

MUTANTS IN THE NOW

Fight Scenes Action Reference Sheet

MOVE ACTIONS (No move actions add +ESC.)	PRIME MODS
DASH: This lets you move up to MOVE feet in a single action, or move into melee with a foe. If you end your dash in melee, you may inflict the unbalanced status on a single foe. Unnamed characters do not inflict this status when dashing.	N/A
CHARGE: Like a dash, but this gives +A on any melee maneuvers this turn and grants all foes you end up in melee with the unbalanced status. However, it renders you inactive at the end of your turn. Unnamed characters only inflict unbalanced on one foe, as if they had dashed. You cannot move again in a turn after a charge.	N/A
RETREAT: Roll against a difficulty of 15+ESC; success removes you from melee. If you fail, you gain the unbalanced status.	+PRO +SPD Total:
SPRINT (requires Dash): If you have already dashed this turn, you can sprint for an additional MOVE feet. When you sprint, characters are at +D to hit you with non-psionic maneuvers until your next turn.	N/A
DUCK: You seek or improvise cover or concealment that gives +D on any ranged maneuvers performed against you. You are no longer unbalanced if somebody enters melee with you. This lasts until your next turn. If you're significantly smaller than the person targeting you with a ranged attack (4 or more levels smaller), the +D is hardened.	N/A
TRAVERSE: If there are significant obstacles between you and your foe (like height, fencing, water, etc.), you're required to use the traverse action. Declare a relevant skill and make a fight roll against difficulty 15+ESC. If the skill is untrained, this roll is done at +D. You are in melee with them regardless of the roll, but if you fail, gain the unbalanced status.	+STR +SPD Total:

MANEUVER ACTIONS—UNIVERSAL (These Maneuvers require no roll or style support.)	
AID [N/A]: Name an appropriate skill to assist an ally in melee with you. Grant that ally 1 T-WILL.	
AIM [N/A]: Gain the aiming state.	
FOCUS [N/A]: Gain the focus state.	
TRIAGE [N/A]: Name an appropriate skill and spend 1 WILL to grant an ally in melee your Affinity dice in T-HP. You cannot use this if their HP is full, or if they already have T-HP.	

FOCUS REACTIONS (All focus reactions require you to spend the focus state.)	STYLE BONUS (Granted to characters with a supporting style.)	
BRACE: Spend focus to gain +A on a saving throw, and negate its WILL cost.	☐	If you succeed on the saving throw, you no longer take glancing damage.
COUNTER: If an attacker fails a maneuver targeting you in melee, spend focus to immediately and automatically inflict weapon damage on them.	☐	Add a weapon damage die.
DECOY: If a foe fails a maneuver targeting your Defense, spend focus to redirect their attack to another foe in melee with you.	☐	Your foe also becomes unbalanced.
RECOVERY: When you have focus at the start of your turn, you can spend a moment, 1 WILL, and your focus to gain +END in temporary SHT and remove a status effect of your choice.	☐	It no longer costs 1 WILL.
TRICK: If a foe moves into melee with you, spend focus to perform a reposition maneuver them as a reaction, gaining an automatic success.	☐	You may exit melee or use the duck action,

MOMENTS
ACTIVATE ITEM: You activate an item or panel, like a remote detonator or an alarm. This may require more than one activation in some cases (open alarm, then hit it).
BANTER: You can just talk, you know?
DRAW WEAPON OR ITEM: Draw a weapon or item you don't have in hand.
GRAB ITEM: Pick up an unattended item not on your person, and become distracted if in melee.
RELOAD WEAPON: Reload a weapon with the load trait, and become distracted if in melee. This is a full action if you do not have proficiency with the weapon.

REMINDERS: You can perform two actions per turn, and one moment. Only one of those actions may be a strike. Reactions are performed by spending focus unless otherwise mentioned. Focus is gained by using the "Focus" universal maneuver.

All combat actions target Defense, unless they use the +AFF prime modifier or state otherwise; then they target Morale instead.

