

Mobs on either side are Stymied thanks to discipline and formations being contradictory concepts.

Standard:

Dramatic:

MANIEUVER/TRICK

ILI

Fatigued

Fatigued

A

SOMETHING ABOUT YOU...



If you have Charisma 8+ any test you attempt this round is Favored.

A B

D

Standard: Stymied Dramatic: H Surge

MANIEUVER // TAUKIT



Any worn Armor provides half its usual protection (rounding up) this round.

Standard: H — V Flurry

Dramatic: V — H Surge

TAUNT / TRICK

BLL

AB

LANALA'S RAGE!

A

All characters become Stymied.

Standard: V — H Surge

Dramatic: H Fatigued V —

MANIEUVER/TRICK

444



STRONG SPIRITS!

A B G

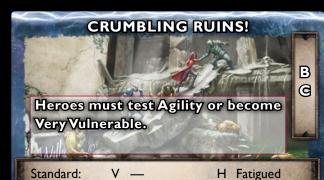
The faith skill is Favored this round, but the backlash for failing to invoke a Miracle increases to a Wound.

/ Inspiration

Dramatic: V Inspiration H —

Standard:

TAUNT



MANEUVER

Dramatic:

7-0

Up





The intimidate skill may be used as the defense against any type of Interaction Attack this round.

Standard: H — V Fatigued

Dramatic: V — H Surge

TAUNT / TRICK

94

B

SOMPLICATION

The persuasion skill may be used as an Interaction Attack this round. The target is the defender's persuasion.

Standard: V —

H Inspiration

Dramatic: H

l Stymied

/ —

ANY

10=





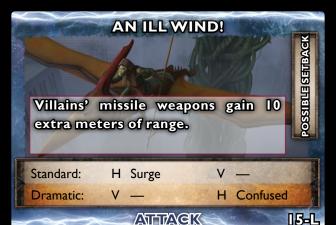


TAUATA TAUATA

BH

THE FIRE HUNGERS! A B G appropriate portion of the map (GM's call) ignites and begins burning as a bonfire (12 damage). Standard: V Setback H Fatigued Dramatic:

INTIMIDATE / MANEUVER



GRITTIGAL PROBLEM

Any character with a Social Axiom of 8 or higher must roll to avoid Disconnection as if a Surge occurred.

Standard: V — H —

Dramatic: H Inspiration V —

ANY MULTI-ACTION

13-L

MAKEYOURSELF LOOK BIGGER!

A B

This round the intimidation skill becomes based on Strength rather than Spirit.

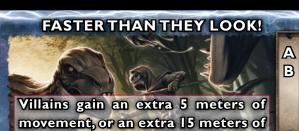
Dramatic: V — H Confused

INTIMIDATE / TRICK

Standard:

15741

Fatigued



Standard: V — H Flurry

Dramatic: H Surge V —

movement if they Run.







INTIMIDATE

KILLER TERRAIN!

A B G

The survival skill may be used as an Interaction Attack this round. The target is the defender's survival.

Inspiration

/ —

Dramatic: H

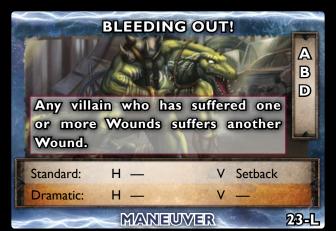
Standard:

1

/ _

ANY

22-[





Standard: H — V —

Dramatic: H — V Setback

ATTIACK / MANIEUVER

SHATTERED BLADES! A B G Any weapon used this round gains a **(a)** Malfunction range of I-4 and breaks on a Malfunction. Standard: H Flurry

TAUNT

H Up

Dramatic:

25-[

SMALL PACKS HUNT BEST!

Mobs may not cooperate on tests.

Standard: H — V Fatigued

Dramatic: H — V Stymied

INTIMIDATE /TRICK

23-1

A B D

THE SPIRITS ROUSED!

AB

Any character with a Condition (Stymied or Vulnerable) suffers 2 Shock.

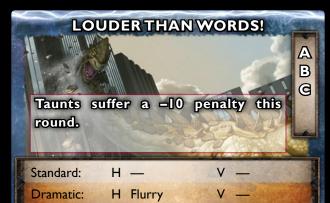
Standard:

Dramatic:

Fatigued

MANEUVER /TAUNT

Inspiration



ATTACK / INTIMIDATE

REALITY BURST!

A D

All Ords suffer 2 Shock and disconnect.

Reality-rated characters test reality and lose I Possibility on a failure.

Standard: H — V Stymied

Dramatic: H Inspiration V -

ATTTACK/TAUNT

<u>2Ω-</u>[

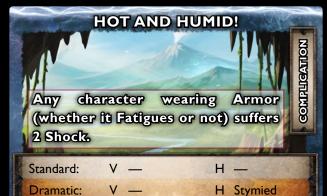






DEFEND / MANEUVER

32-L



DEFEND // TAUNT

33-L



DEFEND //TRICK

34-L



POSSIBILEISENBACK

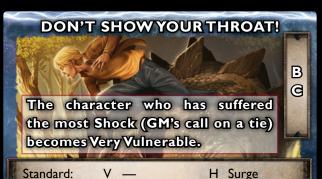
Heroes must act according to how the players are seated, starting to the GM's right and proceeding counter-clockwise.

Standard: V — H Stymied

Dramatic: V — H Confused

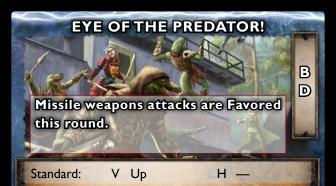
DEFEND / TAUNIT

33-L



Up

Dramatic:

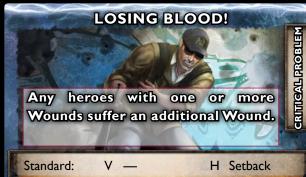


DEFEND / MANEUMER

Inspiration

Dramatic:





DEFEND //TRICK

Dramatic:

40-[

H Setback