DICE





FAILURE

Either you succeed in you attempt or you fail in your attempt.



ADVANTAGE







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

LONG

- Interact with environment
- Engage or disengage
- Stand up

DICE



ADVANTAGE

TRIUMPH

1 Action

Use a skill

Take Cover

Perform an attack

1 Maneuver



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COMBAT

• Exchange for additional Maneuver





DESPAIR



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DICE









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COMBAT

1 Action

- Perform an attack
- Use a skill

1 Maneuver

- Move

- Interact with environment
- Engage or disengage
- Stand up

Move

Aim

- Exchange for additional Maneuver

- Aim
- Take Cover
- Ready or stow a weapon or item Ready or stow a weapon or item
 - Interact with environment
 - Engage or disengage
 - Stand up

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1 Maneuver

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SUCCESS



DICE

FAILURE

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ADVANTAGE







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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





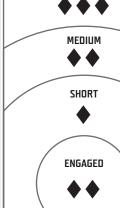
LONG











MEDIUM SHORT **ENGAGED**

