

EMOTION & LOGIC (1d6)

- Roll **OVER** your number if rolling for **Emotion**.
- Roll **UNDER** your number if rolling for **Logic**.

MAGIC & TECH (1d8)

- Roll **OVER** your number if rolling for **Magic**.
- Roll **UNDER** your number if rolling for **Tech**.

MEASURING SUCCESS

0 The roll is considered a **Failure** and the GM inflicts you with **Complications**.

1 The roll is considered a **Mixed Success** and you experience **Drawbacks**.

2 The roll is considered a **Complete Success** and you perform your intended action.

3+ The roll is considered a **Critical Success** and you get a **Boon**.

DRAWBACKS

- You are put into a dangerous situation.
- You are afflicted with a **Minor Injury**.
- You are inflicted with a negative status.
- You lose an item or cyberware, or it breaks and becomes unusable.
- You run out of ammo for your weapon.
- You **Taunt** a target.
- You worsen a target's **Disposition**.

BOONS

- Deal twice the amount of damage to the targets of the attack action.
- Deal damage to an additional target within range of the attack action.
- Inflict a **Minor Status** to the targets of the attack action.
- Remove an **Injury** or negative status from the targets of the action.
- Add 2 dice to your **Help** target's dice pool instead of just 1.
- Acquire an item or cyberware.
- Improve a target's **Disposition**.
- Gain **Intel**.
- Gain 1 **Experience**.

INTEL

- Add a die to your dice pool whenever you interact with a relevant target, or
- Gain **Intuition** about a relevant target without paying any **Experience**.

INTUITION QUESTIONS

- What happened here recently?
- Where should I go next?
- What's the most dangerous thing here?
- What's the most useful thing here?
- What have I missed?