

# Reference Sheet

## How Many Dice Do I Roll and What Do I Keep?

-4	-3	-2	-1	0	+1	+2	+3	+4
<b>6 dice</b> (add together the 2 lowest results)	<b>5 dice</b> (add together the 2 lowest results)	<b>4 dice</b> (add together the 2 lowest results)	<b>3 dice</b> (add together the 2 lowest results)	<b>2 dice</b> (add together the two results)	<b>3 dice</b> (add together the 2 highest results)	<b>4 dice</b> (add together the 2 highest results)	<b>5 dice</b> (add together the 2 highest results)	<b>6 dice</b> (add together the 2 highest results)

This table is open-ended in both directions. Simply keep adding an extra die to the roll and keep the two lowest results or highest results, whichever is appropriate.

## Assisting Results

Die Total:	What Happens:
2-6	Out and out failure. The assisting player has now added a -1d Obstacle to the other player.
7-9	No effect, and maintain control: the assisting player was not successful, but did not hinder, and they maintain control of their character. <b>OR</b> Success and cede control: The assisting player gives a 2d Benefit to the other player, but cedes control of their character.
10+	Success! The assisting character gives a 2d Benefit to the other player.

## Opposed Intentions

		Character A:		
		2-6	7-9	10+
Character B:	2-6	Both fail, the Showrunner decides what happens, either they are both out, or they may continue.	Character A partially succeeds, character B suffers a -1d penalty.	Character A succeeds.
	7-9	Character B partially succeeds, character A suffers a -1d penalty.	Draw! characters may continue, both suffering a -1d penalty.	Character A succeeds.
	10+	Character B succeeds.	Character B succeeds.	Draw! Characters may continue.

## Intention Results

Die Total:	What Happens:
2-6	The character fails.
7-9	The player has a choice: <i>Fail and maintain control of their character</i> <b>OR</b> <i>Succeed and cede control of their character.</i>
10+	The character succeeds.

## Intention Results (For the Reboot)

Die Total:	What Happens:
2-6	The character fails. Failure means failure, there is no way around it.
7-9	The player has a choice: Fail and empower a different character <b>OR</b> Succeed and hinder a different character.

## Spotlight Tokens

### Spotlight Token Pool

At the beginning of a Series, the PCs begin each Episode with a communal pool of Spotlight Tokens equal to the total number of players multiplied by 3. As characters develop (i.e. define their Personal Dials), this number will decrease, until it is equal to the number of players multiplied by 2, plus 1.

### Spending Spotlight Tokens

A player may spend a Spotlight Token from the pool and activate something from the acting character's aspects (Background, Casting or Descriptors) to gain +2d to an Intent.