



ON THE AIR

Reference Sheet

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

PC vs. PC Intention Results Table

		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 -1 penalty.	Character A succeeds.
	7-9	Character B partially succeeds, character A suffers a -1 penalty.	Draw! characters may continue, both suffering a -1 penalty.	Character A succeeds.
	10+	Character B succeeds.	Character B succeeds.	Draw! Characters may continue.

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.

Earning Airwave Tokens

- The player or Director tags a Flaw.
- The player makes sound effects during their narration (once/scene).
- The player does something particularly clever, true to the genre or that drives the story forward in an entertaining way.

Spending the Sponsorship Token

Airwave Token Exchange: Gain five Airwave Tokens

Automatic Success: Effectively roll a 12 for an Intention, before or after the roll.

Bank for Improvement At the end of the episode, cross off a box on the PC's Improvement Track.

Earning the Sponsorship Token

Once per episode, one player may engage in a commercial for the sponsor and gain a Sponsorship Token for their effort.

Dire Failure Table

Die Total:	What Happens:
Up to 4	Game-Ending
5 or more	Non Game-Ending