6	5/6
Hard	2/6	0	1/6	2/6	3/6	4/6
Very Hard	1/6	0	0	1/6	2/6	3/6
Impossible	0/6	0	0	0	1/6	2/6
Epic	-1/6	0	0	0	0	1/6

# 1d6 Skill Checks



Difficulty	Chance without modifier	-2	-1	0	+1	+2
Normal	3/6	6	5+	4+	3+	2+
Hard	2/6	0	6	5+	4+	3+
Very Hard	1/6	0	0	6	5+	4+
Impossible	0/6	0	0	0	6	5+
Epic	-1/6	0	0	0	0	6