



# ON THE AIR

## Character Sheet

Adventure

Descriptors / Flaws

Thought

Descriptors / Flaws

Drama

Descriptors / Flaws

Character Name

Profile

Edge

Improvement  
Track

/

Temporary Token

Permanent Token

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

-4	-3	-2	-1	0	1	2	3	4
6 dice (add together the 2 lowest results)	5 dice (add together the 2 lowest results)	4 dice (add together the 2 lowest results)	3 dice (add together the 2 lowest results)	2 dice (add together the two results)	3 dice (add together the 2 highest results)	4 dice (add together the 2 highest results)	5 dice (add together the 2 highest results)	6 dice (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.

### Intention Results Table

Die Total:	What Happens:
2-6	Failure
7-9	Controlled Failure or Conditional Success
10+	Success

### Spending Airwave Tokens

**Scene Editing:** Spend an Airwave Token to add a detail to a scene.

**Power Tagging:** Spend 1 (and only 1) Airwave Token to tag a Descriptor, upgrading an additional die to a d8.

**Boosting:** Each Airwave Token spent adds 1 to the final result of the Intention. Airwave Tokens must be spent before rolling the dice.