

GUARD - When performing this **Task** you attempt to protect yourself or a teammate. This **Move** is a **Reaction**. If you're protecting a teammate, you must have unobstructed access to them within range. This **Move** operates differently based on if you are performing it for yourself or using it to protect an ally Hunter.

When you roll to **Guard**, depending on your result you will gain....

- **8 - 10:** +1 Harm Reduction.
- **11 - 12:** +1 Harm Reduction and gain Resistance to the Attack Guarded.
- **Miss:** Fail to protect the Target and get -1 Forward.

TRAVERSE - When performing this **Task**, you attempt to cross some sort of obstacle or difficult terrain. This **Move** is a **Quick Action**. This does not include **Tasks** of jumping or falling. This can also be used to help carry or pull heavy objects over a long distance.

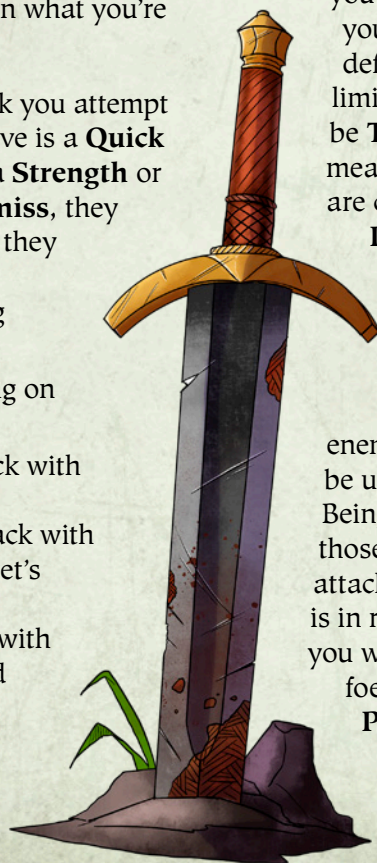
When you roll to **Traverse**, depending on your result....

- **8 - 10:** You succeed in your task but slower than you would like (in **Danger Time** this may skip a turn).
- **11 - 12:** You succeed in your task in an efficient manner.
- **Miss:** You become stuck, or fumble, suffering appropriate consequences based on what you're doing.

SHOVE - When performing this **Task** you attempt to push or shove a creature. This **Move** is a **Quick Action**. Force the target to perform a **Strength** or **Agility Task** (targets choice). On a **miss**, they will be **Prone**, on a **partial success** they will be **Staggered**. Regardless of the target's roll you will get the following benefits.

When you roll to **Shove**, depending on your result you will....

- **8 - 10:** Perform an Unarmed Attack with the Forceful Tag.
- **11 - 12:** Perform an Unarmed Attack with the Forceful Tag, and -2 to the target's Saving Throw.
- **13+:** Perform an Unarmed Attack with +1 Harm and the Forceful Tag, and -4 to the target's Saving Throw.
- **Miss:** You bounce off or miss the enemy and Stagger yourself.



AGILITY

RANGED ATTACK - When performing this **Task**, you attempt to deal damage to an opponent using your Weapon or Ability. Every Weapon has a die associated with its **Harm**, which you roll on successful attacks. Additionally, you can use this **Move** as a **Reaction** against any **Move** that attempts to **Harm** you, this is known as an **Attack Back**. **Attack Backs** cannot receive the benefits of a **superior success**, they are limited to **success**. The target must be in range for this **Move** or **Attack Backs** to work.

**You cannot gain Mastery in this Task*

When you roll to perform a **Ranged Attack**, depending on the result you will....

