

6 ZENIT

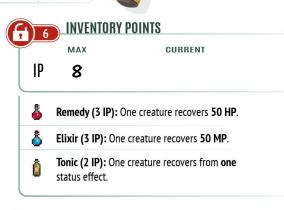
Starting zenit: 70



Gain 1 Fabula Point when you roll a fumble and whenever instructed by the scenario.

GLOSSARY

- ◆ HR (High Roll): The highest of the two numbers shown by the dice in a Check.
- ◆ Fumble: A Check where both dice rolled a 1.
- Critical Success: A Check where both dice rolled the same number, and that number is 6 or higher (double 6, double 7, double 8, double 9, double 10, etc.).
- ◆ Die Size: The number of faces on a die. Ranked from minimum to maximum: d6, d8, d10, d12.
- ◆ Vulnerability: HP loss is doubled.
- ◆ Resistance: HP loss is halved (round down).









Pistol (ranged): Accuracy Check [DEX + INS] +1; deals [HR + 8] physical damage.

Travel Garb: Defense equal to Dexterity +1 and M. Defense equal to Insight +1; -2 to Initiative (already added).

Runic Shield: +2 to Defense and +2 Magic Defense (already added).



BARRAGE

When you attack with your **pistol**, you may spend 10 Mind Points. If you do, you may attack **two** creatures at the same time: perform a single Accuracy Check and compare it to the Defense of both targets to determine which of them are hit by the attack; the effects of the attack are the same for each target.

WARNING SHOT

After you hit one or more creatures with your **pistol**, you may choose to have the attack deal no damage. If you do, choose one option: each creature hit by the attack suffers **shaken**; **or** each creature hit by the attack suffers **slow**; **or** each creature hit by the attack loses 20 Mind Points.

INVENTORY

5 ACTIONS

at once.

GUARD

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

Perform an attack with your pistol. Combine this

with Barrage if you want to attack two creatures

Gain Resistance to all damage types until the start

of your next turn. You may also choose to cover

another creature (provided that creature is not cov-

ering someone); that creature cannot be targeted

by **melee** attacks until the start of your next turn.

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUD

Make an **(INS + INS)** Check to examine a creature.

10+: reveals Species, maximum HP, maximum MP.

13+: also reveals Traits, Attributes, Defense, Magic Defense, Vulnerabilities, Resistances.

16+: also reveals attacks and spells.



POTION RAIN

When you spend Inventory Points to create and use a **remedy** or **elixir**, you may choose to use that item on two creatures instead of one. If you do, the item only restores half the normal amount of Hit Points or Mind Points to each creature.