**Die Results**

**Success & Failure**

- **Success**
- **Challenge**

These cancel each other out

- **Success** and roll another of these dice

**Fortune & Misfortune**

- **Boon**
- **Bane**

These cancel each other out

- **Success** and roll another of these dice

**Exertion**

Gain a Fatigue or Stress if one or more of these is rolled.

**Delay**

If at least one of these is rolled, lose ground in initiative or add time to action recharge.

**Sigmar's Comet**

Can be used as a Success, Boon or to activate a Sigmar's Comet result.

**Chaos Star**

Triggers bad special effect, or counts as a Bane. (GM's Choice)

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*Boon* results are good and count as a "Sucess". *Bane* results are bad and count as a "Failure".