

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

Delay



Gain a fatigue or stress if one or more of these is rolled.

Exertion



Triggers bad special effect, or counts as a bane. (GM's choice)

Chaos Star



Can be used as a success, boon or to activate a sigmar's comet result.

Sigmar's Comet



Success and roll another of these dice

These cancel each other out

Success VS Challenge

Success & Failure

DIE RESULTS

These cancel each other out

Boon VS Bane

Fortune & Misfortune

DIE RESULTS

Success & Failure

Success VS Challenge

These cancel each other out

Success and roll another of these dice

Fortune & Misfortune

Boon VS Bane

These cancel each other out

Recover 1 fatigue or stress | Lose 1 fatigue or stress

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)