



Basics

Card Values: Equal to the value printed on the card. Aces are low. Face cards equal to the character's Luck score.

Joker: Critical failure. Never held in hand. After one is used, shuffle discard into deck and draw a fresh hand.

Bane (⊖): Flip an additional card and discard the best one.

Boon (⊕): Flip an extra card and discard your choice.

Flush: When two or more cards with matching suits are played due to ⊕'s, their values add together.

Pushing Your Luck: Play a card from hand as a ⊕.

Call on Experience: Exhaust to gain ⊕ to relevant flip.

Status

Standing: Your relative position within one of the Strata listed below, usually rated from 1 to 5.

Noble: Royalty, nobility or other rulers of society.

Gentle: Merchants, tradesmen or those in skilled professions.

Common: Peasants, ne'er-do-wells and those in unskilled professions.

Healing

Natural Healing: For each night in a safe clean environment, heal HP equal to the character's Endurance. Halve this for nights spent in the cold or an unsafe environment.

First Aid: Takes 10 minutes. Can be performed only once per set of wounds. Make a **Dex/medicine-10** flip. Heals HP equal to Margin, to a max of the recipient's Endurance.

Not Until It's Over: Damage cannot be healed until the source of the damage is no longer affecting the character.

Downtime

Time between adventures lasting at least a week (10 days). Perform the following steps:

Downtime Activity: Every player character gets a chance to perform one downtime action per week of downtime (max 3). A list of downtime actions begins on page 192.

Training: May spend Experiences. Must spend if above 10.

Refresh: Refresh Influence, Bonds and Experiences

Rest & Recover: Remove a Grave Wound consequence.

Support Lifestyle: No need to track day-to-day expenses.

Magic

Mystic Affinity: Must have a Mystic Affinity to use magic. Can only use magic associated with the same affinity.

Reagents: Energy used to cast spells must come from your affinity's reagent, which needs to be drawn before casting.

Second Sight: Can see active magical auras. Use only once per hour or you risk aura blindness; **Per-10** to resist.

Dispelling: Disarm foe of reagent to end ongoing effect. Or draw energy from a reagent and fling it at a foe as a **Wait** reaction to oppose casting flip with **Determination**. Can add matching Arcane Lore to this flip if you know the spell.

Spell Casting: Draw a fresh reagent and then make the flip listed in the spell's description. Consumes the reagent. Must chant and make hand gestures or the flip suffers ⊖.

Range: Unless listed otherwise, all spells have a range equal to the caster's Perception in yards.

Maintaining: Must continue to hold the reagent and spend an action each round after casting. Outside of combat this imposes ⊖ on any task taking longer than a minute.

Rituals: Takes an hour. Gain ⊕ on the spellcasting flip.

Card	Critical Spell Failure
A – 2	The target's aura absorbs the spell's energy. If she does not already have a Mystic Affinity, she gains Wild Affinity for the type of magic just cast (see page 127).
3 – 4	Spell creates unintended noise, flickering light or a bad odor.
5 – 6	Spell creates only a pale and useless shadow of its intended effect.
7 – 8	The spell's energy creates unintended feedback. The caster gains a Stun consequence.
9 – 10	Feedback from the spell burns the caster, dealing 1 damage.
J – Q	The spell unexpectedly leaps to another target in range—whether a character or random object—affecting it instead. The GM picks or determines randomly.
K	The spell explodes outward, burning away the energy in any reagents currently carried by the caster. Anyone able to see auras is momentarily blinded by the brightness of the aura this produces.
Joker	The spell somehow produces the opposite of its intended effect.

Influence

Expend Influence: Gain one of the following effects:

- ✦ Grant ⊕ on a flip or penalize an foe's flip with ⊖.
- ✦ Call upon an exhausted Bond.
- ✦ Activate a trait that requires an Influence.
- ✦ Expedite a downtime action, accomplishing it in a single day without a downtime occurring.
- ✦ Gain a small benefit or favor.

Bonds

Calling Upon Bond: Gain one of the following effects:

- ✦ Grant ⊕ on a flip or penalize an foe's flip with ⊖.
 - ✦ Activate a trait that requires calling upon a Bond.
 - ✦ Glean information from a contact or gain a small favor.
- Exploiting Bond:** Can exploit a foe's known Bond to hinder that foe, imposing ⊖ or other effect.