MANEUVER ACTIONS—STRIKES (All maneuver rolls add +ESC.)	PRIME MODS	STYLE
STRIKE—MELEE: On a success against a foe in melee, inflict Strength, Size, and weapon damage. On a miss, inflict glancing damage.	+STR +PRO Total:	☒
STRIKE—RANGED: On a success while using a ranged weapon, inflict damage. Thrown weapons inflict Strength damage (adding a die) and weapon damage. Other weapons only inflict weapon damage. Ranged bullet, energy, and explosive weapons only add +PRO or +PER, not both. This requires a clear line of sight, and is +D if firing at a target in melee.	+PER +PRO Total:	☒
STRIKE—PSIONIC: When using a [strike] psionic power, this does Determination non-lethal damage (adding a die) on a successful hit against Morale, plus any effects of the power.	+PER +AFF Total:	☒
STRIKE—BARRAGE: On a success, inflict weapon damage, and then you may attempt another barrage at +D as a reaction. If you hit twice, you are +HD to barrage. You may barrage up to +SPD times in this fashion.	+PRO +SPD Total:	☐
STRIKE—LASH: As per Strike—Melee, gaining +A but discarding the highest value damage die after the roll. If rolling 4 or more damage dice, drop the 2 highest dice instead. If rolling 7 or more dice, drop 3.	+PRO +SPD Total:	☐
STRIKE—MAINTAIN [N/A]: This maneuver is only available if you performed a psionic strike or maintain last turn and have the focus state. It expends your focus, allowing you to repeat the effects of that strike as an automatic success. The target may roll a save against this normally.	N/A Total:	☒

MANEUVER ACTIONS—COMBAT STYLES (All maneuver rolls add +ESC.)	PRIME MODS	STYLE
BULLY: This attack maneuver inflicts the startled status on a success.	+DET +AFF Total:	☐
DEATHBLOW: On a success, this attack does glancing damage directly to HP, or maximum damage if the target has 0 SHT and the damage would injure the target. You gain the unbalanced status after the attempt, and any Armor the target has is refreshed.	N/A	☐
DISARM: On a success, your opponent drops a weapon or item of your choice. If it's in a pocket or secured in some fashion, or you're trying to take the item, roll at +D.	+PRO +SPD Total:	☐
DISTRACT: On a success, this attack inflicts the distracted status.	+PER +AFF TOTAL:	☐
KNOCKDOWN: On a success, inflict the prone status.	+STR Total:	☐
KNOCKOUT: On a success, this attack does glancing damage. If the target has 0 SHT, roll nonlethal melee strike damage instead. If the damage exceeds their Endurance, they're knocked unconscious; if the damage doesn't exceed their Endurance, inflict the stunned status instead.	N/A	☐
REPOSITION: On a success, inflict one hazard on the target (if any are present), remove them from melee, or move them into a separate melee.	+STR Total:	☐
PRESS: On a success, inflict the occupied status and glancing damage.	+SPD +END Total:	☐
PUMMEL: On a success, inflict the weakened X status, where X is equal to your +STR (min. 1).	+STR +END Total:	☐
TAUNT: On a success, the target enters melee with you as a reaction if possible. This does not take an action for them, occurs immediately after this action, and doesn't inflict unbalanced. If they're already in melee, this is +D. They ignore restrictions on exiting melee for this reaction.	+PER +AFF Total:	☐
CLING: On a success against a target with greater SR, this inflicts the clinged status, and you gain the clinging state. Maintaining both the status and state requires you to spend an action at the start of subsequent turns to maintain it; otherwise both status and state are removed. This maneuver requires a free prehensile or grasping limb, or a mouthpart natural weapon.	+PRO +END	☐
GRAB: On a success, inflict the grabbed status on the target, while you gain the grabbing state. Maintaining both the status and state requires the you to spend one action at the start of subsequent turns to maintain it; otherwise both are removed. This maneuver requires a free prehensile or grasping limb, or a mouth free and the teeth natural weapon.	+STR +PRO Total:	☐
IMPROVISATION: Consult with your GM about what you're trying to do. On success, improvisations generally inflict one damage type and inflict a status effect, and use two prime mods of the GM's choice.	Varies	☒

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Fight Scenes Status/States Reference Sheet