- **8 - 10:** roll Weapon/Move Damage.
- **11 - 12:** roll Weapon/Move Damage + 1 Harm.
- **13+:** roll Weapon/Move Damage + 1 Harm, and get 1 extra benefit from the list below:
 - +1 additional Harm
 - Make the opponent target you
 - Ignore 2 Armor on a target
 - +1 Evasion against their Attack Back

POSITION - When performing this **Task**, you attempt to adjust your **Position** in relation to the enemy. A Hunter is either **In Position**, **Out of Position**, or **Targeted** in **Danger Time**. When

you are **Targeted** the enemies are facing you and are likely to attack you. This is a default state of the game, and there are no limits to how many Hunters or enemies may be **Targeted** at a time. **Out of Position** means you are out of attacking range and are considered safe, but unable to attack. **In**

Position means your location puts you at an advantage against an enemy, such as a flank or their blind spot. Typically, you can only be **In Position** against one enemy at a time, but there are exceptions, such as when a group of enemies is clumped together. This can also be used as a **Task** to hide from lines of sight. Being **In Position** gives you +1 Forward against those enemies and -1 Forward if they attempt to attack back. It is important to note that **Position** is in relation to specific targets. It is likely that you will find yourself **In Position** against one foe while also being **Targeted** and **Out of Position** for others on the battlefield.

**Many Aspects of Positioning will be at GM discretion: make sure they are clear about*

where everyone is at, use visual cues if possible, or ask often what your status is relative to enemies around the battle. Positioning works both ways meaning enemies can be Targeted, In Position, or Out of Position against you as well. You are always allowed to move your Hunter to get in range for an Attack for free but this will not change the status of your 'Position'.

When you roll to adjust your **Position**, depending on the result...

- **8 - 10:** You successfully move In or Out of Position, but lose your Reaction.
- **11 - 12:** You successfully move In or Out of Position.
- **Miss:** You cannot find a safe spot or cover, or you cannot flank the enemy. You lose your Reaction.

FINESSE - When performing this **Task**, you attempt to perform a feat of dexterity. This applies to a broad range of actions. These actions include but are not limited to: jumping across a gap, lockpicking, reducing the **Harm** from a dangerous fall, sleight of hand, balancing acts, and parlor tricks. This **Move** is a **Quick Action**.

When you roll for your **Finesse**, depending on the result...

- **8 - 10:** You succeed in your task but clumsily or loudly.
- **11 - 12:** You succeed in your task in an efficient manner.
- **Miss:** You fail, fall, or make things worse suffering appropriate consequences based on what you're doing.

PARRY - When performing this **Task**, you attempt to avoid, dodge or deflect an enemy attack, capitalizing on an opportunity to use their moves against them. This only works on yourself. Regardless of the outcome, if it is at least a **partial success** grant +1 **Evasion** to yourself. This **Move** is a **Reaction**. This move only works on **Melee Attacks**, not **Ranged Attacks**.

When you roll to **Parry**, depending on the result...

- **8 - 10:** You manage to make yourself harder to hit, -1 to the Attackers Roll.
- **11 - 12:** You manage to disrupt the Attacker a bit, -1 to their Roll and Staggers them.
- **Miss:** You stumble giving the enemy a better opportunity. They now have the Accurate Tag on the current Attack.



INFLUENCE

COMMAND - When performing this **Task**, you attempt to use authority or dominance to sway the behaviors of those around you. This does not determine what you say or the manner in which it's said, so Players can use it to inspire others or intimidate them. This type of communication yields faster results or more action from its targets but also has greater consequences. This works great in **Danger Time** and can get others to act fast when it matters. This Move is a **Quick Action**.

When you roll to **Command**, depending on the result...

- **8 - 10:** The targets will do as you say, but half-heartedly or hesitantly.
- **11 - 12:** They will do as you say no questions asked.
- **Miss:** They will become enraged or scared, whichever is worse, and do the opposite of what you commanded.

CONVINCE - When performing this **Task**, you attempt to use logic or guile to sway the behaviors of those around you. This does not determine what you say or the manner in which it's said, so you can use it to win someone over to your side or threaten them. This type of communication yields slower results, but will typically have fewer consequences. This does not work well in **Danger Time** and is ideal for use outside of combat. This Move is a **Quick Action**.

When you roll to **Convince**, depending on the result...

- **8 - 10:** The targets will do as you say, at some point in time.