

ENDURANCE

RISK

FRIGHTEN

DISARM

OVERPOWER

INJURE

WEAKNESSES

LOOT

ENDURANCE

RISK

FRIGHTEN

DEFUSE

UNDERMINE

OUTSHINE

WEAKNESSES

LOOT

TRAVERSAL

RISK

EVADE

EXPLOIT

MITIGATE

OVERCOME

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CONFUSED

You lose track of the discussion and your thoughts are muddled.

effect

The PC gains +1 angry for each roll with INT.

2 rounds

duration

slowed 2

save

DISARMED

Your weapon slips from your grasp.

effect

The PC loses their main weapon. Recovering it costs 1 action (risk of the highest challenge in the scene).

scene

duration

shaky 5

save

HUMILIATED

You are publicly belittled and your credibility takes a hit.

effect

The PC's CHAR is reduced by -2 (minimum 0).

2 rounds

duration

slowed 2

save

ENTANGLED

The terrain holds you back and moving becomes difficult.

effect

The PC is immobilized for 1 round, then -2 to pace (canceled by a successful STR test).

3 rounds

duration

slowed 2

save

INTIMIDATED

Your opponent's pressure makes you act with less confidence.

effect

The PC can no longer confront the challenge and cannot increase the risk.

4 rounds

duration

anxious 4

save

UNCONSCIOUS

You are knocked out and are unable to act.

effect

Waking the PC costs one CHAR + INT. action. If they are dying, the counter progresses by 1/round.

scene

duration

physical 3+

save

Print on thick A4 paper at 100% scale, then cut on the dotted lines.

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FRIGHTEN

DEFUSE

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MANIPULATED You are made to doubt yourself and no longer know if you are right.
effect

The PC cannot make INT or CHAR rolls and cannot lower the risk for INS rolls.

scene duration angry 6 save

GRAPPLED You are seized or pinned and can barely move.
effect

The PC cannot move and must succeed on a STR roll (action) to break free.

scene duration exhausted 2 save

LOST You lose your bearings and no longer clearly know where to go.
effect

The PC must spend 2 MP for each INS action or to find their way.

scene duration disoriented 3 save

DEMORALIZED The situation saps your motivation and you lack the energy to push on.
effect

The PC's grit, CHAR, STR, and PACE are reduced by -1.

scene duration anxious 6 save

FRIGHTENED The enemy's threat, actions or demeanor makes you want to flee.
effect

Any PC action other than fleeing costs 1 MP, and the GM gains 1 MP for any combat action.

scene duration anxious 4 save

WEARY The fatigue becomes unbearable, you struggle to continue your efforts.
effect

The PC's grit substitutes all higher physical characteristics. It decreases by -1 every 3 uses.

scene duration exhausted 4 save