Momentum Grid

Premise:			Premise:		
Current Momentum: When this equals or exceeds your Disposition you are vulnerable to finishing moves. MD bonus: All offensive moves add this as bonus dice to their rolls.					
0 +0	1 +0	2 +0	3 +0	4 +0	5 +1
10 +1	9 +1	8 +1	7 +1	6 +1	
	+1	12 + 1	13 + 1	14 + 1	15
20 +2	19 + 2	18 +2	+2	+2	+2
	+2	+2	+2	+2	25
*30 +3	+3	²⁸ +3	+3	+3	13
	+3	+3	+3	34 +3	35
40 +4	³⁹ +4	38 +4	37 +4	36 +4	+4
	41	42 +4	43 +4	44 +4	45
50 +5	49	48 +5	4 7 +5	⁴⁶ +5	+5

When Momentum equals 50, it stops increasing any further and anyone still standing takes a **random point of temporary stress** at the beginning of every round thereafter until they either pass out, surrender, or walk away.