

ROLLING DICE

1. Decide who you want to **hurt** (attack), **help** (support), or **heal** (recover) and describe how.
2. Build your **dice pool**.
3. Spend **Plot Points** (PP) on your pool.
4. Roll your dice.
5. Set aside **opportunities** (dice that roll a 1, you can't use them).
6. Add together two dice for your **total** (higher is better).
7. Choose a die (from your remaining dice, not in your total) as your **effect die**. If you have none, it's a **D4**.
8. Spend PP on your roll.
9. Declare your final total, effect die, and opportunities.
10. Opponents may buy your opportunities with PPs.
11. Opponents try to stop you (**reaction rolls**) by **following steps 2-10 above**. If you want to hurt a target, they roll dice from their **datafile**. If you want to help or heal a target, the Watcher rolls the **doom pool** (plus any affected **traits**).
12. You win if your total is equal or higher (you win ties).
13. Adjust and use effect die.

BUILDING YOUR DICE POOL

- ▶ **Quick version:** grab one trait from every box on your **datafile**.
- ▶ **Detailed version:** Look at your datafile then add...

...one **die** from your current **Affiliation**.
(solo if you're alone, buddy if you're with an ally, team if you're with 2+ allies)

...one **die** from each **Power Set**.

...one **Distinction**, either as a **D8** or a **D4+1PP**.
(D4 means your Distinction gives you trouble but you also get 1 Plot Point)

...one **die** from a **Specialty**.

...if available, one **asset** die, one **push, stunt, or resource** die, one **complication** die, and one of our opposition's **stress** dice.

ADJUSTING EFFECT DICE

- ▶ If your **total's** value is 5 or higher than your opponent's total, for every 5 over, **step up** your **effect die**. If you step it up past **D12**, you may use a **second** effect die from your roll.
- ▶ If you try to hurt your opponent but their effect die size is larger than yours, step back your effect die.

USING EFFECT DICE

- ▶ **Create** a **trait** equal to your **effect die** size. ▶**Stress** is used to hurt a target and lasts till recovered. ▶**Complications** are like Stress but last 1 scene. ▶**Assets** are used to help, last 1 roll, can be given to someone else, and starts at least as a **D6**.
- ▶ **Step up** or **down** a **trait** (except **trauma**). If stress or complications exceeds **D12**, target can take actions till recovered.
- ▶ **Shut down** or **remove** a trait if your effect die size is equal or larger (except trauma).

PLOT POINTS BEFORE YOU ROLL

- ▶ Add an extra **trait** (from your **datafile** or other sources).
- ▶ Add a **D8 stunt** die (if you use a **Power** or **Specialty** creatively).
- ▶ Add one of your **stress** dice (not trauma). Then **step up** it up.
- ▶ Add a **D6 push** die.

PLOT POINTS AFTER YOUR ROLL

- ▶ Use an **effect die** from your **reaction roll** as a counter attack!
- ▶ Add an extra die to your **total** (from your roll).
- ▶ Use an extra effect die (from your roll).
- ▶ Change **stress** you've taken to another type of stress.
- ▶ Make an **asset** last till the end of this scene.
- ▶ Make a **complication** last till the end of the next **Action scene**.

PLOT POINTS ANYTIME

- ▶ Use special effects (**SFX**) that cost PP to activate.
- ▶ Activate a Villain's **Limit**. Assuming it makes sense in the story.
- ▶ If a power could easily remove a trait, ask the Watcher and they may let you skip rolling, spend a PP, and succeed automatically!

PLOT POINTS IN TRANSITION SCENES

- ▶ Create **resource** linked to a **Specialty**. **D6** for **Expert**, **D8** for **Master**. Lasts until end of next **Action Scene**. Only you can use it.

PP ON WATCHER OPPORTUNITIES

- ▶ **Step up** a **push, stunt, asset** or create a **resource** (lasts 1 scene).

EARNING PLOT POINTS

- ▶ Use your or a scene **Distinction** against yourself.
- ▶ Activate a **Limit** on your Power Set.
- ▶ When the Watcher buys your **opportunities** with PP.
- ▶ Watcher may reward you if you roleplay being **stressed out**.

GAINING XP

- ▶ You may hit the **1 XP Milestone** trigger as often as you like.
- ▶ You may hit the **3 XP Milestone** trigger once per **Scene**.
- ▶ You may hit the **10 Milestone XP** trigger once per **Act**. Once you hit this trigger you may choose a new Milestone.
- ▶ Gain **1 XP** when the Watcher spends a **D12** doom die.

SPENDING XP

- ▶ You may only spend XP during **Transition Scenes**.
- ▶ Spend **1 XP** to gain **1 Plot Point**. This increases the minimum PP you start each **session** with by +1 to a maximum of 5 PP. But PP resets to 1 at the beginning of a new Act.
- ▶ You can **spend 5 XP** to: ▶Switch two Affiliations. ▶Replace a Distinction with a new one. ▶Add or replace a Limit in a Power Set. ▶Unlock a minor Event resource.
- ▶ You can **spend 10 XP** to: ▶Add a new SFX to a Power Set. ▶Step up a **D6** or **D8** power trait. ▶Add a new **D6** power trait to a Power Set. ▶Remove a Limit from a Power Set that has two or more Limits. ▶Unlock a major Event resource.
- ▶ You can **spend 15 XP** to: ▶Step up a **D10** power trait. ▶Replace an existing Power Set with a new one. ▶Add a new Expert Specialty or upgrade an Expert to Master.