

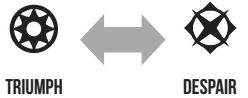
DICE



SUCCESS **FAILURE**
Either you succeed in you attempt
or you fail in your attempt.



ADVANTAGE **THREAT**
Advantage gives a possitive side effect,
and Threat is a negative consequence.

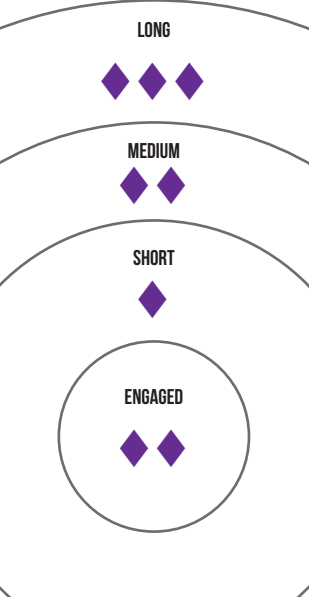


TRIUMPH **DESPAIR**
Triumph is a powerful possitive result,
and Despair is a horrible outcome.

COMBAT

1 ACTION
● Perform an attack
● Use a skill
● Exchange for additional Maneuver

1 MANEUVER
● Move
● Aim
● Take Cover
● Ready or stow a weapon or item
● Interact with environment
● Engage or disengage
● Stand up



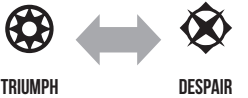
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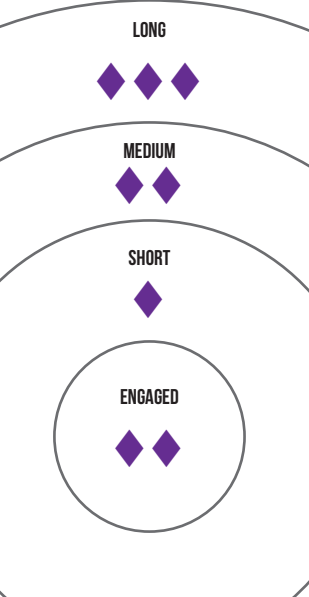


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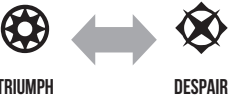
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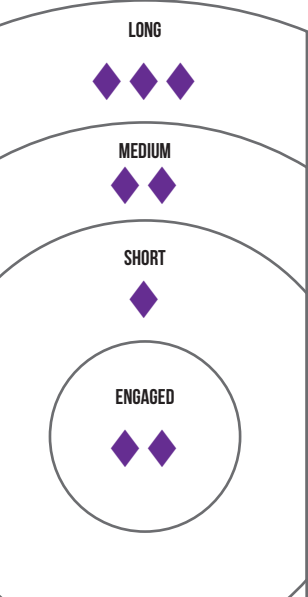


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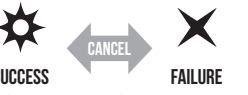
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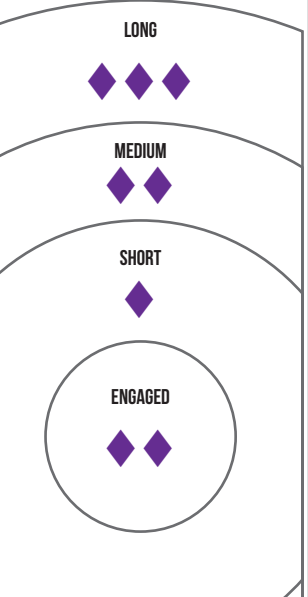


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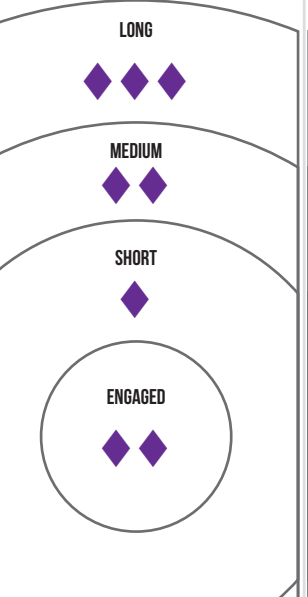


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