Pick up a bunch of dice to make a Dice Pool.
You get to use each of these four boxes for free on each roll.

Why?
Add a die for **one Value** that represents *why* you're doing this.

Who?
Add a die for **one Relationship** that represents *who* you're doing this for or with or to.

Drives can be *challenged* for 3 dice

How?
Add a die for **one Asset (Ability, Distinction, or Heritage)** that represents *how* you're doing this.

Opponent
- If your opponent has **Stress**, add a die for that.
- If you're using your oppnent's **Limit**, add **3 dice** for that.

Want to roll more dice?
You can pay Plot Points to get more dice to roll.
Each Plot Point lets you **get another thing** from one of these boxes — add another die for Opponent's Stress (but it has to be *different* Stress), another Asset (but a *different* one), another (*different*) Value (and you can also *challenge* that Value for three dice), etc. In a Contest, these Plot Points go to your opponent.

Useful Details
Leads can **pay a Plot Point** (which **doesn't** go to your oppnent) to **create a d6 Useful Detail. Add the die to your Dice Pool.**

The detail sticks around for the rest of the scene. You can reuse it for free!

Need Help?
Before you roll, you can get Aid from other Leads & Features, and from Resources (Extra & Locations).

These are not added to your Dice Pool!
Each source of Aid is rolled separately.

From each source, take the highest die and include it in your Result.
You can include both dice from a Resource, but that uses the Resource up.
Dice that roll ☐ can't be added to the Result.

Roll Your Dice Pool!
Any dice that come up ☐ are duds.
They don't become part of your Result.
The Watchtower can buy player ☐ with Plot Points to add dice to Trouble. Players can use Watchtower 1s to remove dice from Trouble.

Take the two highest dice
(not counting any ☐) **and sum them together.**

Also include any dice you got from Aid.

That's your Result.

Want a better Result?
You can **pay Plot Points** to **include more of the dice you rolled** (but not ☐!) **in your Result**. Each Plot Point adds another die. In a Contest, these Plot Points go to your opponent.

Contest   Test

Actor wins, or Tie?
Inflict Stress.
If the Actor **wins by 5 or more**, they can declare the Reactor **Stressed Out**.
The Reactor can **avoid Stress** by **Giving In**. **The Contest ends.**

Reactor wins?
The Reactor becomes the new Actor, their result becomes the new Action, and the old Actor is now **Reacting**, and **rolls again**. Use the same dice pools, unless there's a reason not to.

Inflicting Stress
Pick up the Dice Pool you just rolled.
(Don't pick up Aid dice, or any dice that came up ☐.)
This is your Stress Pool.

You may have Assets that let you **Increase** the Stress Pool. Your opponents may have Assets that let them **Decrease** it. **Do all of that fiddling.**

Now roll the Stress Pool.
You inflict Stress based on the **size** of the die that rolled highest. If your opponent already has Stress of that type of that die size or higher, step up that Stress.

Interfering?

Two other Leads/Features are in a Contest, and you want to stop them.

After one of them has made an **escalating roll**, pay the Watchtower a Plot Point, say what you're doing, and make a roll like normal.

You beat the Action

You didn't beat it

You failed.

You didn't manage to do what you tried, or you did it and they ignored you and kept fighting or arguing or whatever.

The Contest stops!

For a moment, at least.

If **either one** of the contestants wants to leave it stopped, it's over. But if they **both want to keep going**, they can start it up again!

Starting it up again

Each contestant gives a Plot Point to the interferer.

All three of you roll.
Make sure to describe what you're doing.

The **winning contestant inflicts Stress** on the losing contestant. Also, the **interferer receives Stress from whoever rolled higher** than they did. (If the interferer rolls lowest of the three, they get Stress from both contestants!)

Watchtower's Useful Details

When **buying a Useful Detail for one of her Features** to use, the Watchtower can just get a d6 from supply like Leads do. But she also has the option of **removing a die from the Trouble Pool** and using that instead.

In either case, this involves **giving the opposing player a Plot Point.**

Dealing with Stress

1. All Stress **automatically** gets **stepped back one step** at the **end of each episode**.

2. Various **Assets** let you **Recover Stress**.

(Those first two don't add to your Growth pool.)

3. Stress Relief.

Stress Relief

Only another character can relieve your Stress. Leads and Features, definitely. Not sure about Extras.

This is handled as a **Test**.

On one side, your friend who's relieving you. **She names the Stress she wants to deal with, describes what she's doing, and rolls.**

For the opposition, you roll all of your Stresses.

Each of you **totals your two best dice**. If your friend rolled higher:
1. Add the Stress's die rating to your Growth pool.
2. Remove all of that one type of Stress.
If your Stress rolled higher, then nothing.

Note that the **fictional injury isn't necessarily gone**; just the game effect that allows your opponents to add dice to their rolls against you.

Complications

Lead's dice that roll ☐ are Complications.

They're automatically **duds**, that don't get included in Results or rolled in Stress rolls.

Watchtower can **pay the player a Plot Point** to **activate** the Complication, and **add the die to Trouble.**

Feature's ☐ are also Complications.

Players can **activate** these to **remove dice** (of equal size or smaller) **from Trouble. This doesn't cost Plot Points.**

In any case, activating the Complication involves narrating something going wrong. Watchtower can take suggestions from players.

I think this all applies only to the primary rolls made in Tests and Contests; not to Stress-infliction rolls etc.

Growth Pool

| **Add a die** (the size of the Drive) when you **Challenge a Drive.** | **Add a die** (the size of the Stress) when you have your **Stress relieved.** | **Spend a die** (of any size) to add a **new Special Effect.** |