

What can I do with Momentum/Doom?

Cost	Effect
1 I, R	+1d20 to a skill test (Doom)
2 I, R	+1D to any skill test (Doom)
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 (Doom)
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 DOOM cumulative)

Defend	Parry or Dodge (Acrobatics) 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

Combat Die: 1:1, 2:2, 3-4:0, 5-6:1+Effect

Getting more Dice (Max 5)

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

Actions

Free Actions	
Move	Within Close Range.
Drop Item	Drop something held.
Drop Prone	+2 Soak for each Effect rolled, +1D for Ranged at M+ range. +2 Momentum for Ranged at C or Melee.
Simple Task	D0 tasks only.
Speak	You fool!
Withdraw	Only when allies > enemies within Reach.
Minor Actions	
Clear	Remove a Status Effect from self or others.
Draw Item	Pull out an easily accessible item.
Movement	Move within Medium Range
Regain Guard	Parry Test at D(highest Reach of weapons wielded within Reach).
Stand up	Get up!
Standard Actions	
Assist	Help another character with an action.
Attack	Melee, Ranged or Threaten.
Brace	Set an Unwieldy weapon to remove the difficulty of using the weapon.
Exploit	Aim at a target, Observation Test D1. Next attack gains Piercing 2, momentum from this test can be spent to add +1D20 and +1 CD.
Pass	Do nothing.
Recover	Allows the character to recover Vigor or Resolve. Resistance or Discipline D1 Test to recover 2 +2 more for each Momentum spent (repeatable). Character may re-roll any Cover dice until the start of the next turn.
Skill Test	Any other skill test.
Sprint	Move within Long Range.
Treatment	Use Healing or Counsel Test D(number of Harms suffered) to let an ally recover Vigor or Resolve. Recover 3 + 3/Momentum spent (repeatable). Counsel can be used at range +1D per Zone, starting with Close.
Withdraw	Move out of Reach of an enemy without provoking a reaction. Move within Close.

Qualities

Area	The attack affects all targets within Reach and 1 additional target within Close per Effect.
Backlash X	Attacker takes X damage for each Effect, ignores Soak.
Blinding	Inflicts an Alternate Harm of the Blind Condition for scene.
Cavalry X	Adds X damage for each Effect when using 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, pays 1 Doom/E to avoid.
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 (Incl. 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	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.

Creature Qualities	
Brain-Dead	Totally unintelligent creature. Cannot attempt Reactions, cannot suffer Mental damage.
Doom Herald	GM gains 1 Doom when creature enters scene.
Dread Creature X	Begins each scene with X Doom.
Familiar X	Aids a sorcerer with +xd20 to Sorcery Tests
Fast Recovery X (Vigor or Resolve)	Gain X Vigor or Resolve at the beginning of every turn.
Fear X	Causes a Discipline test at Dx or take Threaten attack CD Mental, All creature's Threaten attacks are +XCD.
Feed Upon Fear	GM gains 1 Doom when every a character take mental damage within Medium range.
Flight	Creature can Fly.
Incorporeal X	Creature can pass through solid objects, +X Armor Soak except from supernatural attacks.
Inhuman (attribute) X	Adds +XCD to damage or +X Stress depending on Attribute.
Inured to X	Takes no damage and is not affected by X.
Keen Senses (sense type)	-2D to Observation tests using the sense type.
Monstrous Creature	Very big creature, +1D on tests where size and weight would matter. Can use Unbalanced or 2-Handed weapons without an increase in Difficulty.
Mount X	Can handle X riders, additional riders are +1D to Animal Handling tests each.
Night Vision	No increase in D to Observation tests in Darkness
Patron	Can be a Patron for Sorcery.
Unliving	Immune to Suffocation, Starvation, Thirst. Resistant to environmental damage -2D to Fortitude tests.

Conditions

Blind	Take 3CD Mental damage. Vision reliant skill tests +2D.
Burning X	Lasts number of rounds equal to Effects. At the end of the target's turn, they take X CD Physical (Incendiary, Effects increase Burning duration) and Mental damage Ignoring Armor Soak. A standing character may attempt a Clear Minor Action to end the Burning Condition, a prone character may use a Standard Action to roll around and end the Burning Condition (As a Clear Action, with -2D). Adding another Burning X condition adds more duration.
Dazed	All skill tests are +1D.
Deaf	Take 3CD Mental damage. Hearing reliant skill tests +2D.
Hindered	All movement requires +1 action level (Free to Minor, etc.), all terrain tests +1D.
Poisoned	Specific effects to poison + Staggered Condition.
Staggered	Pay 1 Doom to make a Standard Action, Pay 1 Fortune +1 normal Doom to make a Reaction.

Skills/Attributes Expertise for NPCs

Acrobatics	Agility + MOV
Alchemy	Intelligence + KNOW
Animal Handling	Personality + KNOW
Athletics	Brawn + MOV
Command	Personality + SOC
Counsel	Personality + SOC
Craft	Intelligence + KNOW
Discipline	Willpower + FORT
Healing	Intelligence + KNOW
Insight	Awareness + SEN
Linguistics	Intelligence + KNOW
Lore	Intelligence + KNOW
Melee	Agility + COM
Observation	Awareness + SEN
Parry	Coordination + COM
Persuade	Personality + SOC
Ranged Weapons	Coordination + COM
Resistance	Brawn + FORT
Sailing	Coordination + MOV
Society	Personality + SOC
Sorcery	Willpower + KNOW
Stealth	Agility + MOV
Survival	Awareness + FORT
Thievery	Awareness + SEN
Warfare	Intelligence + COM

Mounted Actions

Minor	
Mount/ Dismount	Get on or off the mount
Trot	Move within Medium range
Canter	Move within Long range. Attacks by or on the rider are +1D
Standard	
Charge	Requires a war trained steed, move Medium range. D1 Animal Handling +1D for each point defender's reach is higher than attacker's. S: move into Reach, make Melee attack, F: move to Close range. Momentum spent on Animal Handling(r): add +1d20 and +1CD to the melee attack, for 1 point of Momentum, or add Knockback to the melee attack, or allow the mount to attack.
Gallop	D1 Animal Handling test, move within Medium range +1 zone per Momentum spent (r). Skill checks by the rider are +2D.
Reactions are as normal.	