

ACTION TURN

Defender (or Difficulty) **Sets the Stakes**

- 1) Create Dice Pool →
 - a) Roll Dice
 - i) Add together the **Top Two** Dice
 - ii) Set aside Ones (**Jinxes**)
 - b) Spend Plot Points to add one more die from your pool to the total.
- 2) Attacker (or Actor) tries to **Raise the Stakes**. Create Dice Pool →
 - a) Roll Dice
 - i) Take **Top Two** Dice
 - ii) Set Aside Ones
 - b) Spend Plot Points to add one more die from your pool to the total.
- 3) If either side has a **Big Damn Hero Die** she can spend a plot point to roll that and add to the total.
- 4) If Attacker's total **exceeds** Defender's total, then she has **Raised the Stakes**.
 - a) Failure = Attacker **Taken Out**
 - b) Success = Defender **Taken Out**
 - c) Success by 5 = **Extraordinary Success** (get a **Big Damn Hero Die** = the highest rolling die in opponent's pool)
- 5) If you roll all Ones (1s) you **botch**. Ones rolled by the GM are **Opportunities**.
- 6) If a person accepts being **Taken Out**, they cannot contribute to the action any more.
- 7) Alternatively, they can spend a Plot Point to get a Complication = Highest die in opponent's pool, and stay in the action.
 - a) Multiple complications can **Step Up** the complication. When a complication is **Stepped Up** past d12 the person is Taken Out.
- 8) Determine any **Complications** from either avoiding being **Taken Out** or from **Jinxes**.
- 9) The person who acted first picks the person to go next, and then that person does so, until everyone has acted. Then the person who acted last goes first, and picks the next person to go.
- 10) Repeat until the action is resolved.

PLAYER DICE POOL

A Player Always gets the following dice:

- 1) Appropriate Attribute
- 2) Appropriate Skill

In addition players can add the following dice:

- 3) Specialty d6 (if appropriate)
- 4) Distinction Dice (d4 or d8)
Distinctions might also change your dice pool or give you other options.
- 5) Signature Assets (D6 or D8)
- 6) Assets created for the scene or episode
- 7) Opponent's Complications.

Get Plot Points:

- 1) Start with One each episode.
- 2) You activate a Distinction Trigger, such as rolling a Distinction as a d4 instead of a d8.
- 3) The GM buys a Complication after you've rolled a **jinx**.
- 4) The GM spends a Plot Point on a roll opposing your character.
- 5) The GM decides you deserve one for great play, a snappy one-liner, or a scene description that impresses your Crew
- 6) Contribute to the game away from the table, on the wiki, making props, doing an RP. Get a RP:Callback (limited Plot Point)

Spend Plot Points

- 1) Keep an additional die from your dice pool in a total after your roll
- 2) Activate a Distinction trigger (if required)
- 3) Create an Asset at a d6 that lasts until the end of the scene.
- 4) Make an existing Asset last until the end of the Episode.
- 5) Roll a Big Damn Hero Die and add the total to your total **after you roll**

Help Another Player

- 1) Roll against the difficulty of the helping action. If you raise the stakes, give your highest rolling die to the other player who takes the top three dice rolled. If you fail to raise the stakes, step up the difficulty.
- 2) Add one of your dice to another player. Jinxes can still apply.

GM DICE POOL - GLOSSARY

Major GM Character

- 1) Attribute
- 2) Skill
- 3) Trait die representing the situation or location
- 4) Distinction or Distinction trigger
- 5) Signature Asset
- 6) Complications that work against the player

Difficult Action (or minor GMCs or Extras)

- 1) Difficulty die
- 2) Trait die representing the situation or location
- 3) Minor GMC or Extra die
- 4) Complications that work against the player

GM Plot Points

- 1) Include additional dice in the total during an Action
- 2) Activate a Distinction trigger for a Major GMC
- 3) Buy a d6 Complication (or higher) when a player rolls a jinx
- 4) Upgrade a Complication when a player rolls a jinx
- 5) Reward players for great moments in the Episode

GLOSSARY

Big Damn Hero Die = After rolling an extraordinary success bank the die type of the highest roll in the opponent's pool. Spend a Plot Point to add it to the total of any roll.

Set the Stakes = Roll dice to determine target number
Raise the Stakes = Roll dice and equal or exceed the stakes.

Jinxes = Natural Ones rolled in a pool.

If a player rolls them the GM can purchase them for a plot point and give a d6 (or step up) a complication.

If the GM rolls them, it is an *Opportunity*. The player can purchase an opportunity to step back a complication.

Botch: Roll all ones = Taken Out AND some serious consequences.

Step Up = Raise a die one type (d6 to d8, etc.)

Step Back = Lower a die one type (d8 to d6, etc.)

Taken Out = No longer able to affect the action or combat.