

5 AND UP HITS!



ANYTHING ELSE IS A MISS.

SKILL RANKS REPLACE



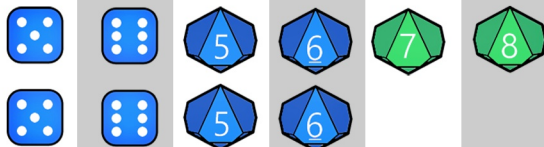
AKA "UPGRADING."

Also, certain results add a bit of "chaos". These surprises are resolved separately from if the check passes or fails.

Results below are divided by columns:

(Results combine between dice types, not pictured here)

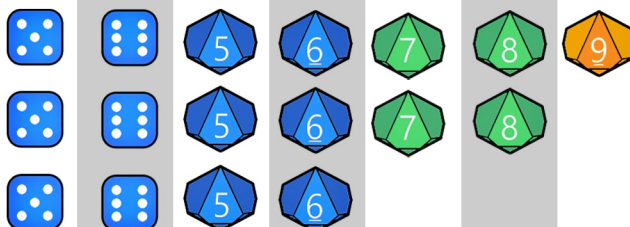
Choose one option per result. Spice it up! Explain why this happens within the story.



TRICK!

Cool stuff happens!

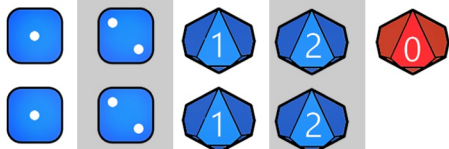
- +1 Advantage to ally's next check
- +1 Disadvantage to enemy's next check
- Find an Item (5 Rings or Barrier Shield)
- Immediately move one square



CRITICAL TRICK!

Cooler stuff happens!

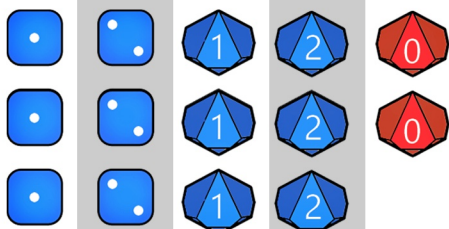
- Deal critical damage
- Upgrade you or an ally's next check once
- Downgrade the enemy's next check once
- Roll Hit Die and get random Item
- Gain immediate free Move phase



SLIP!

Bad stuff happens!

- +1 Advantage to enemy's next check
- +1 Disadvantage to your next check
- Lose Common Gear with Removable
- Enemy pushes you one square



CRITICAL SLIP!

Badder stuff happens!

- Shield or other Item effect ends
- Personal Gear is damaged or lost for a bit
- Next check against you is upgraded once
- Enemy gains immediate free Move phase
- Inflicted Status Effect backfires on you

ON YOUR TURN...

YOU MAY DO ONE OF EACH PHASE IN ANY ORDER:

Interact

- Spend up to 5 Rings to recover an equal amount of HP or TP
- Use an item on yourself (spend two Interacts to use on someone else)
- Give an item or unequipped Gear to someone else
- Reload an attack that requires spending Interacts
- Grab a willing ally and carry/drag them with you (see Assisting rules)
- Any other incidental action that does not require a check (pressing a button, opening/closing a door, picking up a dropped item, etc.)

Move

- Traverse a number of squares up to your maximum Movement
- Crouch behind cover or get back up (one square of movement)
- Jump over or onto something within 10 feet (two squares of movement)
- Move up/down vertically if your character can fly or is swimming (see *Flight and Vertical Movement* and *Underwater* rules)

Action

- Make an attack
- Revive a KO'd teammate
- Throw an object (see *Power Moving* rules)
- Fly to a high altitude (see *Flight and Vertical Movement* rules)
- Traverse Dangerous Terrain
- Anything else requiring a skill check, not including saving throws

