

Basic Actions

Discover

Research

Observe

Influence

Attack

An Attack is a roll with the Strike training against the target's Evade defense. It has the following results:

- Disaster: You are off-guard (-2 to physical defenses) until the start of your next turn.
- Pass: You cause 2 + half Strength Stamina damage
- Triumph: You cause 4 + half Strength Stamina damage

Any attack since the start of your turn after the first is done With Difficulty and With Risk.

The target can instead use its Block defense but then, any attack against it is made With Ease (this means that any further attack in a turn is only made With Risk).

Quip

A Quip is a roll with the Speak training against the higher of the target's Resist or Solve defense. It has the following results:

- Disaster: You are off-wits (-2 to mental defenses) until the start of your next turn.
- Pass: You cause 2 + half Willpower Morale damage
- Triumph: You cause 4 + half Willpower Morale damage

You can only make Quip per turn.

Interact

Support

Help

Move

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