

WILD TALENTS CHEAT SHEET

Basic Actions (Width \times Height) (p. 29)

To attempt a challenging action, roll your dice pool. If any dice come up matching, the action succeeds. The height of a roll (the highest face value on a match) determines the quality of success. The width of a roll (the number of matching dice) determines its speed. In a fight, width determines how quickly you act and how much damage your attack does; height determines where you hit the enemy.

Special Noncombat Maneuvers (p. 22)

When you declare the action you can declare one of these special maneuvers instead of an ordinary action. **Attempting one of these moves causes you to lose a die from your dice pool before rolling.**

You may attempt more than one special maneuver in the same action, but—unless the maneuver’s description says otherwise—you can’t use the same special maneuver more than once with a single action.

These maneuvers can apply to any action.

- **Expert action:** Set one die to any value before rolling the rest.
- **Determined action:** Ignore a botch or near-miss result.
- **Fast action:** +1 width for speed purposes only.
- **Multiple actions:** If you roll two sets, you may use each of them with a separate action. You can attempt more than one extra action by giving up additional dice.

Special Combat Maneuvers (p. 66)

As with noncombat special maneuvers, you can declare one of these special maneuvers instead of an ordinary attack. **Attempting one of these moves causes you to lose a die from your dice pool before rolling.**

You may attempt more than one special maneuver in the same action, but—unless the maneuver’s description says otherwise—you can’t use the same special maneuver more than once with a single action.

Ranged Combat Maneuvers

- **Called shot:** Set one die to any value before rolling the rest. See below.
- **Determined shot:** Ignore a botch result (page 18).
- **Fast shot:** +1 width for speed or initiative purposes only.
- **Powerful shot:** +1 width for damage purposes only (thrown weapon only).
- **Multiple actions:** If you roll two sets, you may use each with a separate action. You can attempt more than one extra action by giving up additional dice. See page 22.
- **Suppressing fire:** Force possible targets to keep their heads down. See page 71.

Hand to Hand Maneuvers

- **Called shot:** Set one die to any value before rolling the rest. Page 67.
- **Careful attack:** If your attack ordinarily does Killing damage, inflict Shock instead.
- **Choke:** Called shot to head, or pin first; 1 Shock per round. See page 68.
- **Daze:** Target suffers width in penalty dice for width in rounds.
- **Determined attack:** Ignore a botch result. See page 18.
- **Disarm:** Make a called shot with difficulty equal to the target’s Body. See page 67.
- **Escape:** Beat opponent’s roll to escape a pin; see page 68.
- **Fast attack:** +1 width for speed or initiative purposes only.
- **Feint:** Make a Lie roll vs. target’s weapon Skill. Target loses a die from highest set; you gain +1d to your next action against that target.
- **Knockdown:** Target falls down, takes 1 Shock, and must spend one round (or one action with an Athletics roll) to get back up.
- **Multiple actions:** If you roll two sets, you may use each with a separate action. You can attempt more than one extra action by giving up additional dice. See page 22.
- **Powerful attack:** +1 width for damage or “impact” purposes only.
- **Shove:** Target loses a die from highest set and moves back a few steps.
- **Vicious attack:** If your attack ordinarily does Shock damage, inflict Killing instead.
- **Wrestle:** One Shock; knocks you and target down; target pinned. See page 68.

Contests (p. 23)

When two characters’ actions are competing, roll the dice for each and compare their heights and widths. If speed is crucial—the characters are racing, for instance—width is most important. If width is tied, use height as a tiebreaker. If speed is not important, compare their rolls’ heights first and use width as a tiebreaker. If both width and height are the same, use the number of dice in the dice pool as a tiebreaker.

If both rolls fail and you still need to know who did better, you have two options. You could simply compare their dice pools, as if heights and widths both tied (which, in a way, they did). Or you can have the contestants keep rolling until someone wins.