YOU MAY GAIN A SECOND **MOVE OR **INTERACT** ON YOUR TURN BY SACRIFICING YOUR ACTION PHASE**

COMMON ITEMS

Item	Cost	Description
Super Ring 	Cost of Rings encapsulated, plus 10 Mobiums	A catch-all term used to describe items that give the character 5, 10, 20, or any other number of Rings when used. The advantage of these is that they can be stored as an item for later and spent after a character has lost their Rings to instantly increase their Ring total when a character is in dire need of them.
Barrier Shield 	5 Rings/50 Mobiums	An energy bubble that surrounds the character and gives +1 Dodge. The barrier is destroyed after a successful attack is made against the character once. All damage is negated, and the Dodge bonus is removed. If a crit is inflicted on the character when the shield breaks, the character is Stunned like usual but does not lose any Rings and the crit is not suffered.
Power Sneakers 	8 Rings/ 80 Mobiums	Also known as 'Speed Shoes,' this item temporarily increases a character's acceleration. In combat, the user's movement squares are increased by two for three rounds of combat, or until the battle ends, whichever comes first. They also gain two additional ranks to any check made with the Speed attribute. Outside of combat, the PC upgrades their Speed skill ranks by two for about twenty seconds of in-game time.
Thunder Shield 	10 Rings/100 Mobiums	An electrified variant of the Barrier Shield. Grants the same benefits, in addition to granting +2 Rings when spending a Trick to gain Rings. Cannot be broken by lasers and other energy weapons, as well as electrical energy hazards, unless a crit is dealt. Immediately breaks when coming into contact with water.
Flame Shield 	10 Rings/100 Mobiums	A fiery variant of the Barrier Shield. Grants the same benefits, in addition to granting +1 damage to Spin and Melee attacks. Cannot be broken by fireballs and other heat-based hazards such as lava unless a crit is dealt. Immediately breaks when coming into contact with water.
Aqua Shield 	10 Rings/100 Mobiums	An air bubble variant of the Barrier Shield. Grants the same benefits, in addition to granting +1 ranks in Spin and Acrobatics. While underwater, the user has an infinite supply of air and does not need to make checks to hold their breath. The character loses all the aforementioned benefits when the shield breaks.

STATUS EFFECTS

Stunned: The character is dazed and reduces their Dodge by two, to a minimum of 0. If the character is flying, they fall to the ground. This status effect lasts one round, starting from when the effect was first activated. This may be stacked up to three times, in which the character reduces their Dodge by two more with each stack (Stunned 3).

Dazzled: The character's vision is filled with stars and on their next check down-grades up to two Trick Dice to Hit dice, or if they have no upgrades to begin with, suffers +1 Disadvantage. This status effect lasts one round, starting from when the effect was first activated.

Restrained: The character is immobilized and reduces their Dodge by two, to a minimum of 0. The immobilized character may not perform Action or Move phases until free. They may attempt to free themselves once per turn as a saving throw, making a 1 Difficulty check and rolling Hit Dice equal to their Power or Dexterity attribute rating, or be freed by an adjacent character who spends two Interact phases. This may be stacked up to three times, in which the character reduces their Dodge by two more and increases the difficulty of their check once with each stack (Stunned 3). The number of Interact phases needed to be spent by a helping character also increases by one with each stack.

Knocked Back: The character falls to the ground and moves back 2 squares. If the character would run into an obstruction such as a wall or another character, they stop on the adjacent square and both objects suffer damage equal to the number of squares of movement that were left over. The character may get back up by spending one movement square on their next turn. It may be stacked up to three times, increasing the range by 1 square each time (Knocked Back 3.) While prone on the ground, attacks targeting the character receive +1 Advantage.

Burning: If the target is flammable, they catch fire and take 5 damage at the start of every round until they can put out the fire, such as using an Interact with water or other flame retardant substance, spending a Trick they rolled, or spending an Action phase rolling a 1 Difficulty Spin check.

Soaked: Movement speed and Speed rating is cut in half, rounding down, until the character dries off. This may require spending an Action rolling a 1 Difficulty Spin check, finding a warm spot, or simply waiting it out. At GM's discretion, abilities utilizing fire or electricity may not work while this status is in effect.

Suffocating: Loses 5 TP (or suffers a crit if an NPC) every time a saving throw to hold breath is failed. At GM's discretion, abilities using fire or electricity may not work. (See "Underwater")