Social Interaction

To apply any ⊕'s from an expert or master skill rank, you must meet one of the following conditions:

- ✦ Interact with a character with whom you have a Bond.
- ✦ Have called upon a Bond to gain an introduction, letter of recommendation or some other connection.
- ✦ Have spent a point of Influence for this interaction.

Social Challenges

Framing: Describe challenge. GM picks relevant skills and stats (usually Charisma). Consists of three flips.

Tally	Result
0-	Utter Failure: Not only does the party fail, but there are repercussions that cause other problems as well.
1 – 3	Failure: The characters fail to get what they hoped for.
4 – 6	Partial Failure: Fails to yield what the party hoped for, but nevertheless something is gained from the experience.
7 – 9	Partial Success: Mostly achieve what the party hoped for, but there will be some sort of concession or negative side effect.
10 – 14	Success: Achieve exactly what the party hoped to accomplish.
15+	Overwhelming Success: The party gained what they hoped for and some sort of bonus or extra effect that is beneficial.

Coinage

- 1 gold piece (gp)** = 20 silver pesos
1 silver peso (sp) = 10 bronze pennies
1 bronze penny (bp) = 8 bits



Item Availability

- Common:** Freely available in most settlements.
Uncommon: May require **Int/streetwise-10** flip to locate. Make a **10-Flip** to determine number available.
Rare: May require **Int/streetwise-12** flip to locate. If located, only 1 will be available.
Exotic: Only available at the GM's discretion.

Encumbrance Properties

- Big X:** This item is large enough or heavy enough that it takes more than one encumbrance point, where X is the number of points required.
Container X: This item is designed to carry others inside of it. It can carry the indicated number of encumbrance points. When these items are inside the container, they do not count towards your encumbrance total.
Neg: This item has negligible weight and does not take any encumbrance points. At the GM's discretion, holding large quantities of this item may add up to a point.
Worn: This item is designed to be worn and only counts toward encumbrance if it is being carried.

Item Quality

- Fine:** This item demonstrates exceptional craftsmanship or capability. At the discretion of the GM, it might provide a one-time **+** or similar benefit. Such items typically sell for at least 200% of their usual value.
Poor: This item displays poor workmanship or maintenance. While it still functions, at the discretion of the GM it might impose **-** or break on a failed flip. Poor quality items usually sell for about 75% of the usual value.



Damage Types

- Burning (burn):** Damage from extreme heat, electricity or open flame. Uses the opponent's second Armor value.
Corrosive (cor): Damage from acid, disintegration or something similar. Uses the second Armor value, but often reduces Armor with a successful hit.
Cutting (cut): Damage from long, slashing wounds. Use the opponent's first Armor value.
Fatigue (fat): Damage from exhaustion or physical stress. Causes an Exhausted consequence instead of Grave Wound. Uses the second Armor value, if Armor applies at all.
Freezing (fr): Damage from frostbite and extreme cold. Uses the opponent's lower Armor value.
Piercing (pi): Damage whose impact is focused on a sharp point. Compare the damage dealt to the target's first Armor value. If the damage is less than or equal to that number, the attack doesn't penetrate and causes no HP loss. Otherwise, use the second Armor value.
Smashing (sm): Damage from blunt impact. Use the opponent's second Armor value.
Toxic (tox): Damage from poison, disease or a similar effect. Theoretically uses the second Armor value, but most frequently applied in a way that bypasses armor.