Opposed Rolls (p. 24)

When one character is not just trying to be better than another, but is actively interfering with another character’s action—trying to block an attacker’s every strike, make an interview subject stumble over his words, or trick a pursuer into following the wrong trail—it’s an opposed roll. In an opposed roll, if your width and height are both at least as good as your opponent’s, your dice remove or “gobble” dice from his or her sets.

Spending Willpower (p. 51)

- **Gift:** Donate WP to an ally.
- **Improvement:** Improve a Stat, Skill or superpower, usually during “down time”.
- **Inspiration:** Pay 1 WP to gain a bonus die
- **Intuition:** Add 1d to Sense for the declaration phase only.
- **Resist Influence:** Pay 1 WP to reduce the width of an effect on you by 1.
- **Shake It Off:** Pay 1 WP for –1 Shock damage, or 2 WP for –1 Killing.
- **Stay Alive:** One round for 1 WP.
- **Wake Up:** Pay 1 WP to gain an Endurance roll to regain consciousness.

Gaining Willpower (p. 50)

- **Rest:** Gain 1 WP per night up to Base Will.
- **Heroism:** Gain 1 WP for voluntarily risking yourself to protect another.
- **Performance:** Gain 1 WP for spectacular action.
- **Luck:** Gain 1 WP for rolling a set at height 10 (Hard Dice and Wiggle Dice don’t count).
- **Victory:** If you defeat a superhuman, gain his or her Base Will in WP.
- **Loyalty:** Gain WP by supporting, serving and protecting the subject of your loyalty, and getting recognition and other affirmation for it.
- **Passion:** Gain WP by fulfilling your personal passion in some way.

Zero Willpower (p. 53)

Each power’s Hard Dice and Wiggle Dice become normal dice; all power dice pools are halved. Any further Willpower loss comes from Base Will instead.

Spending Base Will (p. 49)

Base Will can be spent to help you resist coercion, mental trauma, and psychic attacks. *Spending Base Will should always be a last resort, however, because it does not return or increase on its own; you can only get it back through character advancement.* (See **Character Advancement**, page 55.)

- Immediately gain 10 Willpower points.
- Increase the width of any roll by 1.
- Increase the height of any roll by 1.
- Add 1wd to any pool.
- Keep yourself alive (but comatose) for one hour, even if you’ve taken otherwise lethal damage to your head or torso.
- Negate the effects of a failed Trauma Check (see page 62).
- Negate the effects of mental control or coercion, such as by a very high Charm Stat (page 43) or Command Stat (see page 44) or a mind control power (see page 151).
- In some circumstances, circumstances, improve a Stat, Skill, or Miracle. (See **Character Advancement**, page 55.)

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Damage (p. 59)

Applying Damage: If you take a wound for both Shock and Killing damage, always apply the Killing damage first, then the Shock.

If you're hit, mark off a wound box for each point of damage sustained. If it's Shock, put a "/" through each box. If it's Killing damage, put an "X" through each box.

At the GM's discretion, any serious injury may call for a Trauma Check (page 62).

Head: Once all the wound boxes in the head are filled with Shock damage or a mix of Shock and Killing, you're unconscious. If your head boxes fill with Killing, you're dead.

Torso: When your torso fills with Shock or a mix of Shock and Killing, your Body and Coordination are reduced by 4d each until you recover at least 1 point of Shock. If your torso is filled with Killing, you're dead.

Limb: When a limb is filled with Shock damage or a mix of Shock and Killing, you can't use it to perform any Skill or action. If it's a leg, your running speed is cut in half; if it happens to both legs, your movement is reduced to 0.

If a limb is filled with Killing, it's seriously damaged and may never be as good again. The GM decides the exact effect based on the nature of the attack and injury and the quality of medical care you receive. Maybe it reduces Stat + Skill rolls using that limb by -1d because it never quite heals properly, or you lose a wound box from that location permanently; or the attack might cut it clean off.

Once all wound boxes in a limb fill with Killing, any further damage to that limb goes straight to the torso.

Trauma Checks (p. 62)

Any time your character suffers some terrible fright, threat, or injury, you must make a Trauma Check.

