

icons crib sheet

created by Henny N

basic effects

- >0** failure
effect fails.
- 0-2** moderate success.
small margin of success.
- 3-4** major success
noticeable success.
- 5-9** massive success
notable success with secondary benefits.
- 10+** cosmic success
anything could happen...

prowess actions—combat

- bash** unarmed or blunt weapon attack (p57)
failure: miss
moderate: damage
major: damage + slam
massive: damage + stun
- evade** evade a prowess or strength attack (p57)
failure: damage depending on outcome
success: attack evaded
- slash** attack with bladed weapon (p57)
failure: miss
moderate: damage
major: damage + stun
massive: death

strength actions—combat

- block** resisting damage with pure strength (p61)
failure: full damage
success: damage reduced by effect
- escape** escape hold while wresting (p61)
- rush** rush or charge at a target (p63)
failure: miss + go past target
moderate: damage
major: damage + slam
massive: damage + stun
- wrestle** grab and restrain a target (p63)
failure: miss
success: p63

co-ordination actions—combat

- blast** blasting attack that uses blunt force (p58)
failure: miss
moderate: damage
major: damage + called shot or slam
massive: damage + stun
- dodge** dodging an attack (p58)
failure: damage depending on outcome
success: attack dodged
- shoot** ranged attack that uses lethal force (p59)
failure: miss
moderate: damage
major: damage + called shot or stun
massive: death
- throw** throw object to close distance (p59)

damage

- close** attacker's strength or weapon's damage
- ranged** weapon's or power's damage
- throw** lesser of attacker's or object's strength

slam & stun

- slam** failure: knocked to next range
moderate: knocks target down (p70)
major: no effect
massive: no effect
- stun** failure: reduces stamina to 0
moderate: stuns target for 1 page
major: no effect
massive: no effect

combat manoeuvres

- aerial combat (p67)
- aiming (p67)
- called shots (p67)
- combined attacks (p67)
- immobile targets (p68)
- interposing (p68)
- limited visibility (p68)
- luring (p68)
- multiple targets (p68)
- pulling punches (p68)
- shooting to stun (p68)
- surprise attack (p68)
- underwater combat (p69)

co-ordination actions

- catch** catch an object (p58)
climb climb up difficult surface (p58)
failure: fall + damage
success: climb successful
move co-ordination is distance travelled
no test required for normal terrain (p59)
swim move through water (p59)

strength actions

- bend/break** (p60)
exhaustion can move for (10 x strength) pages
before becoming exhausted (p61)
grabbing
jumping (p61)
distance a character is able to jump is
based on strength (p61)
lifting strength determines the amount a
character can lift (p62)

intellect actions

- invent** invent and modify equipment (p63)
know knowledge of information (p64)
lang knows native language (p64)
learn figure out puzzles + learn new things (p64)

awareness actions

- notice** notice what is happening around (p65)
search search for particular things (p65)
track follow subtle signs to track people (p65)

willpower actions

- intimidate** intimidate people into doing what you
want (p66)
performing impress an audience (p66)
persuading get a person to agree with you (p66)

determination

- determined effort**
either one chance to succeed or a tried and failed
roll (p79)
focused effort
game changer; shifts the trait used for a test (p79)
recover
recover lost stamina (p80)
retcon
retcon details about setting or story (p80)
stunts
new applications of hero's traits (p80)

charts & important pages

- ability levels** p5
damage p69
determination p73
distance p55
object strength .. p61
object weight p62
roll chance p6
roll outcome p7
specialties p23