

Abilities	Attack Effects	Actions			
	<p><b>Consistent Damage {1AE}</b> - Reroll Damage and take the higher result.</p> <p><b>Major Damage {2AE}</b> - Roll Damage again and increase Damage by that much.</p> <p><b>Shove {1AE(M)/2AE(R)}</b> - Target is moved away by 2 Spaces or to the side 1 Space.</p> <p><b>Knock Down {2AE}</b> - Target is knocked Prone.</p> <p><b>Ensnare {1AE}</b> - Inflict Stuck on the Target in your ZoC.</p> <p><b>Break Free {1AE}</b> - End a Stuck Condition that was Inflicted by your Target.</p> <p><b>Defend {1AE}</b> - Attack Checks against you Suffer -1 until the start of your next Turn.</p>	<p><b>Attack! (AW) [NA] {SP}</b> - 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.</p> <p><b>Dash (2R) [NA] {1Physique}</b> - You can move a distance this Turn equal to your Move Speed.</p> <p><b>Defend (1R) [NA] {1Resilience}</b> - Attack Checks made against you until the beginning of your next Turn Suffer a -1 penalty.</p> <p><b>Disengage (AW) [NA] {1Discipline}</b> - Prevent one Character from making an Opportunity Attack against you this Round.</p> <p><b>Opportunity Attack (1R) [RE] {-}</b> - You may make an Attack Check against a Character that is leaving your ZoC using their own movement.</p>			
	Combat Techniques	🗡️ Hello My Name Is 🗡️	Level		
			Athletics		Speed
			Covert		
			Convince		
			Finesse		
			Insight		
			Intimidate		Health
		Investigate			
		Medicine			
		Misdirection			
		Search		Vigor	
		Specialty:			

Physique
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Discipline
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Resilience
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Brilliance
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Cleverness
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Presence
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Inspiration
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