

SUCCESS

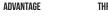
**FAILURE** 

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









Advantage gives a possitive side effect, and Threat is a negative consequence.







TRIUMPH 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
- Interact with environment
- Engage or disengage
- Stand up





DICE





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ADVANTAGE

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TRIUMPH



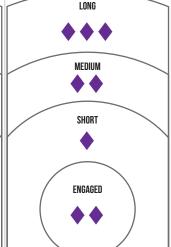


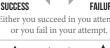
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