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, +1 Action Die.
3. If your description was awesome, +1 Action Die.
4. You can't roll more Action dice than Max Dice.
5. Roll your Action dice and the Insight die.
6. If the Insight die matches one of your Action dice, you learn some classified info.
7. For each Action die 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?
0: 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 +1 Action die.
Consequences: Check a box, write a description, and reduce Max Dice by 1. If you have 5 Consequences then you are out of action.

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BACKGROUND

MAX DICE

CONSEQUENCES
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