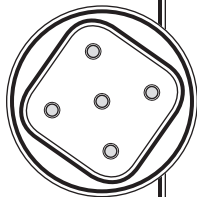


## Do you achieve your goal?

*Include this card when you're trying to accomplish something immediate, specific, and concrete. What's your goal, and how are you trying to accomplish it?*

**On 4–6**, you accomplish your goal. The GM has first say: What happens as a result?

**On 1–3**, you don't accomplish your goal. You have first say: Where and how do you fall short?

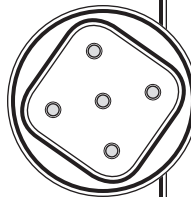


## Do you achieve a secondary goal?

*Include this card when you have a secondary goal. What is it, and how are you trying to accomplish it as well?*

**On 4–6**, you accomplish your secondary goal. The GM has first say: What happens as a result?

**On 1–3**, you don't accomplish your secondary goal. You have first say: Where and how do you fall short?



## Are your friends hurt?

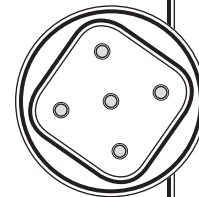
*Include this card when your action puts your friends or allies at risk. What's the danger?*

**On 5–6**, they aren't hurt. You have first say: How do you keep them safe?

**On 3–4**, they aren't hurt, but not because you were able to keep them safe. They have first say: How do they avoid the danger themselves?

**On 2**, they're hurt, but not badly. The GM has first say: How are they hurt, and what's the effect?

**On 1**, they're hurt badly. The GM has first say: How are they hurt, and what's the effect?



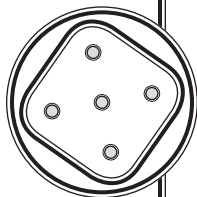
## What does it cost you?

*Include this card when your action might cost you something: time, exhaustion, expense, compromise, loss, the goodwill of others, your soul. What's the worst it might cost you? What might it cost instead, that's not so bad?*

**On 5–6**, it doesn't cost you anything, or very little. You have first say: How do you avoid paying the price?

**On 3–4**, it costs you, but it's not so bad. You have first say: How do you pay the price?

**On 1–2**, it costs you, and it's as bad as it can be. You have first say: How do you pay the price?



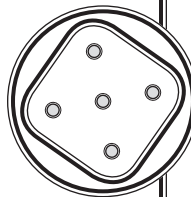
## Are you hurt?

*Include this card when you're in danger of being hurt. What's the danger?*

**On 4–6**, you're unharmed. You have first say: How do you avoid the danger?

**On 2–3**, you're hurt, but not badly. You have first say: How do you avoid suffering worse?

**On 1**, you're hurt badly. The GM has first say: How are you hurt, and what's the effect?



## Custom outcome

*Include this card when there's the possibility of an additional outcome. What is it? What are its best form, its middling form, and its worst form?*

*Who should have first say?*

**On 5–6**, it comes true in its best form.

**On 3–4**, it comes true in its middling form.

**On 1–2**, it comes true in its worst form.

What happens?

