

Rolling the Dice: When you try something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. The GM tells you how many dice to roll based on your character traits, your action, and the situation. Roll and compare each die result to your number.

(reason, plans, detecting), every roll under your Agent (roll low): If you're acting like an agent number is a **success**.

Cape (roll high): If you're acting like a cape (rapport, passion, intuition), every roll over your number is a **success**.

Classified Info: If any dice roll your number exactly, you learn something classified. Ask the GM a question and they'll answer honestly. Reroll those dice. Examples: What are they really feeling? Who's behind this?

Results: How many successes did you get? The GM will introduce complications or extra effects.

compare each die result to your number.

number is a **success**.

number is a **success**.

o: Fail. Things get worse. 1: Succeed at a cost. 2: Succeed. 3: Succeed with extra effects.

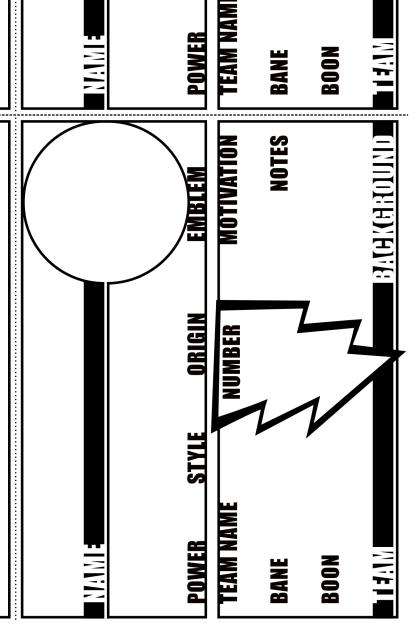
Helping: If you want to help someone else with their roll, say how you try to help and make a roll If you succeed, give them +1d.

exactly, you learn something classified. Ask the GM a question and they'll answer honestly. Reroll Classified Info: If any dice roll your number those dice. Examples: What are they really feeling? Who's behind this? roll 1d6 to find out how it goes. Roll +1d if you're Rolling the Dice: When you try something risky, prepared and +1d if you're an expert. The GM tells traits, your action, and the situation. Roll and you how many dice to roll based on your character

Results: How many successes did you get? The GM will introduce complications or extra effects. O: Fail. Things get worse. 1: Succeed at a cost. Agent (roll low): If you're acting like an agent (reason, plans, detecting), every roll under your

2: Succeed. 3: Succeed with extra effects. Cape (roll high): If you're acting like a cape

Helping: If you want to help someone else with their roll, say how you try to help and make a roll. If you succeed, give them +1d. (rapport, passion, intuition), every roll over your



NOTES

MOTIVATION

ORIGIN