

What can I do with Momentum/Doom?

Cost	Effect
1 I, R	+1d20 to a skill test
2 I, R	+1D to any skill test
1 R	Ask GM an additional question related to the skill used.
1 Often R	Adds an effect to a success, with GM approval.
1 Often R	Adds additional area of effect of the success, with GM approval.
?	Reduces the amount of time required to complete a task.
1R	+1 damage
2	Attack or Defend Reaction only, target loses Guard
2	Choose hit location struck
1	Go prone or stand up
1R	Gain 1CD Morale Soak/Momentum up to 4CD.
2-3	Disarm weapon within Reach: 2 for one hand grasp, 3 for 2-hand grasp.
1R	Ignores 2x Soak
1	Re-roll any damage dice.
1 I,R	Regain 1 vigor or resolve
2	Strike a 2 nd target within Reach for half damage.
1	The attack gains Non-Lethal Quality
2	Gain a second Standard Action at +1D
1	Leave Reach without provoking Retaliation

Reactions (1 Momentum cumulative)

Defend	Parry or Dodge to turn the attack attempt into a Struggle.
Protect	Parry attempt to turn the attack against an Ally into a Struggle, defender has D2 Test. Failed attempt, the attack hits original target, on a success defender is new target.
Retaliate	When an enemy attempts a non attack skill test within Reach, or when an enemy attempts to move out of Reach without using the Withdraw action. The Retaliate goes before the skill test.

What can I do with Fortune?

- +1d20 that rolls a 1
- Take a 2nd Standard Action
- Restore stress to full (Vigor or Resolve)
- Ignore a Harm until end of scene
- Add a detail to the scene

You make all skill tests with 2d20 under TN

Getting more Dice (Max 5)

- +1d20/Momentum/Doom spent
- +1d20 Fortune (It rolls a 1!)
- +1d20/ resource
- Assistants give you 1 momentum per success.

Threaten Attacks (vs. Resolve)

Display	Skill	Range	Dam + Qualities	Req.
A Mighty Name	Command or Discipline	Close	XCD Area	Renown of 3+, X=renown
Dead Man's Stare	Melee	Close	3CD Area, Vicious 1	Head of a Toughened or Nemesis killed, Minor Action to Brandish it
Flaming Brand	Survival	Close	3CD Stun, Vicious 1	Large burning object, e.g. Torch
Impossible Feat of Might	Athletics	Med.	5CD Area, Stun	Perform a grand feat of strength
Knife to the Throat	Melee or Stealth	Reach	4CD Stun, Vicious 1	Holding a foe at knife point
Sorcerous Might	Sorcery	Med.	5CD Area, Intense	Cast a visible spell
Stain the Soil Red	Melee or Ranged Weapons	Close	XCD Area	Personally slay 3+ enemies, X= No. slain.
Steely Glare	Persuade	Close	2CD Stun	None.

Qualities

Weapon Qualities	
Area	The attack affects all targets within Reach and 1 additional target within Close per Effect. Complications may mean Allies are affected.
Backlash X	Attacker takes X damage for each Effect, ignores Soak.
Blinding	Inflicts an Alternate Harm of the Blind Condition, lasting the Scene or until cleared.
Cavalry X	Adds X damage for each Effect when used with a Charge Action.
Fearsome X	Adds X Mental damage for each Effect.

Fragile	Reduce damage rating by 1CD for each Effect.
Grappling	Effect means target is unable to move or take any action except escape using Athletics or Acrobatics D(Effect). Target is -1D to target with Exploit action. The target may be released as a Free Action.
Hidden X	Observation tests to detect the weapon when hidden are at DX, weapon may be concealed after an attack for 2 Momentum (X=1 or 2) or 1 Momentum (X=3)
Improvised	Does not do +1 damage on Effect.
Incendiary X	Target gains Burning Condition for Effect rounds, takes XCD physical + mental damage at end of turn. Ignores Soak. Effects on damage increase duration.
Intense	Inflicts +1 Harm.
Knockdown	Knocks target prone on Effect, unless target pays 1 Doom for each Effect.
Non-lethal	Inflicts Alternate Harm on target, if no other Alternate Harm is listed it is the Dazed condition.
Parrying	Reduces Doom cost of Defend or Protect reaction with Parry test by 1 Doom.
Persistent X	Target takes XCD damage at the start of each round/Effect. Can be avoided by paying Doom/Effect. Can be cleared by Clear Action.
Piercing X	Ignores X Soak for each Effect.
Shield X	Also Parry quality, can use Parry test to Defend against Ranged attacks. Grants +XCD Cover Soak against Melee and Ranged attacks with Guard. Can be sacrificed to avoid a Wound.
Spread X	For each Effect roll X additional hit locations, each location takes half damage.
Stun	Inflicts Staggered Condition if Effects, unless target pays 1 Doom/Effect.
Subtle X	Observation tests to detect an attack with the weapon are at +XD.
Thrown	Can be used as a ranged weapon with (range) range.
Unforgiving X	If an Exploit was used first add Intense and Vicious X.
Vicious X	+X damage per Effect
Volley	Can use a Load to add +1d20 and +1CD to attack.
Armor Qualities	
Heavy	+1 Fatigue
Noisy	+1D to Stealth tests
Very Heavy	+2 Courage Soak, minimum Reach 2, also Heavy and Noisy.