

NAME	POWER	STYLE	ORIGIN	EMBLEM

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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 acting like a cape (rapport, passion, intuition), every roll **over** 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.

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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TEAM NAME	NUMBER	MOTIVATION
BANE		NOTES
BOON		

TEAM	BACKGROUND

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