

ON YOUR TURN

choose which of these to have a scene about: Goal, Revel, or Distraction. Choose what gives you the best odds for Total Victory (see Rolls Rules for details), or what seems most fun / apt, or a mix of both!

Goal (if you haven't yet achieved both Goals)

PURSUE ONE!

How it helps you achieve Total Victory:

Total Victory includes having your Wants met! Achieving both Goals is required! And you can do it – but at what cost?

Roll: Current Pool

How to play it: See the rules and tables on this sheet, below.

Revel (if you've achieved a Goal)

IN AN ACHIEVED GOAL!

How it helps you achieve Total Victory:

Gain Moxy, points you can spend to improve dice on any roll, even the Final Roll!

Roll: 3 dice. +1 Moxy per Success

How to play it: Just narrate! Cue brief input from others if desired.

Distraction (if you have any)

DEAL WITH ONE!

How it helps you achieve Total Victory:

Reduce its value to decrease future roll penalties and chances of Final Roll disaster!

Roll: Distraction dice. -1 / Success

How to play it: Just narrate! Cue brief input from others if desired.

RULES FOR VILLAIN PLAY IN GOAL SCENES

Start with 6 tokens in front of you. These control who else can talk.

- You will place these out, one at a time, each to signal another player to talk.
- When ready, give the talking player the token to signal that they should stop.
- You, Villain, can always talk.

Once you're done placing and passing tokens, the roleplay part of the scene ends.

When you place a token out, ask a **QUESTION** (at right) to prompt the sort of response you're looking for.

Question

Option 1: Ask the whole group.

Option 2: Name a willing player & ask them.

What stands in my way?

What opportunities can I see to make progress toward my Goal?

I'm ready for anything! What happens next?

 CAUTION

Feel free to eventually expand to other questions, such as:



How does that work out for me?



What is happening off screen?



What does [NPC] do next?



What here is most vulnerable to my power?



What are the sights, sounds and smells of the place?



How does what I just did produce unexpected results?

SUPPORT POINTS 3P 4P 5P FULL? TAKE A BONUS STORY SCENE!

RULES FOR SUPPORTING GOAL SCENES

- When the villain player pushes a token forward and asks a question, think on a response.
- Unless dibs are given, whoever first wants to respond begins talking.
- If you would like some inspiration or random input at any point, before or after you begin speaking, you can skim, roll on, or pick from any table(s) below.
- When the Villain player hands you the token, take it and stop talking.

Before responding, be clear on the Villain's **Goal** and what they're doing!

- If you knew what they *were* doing but that might change, check!

OPPORTUNITY

1. Resistance crumbles / Distractions subside
2. Path/way forward revealed / Target sighted
3. Enemies flee / die / surrender
4. New interest or respect from NPC
5. Chance or Alliance offered or accepted
6. Leverage established; Full attention achvd

ENVIRONS, GOINGS-ON

1. People who support villain's self-image
2. People who clash with villain's self-image
3. Defenses which would stop others
4. Irritants
5. Grand scenery
6. Routine "slice of life"

OUTCOME

Roll here for the rough parameters, then use the other Outcome tables below to fill in as many details as you wish.

1. Blunder into a bad spot
2. No lasting progress
3. Part success, part mess
4. Narrow success
5. Dominant success
6. Success + perfect opportunity

OBSTACLE

1. Targeted by weapon - tech, magic, power
2. Combat! Enemies engage (see People)
3. Barrier - force field, maze, moat, throngs
4. Slow going; threat nears - sirens, hero-signal
5. NPC obstacle (see Reactions / Bad)
6. Invoke a Suffering or Distraction

REACTION

You may already know whether you're looking for a good or bad reaction. If so, just use that table. If not, roll between them.

BAD

1. Panicked fear / Ignorant bafflement
2. Snide disapproval or mockery
3. Outrage over your crimes / Fights back
4. Defiance / Futile heroism
5. Disinterest / Idolizing your opponent
6. Bossy demands / Offer bad deal

BAD OUTCOMES

1. Classic error
2. Costly/taxing / Slower/harder than expected
3. Unwelcome surprise or side-effect
4. Next obstacle prepared for you
5. Source of problem remains
6. Ugly wake of consequences

PEOPLE

All results below can be either individuals or groups.

1. Cop, guard, or bouncer / Functionary
2. Animal / Child
3. Elite trooper / Superhero
4. Person in charge / Present group member
5. Desperate civilian / Passerby or spectator
6. Ally / Fan

If you got here from some other list, use that other list as guidance.

MISC

1. Incorrect read of your intent
2. Clueless enthusiasm
3. Cautious assessment
4. Insistence on propriety
5. Innocent stumble into the way
6. Horror

MISC OUTCOMES

1. Powers take on life of their own
2. Powers act beyond their usual strength
3. Powers suffer strain or flaw
4. Outside attention attracted
5. Far-reaching / major impact
6. Bystanders etc. react (see Reactions)

CUSTOM:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

GOOD

1. Got their attention
2. Impressed or awed
3. Convinced
4. Charmed
5. Eager anticipation / Wants to ally or help
6. Cowed obedience

GOOD OUTCOMES

1. Blow through on a roll
2. Succeed beyond expectation
3. Totally crush opposition
4. Perfectly set up for next move
5. Gain advantage
6. Take next obstacle by surprise