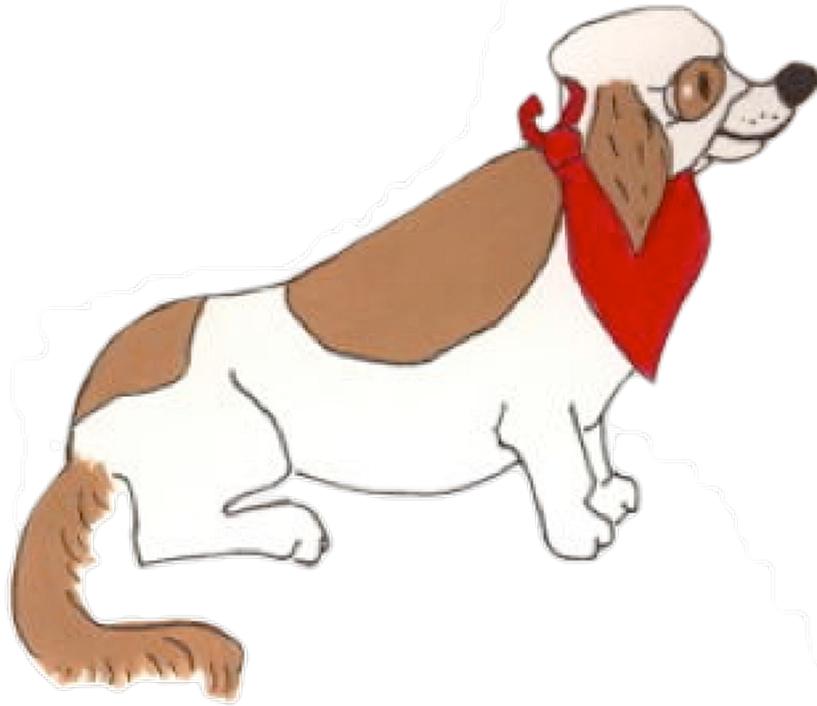


# MUTT 1.0

The TORG Inspired Universal Roleplaying System



**Jeffrey P. Kesselman**

Sunday, October 12, 2014

**For my wife, Shelley,**

**Who has put up with my crazy ideas and  
strange obsessions for a quarter of a century.**

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# Introducing MUTT

## What is this?

The TORG rules were an exciting new development in role-play gaming. From the innovative multi-genre setting to the outstanding new integrated action and role-play system, it redefined the role-playing genre in many ways. Its effects were echoed in games such as TSR's Saga system and Fuzion Labs™ FUZION game system.

Unfortunately for all its good points, TORG had one huge lack. The box was a closed system in that the innovative game mechanics were not backed up by a unified world/item/character creation system. Thus to go beyond the published materials a judge had to wing it, and attempt to feel their way through play balance issues on gut alone. As the rate of publication of new materials fell off, TORG languished and disappeared into game-obscurity.

This is a common game system problem. The only game system to ever really address it was the Hero System from Hero Games (best know for the super-hero version, CHAMPIONS.) If one could weld a Hero style core system onto and under the TORG system, I daydreamed one day, I'd have my ideal game system. Thus, seemingly innocently, began a 20 year obsession and quest to create the perfect role-play rules.

MUTT is **heavily** inspired by TORG. If you are familiar with TORG you will find most of the familiar system concepts are still present. What I have tried to do though is create a more unified system out of them. In addition, I have formalized a set of house rules I use to streamline many of the mechanics of TORG. In particular, I have eliminated time tracking from most of the rules, substituting the temporal measures of one combat, one scene, and one act to simplify the Judge's book keeping. (As an example, shock is no longer recovered one per minute. Instead, all shock is recovered at the end of a combat. Similarly Ks are recovered at the end of a Scene and recovery rolls for wounds are made at the end of an Act.)

## Player and Judge Sections

The MUTT rules are organized into two major sections, player rules and judge rules. Player rules are actually used by both players and judges during the play of the game in order to create characters, take actions and evaluate the results of actions. Judge rules are used by the judge in order to create the environment in which the play takes place. There are no secrets in the judge rules, players are free to read them. Players don't use them however, only judges do.

## Notes for those familiar with TORG

To make things easier for those coming to MUTT from TORG, here is a list of the key differences:

1. The Skill Check mechanism has been formalized and regularized across all actions.

2. Many mechanics have been simplified and streamlined to promote faster and more story-oriented play.
3. There is a point based system for constructing items and powers (called Components in MUTT terminology) and for constructing characters.

