

Abilities	Attack Effects	Actions		
	Consistent Damage {1AE} - Reroll Damage and take the higher result. Major Damage {2AE} - Roll Damage again and increase Damage by that much. Shove {1AE(M)/2AE(R)} - Target is moved away by 2 Spaces or to the side 1 Space. Knock Down {2AE} - Target is knocked Prone. Ensnare {1AE} - Inflict Stuck on the Target in your ZoC. Break Free {1AE} - End a Stuck Condition that was Inflicted by your Target. Defend {1AE} - Attack Checks against you Suffer -1 until the start of your next Turn. Vicious {1AE-SP} - Target Suffers 2 Bleed of the damage type dealt by this attack. Brutal {2AE-SP} - Inflicts Health Damage. Barrier {1AE-SP} - Select an Edge of your Space, it becomes light cover until the start of your next Turn.	Attack! (AW) [NA] {SP} - Make an Attack Check with a Combat Technique. Strain {1Attribute} determined by the Combat Technique used. Each additional Attack! in a round increases the Strain by 1. Dash (2R) [NA] {1Physique} - You can move a distance this Turn equal to your Move Speed. Defend (1R) [NA] {1Resilience} - Attack Checks made against you until the beginning of your next Turn Suffer a -1 penalty. Disengage (AW) [NA] {1Discipline} - Prevent one Character from making an Opportunity Attack against you this Round. Opportunity Attack (1R) [RE] {-} - You may make an Attack Check against a Character that is leaving your ZoC using their own movement.		
	Combat Techniques		🧠 Hello My Name Is 🧠	Level
			Athletics	Speed
			Covert	
			Convince	
			Finesse	
			Insight	
			Intimidate	Health
			Investigate	
			Medicine	
			Misdirection	Vigor
			Search	
			Specialty:	

Physique

Discipline

Resilience

Brilliance

Cleverness

Influence

Inspiration