Weapon Properties

- Blast X/Y:** The attack is an area effect, covering a circle with the specified primary and secondary radii in yards. The attacker specifies the center point of the blast and then makes an **Attack-10** flip. On a failure, the blast is off-target in a random direction determined by the GM. It strays a number of yards equal to the Margin, capped at half the distance between the attacker and target. See Area Effects on page 162.
Close: This weapon may be used in a grapple or other close combat without penalty.
Cone X: The attack is an area effect, covering a 20° cone originating from the attacker and extending the indicated number of yards. See Area Effects on page 162.
Crank: When reloading, keep track of the Strength of the bowstring. It starts at Strength 0 and each action spent cranking the windlass increases it by +2. This may continue

- until the Strength of the bowstring is twice that of the archer. Use the bowstring's Strength to determine damage.
Firearm: Damage automatically penetrates and therefore always uses the second Armor value.
Hands 2: This weapon requires two hands to use effectively. A weapon without this property may be used one-handed.
Parry X: The indicated bonus is added to Defense when the Parry reaction is taken.
Range X: May attack targets up to the listed range in yards. Attacking at up to twice the this range is possible, but imposes **-** on the attack flip. An Aim action may be taken to double the weapon's range. This may be done five times. Ranged weapons may not be used when engaged with an enemy unless the weapon also has the Close property.
Reach X: This weapon is designed to attack targets at the indicated distance in yards, but cannot attack targets at a lesser distance—those who have moved within the weapon's reach—unless the wielder first takes an action to adjust her grip.
Reload X: Requires the indicated number of actions to reload. A summary of this process is often given in the weapon's description.
Shield: A shield may be used to parry ranged attacks, except for firearms.
Thrown: This weapon is thrown, leaving the wielder without it once an attack is made.
Wraps: A foe halves her Parry bonus when parrying an attack from this weapon.

Armor Properties

- Armor X/Y:** The armor rating indicates how much to subtract from damage. Use the first value against Cutting and Piercing attacks, and the second value against all other types of damage. Remember that Piercing attacks have a special rule for if they penetrate (see Damage Types).
Bulky X: Bulky armor inhibits movement when worn. It imposes **-** to all flips made to run, climb, jump or swim. In addition, it decreases the wearer's Move score by the indicated number (min 1).

Combat

Beginning of the Round: Everyone resets to 3 AP, makes a Defense flip and all players declare whether to take a slow turn or fast turn. Certain consequences take effect.

Defense Flip: Flip a card and add its value to your Defense score to determine the TN needed to hit you this round. This value also adds to your Willpower to determine the TN needed to hit you if that score is targeted.

Turn Order: Fast turns go in whatever order players wish. Then NPCs go in whatever order the GM wishes. Then slow turns go in whatever order the players wish.

Surprise: Surprised foes cannot take a Fast Turn during the first round and cannot take reactions that round.

Reactions

Dodge: Flip a card; you may opt to use it in place of your Defense card against an attack targeting Defense.

Harry: When an opponent moves to disengage with you, declare this reaction to make an attack flip targeting her.

Intercept: If not currently engaged with a foe, and an enemy moves to within your Move score in yards, you may declare this to immediately move up and engage her.

Parry: Add your weapon's Parry bonus to Defense. This only works against melee attacks, unless using a shield.

Resist: Flip a card; you may opt to use it in place of your Defense card against an attack targeting Willpower.

Wait: Specify a trigger and its response during your turn. Spend any required AP. If the trigger occurs before your next turn, you may perform the response as a reaction.

Damage

Armor: Subtract Armor from damage. Use the first value against *cut* and to see if *pi* penetrates. Use the second value against everything else, including if *pi* penetrates.

Grave Wounds: Take a Grave Wound if struck with a critical hit or reduced below 0 HP. If you would take a second Grave Wound, gain Dying instead.

Dying: Max 1 AP. At the beginning of the round, make an End flip with a TN equal to the number of HP below 0 (min 5). On failure, gain another Dying consequence. On success with Margin 5+, remove one. If you have 3 Dying consequences, you perish at the end of the round.

Attacks

Attack: Make an Attack vs. Defense flip. May opt to apply a Fighting Style, if using a compatible weapon.

Arcing Arrows: Firing an arrow in this manner doubles the bow's Range but imposes ☹ on the attack.

Area Effects: Targets all characters in area. Foe may Dodge to move a yard away or to dive for cover, if available. This may move foe out of affected area. Having cover halves damage.

Called Shot: Make an attack with ☹. On a hit, the attack has an additional consequence determined by the GM.

Concealment or Cover: Obstructs sight, imposing ☹ or ☹☹ for moderate or heavy concealment/cover.

