

ACTION SCENE DASHBOARD

	COST	save vs.
knockout strike	3+	physical
enemy attempts to hit the target, attempting to injure, maim or knock out	effect "unconscious" condition (scene)	

grapple	2	exhausted
enemy immobilises the target by grabbing them, pinning them temporarily in place and potentially capturing them	effect "grappled" condition (scene)	

feint	5	shaky
enemy disarms the target, making them lose the weapon, shield or item they are using	effect "disarmed" condition	

intimidate	4	anxious
enemy scares the target, by imposing themselves physically, roaring, baring their teeth, etc.	effect "frightened" condition (scene)	

disarm	5	shaky
enemy fakes a move in order to obfuscate their true attack, devastating attack against the target	effect "vulnerable" condition (1 round)	

COMBAT

	COST	save vs.
blackmail	5+	mental
enemy attempts to expose the target's vulnerability, position or goals	effect PC must back off or enemy gains 1 AA to remove asset or bond	

humiliate	2	slowed
adversary destabilises the target by putting them to shame, ruining their social reputation, etc.	effect "humiliated" condition (2 rounds)	

rapidfire rhetoric	2	confused 2
adv. overwhelms the target, making them lose control of the situation they try to react to innumerable prompts	effect "confused" condition (2 rounds)	

intimidate	4	anxious
adversary scares the target by imposing themselves physically, socially, etc.	effect "frightened" condition (scene)	

expose	6	slowed
enemy attempts to expose the target's vulnerability, position or goals	effect "manipulated" condition (scene)	

SOCIAL

AUXILIARY ACTIONS		
action	MP cost	effect
set up	1	+d#
assist	2	+attribute
protect	3	make save
group action	-	everyone rolls
find flaw	2	reveal 1 weakness
analyse obstacle	3	reveal 1 target
execute masterstroke	4	defeat challenge

PHYSICAL INJURIES		ATTRIBUTES		MENTAL HARM	
shaky	dexterity	grit	intellect	angry	
exhausted	strength		charisma	anxious	
slowed	pace		insight	confused	

	COST	save vs.
drain resources	I+	any
the target drops an item off a cliff, is parched and needs to drink all their water, or otherwise loses a resource	effect lose item of quality < # (mark load if item was not declared)	

entangle	2	slowed
the terrain catches or slows the target by snagging at their clothes or flesh	effect "entangled" condition (3 rounds)	

obscure	2	disoriented
the environment makes it difficult for the character to know what they are doing, or see around them	effect "lost" condition (scene)	

exhaust	4	exhausted
the environment exhausts the target by making it difficult to move or make normal actions	effect "weary" condition (scene)	

demoralize	5	anxious
the unsurmountable feeling the environment gives makes the target want to give up	effect "weary" condition (scene)	

EXPLORATION

ITEM QUALITY

broken	0
flimsy	1
basic	2
superior	3
premium	4

LOAD

discrete	4
heavy	12

HIT LOCATIONS

head	I-3
torso	4-8
arms	9-10
legs	11-12

PLAYER CHARACTERS

MOMENTUM

banked extra successes
spend for character abilities
cleared at the end of the scene

PLAYER CHARACTERS

GAME MASTER

ADVERSARY ACTIONS

banked failed rolls
spend to make a adv. action, action move

MOMENTUM

banked consequences
spend to use enemy abilities
cleared at the end of the scene

GAME MASTER