## Making Skill Checks

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### The Skill Check

---

Like many modern systems, MUTT revolves around a unified skill check mechanic for all player actions. Unlike many systems however, determination of the level of success is also unified in the idea of result points.

To resolve any skill check, the following quantities must be determined:

1. The Skill Level (SL) of the PC attempting the skill check.
2. The Difficulty Level (DL) of the skill check.
3. The Base Result Points (BRP) for the particular action and PC attempting it.
4. The Result Resistance (RR) of the target of the action.
5. The Bonus Roll (BR) for the action attempt.

Lets take as an example Joe Boxer punching Pete Pugalist.

Joe Boxer has an unarmed combat total of 7. This is his SL for this action.

Pete Pugalist has an unarmed combat total of 6. This is Joe's DL for this action.

Joe Boxer has a strength of 10, this is Joe's BRP for this action.

Pete Pugalist has a Toughness of 12, this is the RR for this action.

If we were to simply use these numbers by themselves, the answer to the action would be deterministic. Joe's 7 would overcome Pete's 6, and Joe would hit with an excess of 1 point. This excess would be added to Joe's STR making an 11 partial-result. When Pete's resistance of 12 is subtracted however this leaves a total result of -1 result points and Joe's punch would fail to penetrate.

Joe could never do any damage to Pete.

The real-world is not so deterministic however. Many random factors combine to vary the outcome of an action. Accordingly, the system adds a Bonus Roll into the mix. The Bonus Roll can be plus or minus and is added to the acting PCs SL before resolving the action. If the target is a PC, then the target may also roll a Bonus Roll and add it to the DL. How Bonus Rolls are created is explained below, but for the moment lets just assume that Joe ended up with a +4 and Pete ended up with a +1.

Now if we run the numbers again we see that Joe's 11 (7SL+4BR) would overcome Pete's 7 (6DL + 1BR), and Joe would hit with an excess of 4 points. This excess would be added to Joe's STR making a 14 partial-result. When Pete's resistance of 12 is subtracted this leaves a total result of 2 result points. Joe's

punch connects doing 2 result points. (In the case of combat, RPs are converted to damage using a special chart you can find in the **Action Reference/Attack Actions** section of this manual.)

The Bonus Chart	
Roll	Value
1	-12
2	-10
3-4	-8
5-6	-5
7-8	-2
9-10	-1
11-12	0
13-14	1
15	2
16	3
17	4
18	5
19	6
20	7
21-25	8
26-30	9
31-35	10
36-40	11
41-45	12
46-50	13
+5	+1

**Variation 1: Trivial RR**

Breaking the action down into both a success check and a result or penetration check makes action such as combat attempts more realistic. Sometimes though an action is unresisted or has a trivial RR. In these cases the RR is 0 and the step of subtracting resistance may be safely ignored.

As an example, lets imagine Ceilia Cleric is casting a healing spell on Jane Thief. Jane does not want to resist the spell (this may or may not be possible depending on the magic system a judge designs. There will be more on that in the system section at the end of this book.)

- 1.Ceilia's SL with the healing spell is 14
- 2.The DL of the spell is 10
- 3.Ceilia's BRP with this spell are 4
- 4.Jane's RR is 0, a trivial RR, because she chooses not to resist.
- 5.Ceilia's bonus roll is +1

Ceilia's SL of 14 + BR of 1 means a total skill check of 15. Subtracting the spells DL of 10, this means the spell succeeded with an excess of 5 points. These are added to Ceilia's BRP of 4 creating a partial-result of 9. Since Jane is not resisting the final result-points (RPs) are also 9. This is then interpreted as per the description of the spell to get the final amount of damage healed.

**Variation 2: Trivial RR, Trivial BRP**

In some of these cases the BRP is also 0. This means that the final RPs are equal to the excess by which the skill succeeds and the rest of the process can be ignored.

As an example, imagine Jane thief is trying to pick a lock.

- 1.The SL is Jane's lock pick skill of 10
- 2.The DL of this lock is 7
- 3.The BRP is 0. The result is simply however well Jane does at her lock pick

attempt.

4. The RR is 0. Once a lock is successfully picked, it offers no resistance to opening
5. Jane rolls a BR of 1

So her total skill check is  $10-1 = 9$ . The DL of the lock is 7, leaving an excess of 2 RPs. The DM then looks this up on a result chart and describes the final result..