Disarm: Take ☹ to an attack. The target makes a Strength flip with a TN equal to your attack total or is disarmed.

Driving Attack: Take ☹ on a melee attack. On a hit, you and the target move a yard in the foe's direction.

Fighting Styles: May use one maneuver per turn.

Gap in the Armor: If foe is helpless, unaware or grappling with a foe and have Control, use a piercing weapon and take ☹ on the attack. Damage ignores Armor.

Grappling: When grappling, look up unarmed damage. Gain this many Control points. If foe grapples back, each Control point she would gain instead reduces yours. If this would reduce Control to zero, foe may opt to break grapple or use excess points to reverse the grapple and gain Control. If you have twice foe's Strength in Control, she is pinned.

Hook: Treat as a grapple, except cannot build up Control with repeated hooks. If weapon does not have Wrap property, a foe may automatically escape by taking a Move.

Improvised Weapons: At GM's discretion, improvised weapons might deal damage as either a dagger or club.

Line of Fire: At GM's discretion, with ranged miss and a joker, you hit the next nearest character in your line of fire.

Mounted Combat: Use mount's Move, if trained. Foes suffer ☹ to attack you in melee, unless they have reach, are also mounted or are at least the same Size as the mount. You suffer ☹ to Dodge and to attacks with two-handed weapons.

Offhand Attacks: Weapon held in your offhand imposes ☹.

Pulling Punches: Deal half damage and no Grave Wound.

Thrusts & Scratches: May switch *cut* for *pi* and take -2 damage or switch *pi* for *cut* and take half damage.

Unbalancing Attack: Take ☹ to attack. Foe makes a Dexterity flip with a TN equal to attack total or gains Prone.

Movement

Move: As an action, travel up to your Move score in yards.

Engagement: When you move to where a foe is within your weapon's reach, you and that foe are said to be engaged. Disengaging may trigger the Harry reaction. Moving close to an unengaged foe may trigger the Intercept reaction.

Difficult Terrain: Bad terrain slows down movement. Each yard moved through it counts as two yards of movement.

Obstacles: Some types of movement may require a flip. If this flip is failed, that move action is cut short. If you still have AP remaining, you may try again with another action.

Sneaking: You may attempt to sneak up in combat, provided you have cover or concealment. Unless surprised, most combatants are considered active guards.

Other Actions

Aim: Grants ☺ to an immediately subsequent attack. Ranged weapons may also be aimed to double their range.

Cast Spell: After drawing a reagent, take an action to make the flip described in the spell's description.

Draw: Drawing a weapon, magical reagent, ammunition or other item takes an action.

Fighting in Spirit: Special action you can take when out of the fight entirely. Once per round, come up with a nugget of wisdom you once said, something you've done to boost morale, training, etc. Grants an ally ☺ to a single flip.

Focus: Used to remove a mental consequence, including Dazed, Disabled, Fear, Fixated and Stun.

Hide: Make a Dex/stealth vs. Willpower flip if you have heavy cover or concealment, opposed by the highest foe. On a success, you gain the Hidden consequence.

Intimidate: Make a Str/persuade vs. Willpower flip. On a success, the target gains the Fear consequence.

Observe: Make a Per/awareness vs. Dex/stealth flip. On a success, the nearest hidden foe loses the Hidden consequence.

Staunch Bleeding: Make a Make a Dex/medicine-10 flip to use bandages or a poultice to remove a target's Bleeding or Dying consequence.

Taunt: Make a Chr/expression vs. Willpower flip. On a success, the target gains a Fixated consequence.

Trick: Once per combat, describe the trick and make an Int/deception vs. Willpower flip. On a success, the target gains a Dazed consequence.

