

Abilities	Effects	Actions		
	Consistent Damage <1> - Reroll Damage and take the higher result	Attack (AW) [NA] {SP} - Spend {1A} determined by the Combat Technique used. Every additional attack in a round increases the cost by 1. Dash (2R) [NA] {1P} - Gain Movement equal to your Speed. Defend (1R) [NA] {1R} - Attack Checks against you Suffer -1 until the start of your next Turn. Disengage (AW) [NA] {1D} - Prevent one Opportunity Attack against you this round. Opportunity Attack (1R) [RE] {-} - Make an Attack Check against a Character that is moving out of your ZoC.		
	Major Damage <2> - Roll Damage again and increase Damage by that much.			
	Shove <1> - Target is moved directly away by 2 Spaces or to the side 1 Space.			
	Knock Down <2> - Target is knocked Prone.			
	Ensnare <1> - Inflict Stuck on Target in your ZoC.			
	Break Free <1> - End a Stuck Condition Inflicted by your Target			
	Defend <1> - Attack Checks against you Suffer -1 until the start of your next Turn.			
	Vicious <1SP> - Target Suffers 2 Bleed of the type of dealt by this attack.			
	Brutal <2SP> - This Attack Inflicts Health Damage.			
	Barrier <1SP> - Select an Edge of your Space to become light cover until the start of your next Turn.			
	Combat Techniques		🗨️ Hello My Name Is 🗨️	Level
			Athletics	Speed
			Covert	
		Convince		
		Finese	Health	
		Insight		
		Intimidate	Vigor	
		Investigate		
		Medicine		
		Misdirection	Focus	
		Search		
		Specialty:		

Physique

Discipline

Resilience

Brilliance

Cleverness

Influence

Inspiration