

POWER

STYLE

ORIGIN

EMBLEM

NAME

CHEAT SHEET

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.

Agent (roll low): If you're acting like an agent (reason, plans, detecting), every roll **under** your 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 you roll your number exactly, you learn something classified. Ask the GM a question and they'll answer honestly. Examples: What are they really feeling? Who's behind this? You may change your action and reroll the die.

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. **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.

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BANE

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