Card Burning Grave Wounds (burn)

- A – 2 A blast to the face leaves the foe's head covered with charred burns and without hair. She is blinded until medical attention can be applied, and until the wound is healed she gains the **Ugly** weakness (see page 133).
- 3 – 5 The attack blasts the foe's midsection, leaving behind blackened skin and smoking meat. Until the wound is healed, wearing armor causes terrible pain, causing ⚡ to all actions. She also suffers from the **Frail** weakness (see page 131).
- 6 – 8 The explosive blast burns the foe's leg to the bone, leaving blackened meat and tendons. She falls to the ground in pain, gaining the Prone and Stun consequences. She also suffers from the **Crippled** weakness until the wound is healed (see page 129).
- 9 – J Your attack burns the foe's arm until it begins to resemble a shriveled husk. Anything held in that hand is dropped and the arm does nothing but hang useless until the wound is healed.
- Q – K, Joker The foe is knocked down by the fiery blast and thrown against the ground. She gains the Prone, Stun and Bleeding consequences.

Card Cutting Grave Wounds (cut)

- 1 The blade slices into the foe's nose, leaving the tip hanging at an odd angle. Until the wound is healed, she suffers from the **Anosmia** and **Ugly** weaknesses (see pages 128 and 133).
- 2 The weapon slices deeply into the foe's abdomen, leaving her gushing blood. She gains two Bleeding consequences and suffers from the **Frail** weakness until the wound is healed (see page 131).
- 3 The strike cuts into the foe's thighbone, severing tendons and muscle. She gains the Prone consequence and cannot use the leg, suffering the effects of the **Crippled** weakness until the wound is healed (see page 129).
- 4 The blow cuts deeply into the foe's arm, breaking bones and severing tendons. Anything held in that hand is dropped as the arm hangs useless. Until the wound is healed, the arm may not be used.
- 5 A slash from armpit to groin leaves the foe screaming in pain and dripping blood. She gains two Bleeding consequences. Additionally, until the wound is healed, armor rubs against the gash painfully, causing all physical flips while wearing armor to suffer ⚡.
- 6 The blade slices the side of the foe's head, cutting deeply into the outer ear and leaving an unsightly gash across her face. She gains a Bleeding consequence, and until the wound is healed, suffers ⚡ on hearing-based actions.
- 7 – 8 The attack cuts into the flesh next to your foe's spine, leaving her in agony. She gains the Bleeding and Stun consequences. Additionally, until she receives first aid, she suffers ⚡ on all flips due to the pain.
- 9 – 10 The swing goes through the foe's upper leg and into the groin, cutting blood vessels and muscles as it goes. She gains the Bleeding and Prone consequences. She cannot use her leg until she receives first aid, and afterward suffers from the **Limp** weakness until the wound is healed (see page 132).
- J – Q The weapon slices through the foe's forearm, exposing the bloody red flesh underneath. She drops anything held in that hand, and until the wound is healed, suffers ⚡ on any attempt to use the hand
- K, Joker The weapon nicks a vein in the foe's neck, causing heavy bleeding. She gains two Bleeding consequences.

Card Freezing Grave Wounds (fr)

- A – 2 An icy blast to the face leaves one of the foe's corneas damaged by frostbite. She gains the Stun consequence and until the wound is healed, she suffers ⚡ on all vision-based flips.
- 3 – 5 The sudden chill leaves the foe with nerve damage over a large portion of her skin. After the battle, she begins to warm up and it becomes painful. Until the wound is healed, armor rubs against the damaged skin painfully. All physical flips while wearing armor suffer ⚡.
- 6 – 8 With a disconcerting numbness, the foe's foot begins to freeze solid, leaving her frostbitten. She gains the Prone consequence, and until the wound is healed she suffers from the **Limp** weakness (see page 132).
- 9 – J The foe's hand stops responding due to the cold, as her skin begins to grow brittle and crack with frostbite. Until the wound is healed she suffers ⚡ on flips using that hand.
- Q – K, Joker The chill freezes the foe's face, causing her lips and nose to redden and crack. She suffers ⚡ to all Charisma-based flips until the wound heals.

