

PC AND VILLAIN






POSITION																				
CONTROLLED	RISKY	DESPERATE																		
<i>You act on your terms. You exploit a dominant advantage.</i>	<i>You go head-to-head. You act under fire. You take a chance.</i>	<i>You overreach your capabilities. You're in serious trouble.</i>																		
Failure = no consequence	6 = Gain a Gambit	Gain an XP in the attribute used																		
critical: You do it with increased effect.	critical: You do it with increased effect.	critical: You do it with increased effect.																		
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EFFECT

EFFECT	Ticks	POSITION		
		CONTROLLED	RISKY	DESPERATE
NONE <i>You have no effect if you succeed. Why does it not work?</i>	0	0	0	0
LIMITED <i>You achieve a partial or weak effect. How is your impact diminished?</i>	1	1	1	1
STANDARD <i>You achieve what we would expect as "normal" with the action.</i>	2	2	2	2
GREAT <i>You achieve more than usual. How does the extra effort manifest?</i>	3	3	3	3

CONSEQUENCES

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

REDUCED EFFECT	COMPLICATION	LOST OPPORTUNITY	WORSE POSITION	HARM
				
<p>This consequence represents impaired performance.</p> <p>The PC's action isn't as effective as anticipated.</p> <p>This consequence essentially reduces the effect level of the PC's action by one after all other factors are accounted for.</p>	<p>This consequence represents trouble, mounting danger, or a new threat.</p> <p>Either -</p> <ul style="list-style-type: none"> ■ An immediate problem that results from the action ■ Ticking a relevant clock <ul style="list-style-type: none"> ◆ Minor – 1 tick ◆ Standard – 2 ticks ◆ Major – 3 ticks 	<p>You had an opportunity to achieve your goal with this action, but it slipped away.</p> <p>To try again, you need a new approach—usually a new form of action or a change in circumstances</p>	<p>This consequence represents losing control of the situation—the action carries you into a more dangerous position.</p> <p>A situation might go from controlled, to risky, to desperate as the action plays out and the PC gets deeper and deeper in trouble.</p>	<p>This consequence represents a long-lasting debility (or death).</p> <p>This may be physical or non-physical harm.</p> <ul style="list-style-type: none"> ■ Minor – Level 1 Harm ■ Standard – Level 2 Harm ■ Major – Level 3 Harm