

ACTIONS

During **Action Scenes**, you may take an **action** or respond to another character's action with a **reaction**. Actions include **attack**, **recovery**, and **support** actions as well as general actions.

- ▶ You roll your **dice pool** for an attack action against another character's reaction dice pool or against the **doom pool** (plus an **asset**, **complication**, or other trait, if you're targeting one).
- ▶ You take a recovery action against the doom pool plus the stress or trauma die you're targeting.
- ▶ You take a support action against the doom pool. If you succeed, you may give your effect die to the hero you are supporting.
- ▶ You make a reaction roll against another character's attack roll.

Rolling Your Dice

1. Declare your **intent**.
2. Build your **dice pool**.
3. Spend any **Plot Points** (PP) on your pool.
4. Roll your dice.
5. Set aside **opportunities** (dice that came up 1).
6. Add together two dice for your **total**.
7. Choose one die as your **effect die**.
8. Spend any PP on your results.
9. Declare your final total, effect die, and opportunities.
10. The Watcher may activate your opportunities to give you PP and add to the doom pool.
11. The Watcher or another player rolls dice in opposition. Compare totals to see which side wins.

Building Your Dice Pool

- ▶ Your **Affiliation** (based on current grouping)
- ▶ One **Distinction**, either as a **D8** or a **D4** (using **D4** gets you 1 PP)
- ▶ One **power** from each of your **Power Sets**
- ▶ One **Specialty**
- ▶ One of your opposition's **stress** or complication dice, if any
- ▶ One **asset**, if any
- ▶ One **push** die, **stunt**, or **resource**, if any

Using Effect Dice

On a successful action, you may:

- ▶ Inflict or step up another character's **stress**.
- ▶ Create, remove, step up, or step down an **asset**.
- ▶ Create, remove, step up, or step down a **complication**.

On a successful support action, you may give a support die to another hero.

On a successful recovery action, you may remove or step down one of your stress dice or one of the stress dice of another hero.

DICE



D4



D6



D8



D10



D12

Step up: switch out the die for one with more sides.

Step back: switch out the die for one with fewer sides.

PLOT POINTS (PP)

You start every game session with at least 1 PP, and there's no limit to how many you can earn during the game.

Spending PP on Your Pool

- ▶ Add a **D6** push die.
- ▶ Add in an extra trait from a trait group (i.e., another power from a Power Set, or another Distinction).
- ▶ Add a **D8** stunt die for your Power Set or Specialty. (Make it **D10** if it's from an opportunity from the Watcher's roll.)
- ▶ Activate certain special effects (**SFX**) in a Power Set.
- ▶ Add one of your own stress dice (but step up that stress die after your roll).

Spending PP on Your Results

- ▶ Add in an extra die from your roll to your total.
- ▶ Keep an extra effect die.
- ▶ Activate an opportunity rolled by the Watcher.
- ▶ Activate certain special effects (**SFX**) in a Power Set.
- ▶ Use an effect die from a reaction roll.
- ▶ Change stress you've taken to another type.

Spending PP During a Transition Scene

- ▶ Add a resource die linked to a Specialty.

Earning PP

- ▶ Use a Distinction negatively.
- ▶ Activate a **Limit** on a Power Set.
- ▶ Have an opportunity on your dice activated by the Watcher or another player to add to the doom pool.

RECOVERY

Stress and trauma can be stepped back automatically at the beginning of new Transition Scenes and Acts and further stepped back by recovery actions.

During Transition Scenes

- ▶ You may step back all stress by one at the beginning of the Scene.
- ▶ You may make recovery rolls.

At the Beginning of a New Act

- ▶ You may step back all **trauma** by one at the beginning of a new Act.

ADVICE

- ▶ Hit your Milestones!
- ▶ Get Plot Points!
- ▶ Spend Plot Points!
- ▶ Do cool things!
- ▶ Have fun!

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