Card Piercing Grave Wounds (pi)

- 1 The strike goes through the foe's neck, severing a major artery and spraying blood across the battlefield. In addition to this wound, she gains a Bleeding and a Dying consequence.
- 2 The attack rams through the foe's solar plexus, rupturing the diaphragm. She gains a Bleeding consequence and suffers from the **Frail** weakness until the wound is healed (see page 131).
- 3 The strike spears the foe's calf, chipping the shinbone and fracturing the fibula. Meat and nerves are badly damaged, causing the foe to fall over. She gains a Prone consequence. In addition, her foot is useless until the wound is healed, giving her the **Crippled** weakness in the interim.
- 4 The attack enters the foe's upper arm near the elbow, exposing white bone amid the blood. The arm is useless until the wound is healed and she immediately gains a Fear consequence from the pain and horror.
- 5 The weapon pierces the foe's chest, puncturing and collapsing one lung. Luckily for the foe, the wound closes quickly, but until the wound is healed the lung will no longer inflate. This imposes ⚡ on all athletic actions.
- 6 The attack pierces one of the foe's eyes, leaving a jelly-like smeared across her face. She immediately gains a Stun consequence. Until the wound is healed, she suffers ⚡ to all ranged attacks and vision-based flips.
- 7 – 8 The attack plunges into the foe's belly, tearing through fat and skin, then catching on her clothes. She gains a Bleeding consequence and suffers from the **Frail** weakness until the wound is healed (see page 131).
- 9 – 10 The weapon penetrates deeply into the foe's thigh, causing a gaping wound and an undignified fall. She gains a Bleeding and Prone consequence. Until the wound is healed, she gains the **Limp** weakness (see page 132).
- J – Q The attack impales the foe's arm, lodging between the radius and ulna, the long bones of the forearm. She drops anything held in her hand. Until the wound is healed, use of the arm suffers ⚡ and fine manipulation of the fingers suffers is impossible.
- K, Joker The attack cuts a red slash across the foe's forehead as she ducks to avoid an eye being taken out. Beginning next round, she suffers ⚡ to all actions relying on sight, as blood gets in her eyes. This effect lasts until the wound is properly bandaged.

Card Smashing Grave Wounds (sm)

- 1 The attack breaks part of the foe's skull, which presses into her eye socket, causing painful and unsightly swelling. The attack does quite a number on the rest of her head as well. She cannot see from that eye and suffers ⚡ on all mental flips until the wound is healed.
- 2 The force of your attack twists your foe's spine, resulting in a sickening cracking sound. She gains a Stun consequence and until healed suffers ⚡ on any flips made to Dodge or move.
- 3 The blow snaps the foe's leg like a twig, sending shattered bone through the skin. She gains the Prone consequence and cannot use the leg. This gives her the **Crippled** weakness until the wound is healed (see page 129).
- 4 The blow crushes the foe's shoulder, fracturing the collarbone and dislocating the arm. She gains a Stun consequence. The arm is useless until it is popped back into place with a successful **Str/medicine-10** flip. Even then, the arm suffers ⚡ until the wound is healed.
- 5 The attack ruptures the target's spleen, causing internal bleeding which pools up inside the victim's abdomen. This wound has no immediate effects, but within an hour the foe is overcome with pain, suffering ⚡ on all flips until a **Dex/medicine-12** flip is made to surgically remove the ruptured spleen. If this doesn't happen within a day, the foe dies painfully.
- 6 The blow slams into the side of the opponent's head, bursting her eardrum and making a small rivet of blood down her neck. She gains the Stun consequence and suffers ⚡ to all hearing-based actions until the wound is healed.
- 7 – 8 A blow to your opponent's chest breaks one of her ribs. She gains the **Frail** weakness until the wound is healed (see page 131).
- 9 – 10 The blow crushes the foe's foot like wet paper, leaving it a broken lump. This gives her the **Crippled** weakness until the foot can be put in a splint. Afterward, treat it as the **Limp** weakness until the wound is healed (see page 132).
- J – Q Your attack shatters the foe's wrist, causing the hand to hang loosely at an odd angle. The hand is useless until the wound heals.
- K, Joker The blow slams into the foe's face, snapping her nose and smearing blood down her front. She suffers ⚡ to all Charisma-based flips until the wound heals.

