NAME

LEVEL   PLOT REFRESH

① ② ③ ④ ⑤ ⑥

CORE ASPECTS

High Concept

Background

Motivation

Trouble

OTHER ASPECTS

NOTES

SKILLS

Ranks   F P S
○ ○ ○ ○ ○   **Fight**   ○ ○ ○
Perks:

○ ○ ○ ○ ○   **Interact**   ○ ○ ○
Perks:

○ ○ ○ ○ ○   **Move**   ○ ○ ○
Perks:

○ ○ ○ ○ ○   **Physique**   ○ ○ ○
Perks:

○ ○ ○ ○ ○   **Resolve**   ○ ○ ○
Perks:

○ ○ ○ ○ ○   **Wits**   ○ ○ ○
Perks:

SKILL TALENTS

Check the box next to the chosen skill.

Focused. Gain +1 SP on doubles with this skill. Max rank for this skill increases by 1.

Practiced. Choose a simple success with this skill if you are *up* without rolling, or you may reroll any ones on an action test once.

Specialized. Gain a perk and the ability to trade 1d for +1 SP on success with this skill.

CORE TALENTS

○ **Danger Sense.** Surprise attacks have no advantage against you. When you oppose with Move you can use success and stunt points for movement.

○ **Lucky**. +2 refresh.

○ **Quick**. +1d on Initiative, +1 bonus action per conflict, +1 SP on doubles.

○ **Resolute**. +1 mental stress box, +1d to Resolve (defend).

○ **Strong Body**. +1 Fight & thrown damage, negate 1d burdened/hampered, +1d Physique (overcome, create advantage).

○ **Strong Personality**. +1 Interact damage, +1d Interact (overcome, defend).

○ **Tough**. +1 physical stress box, +1d to Physique (defend).

○ ○
○ ○ **Well-Trained**. Gain 3 perks that provide +1d to a specific action, or all actions if narrowly defined.

CUSTOM TALENTS

○

○

○

NOVA 6
Universal Themepack

STRESS TRACKER

Physical	Consequence	Mental
4	STRESSED	4
8	*staggered*	8
	incapacitated	

ATTACKS

Attack   Type

DEFENSES

Defense   Type

GEAR & ASSETS

CHARACTER CREATION

1. Choose your core aspects: *High Concept, Background, Motivation, And Trouble.*
2. Record your level (1 by default).
3. Spend 6 + level advances on skills and talents.
4. Choose gear and assets as appropriate (e.g., one key piece of gear or asset for each of your core aspects).
5. Choose a name.
6. Record your plot refresh (3 by default).
7. Record any additional physical and mental stress boxes.
8. Record attacks and defenses (if appropriate).

ASPECTS

Invoke an aspect by briefly explaining why it is relevant, spend a plot point, and choose one of these benefits:
- Reroll all the dice
- Turn simple failure into simple success
- Turn simple success into simple failure
- Create a basic effect
- Add or negate a stunt point

Invoking Aspects More Than Once

You may not invoke an aspect more than once in the same scene until it is invoked against you or otherwise compelled.

Multiple players can invoke the same situation aspect during a scene—the limitation is relative to the individual.

CONFLICTS

You act before your opponents with success on an unskilled Initiative test or after with failure. **Quick** adds +1d.

On your turn, you can perform one action and one snap action without penalty.

Multiple Actions must be declared before rolling. Each action beyond the first is a -1d penalty to all actions until your next turn.

Bonus Actions enable you to perform a single action at the end of the round. You gain bonus actions from stunt points on Initiative tests or by spending a plot point. You can choose a snap action as your bonus action. **Quick** provides +1 bonus action per conflict.

Movement is an overcome action. Moving to an adjacent zone does not require a roll, unless there is an obstacle. Success overcomes the obstacle or moves one additional zone, plus one zone per additional stunt point.

Snap actions

Focus. When you take the focus snap action, you gain +1d to the next basic action you take, but any other actions (including reactions) suffer a -1d penalty until the start of your next turn. You may not take multiple basic actions if you use the focus snap action.

Move. You may move anywhere within your current zone if that movement does not require a Move overcome action.

Ready. When you take the ready snap action, you may ready one accessible item, reload a weapon, or activate an item (e.g., open a door, flip a switch).

ACTION TESTS

Choose a Skill

Fight for all forms of physical combat.
Interact covers the entire gamut of social interactions
Move to skillfully move and maneuver.
Physique for physical strength, power, and endurance.
Resolve for mental strength, power, and endurance.
Wits for higher-order reasoning, knowledge, and perception.

Choose an Action

Create advantage to change your circumstances.
Overcome to bypass any obstacle between you and your goal.
Attack to cause harm to a target.
Defend to negate an action against you.

Gather Dice

1. Gather the dice from one skill, one perk, as well as any other talents, features, advantages, and conditions that apply. These are *bonus dice*.
2. Gather any dice from difficulty, disadvantages, and conditions. These are *penalty dice*.
3. Remove a bonus and penalty die until only bonus, penalty, or no dice remain.
   - You are *up* if you have bonus dice remaining.
   - You are *down* if you have penalty dice remaining.
   - You are *even* if you have no dice remaining.
4. Before you roll, trade dice for stunt points at a 2-to-1 rate.
   - If more than 4 dice, trade dice until you have 4 four or fewer.
   - If you are up, the stunt points are yours when you succeed.
   - If you are down, the stunt points go to the GM if you fail.
5. Add 3 base dice to your remaining dice and roll:
   - If you are up, choose any 3 dice to be your *action dice*.
   - If you are down, the lowest 3 dice are your action dice.
   - If you are even, the only 3 dice you rolled are your action dice.

Determine Outcome

Add together your action dice to determine your total.

You succeed if your total is 11 or more.

You may earn stunt points to improve your success.

STUNT POINTS

Earn one stunt point (SP) on a success when you:
- Trade 2 bonus dice before rolling
- Roll triples
- Spend a plot point and invoke an aspect

Additionally, you may earn one when you:
- Trade 1 bonus die before rolling a Specialized skill
- Roll doubles with a Focused skill
- Other talents may also grant stunt points

Stunt points can *Create Effects,* make *Declarations* and *Discoveries, Increase* or *Decrease Effect/Time/Scope,* perform a *Reaction, Recover, Trigger Properties,* or some other amazing result.

The Rule of Awesome

Stunting should always result in awesome

If a stunt results in nothing, the GM will explain (giving 1 SP worth of Discovery), and then spend all but 1 SP on a different stunt.