

Dice Symbols



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Advantage gives a positive side effect, and Threat is a negative consequence.



Advantage gives a positive side effect, and Threat is a negative consequence.



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Advantage gives a positive side effect, and Threat is a negative consequence.



Advantage gives a positive side effect, and Threat is a negative consequence.



Triumph is a powerful positive result, and Despair is a horrible outcome.



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Combat

Maneuver

PC has 1 maneuver, but can do a second maneuver for 2 strain.

- Move 1 range band
- Aim
- Take Cover
- Draw or stow a weapon/item
- Interact with environment
- Engage or disengage
- Stand up
- Use a talent (varies)

Action

PC has 1 action.

- Perform an attack.
- Use a skill.
- Exchange for a Maneuver.
- Use a talent (varies)

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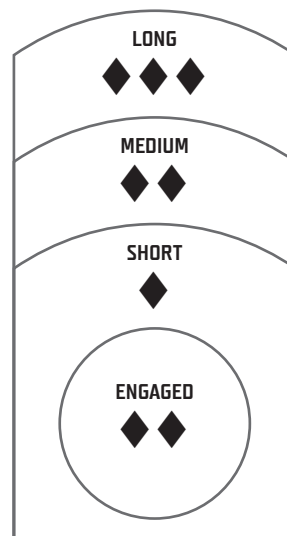
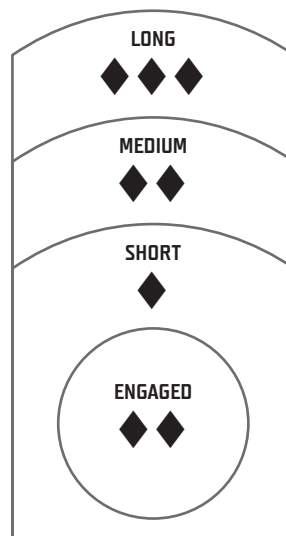
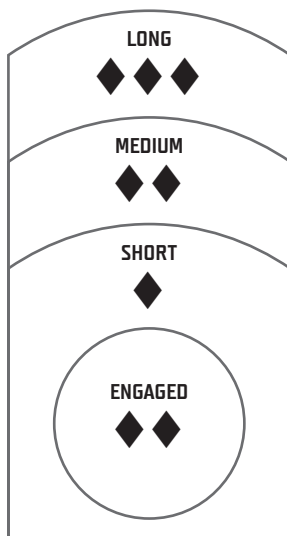
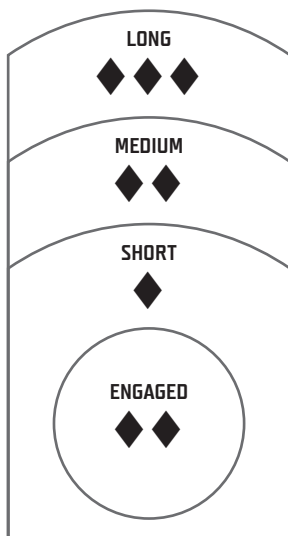
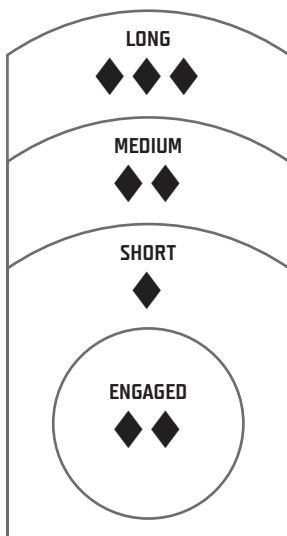
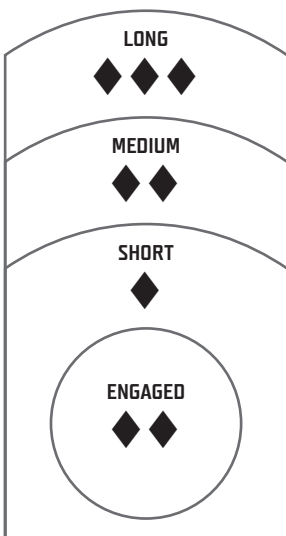
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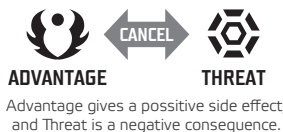
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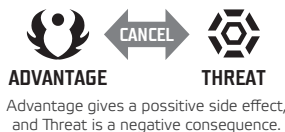
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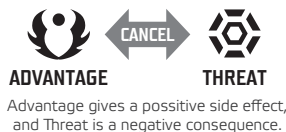
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