

DICE RESULTS SHEET

Roll the pool, sort each die by its uncanceled face result, then cancel exact opposing matches across the center line.

ONLINE



DIE ROLLER

1. Roll and place. Put each die in the box matching its face: symbol-only, primary-only, mixed primary/secondary, or exceptional. Blank dice stay off the sheet.

2. Count and cancel. Numbers in an **x2** block count as two matching symbols. Remove perfect opposing matches: Success with Failure, Boon with Bane, and mixed with mixed.

POSITIVE OUTCOMES

POOL GAINS

+ BOON



PLACE DICE HERE

9

5

3

x2

x2

x2

10

8

4

✓ SUCCESS



PLACE DICE HERE

2

2

3

3

3

6

x2

x2

4

5

4

✓ + SUCCESS + BOON



PLACE DICE HERE

6

7

5

8

7

5

✓ BREAKTHROUGH



PLACE DICE HERE

12

NEGATIVE OUTCOMES

POOL PRESSURE

— BANE



PLACE DICE HERE

8

5

3

9

6

4

x2

x2

10

8

4

11

8

4

✗ FAILURE



PLACE DICE HERE

2

2

3

3

3

5

x2

x2

4

5

4

✗ — FAILURE + BANE



PLACE DICE HERE

6

7

-

7

7

-

✗ CALAMITY



PLACE DICE HERE

12

Read success first. After cancellations, the check succeeds only if at least one Success remains. A number in an **x2** block cancels two opposing singles or one opposing **x2**.

Exceptional effects still fire. Breakthrough adds one Success; Calamity adds one Failure. Their effects happen even if that Success or Failure is canceled.

✿ Mastery d12

◆ Ability d8

■ Boon d6

● Crisis d12

◆ Trial d8

■ Bane d6