## Generating the Bonus Roll

---

As described above, part of any skill check is a Bonus Roll (BR). There are two steps to generating a bonus roll.

1. The player rolls a D20. Under most circumstances if the player rolls a 10 or a 20, he rolls the die a second time and adds that roll to the first roll. Should the second roll be a 10 or 20, he repeats the process, theoretically ad infinitum.
2. Once a number has been rolled, that number is looked up on the Bonus Chart. (There is one on the bottom of the MUTT character sheet and one in the side-bar here for reference purposes.) The chart then gives the final BR value.

In addition to the PC attempting the action making a bonus roll, if the target of the action is a PC they may use an action to roll an active defense. An active defense is simply a bonus roll they make and add to the difficulty of the attacking characters action. Since you can never be worse off actively defending against an attack then you are ignoring it, any BR result of less than 0 is treated as 0.

Under most circumstances, a roll of a 10 or 20 on the bonus die grants another roll to the character. This is not true however when acting unskilled. (This is explained further in the Skills section of the rules.) When acting unskilled, only a 10 grants a re-roll.

The opposite of being unskilled is being Up. Up conditions happen as a result of the initiative cards. (There is more on this under Using the Action deck.) When a character is Up they get 1 additional free roll as if they had rolled a 10 or 20 after all their regular re-rolls are done. If they roll a 10 or 20 on the free roll however they do NOT roll again.

## Ones are bad...

---

The previous section described how to generate a bonus total, but rolling a 1 has additional effects and they are never good. Exactly what the effect is, is up to the Judge and his or her particular campaign, but the default is that the player suffers a setback condition for the current turn. (See **Using the Action deck** for more information on setbacks.)

## Skill versus Skill checks

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In some cases, two characters may be competing to out do each other, using either then same or different skills. In this case, the first character's RP+3 becomes the DL of the second character's roll. If the first character fails, then the second character's DL is 3. Depending on the level of success (assuming the second character succeeds) the Judge will assign results of the competition.

## Unskilled Actions

---

If a character does not have the skill required for an action, she may attempt the action anyway but she is acting unskilled.

All the skills act as adders to a base character statistic. Players acting unskilled use the base character statistic as their skill level. Additionally, the do not get an additional bonus roll when they roll a 20, but only when they roll a 10.

**Optional Unskilled Action Rule:** For some campaigns, the above rules may be too forgiving of unskilled action attempts. As an optional rule, the Judge can decide that in her campaign unskilled actions are rolled with only half of the base character statistic as the skill level. This will make it very difficult for characters to accomplish unskilled rolls without burning other resources such as cards or possibility points.

Certain other things can cause a character to roll unskilled such as an unskilled result from an interaction action. (See **Action Reference** for more information on interaction actions.) In these cases the player does not lose their skill adds, but does lose the ability to roll again on a 20.

Thats all there is to playing MUTT. The rest is just the details of creating characters and the environment in which they make skill checks. Of course, they say they devil is in the details.

Type of game	Base MP value
Super-Heroic	450
Heroic	300
Low Power	200

## Rules Fundamentals

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### Its all in the values

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One of the new and original ideas TORG brought to role-playing was the value chart. MUTT continues this tradition. The MUTT rules work in terms of an internal numbering system called *values*. Values are converted to real world quantities called *measures* and back again by use of a chart called the value-chart. The mapping of values to measures is on a logarithmic scale. The important things to really understand about a logarithmic scale are that:

1. The difference between values in real world effect gets bigger as the numbers get bigger, which is to say the added effect a value of 3 has over a value of 2 is more than the added effect a 2 has over a 1.
2. A logarithmic scale simplifies math. Adding values has the same effect as multiplying their measures. Multiplying values has the same effect as taking one to a power of the other. In general this means we can achieve power-multiplier or divider effects ala Hero System without any need for any math beyond addition and subtraction.

The first property above means that MUTT can represent a wide variety of effects, from the minute to the huge, without getting into ridiculously large and complex numbers. In general the value chart allows any real world measure to be brought into the system on the fly. Want to know how much strength it takes to lift a battleship? Look up the weight measure of the battleship, convert it to a MUTT value and that's the result points required from the lift action to raise it.

This mechanism is central to how MUTT represents the world, and therefore is integral to the process for creating characters..

