

CHARACTER NAME:

PLAYER NAME:

CARTEL:

SPECIALTY:

QUIRKS:

STORY CONFLICT:

Progress ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

So . . . WHAT'S YOUR DEAL?

STORY REWARDS

WOUNDS

☐

Add one challenge die (◆) to all attacks and checks.

☐

Add two challenge dice (◆◆) to all attacks and checks.

☐

You can no longer take actions.

☐

You are unconscious.

☐

You are dead.

LUCK

/100

INFLUENCE




# RULES QUICK REFERENCE



## ATTACKS AND CHECKS



When the Judge asks you to roll on a particular skill, roll percentile dice. If you roll equal to or under the chance of success percentage listed for that skill, you succeed. If you do not have that skill, use Anything Else.

## PUSHING YOUR LUCK

When you fail on a roll, you can spend luck (in increments of 10) to increase your chance of success with that skill by the same amount. For every 10 luck you spend, also add one challenge die (  ) to the roll.


## ADVANTAGE DICE AND CHALLENGE DICE



Advantage dice (  ) represent positive circumstances surrounding a roll. Boon symbols (  ) on advantage dice represent additional positive effects that result from the attempt, beyond success or failure.

Challenge dice (  ) represent factors detrimental to your skill attempt. Drawback symbols (  ) on the challenge dice represent additional negative effects that result from the attempt, beyond success or failure.

You roll these dice at the same time as your percentile dice. Boons and drawbacks cancel each other out on a one-for-one basis.

## INFLUENCE

Influence (  ) represents your social connections and the resources made available to you by your cartel. When you spend influence, you must describe the way in which you are leveraging a connection with someone else (friendly or otherwise) to accomplish a goal. Influence can be spent to:

- ◆ Do one of the things suggested on your cartel sheet, or something similar
- ◆ Succeed on a task automatically without rolling dice
- ◆ Help someone else in the same scene, giving them two advantage dice (   ) on a roll
- ◆ Activate a benefit that says you must spend Influence

## LUCK

Luck represents your resolve, energy, and fortune. All characters start the Job with 100 Luck. Your luck is depleted by pushing your luck or by being attacked (either physically or mentally). When your luck reaches 0, your luck has run out. Any subsequent attacks can wound you (if physical) or drive you out of a scene (if mental). You can recover all your lost luck by blowing off steam; instead of taking the lead during a legwork scene, you describe how you take some down time to recuperate.