NAME

POWER ORIGIN

STYLE MOTIVATION

EMBLEM

CHEAT SHEET

Rolling the Dice:
1. Describe the action, vividly and cinematically.
2. For each Attribute (Power, Style, Origin, and Motivation) that you are using, +1d6.
3. If your description was vivid and cool, +1d6.
4. You can't roll more d6s than your Max Dice.
5. Roll your d6s and the Insight die, a d10.
6. If the Insight die matches one of your d6s, you learn some classified info.
7. For each d6 that rolled a 5 or 6, you get a success. Count your successes.
8. You and the GM describe the results.

Classified Info: Ask the GM a question and they'll answer honestly. Examples: What are they really feeling? Who's behind this? How could I get them to do X? What's the best way to do Y?
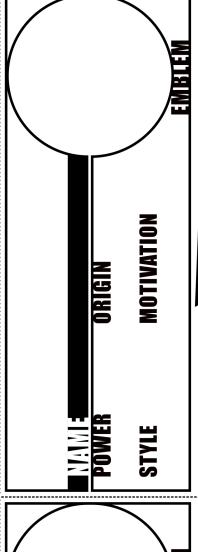**Results:** How many successes?
o: Fail. Take a Consequence. **1:** Succeed at a cost.
2: Succeed. **3:** Succeed with extra effects.
Helping: Say how you try to help and make a roll. If you succeed, give them +1d6.
Consequences: Check a box, write a description, and reduce Max Dice by 1. If you have 5 Consequences then you are out of action.

NAME

POWER ORIGIN

STYLE MOTIVATION

EMBLEM

MAX DICE

BACKGROUND

CONSEQUENCES ☐ ☐ ☐ ☐ ☐

NAME

POWER ORIGIN

STYLE MOTIVATION

EMBLEM

CHEAT SHEET

Rolling the Dice:
1. Describe the action, vividly and cinematically.
2. For each Attribute (Power, Style, Origin, and Motivation) that you are using, +1d6.
3. If your description was vivid and cool, +1d6.
4. You can't roll more d6s than your Max Dice.
5. Roll your d6s and the Insight die, a d10.
6. If the Insight die matches one of your d6s, you learn some classified info.
7. For each d6 that rolled a 5 or 6, you get a success. Count your successes.
8. You and the GM describe the results.

Classified Info: Ask the GM a question and they'll answer honestly. Examples: What are they really feeling? Who's behind this? How could I get them to do X? What's the best way to do Y?
Results: How many successes?
o: Fail. Take a Consequence. **1:** Succeed at a cost.
2: Succeed. **3:** Succeed with extra effects.
Helping: Say how you try to help and make a roll. If you succeed, give them +1d6.
Consequences: Check a box, write a description, and reduce Max Dice by 1. If you have 5 Consequences then you are out of action.

NAME

POWER ORIGIN

STYLE MOTIVATION

EMBLEM

MAX DICE

BACKGROUND

CONSEQUENCES ☐ ☐ ☐ ☐ ☐