### MUTT Points

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In MUTT players buy the various values of attributes, skills, items and so on with MUTT Points (MPs). Additionally, advantages may be bought that raise the MP cost, or disadvantages taken that lower the final total. The Judge gives you your starting MPs. The Judge may also give you an additional number of MPs you may acquire by taking crocks. Crocks are flaws in your character and are dealt with in their own section below.

### Players, Judges and Min/Maxxing

---

Before you get into the depth of character and world creation, there is one very important thing to realize. MUTT is designed for both Judges and Players. Judges for the most part work with the Effect system to pre-build items and powers available to characters from a given world. In doing so they calculate the MP

cost for those options. A completed power or item is referred to generically in MUTT as a component (and is analogous to software components for any engineers out there.)

Players actually spend MPs to build their characters, choosing from the components provided by the game Judge.

Judges are **strongly advised not to let players use the effect system directly**. The effect system is a tool, not an absolute enforcement mechanism. Although it provides mechanisms to help the judge create balanced play it **does not** create balance all by itself. Clever players can abuse any system. If a player wants a component that the judge has not yet created but that seems reasonable for the setting, then the judge should design that component and add it to the ones available to his or her players.

Statistics Costs Table	
Statistic	MP cost per pt
Deftness	3 MPs
Agility	3 MPs
Strength	3 MPs
Toughness	3 MPs
Perception	2 MPs
Mind	2 MPs
Presence	1 MP
Beauty	1 MP
Spirituality	2 MPs
Willpower	2 MP

# Creating Player Characters

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## Introduction

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This is the section of the MUTT rules intended for players. Here is explained how to use MUTT points to buy statistics, skills, and judge created World-specific components. It is important to remember that, while players do not create components themselves, it is always reasonable to ask the Judge if such an item or power is available in their World and, if so, could the judge please create a component to represent it. It's equally important to remember that **no** is a perfectly valid answer to that question and the judge does not have to explain his or her reasons. (Remember, he or she knows a lot more about your home World than you do.)

## Defining a Character

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A character is defined by their Statistics, Skills, Components and Crocks.

### **Statistics**

Statistics are those abilities a player has that are innate to their physical and mental states. There are 10 Statistics in MUTT that define a character, broken up into 5 statistic or stat groups:

#### **Dexterity Statistics**

Dexterity statistics describe a player's ability to move their body in precise and balanced ways

#### ***Deftness (DFT)***

Deftness is fine-motor coordination. It is used when attempting such actions as aiming a weapon or picking a lock.

#### ***Agility (AGL)***

Agility is gross-motor coordination. It is used when attempting such actions as dodging an attack or rolling out of a fall.

#### **Body Statistics**

Body statistics describe a character's physical condition.

#### ***Strength (STR)***

Strength is how muscular the character is. It is used as part of the damage calculation for hand to hand combat as well as when the character attempts to lift or push things.

#### ***Toughness (TOU)***

Toughness is how hardy a character is. It is used to reduce damage done to the character as well as to determine the amount of STUN damage a character can take before they go unconscious. It may also be used when attempting actions such as a drinking contest or holding one's breath.

### **Cognitive Statistics**

Cognitive statistics describe a character's ability to use the logical part of their mind.

#### ***Perception (PER)***

Perception is a measure of how finely tuned a character's senses are. It is used when attempting to notice or discern a physical stimulus. This includes actions such as avoiding a surprise attack or looking for clues.

#### ***Mind (MND)***

Mind is a measure of a character's logical reasoning abilities. It is used when attempting actions such as inducing a conclusion from a set of clues or trying to convince someone else with a logical argument.

### **Charisma Statistics**

Charisma statistics describe a character's ability to influence others.

#### ***Presence (PRE)***

Presence is a measure of one's force of personality. It is used when attempting such actions as a test of wills or trying to rally others' morale.

#### ***Beauty (BTY)***

Beauty is physical attractiveness. It is used when attempting such actions as trying to influence another character through sexual attraction.

### **Belief Statistics**

Belief statistics measure how strong a character's commitments to their ideals are.

#### ***Spirituality (SPI)***

This is how in tune a character is with higher forces. It is used when attempting to contact those forces or convert other characters.

#### ***Willpower (WIL)***

This is how strong someone's personal convictions are. It is used for some kinds of magic as well as for resisting various attempts to influence a character's behavior.

