

We can do this together

This covers all teamwork actions. Your actions dictate which move to use in support of your teammate.

- I've got your back - +Physical
- You can do this - +Emotional
- Two heads are better than one - +Mental
- Supernatural intervention - +Mystical.

The character that you are aiding gains 1 power point always. Roll and check your results.

Roll	Competitive	Cooperative
12+	You and your target get +1 to your next roll, and you add 1 to your power pool	Your target gains +1 to their next roll, you and your target add 1 to your power pool.
10+	You and your target gain +1 to your next roll.	Your target gains +1 to their next roll, and you add 1 to your power pool
7-9	Your target gets a +1 to their next roll but you get a -1 to your next Persona roll.	Give your target +1 to their next roll but you put yourself in danger.
0-6	Your target loses 1 from their power pool and your relationship breaks.	Your actions put you both in danger. You lose 1 from your power pool and your relationship breaks.

Touch their heart

Try to redeem a villain. Roll +Emotional.

- 12+ - they see the error of their ways and remove themselves from the situation. You may form a relationship with them.
- 10+ - Team members gain +2 to actions against the target. This ends if the target takes damage. You form a competitive relationship with the target
- 7-9 - The next action against them gains a +1.
- 6 or lower - All non Clash! actions against this target suffer a -1

Clash!

Fight - roll +Physical.

On a 7+ - you both do damage to each other.

You do damage equal to your weapon or your physical stat (GM can decide if you always do 1 damage if your physical is 0 or -1).

On a 10+, choose 1 extra effect.

- Take +1 forward or give +1 forward to another hero.
- Inflict extra harm (+1 harm).
- Suffer less harm (-1 harm).
- You force them where you want.
- You force them to drop something they are holding.

On a 12+, choose an enhanced effect instead.

- All magical heroes get +1 forward.
- You suffer no damage.
- Inflict double damage.
- Force the enemy to flee.

Glimpse the truth

Use when attempting to investigate a situation or place. Roll +Mental. On a 10+, hold 3, and on a 7-9, hold 1. On a 12+, ask the GM any question not on the list.

- What happened here recently?
- What's about to happen?
- What's the most dangerous thing here?
- What's the most useful thing here?
- What needs to be protected?
- What here is not what it appears to be or what are they trying to hide?
- Who is in control here?
- What new and useful information can I gather?
- What sort of creature is it?

On a 6 or lower, you uncover a dark truth about yourself, the situation, or another character.

Be vigilant

When you are in a dangerous situation, roll +Mental. On a 10+, hold 3, on a 7-9, hold 1. On a 12+, ask the GM any question not on the list.

- What's my best way in?
- What's my best way out?
- Are there any dangers that I haven't noticed?
- What's most vulnerable to me?
- What seems to be the monster's weakness?
- What's my best way to protect the area or victims here?

If you act on these answers in a meaningful way, gain +1 ongoing.

Keep your wits about you

Acting despite imminent disappointment, betrayal, mental stress, or a great set back roll +Persona.

On a 10+, you do what you set out to do. On a 7-9, the GM will offer you a worse outcome, a hard choice, or an extra price to pay.

Thwart peril

Acting despite immediate physical danger, sneaking, dodging, or enduring something roll +Physical.

On a 10+, you do what you set out to do. On a 7-9, the GM will offer you a worse outcome, a hard choice, or an extra price to pay.

Convince someone

To charm, threaten, or coerce, roll +Emotional. For a normal person:

- 10+, they do what you ask. If the ask is too great, they will tell you what it would take for them to do it.
- 7-9, they'll do it, but only if you can reassure them through action or protect them somehow.
- 12+, they do it right now and gain a cooperative relationship with you.

For another Magical Hero:

- 10+, if they do what you ask they get 1 XP and +1 forward.
- 7-9, they get 1 XP if they do what you ask.

- On 6 or less, for competitive relationships they gain a +1 forward if the action is opposite or counter to what you asked. For cooperative relationships, they gain 1 XP if they decide to not do what you asked.

For monsters and adversaries:

- 10+, they'll act and react based on how you convinced them. They won't do anything that harms them or betrays their boss.
- 7-9, they'll do it but only if you promise them something equal in return.
- 12+, not only do they do it right now, they also gain a competitive bond with your for the rest of the session or longer per GM.

Protect someone

Stand in defense of a person, item, or location.

Roll +Persona. On a 10+, hold 2. On a 7-9, hold 1. Choose an option:

- Redirect the attack to yourself.
- Halve the damage of the attack.
- Put the attacker in a bad position, giving an ally +1 forward against the attack.
- Deal damage back to the attacker equal to your Physical rating.

Rest and relaxation

Healing HP and removing conditions. Roll

+Emotional if you are with friends or +Persona alone. On a 10+, remove any condition of your choice. On a 7-9, choose to heal all your HP or remove a condition.

On a 6 or less, if you are with a friend, your relationship breaks. If you are alone, gain the isolated condition.

Behind the 8 ball

When things go badly and you fall to 0 health or less, roll +Persona. On a 12+, you hang on with 1 hp and gain a power point. On a 10+, choose 3 things that don't happen. On a 7-9, choose 2 things that don't happen. On a 6 or less, the GM chooses what happens.

- You fall unconscious.
- You transform back to your normal everyday identity.
- You get captured.
- You gain the enfeebled condition.

Power Pool

You can spend power points as follows:

- Spend 1 to gain a +1 on a roll.
- Spend 2 to gain advantage on your next roll. Roll 3d6 and drop the lowest roll.
- Team attack - spend points equal to the number of heroes +1 additional. Spend heroes +2 to gain advantage on the roll. Roll +Emotional.
- On 12+, the villain and all grunts are defeated.
- 10+, only the villain is defeated.
- 7-9, it wasn't enough, but the villain is below half health.
- 6 or less, all heroes take 2 damage and gain 1 power point.