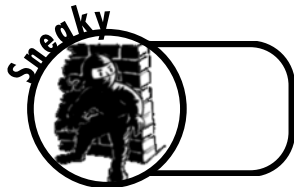
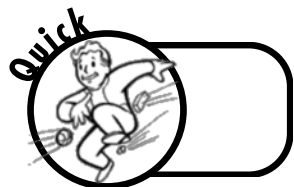
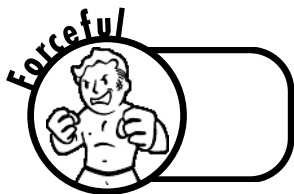
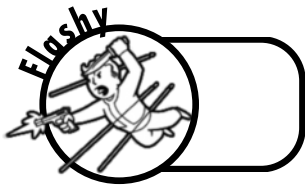
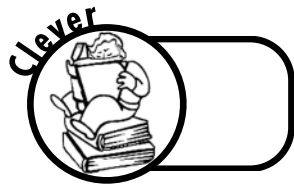
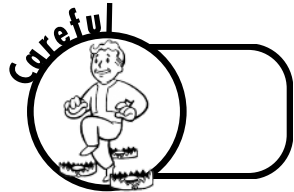
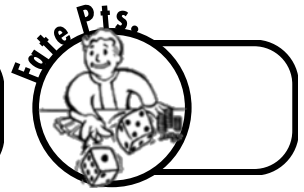
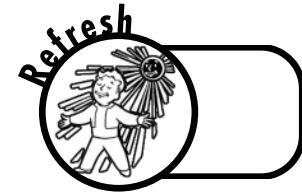




NAME _____




ASPECTS

High Concept

Trouble

STRESS

1 2 3



GEAR

STUNTS

CONSEQUENCES

Mild [2]

Moderate [4]

Severe [2]



LADDER

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
0	Mediocre
-1	Poor
-2	Terrible

NOTES



ACTIONS



Create an Advantage when creating or discovering aspects:

- Fail: Don't create or discover, or you do but your opponent (not you) gets a free invocation.
- Tie: Get a boost if creating new, or treat as success if looking for existing.
- Succeed: Create or discover the aspect, get a free invocation on it.
- Succeed with Style: Create or discover the aspect, get two free invocations on it.



Create an Advantage on an aspect you already know about:

- Fail: No additional benefit.
- Tie: Generate one free invocation on the aspect.
- Succeed: Generate one free invocation on the aspect.
- Succeed with Style: Generate two free invocations on the aspect.



Overcome:

- Fail: Fail, or succeed at a serious cost.
- Tie: Succeed at minor cost.
- Succeed: You accomplish your goal.
- Succeed with Style: You accomplish your goal and generate a boost.



Attack:

- Fail: No effect.
- Tie: Attack doesn't harm the target, but you gain a boost.
- Succeed: Attack hits and causes damage.
- Succeed with Style: Attack hits and causes damage. May reduce damage by one to generate a boost.



Defend:

- Fail: You suffer the consequences of your opponent's success.
- Tie: Look at your opponent's action to see what happens.
- Succeed: Your opponent doesn't get what they want.
- Succeed with Style: Your opponent doesn't get what they want, and you get a boost.



NOTES