Card Toxic Grave Wounds (tox)

- A – 2 The toxin gets in your foe's eyes. She blinks furiously, but to no avail. Until the wound is healed, she is mostly blind. This gives her the **Blind** weakness in the interim (see page 128).
- 3 – 5 The toxin makes its way through the foe's body, doing lasting damage to her internal organs. She gains the Stun consequence. Until the wound is healed, she suffers from the **Epilepsy** weakness (see page 130).
- 6 – 8 The attack drives the toxin into the foe's leg. With a terrible burning sensation, she falls down spasming. The foe gains the Prone consequence, and also suffers from the **Limp** weakness until the wound is healed (see page 132).
- 9 – J The toxin seeps into the foe's arm, causing it to seize up and contract uncontrollably. She drops anything she is holding. Until the wound is healed, she suffers ⚡ on all flips making use of that arm.
- Q – K, Joker With a few spasmodic jerks, the foe's body begins to shut down from the toxin. In addition to the wound, she gains a Dying consequence.

Consequences

The following is a list of common consequences referenced by the *Age of Ambition* rules.

Bleeding

Effect: Take 1 fatigue at the beginning of each round. If you have multiple Bleeding consequences, take a fatigue for each. This does not cause the Dying consequence unless it reduces you to a multiple of your maximum HP—for example, $-1 \times \text{max HP}$.

Removal: Lasts until you receive the Staunch Bleeding action (see page 169).

Bolstered

Effect: You may remove this consequence at any time to gain \oplus on your next flip.

Removal: Lasts until you remove the consequence or a minute passes.

Dazed

Effect: Imposes \ominus on all flips.

Removal: Lasts until the Focus action is taken (see page 169).

Desire

Effect: Every time you gain this consequence you must succeed at a **Det-10** flip or perform the desired action at the next opportunity. This flip suffers \ominus for every additional Desire consequence you possess.

Removal: Lasts until the desire is indulged, until you get a good night's sleep or until a Desire consequence with a different subject is gained.

Subject: Always has a particular action which you desire to perform.



Disabled

Effect: You gain one fewer AP each round. This is cumulative with multiple consequences. Once you have three Disabled consequences, you are paralyzed and cannot take actions until either you receive first aid or until a day passes.

Removal: Lasts until the Focus action is taken, until you receive first aid or until a day passes (see page 169).

Dying

Effect: You may not have more than 1 AP. At the beginning of each round you must make an **Endurance** flip with a TN equal to the number of HP you are below zero (minimum TN 5). On a failure, you gain another Dying consequence. If this gives you a third Dying consequence, you die at the end of the round.

Removal: Remove a Dying consequence each time you succeed on your **Endurance** flip with Margin 5 or better. Lasts until you die or receive the Staunch Bleeding action (see page 169).

Exhausted

Effect: Halve your Move score and suffer \ominus on all physical flips. If you would gain a second Exhausted consequence, you instead gain a Dying consequence.

Removal: Lasts until you get a good night's rest, unaffected by a source of fatigue.

Fear

Effect: You may not voluntarily take an action that directly affects the subject of your fear or which moves you closer to the subject of your fear.

Removal: Lasts until the Focus action is taken (see page 169).

Subject: Always has a particular subject of which you are afraid.



Fixated

Effect: Imposes \ominus on all actions not involving the subject of your fixation.

Removal: Lasts until the Focus action is taken or until a Fixation consequence with a different subject is gained (see page 169).

Subject: Always has a particular subject with which you are fixated.

Grave Wound

Effect: Varies. See the Grave Wound tables beginning on page 172. If you would gain a second Grave Wound consequence, you instead gain a Dying consequence.

Removal: Lasts until the end of the next downtime.

Hidden

Effect: Grants \oplus on attacks and Defense. Targets attacked when you are hidden cannot use defensive reactions.

Removal: Lasts until you take a conspicuous action, such as shouting a warning or making an attack.

Hindered

Effect: Imposes \ominus on all Attack-, Dex- and Spd-based flips.

Removal: Lasts until an action is successfully taken to remove the source of the hindrance. The nature of this will vary with the cause.

Prone

Effect: Your Move score is halved and you suffer \ominus on melee attacks. Melee attacks and point-blank ranged attacks made against you benefit from \oplus , while other ranged attacks suffer \ominus .

Removal: Lasts until an action is taken to stand up or regain your balance.

Stun

Effect: You cannot take actions other than to end this consequence. This includes an inability to take reactions.

Removal: Lasts until the Focus action is taken (see page 169).

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