

POWER

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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.

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

**Cowl (roll low):** If you're using your cowl (reason, plans, detecting), every roll **under** your number is a **success**.

**Flash of Insight:** If you roll your number exactly, you have a flash of insight. 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.

**0:** 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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