STATUS	ENDS WHEN...	
Agony: Every action a character takes causes them to suffer 1d6 nonlethal damage.	Ends when a 6 is rolled for damage from the status. Damage from a roll of 6 is negated.	☐
Blind: The character cannot target foes visually or make ranged maneuvers successfully. If they're struck by a foe in melee, they may target that foe at +D, or target foes at +D broadly with an applicable enhanced sense. If they have a specific sense that pinpoints a foe's location, like Echolocation or Whiskers, they can target foes normally (but still cannot see).	Ends after making a raw roll of 19 or 20 on a maneuver, or the end of a scene, whichever comes first.	☐
Clinged: Any maneuver performed by the clinged character targeting the foe clinging to them is at +D. The clinged target may use focus maneuvers in place of the clinging character as if the clinged was the target instead. If both the clinging and clinged characters use a focus maneuver simultaneously, only one may do so; the clinged character decides which activates.	* The clinging character ends the clinged status (and the related clinging state) as a moment. * The clinging character becomes grabbed or swallowed. * The clinging character suffers a non-AoE maneuver that removes them from melee.	☐
Deafened: The character cannot comprehend audible communication. In addition, when the deafened status is gained, they may only add the higher of the two prime mods added to Defense or Resolve (this drawback is overridden by the distracted status), and gain and reinforce the unbalanced status.	Ends after making a raw roll of 19 or 20 on a maneuver, or the end of a scene, whichever comes first.	☐
Disoriented: A character may only add the lower of the two prime mods associated with a move or maneuver (if any) when making a fight roll.	Ends at the end of your next turn or when you make a successful maneuver.	☐
Distracted: A character may only add the lower of the two prime mods added to Defense or Resolve.	Ends after a maneuver is performed against you, or at the end of your next turn, whichever's first.	☐
Grabbed: A grabbed character gains +D on maneuvers against any target except for the foe grabbing them. A grabbed character may not perform move actions, and lose one action at the start of the turn.	* The grabbing character stops spending actions to maintain it. * The grabbed character successfully grabs the grabbing character in turn, reversing the status and state between them. * If either character leaves melee. * If the grabbed character is swallowed.	☐
Impaled: This status inflicts a random injury that doesn't heal normally, instead being removed when this status is removed.	Ends when the character or an ally in melee with the character removes the impaled object, spending an action to do so. Doing so inflicts 1d12 non-injuring, absolute damage to HP in a fight scene. A foe may also remove and retrieve the object with a successful disarm at +HD. A successful, appropriate dramatic roll outside of fight removes it without additional damage.	☐
Inactive: An inactive character's defense (but not their morale) is reduced to 10. If they have focus, they lose it.	Ends when the inactive character rolls initiative or at the start of a turn, whichever comes first.	☐
Occupied: The character may not perform any move action but retreat unless their SR is 4 higher than all foes in melee, and move actions are at +HD.	Ends once their next turn is complete.	☐
Prone: The character is now last in initiative order. If they had a turn this round, they do not gain a second turn. If this status is removed, they act right after the current acting character if they didn't have a turn this round, and their initiative shifts to acting after them. If they're already last in initiative order, they lose their turn this round, and shift to be first in initiative order next round. If multiple characters become prone simultaneously, they retain their relative order when shifted to the end of initiative order.	Takes effect immediately, but the status itself is not removed until the start of their next turn.	☐
Startled: The character must retreat on their next turn, but only need spend a moment to do so. If they cannot retreat, replace this with the unbalanced status.	Ends once their next turn is complete.	☐
Stunned: A stunned character loses one action on their turn. If they become or are grabbed or swallowed, replace this with the unbalanced status.	Ends once their next turn is complete.	☐
Swallowed: A swallowed character loses one action a turn. They may only target their swallower with strikes, and they only inflict glancing damage. However, that glancing damage is also absolute damage while swallowed. They may not be targeted by maneuvers by anybody except their swallower.	Ends when the swallower regurgitates the swallowed target as a moment, or a character forgoes inflicting an injury on the swallower to free them.	☐
Tired: Any +D the character suffers is hardened. Any roll for a move action is at +HD, and their MOVE is reduced to ½ (if relevant).	Ends at the end of the scene where a character has time to rest.	☐
Unbalanced: This character is at +D on any roll.	Ends once the character makes any roll, or at the end of their next turn, whichever comes first.	☐
Weakened X: This functions as a temporary version of vulnerable (pg. 80), where X is the added damage.	Ends once the character takes damage or at the end of the scene, whichever comes first.	☐

