

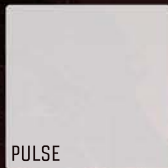
ATTRIBUTE DICE



NERVE



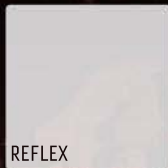
SUAVE



PULSE

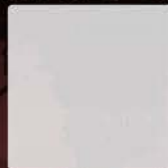


INTELLECT

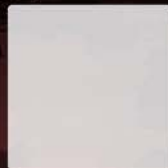


REFLEX

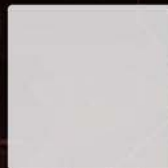
ASSET DICE



ASSET NAME



ASSET NAME



ASSET NAME

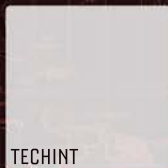
TRADECRAFT DICE



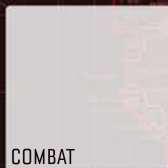
SIGINT



HUMINT



TECHINT



COMBAT

LUCKY 13

You must meet or beat 13 to succeed at a tradecraft task.

ATTRIBUTE + TRADECRAFT + ASSET

BURST & BLOWBACK

Burst: when you roll the highest number on an attribute die, roll again and add the result. The tension track goes down by one.

Blowback: when you roll a one on an attribute die, your character is saddled with a dilemma, and the tension track increases by one.

BACKGROUND TALENTS

When a character's background comes into play, roll the attribute die twice and take the higher of the two.

IMPAIRMENTS

When an impairment comes into play, roll the attribute die twice and take the lower of the two.

TOP SECRET
NEW WORLD ORDER

TSR