Roll Resolution

Roll Calculation

A roll is always

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Roll = 1d20 + Attribute Bonus + Training Bonus + Resource Bonus
```

Defense Calculation

A defense has 2 values. A low target value and a high target value.

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Low Defense = 1d20 + Attribute Bonus + Training Bonus + Resource Bonus
High Defense = Low Defense + 4 + Fortification
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Roll Results

If a roll is at least the low defense value you get 1 success. If it is at least the high defense value you get 2 successes.

If you roll a 1 or miss the low defense value by 10 you reduce your successes by 1. If you roll a 20 or beat the high defense value by 10 you get one more success.

So you will get between -1 and 3 successes.

Successes	Result	Effect
-1	Disaster	Roll's disaster effect + target's rider
0	Failure	target's rider
1	Pass	Roll's success effect
2	Success	Roll's success effect + actor's rider
3	Triumph	Roll's triumph effect + actor's rider

Roll Modifiers

- With Assurance: Rolled Disasters become Failures. On rolled Failures, the target can't use its Rider.
- With Risk: Rolled Failures become Disasters.
- With Ease: Rolled Successes become Triumphs.
- With Difficulty: Rolled Triumphs become Successes. On rolled Successes, the actor can't use its Rider.
- Fated: Rolled Passes become Successes when the die roll is 11 or higher Failures otherwise.

With Assurance and With Risk negate each other, as do With Ease and With Difficulty.

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