## **Skills**

Skills are learned abilities that augment a character's innate ones. A "skilled action" in MUTT is defined as a statistic plus a skill. For the available skills, see the Skills Reference. For more information on resolving action see the Action Reference.

## **Components**

Components are built with the effect system and represent additional abilities that are unique to a character and/or the equipment he carries. Swords, Armor, and enhanced racial stat maxima are all examples of components.

For more information on components see The Effect System.

## Crocks

Crocks are failings unique to a character that limit or influence their choice of actions. Crocks don't cost Mutt Points, but rather add to the pool of Mutt Points available for the other parts of the character. For more information on Crocks, see theCrock Reference.

## The Character Creation Process

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1. Chose a home World.

Your judge will provide you with descriptions of one or more universes called Worlds. Each one exists in a different reality and represents a different genre of pulp fiction. Choose one based on the kind of character you wish to play (Medieval Knight, 4-color hero, or whatever).

2. Write down your starting MUTT Points.

Every player begins with a set number of MUTT points (MPs) based on their World of origin. This might seem unfair but in reality every starting character from any World is based on the same number of MPs, its just that in some cases some of your MPs have already been pre-spent by the judge gaining you some specific advantages that your home World provides to all who originate there.

3. Judge's Option:

Take Character Crocks. Your judge **may** allow you to augment your starting MUTT points with additional points earned by taking Character Crocks. These are personal disadvantages coming from your character's physical state, mental state, or developmental environment. Your judge will set a limit on the maximum point-value of crocks you can take and must approve all crocks chosen.

4. Buy Statistics.

You must buy your character statistics using MPs according to the chart above. No statistic may go above 13 unless specifically provided for as an advantage of your home World. Be aware that some components may have minimum attribute levels for use. If you are going to want to purchase a sword, for instance, be sure you have the strength to wield it,

5. Buy Skills.

Skills must also be purchased at a cost of 9 MP per skill add. No skill can have more then 3 adds at character creation and at least one skill **must** have 3 adds. This is generally your defining skill and is called the tag skill. Again take into consideration the fact that **every** component has an associated skill. In some cases the component can be used unskilled at minuses, but in some cases it can't.

6. Buy Components.

Your Judge will provide you a list of components available in your World. These generally fall into one three forms: equipment, powers, or special abilities. They will be rated according to their MP cost.

7. Convert remaining MPs to possibility points.

Every three unused MPs can be converted to one possibility point for use during game play. Any remaining MPs are just left in the MP pool for future yes. Players can do many powerful things by burning possibilities.

That's really all there is to it.

Be aware that adding to stats and skills later costs more then when you first create the character.

For character improvement rules, see the next section.

## Improving Characters

---

Characters earn possibility points as well as spending them during play. In general a well played character should end up with an excess of possibility points. These may be converted back to MPs between adventures at the same 1 to 3 ratio. These MPs may then be spent as follows:

1. Buying up skills. Skill adds may be increased, one level at a time, for a point cost equal to the 3 times the new add total. So for instance, raising an add from 2 to 3 would cost 9 MPs. Raising that score from 2 to 4 would cost 21 MPs  $((3 + 4)*3)$ . There is no limit on skill adds after character creation except that no add may be higher then a character's tag skill. (A character may, with the Judge's approval, change which skill is their tag skill. This represents a major change in the character's approach to life and should only be done with sufficient role-play motivation.)
2. Buying up statistics. Statistic scores may be similarly bought up, but the MP cost is the character creation-time cost of the statistic times the new value multiplied by 3. So to STR from 5 to 6 would cost 54 MPs  $(3 * 6 * 3)$ . Raising STR from 5 to 7 would cost a whopping 117 MPs  $((18+21)*3)$ .
3. Buying new components. Your judge may make additional components available to you. Keep in mind though that getting components from your home World generally requires traveling back there, not a trivial task. Generally a character will be limited to acquiring a limited set of the components available in the World they last adventured in. In addition, a character may have the chance to acquire an item-component picked up in a previous adventure by paying the component cost.

**Important: Any components picked up as items in the course of an adventure but not paid for with MPs disappear before the next adventure.**

## Skills Reference

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### Introduction

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This section is an attempt to provide a reasonably complete list of general MUTT skills. In general, MUTT does not get bogged down in fine details, instead MUTT skills address broad areas of competence. The world creator may modify the skill list, adding or removing skills specifically for her environment, so be sure to ask your Judge for the list for her campaign. They may also specify that some skills require a limiting description such as FireCombat(Pistols).

