

Abilities	Attack Effects	Actions			
	<p>Consistent Damage {1AE} - Reroll Damage and take the higher result.</p> <p>Major Damage {2AE} - Roll Damage again and increase Damage by that much.</p> <p>Shove {1AE(M)/2AE(R)} - Target is moved away by 2 Spaces or to the side 1 Space.</p> <p>Knock Down {2AE} - Target is knocked Prone.</p> <p>Ensnare {1AE} - Inflict Stuck on the Target in your ZoC.</p> <p>Break Free {1AE} - End a Stuck Condition that was Inflicted by your Target.</p> <p>Defend {1AE} - Attack Checks against you Suffer -1 until the start of your next Turn.</p>	<p>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.</p> <p>Dash (2R) [NA] {1Physique} - You can move a distance this Turn equal to your Move Speed.</p> <p>Defend (1R) [NA] {1Resilience} - Attack Checks made against you until the beginning of your next Turn Suffer a -1 penalty.</p> <p>Disengage (AW) [NA] {1Discipline} - Prevent one Character from making an Opportunity Attack against you this Round.</p> <p>Opportunity Attack (1R) [RE] {-} - 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

Discipline

Resilience

Brilliance

Cleverness

Influence

Inspiration