STATE		ENDS WHEN...	
Aiming: When aiming, gain a perk on a successful ranged strike and negates +D for firing into a melee.		An aiming character had aiming at both the start and end of a turn, performs a maneuver, or if the character enters melee.	☐
Allergy X: Adds X to the difficulty of saving throws.		The character succeeds at a saving throw.	☐
Clinging: Gain +A on melee maneuvers on the clinged target if they have one status, and +HA if they have two or more statuses, and +D on melee maneuvers against other targets. The character must spend a moment at the start of each turn to maintain the clinged status, or it ends. If the clinged character performs a move action, they moves with the clinged target and remains in melee with them. If they bully the clinged target successfully, inflict unbalanced instead of startled. The clinging character's Defense is of the clinged target.		* The clinger ends their clinging state as a moment. * The clinging character becomes grabbed or swallowed. * The clinging character suffers a non-AoE maneuver that removes them from melee.	☐
Envenomed (XdX): The character gains an envenomed value that increases by the listed die roll at the end of each of their turns, and the character can suffer one additional status. If it equals or exceeds their Endurance, they must spend 1 WILL at the start of each turn or immediately fall unconscious and enter a perilous situation (pg. 86) requiring medical treatment.		The status's die rolls its minimum or maximum value, at which point they take non-injuring, absolute damage equal to the envenomed value before the roll. They cannot be envenomed again this scene.	☐
Focus: Used as a resource to perform focus maneuvers, maintaining a psionic strike, or for some traits.		Ends after one's next action if unspent, granting 1 T-WILL. If a character gains two statuses or the inactive status, it ends without granting T-WILL.	☐
Grabbing: A grabbing character gains +A on maneuvers against their grabbed target, and inflicts an additional strength or size die on damage against them. This state requires the grabbing character to spend an action at the start of an each turn. If a grabbing character is grabbed during their turn, they regain their lost action.		* The grabbing character stops spending actions to sustain the grab. * The grabbed character successfully grabs the grabbing character in turn, reversing the status and state between them. * If either character is removed from the melee. * If the grabbed character is swallowed.	☐
Low-Ammo: This state effects a character's weapon. If you roll a 1 or 20 on a maneuver with that weapon, it runs out of ammo entirely after the maneuver is completed and cannot be used. If a weapon would gain the low-ammo state a second time, the weapon runs out of ammo.		Ends when the character has an opportunity to restock (taking at least one dramatic scene).	☐
Ongoing X: The character takes X non-injuring damage at the start of their turn.		After inflicting damage, X is reduced by 1. When it reaches 0, the status ends.	☐
Suppress XdX: A suppressed character takes XdX damage at the end of their turn, where XdX is their weapon's damage. Performing a duck action negates this damage.		Ends once they take damage from this condition or at the end of a turn in which they performed the duck action.	☐
Swallowing: A swallowing character automatically inflicts their size damage on their swallowed target at the end of each of their turns, and are +D on rolls while th swallowed is alive.		This ends when the swallower regurgitates the swallowed target as a moment. If a foe inflicts an injury upon them, that foe may forgo the injury end both the swallowed status and swallowing state violently.	☐
INJURY ROLL	Injured Attribute	REMINDERS: A character may only suffer two statuses at once, a single reinforced status, and an unlimited number of states. If a status is permanent for a character, it doesn't count towards such limits. If a player character gains more than two statuses or inflicts more than two statuses, they choose which to discard. Otherwise, the gamemaster chooses. If a status is "negated" by an effect, it is paused during the effect and resumes after that effect as if no turns or actions had passed while it was negated.	
	1 Cognition		
	2 Determination		
	3 Affinity		
	4 Perception		
	5 Strength		
	6 Prowess		
	7 Endurance		
	8 Speed		