A Trauma Check is a Stability Skill roll. If it succeeds, you suffer no ill effects. If it fails, you have a choice to make.

1. You can remove yourself from the action immediately—whether it's by simply refusing to do whatever triggered the check, or by turning tail and running, collapsing in a heap, or going all glassy-eyed; the exact response is up to you—and lose half your current Willpower.
2. Or you can tough your way through it, doing whatever you were trying to do, and lose all your current Willpower.

If you have a Base Will score but no Willpower—most humans who don't have powers are in this camp; so are Talents who run out of Willpower—you lose 1 Base Will if you tough it out, none if you collapse or flee.

Dice Definitions (p. 19)

Bonus Dice: Extra dice you can roll if the circumstances are particularly favorable.

Difficulty: The minimum height that a matching roll must be for success.

Gobble Dice: Opposed actions such as dodging and blocking are contests rolled against the attack roll. If the opposed roll's height beats the opponent's roll, each die in the set removes or "gobbles" one die from the opponent's sets, turning success to failure.

Hard Dice: Dice that are never rolled, but are always set to 10. They represent a predictable, inflexible, powerful effect; in combat, powers with Hard Dice kill people fast. Found only in superhuman powers.

Loose Dice: Rolled dice that have no matches.

Expert Dice: An optional form of hard dice. Instead of using Hard Dice that are always 10, you can choose the die's height before you roll. However, no two expert dice can be the same. To score a match with expert dice you must roll the same number with regular, hard, or Wiggle Dice.

Fixed Dice: An optional form of hard dice. Choose the die's height at character creation; it always "rolls" that number. This is the same as Hard Dice, but you can choose to fix the die at 1, 5, or whatever, rather than 10.

Squishy Dice: An optional form of hard dice. If dice are squishy, you can raise a successful roll's height by lowering its width, or vice versa.

Penalty Dice: Dice that you must remove from your dice pool before rolling. Remove Hard Dice first, then normal dice, then Wiggle Dice.

Regular Dice: Ten-sided dice rolled to resolve difficult actions.

Wiggle Dice: Dice that can be set to any number after the other dice are rolled, thus guaranteeing a success.

La Belle Curve (Probabilities) (p. 18)

Here's a rough guide to your chances of getting at least one match. As you can see, the benefit of raising a pool from 8d to 10d doesn't even come close to the payoff of raising one from 3d to 5d.

Dice Pool	Odds of One or More Matches
2d	10%
3d	28%
4d	50%
5d	70%
6d	85%
7d	93%
8d	98%
9d	99.6%
10d	99.9%

Botching It (p. 18)

If your roll fails and all your loose dice roll low (5 or under), your performance is particularly substandard: You slip and fall, your gun jams, you drop your power hammer on your foot, whatever.

The GM decides whether a botch might apply to your lousy roll, and what the exact result will be, based on the circumstances.

Beginner's Luck (p. 18)

At the GM's discretion, if your action fails but all your loose dice roll 6 or higher you may get a "beginner's luck" bonus of some kind even though the action failed—maybe your shot missed but took out a window, showering the targets in glass and distracting them for a round.

Come up with a possible result and suggest it to the GM; if he or she likes it, that's what happens.

Difficult Actions (p. 19)

Rolling a set of matching dice is hard enough, but sometimes things are even tougher than that. If your action is more challenging than usual, it incurs a penalty. In Wild Talents, there are several kinds of penalties: a difficult action might incur a difficulty rating, a penalty die, a gobble die, or (rarely) it might require a minimum width.

Sample Action	Penalty Dice
Multiple actions	-1d
Called shot	-1d
Special maneuver	-1d
Long range	-1d
Melee attack while running	-1d
Ranged attack, moving target	-1d

Take a Gobble Die If You ...
Suffer an injury
Attack beyond long range
Make a ranged attack while running

Difficulty Rating	
Easy	No roll required
Challenging	1 (default)
Difficult	3
Very hard	5
Extremely hard	7
Near impossible	9