

COVERT GENERATION

COMPILED CHARTS

complication

(roll dice equal to your
Penalty Count)

- 1 - 2: Lose 1/3 Edge
- 3 - 4: 1 Short-Term Flaw
- 5 - 6: Lose 1 Health Track
- 7 - 8: Lose 2/3 Edge
- 9 - 11: Core Value Shaken
- 12 - 13: 2 Short-Term Flaws
- 14 - 15: Lose all Edge
- 16 - 17: 1 Long-Term Flaw
- 18 - 19: Lose 2 Health Tracks
- 20+: Exit the Scene

experience

(roll dice equal to your
Bonus Count)

- 1 - 4: Other Comp't Bennies
- 5 - 6: New Other Component
- 7 - 8: +1 Other Component
- 9 - 10: Core Value Improves
- 11 - 12: Gain 1 Health Track
- 13: Notoriety
- 14 - 16: +1 Core Component
- 17 - 18: Core Value Improves
- 19 - 20: New Core Comp't
- 21+: Notoriety

short-term flaw

- 3: Cannot use core dice
- 4: Gain 2 Penalty Dice
- 5-6: Cannot use Edge
- 7-8: Disadvantage
- 9-12: Other comp't strains
- 13-14: Penalty Die
- 15-16: Cannot use other comp
- 17: Cannot use Core Value
- 18: Cannot use Other Dice

long-term flaw

- 3: Crisis of Faith
- 4: Cover Identity Broken
- 5-6: -1 to Core Component
- 7-8: Lose Other Component
- 9-12: -1 to Other Component
- 13-14: Lose Other Comp't
- 15-16: -2 to Other Comp't
- 17: -2 to Core Component
- 18: Permanent Damage

spending char comp

Core Value: 3 Edge plus the
value above or below 0

Cover Identity: 2 Edge

Specialty: 2 Edge

Gear: 1 Edge

spending

1. Defeat an opponent
2. Overcome a situation
3. Buy Advantage
4. Buy Bonus Dice
5. Modify the environment
6. Alter Other Components
7. Block Complications

-REVOLUTION EVERYONE-

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