

Name(s):

Description

Training →

Assets +

Talents & Weakness

Reduce difficulty when you're

Increase difficulty when you're

Making a Roll

- Start with  
- Do you have help? + 
- Does your training apply?  → 
- Favourable circumstances? +  (1-3)
- What's the difficulty? +  and/or  (1-3)
- Unfavourable circumstances? +  (1-3)

Advantages & Triumphs

Spend...	to...
1 Triumph or 1 Advantage	• Notice (or invent) an small detail
1 Triumph or 2 Advantages	• Add  to the target's next action • Add  to the next ally's action • Notice or invent a detail
1 Triumph or 3 Advantages	• Ignore penalizing factors (weather, zero-g, etc.) until the end of your next turn • Add  to all attacks against you until next turn • Notice or invent an important detail

Destiny Points

- Flip a Destiny token from light to dark to:
- Upgrade a your dice pool on a check
 - Upgrade the difficulty of a check against you
 - Seize narrative control to invent an important detail

Dice

-  Skill
-  Proficiency
-  Boost
-  Difficulty
-  Challenge
-  Setback