













| SYMBOLS | DICE |
|---------|-------------|
| | SUCCESS |
| | TRIUMPH |
| | ADVANTAGE |
| | FAILURE |
| | DESPAIR |
| | THREAT |
| | ABILITY |
| | PROFICIENCY |
| | DIFFICULTY |
| | CHALLENGE |
| | BOOST |
| | SETBACK |

Success (★) and Threat (▼) represents level of success or failure in a given action. As such they will cancel each other out when rolled. So only a roll with one more ★ than ▼ will be successful.

This brings us to Triumph (⊕) and Despair (⊖). They operate the exact same way as and cancelled out by ★ and ▼ as well as each other. They do have one difference, they represent incredibly positive or negative plot points. Their value may be cancelled out, but they live on as a plot element.

Finally there is Advantage (⊕) and Threat (⊖). They only represent positive or negative plot points and add nothing to success or failure.

| SYMBOLS | DICE |
|--|--|
|  SUCCESS |  ABILITY |
|  TRIUMPH |  PROFICIENCY |
|  ADVANTAGE |  DIFFICULTY |
|  FAILURE |  CHALLENGE |
|  DESPAIR |  BOOST |
|  THREAT |  SETBACK |