

HOLLOWPOINT HANGOUT HELPER

					REF	PRINCIPAL
SET 1						
SET 2						
SET 3						
SET 4						
SET 5						
SET 6						
ACTIVE SKILL						
ACTIVE EFFECTS					shot bleeding out	dazzled outclassed

TEAMWORK DICE:

Ref dice pool: Starting 2 dice per player at table (including Ref)

Ref dice pool escalation: Ref gets 2 more dice after each successful round the player/agents have.

Teamwork Dice:

Agent - an agent can take one for the team. Any time the referee announces a hit on a character(whether Knocking out a die or causing an effect), any agent may volunteer to take the hit instead of on her dice (if she has sets to knock out) on her character

Operative - the operative is here to teach. when anyone calls for help and is denied (even if denied by the operative), the operative can take two dice from the teamwork pool.

Handler- the handler is in charge. When an operative or agent is getting squeamish about helping others, the handler force the issue.