

# **POSITION**

# CONTROLLED

# RISKY

### **DESPARATE**

You act on your terms. You exploit You go head-to-head. You act under a dominant advantage.

fire. You take a chance.

You overreach your capabilities. You're in serious trouble.

Failure = **no consequence** 

6 = Gain a **Gambit** 

Gain an **XP** in the attribute used

critical: You do it with increased effect.

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6	4/5	1-3	6	4/5	1-3	6	4/5	1-3
Succeed	Succeed +	Fail	Succeed	Succeed +	Fail +	Succeed	Succeed +	Fail +
	Minor	Can retry as		Standard	Standard		Major	Major
	Consequence	Risky		Consequence	Consequence		Consequence	Consequence
								_

## **EFFECT**

LITECT	S			
You have no effect if you succeed. Why does it not work?	0	0	0	0
You achieve a partial or weak effect. How is your impact diminished?	1	1	1	1
You achieve what we would expect as "normal" with the action.	2	2	2	2
You achieve more than usual. How does the extra effort manifest?	3	3	3	3

# **CONSEQUENCES**

Any kind of consequence can be ressisted if sufficiently justified. It will either be negated or reduced in level



#### REDUCED EFFECT

This consequence represents impaired performance.

The PC's action isn't as effective as anticipated.

This consequence essentially reduces the effect level of the PC's action by one after all other factors are accounted for.



#### **COMPLICATION**

This consequence represents trouble, mounting danger, or

### Either -

- An immediate problem that results from the action
- Ticking a relevant clock
  - ◆ Minor 1 tick
  - Standard 2 ticks
  - Major 3 ticks



#### LOST OPPORTUNITY

You had an opportunity to achieve your goal with this action, but it slipped away.

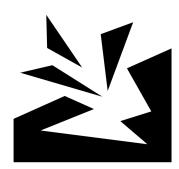
To try again, you need a new approach—usually a new form of action or a change in A situation might go from circumstances



#### WORSE POSITION

This consequence represents losing control of the situation—the action carries you into a more dangerous position.

controlled, to risky, to desperate as the action plays out and the PC gets deeper and deeper in trouble.



**HARM** 

This consequence represents a long-lasting debility (or

This may be physical or non-physical harm.

- Minor Level 1 Harm
- Standard Level 2 Harm
- Major Level 3 Harm