

Aid or Interfere (+BOND)

When you help or hinder someone you have a bond with, roll **+Bond** with them: On a **10+** they take advantage or give them disadvantage, your choice. **7-9**, you also expose yourself to danger, retribution, or cost.

Defend (+CON)

When you stand in defense of a person, item, or location under attack, roll **+CON**: On a **10+** hold three. **7-9**, hold one. As long as you stand in defense, when you or the thing you defend is attacked you may spend hold, one for one, to choose an option:

- ↻ Redirect an attack from the thing you defend to yourself
- ↻ Halve the attack's effect or damage
- ↻ Open up the attacker to an ally giving that ally advantage against the attacker
- ↻ Deal damage to the attacker equal to your level (minimum of 1)

Defy Danger (+MOD)

When you act despite an imminent threat or suffer a calamity, say how and roll **+MOD**: On a **10+** you do what you set out to, the threat doesn't come to bear. **7-9**, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

Discern Realities (+WIS)

When you closely study a situation or person, roll **+WIS**: On a **10+** ask the GM three questions from the list below. **7-9**, ask one.

Either way, gain advantage when acting on the answers.

- ↻ What happened here recently?
- ↻ What is about to happen?
- ↻ What should I be on the lookout for?
- ↻ What here is useful or valuable to me?
- ↻ Who's really in control here?
- ↻ What here is not what it appears to be?

Hack & Slash (+STR)

When you attack an enemy in melee, roll **+STR**: On a **10+** you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. **7-9**, you deal your damage to the enemy and the enemy makes an attack against you.

Parley (+CHA)

When you have leverage on a GM Character and manipulate them, roll **+CHA**: On a **10+** they do what you ask if you first promise what they ask of you. **7-9**, they will do what you ask, but need some concrete assurance of your promise, right now.

Leverage is something they need or want. Its up to the GM to decide whether they believe you.

Spout Lore (+INT)

When you consult your accumulated knowledge about something, roll **+INT**. On a **10+** the GM will tell you something interesting and useful about the subject relevant to your situation. **7-9**, the GM will only tell you something interesting. It's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth.

TEMPT FATE (+LUC)

When you act without a hope or a plan, roll **+LUC**. On **10+** it's your lucky day. You do it but your fortune is strained: you have **disadvantage** on your next **LUC** roll; **7-9**, your luck comes at someone else's expense. The GM will tell you how and when.

Volley (+DEX)

When you take aim and shoot at an enemy at range, roll **+Dex**. On a **10+** you have a clear shot. Deal your damage. **7-9**, also choose one:

- ↻ You have to move to get the shot placing you in danger as described by the GM
- ↻ You have to take what you can get: -1d6 damage
- ↻ You have to take several shots, reducing your ammo by one