








MYTHOS

Roll under MYTHOS to use these Abilities.

-  **I Knew That Would Happen:** The GM reveals one of this enemy's special attacks, damage included. Everyone's DEFENSE slots gain +2 until the end of your next turn.
-  **Research:** For the rest of the fight, all Heroes may re-roll a single die when attacking that enemy.
-  **Tactical Advice:** From following your directions, every other PC does +2 damage on all attacks until the start of your next turn.
-  **Spot Weakness:** Point out an enemy weakness. The next hero to attack that enemy deals double damage.





ACCURACY

Roll under Accuracy to attack with your Weapon.

-  **Good In Theory:** If you hit, roll one die and use the result below: 5 or 6 deals DAMAGE + 3; 3 or 4 deals full DAMAGE; 2 or 1 deals DAMAGE - 3;
-  **Mind Palace:** if you succeed an attack, choose one: Deal damage, or that enemy loses next turn.
-  **I Meant To Do That:** Roll to Attack as normal. If you miss, you still do 1 point of damage, in some unlikely and comedic fashion.
-  **Insult:** All enemies deal 2 less damage until your next turn. (GM choice)





DEFENSE

At the start of your turn, grant a bonus to your allies.

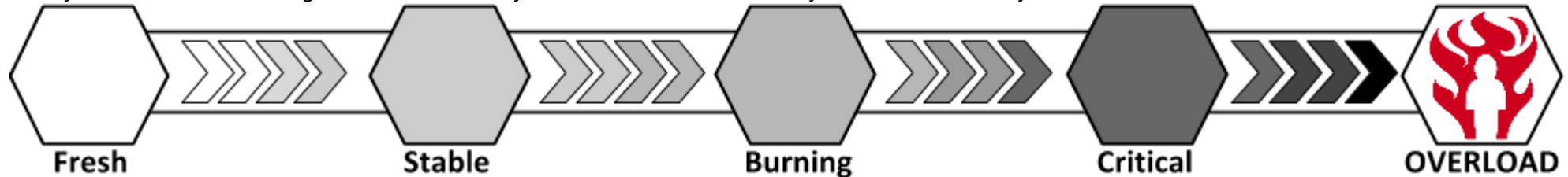
-  **Shout a Warning:** Use your knowledge of this enemy to warn one of your group. That character's next dodge succeeds automatically.
-  **Give Advice:** All damage taken by your party until your next turn is reduced by 1.
-  **Look out!** Choose an ally. They gain +3 to Defence until they start of your next turn.
-  **Not Like That!** An ally can re-roll any one dice this round (they choose).

DAMAGE

Flaws negatively affect you. Learn to work around them.

-  **Remember/Dismember:** Your advice was wrong. The first thing to happen this round does half damage (PC attack) or double damage (PC is hit).
-  **Distracted:** Something nearby has attracted all your attention. All your rolls are increased by 1.
-  **That's Interesting:** If you fail any roll this round, you are lost in thought and cannot react until the start of a new round.
-  **Wait for me!** You not only go last this round, but another Hero must go last with you.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

Attack with **Weapon** (Roll ACCURACY)
Use a **Mythos** ability (Roll MYTHOS)
Sprint: Move up to Shout Range

Vent: Discard 2 cards from your Mat, place 2 in bottom of Deck, protected until next turn. Draw 4 new cards, set to Fresh

Reactions to a Threat

Dodge: Roll under DEFENSE, avoid all damage
Block: Reduce damage taken by DEFENSE
Take the Hit: Full damage, don't move tracker

Face Card Values

Ace: 8
Jack: 9
Queen: 10
King: 11



Scholar

I have studied many arts. I know the ways of the war-maker, the wily and the wild, of magic, chaos, darkness and death. I understand the ebb and flow of conflict in all its forms. **I am the Scholar!**