Note that, unlike many systems, MUTT does not assign skills to specific stats. What stat is added to the skill in a skill check is up to your GM and is dependent on the situation in which the check is being made.

### The Skills

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#### **Acrobatics**

This skill allows a character to control the movement of their body through space. It can be used for such things as tight rope walking, somersaulting, swinging on chandeliers and rolling out to reduce falling damage.

#### **Air vehicles**

This skill allows players to pilot air vehicles and, with the proper skill test, perform maneuvers with them. Note that this skill is limited to Air Vehicles the character can reasonably be expected to have trained on. A fighter pilot encountering a magic carpet cannot automatically fly it.

#### **Area of Knowledge**

This is some area of information that the character has studied and learned. It must be bought with a qualifier like "Area of Knowledge: Alcoholic Beverages." How broad an area of knowledge can be is up to your GM. Areas of Knowledge are always things a character knows, not things a character can do or perform. For instance "Area of Knowledge: Alcoholic Beverages" means you can read and analyze a wine list, not that you can brew beer.

#### **Beast Riding**

This skill allows a character to ride land animals and, with a proper skill test, get them to do maneuvers like jumping a fence or riding into combat. This skill only applies to land animals the character is reasonably familiar with. A plains barbarian for instance might have a very high Beast Riding skill for horses but not be able to ride a camel at all effectively.

#### **Charm**

The Charm skill allows a character to present themselves as more appealing through their behavior. One use is as the basis for a *Persuade* action.

## **Climbing**

This skill allows a character to attempt difficult climbs that might be beyond the ability of an untrained person. This might include climbing through trees, climbing up buildings, or climbing a cliff face.

## **Dodge**

This skill is used to avoid ranged attacks. A target's Dodge skill plus their AGI statistic is the usual base DL for such an attack.

## **Energy Weapons**

This skill represents ability with hand held ranged energy weapons such as lasers, blaster guns, and so forth. The shooter's Energy Weapons skill plus their DFT statistic is the usual base SL of such an attack.

## **Find**

This skill is used to deliberately locate intentionally hidden things such as an object hidden in a room, a secret door or panel, or a person trying to lose the finder.

## **Fire Combat**

This skill represents ability with hand held firearms such as pistols, rifles, and so forth. The shooter's Fire Combat skill plus their DFT statistic is the usual base SL of such an attack.

## **First Aid**

This skill represents basic ability to treat and control battlefield trauma to the body. While it cannot heal damage directly, it can improve the body's natural healing processes.

## **Heavy Weapons**

This skill represents ability with large mounted ranged weapons such as artillery and tank guns. The shooter's Heavy Weapons skill plus their DFT statistic is the usual base SL of such an attack.

## **Hide**

This skill represents the ability to prevent someone from seeing or finding something that is normally a simple action to perceive. This is typically done with a character's MND stat.

## **Intimidation**

This skill represents ability to influence people with your force of personality. The influencer's Intimidation skill plus their PRE statistic is the usual base SL for such an attempt.

## **Land Vehicles**

This skill represents the ability to use land transportation. In a Fantasy setting this might mean horse carts and chariots. In a present day setting, it might mean cars and motorcycles. Depending on the game world, a familiarity skill with the specific mode of transport may also be necessary.

Basic usage is considered a simple action and needs no roll. This skill is used when ever a complex action is attempted with the vehicle, such as racing or a tricky maneuver.

## Language

This skill represents a facility with language. Its is usually bought for a specific language, but your Judge at her option can make it a general linguistics skill that helps you with any language.

## Lifting

This skill represents a trained ability to lift things. It involves both muscle training and technique that makes you more effective at lifting large weights safely.

## Long Jumping

This skill represents a trained ability to leap over large distances. It involves both specific muscle training and techniques.

## Maneuver

This skill represents fancy footwork, particularly in combat. In some combat rounds, it is an *bonus action*. (See Playing the Game/Initiative Line).

## Melee Weapons

This skill represents a facility with close combat weapons such as swords or knives. Depending on your Judge a single skill may encompass all such weapons or you may need to specify more specifically which weapons yo hare skilled with.

## Missile Weapons

This skill represents a facility with muscle powered distance weapons such as bows or crossbows. Depending on your Judge a single skill may encompass all such weapons or you may need to specify more specifically which weapons yo hare skilled with.

## Persuasion

This skill represents an ability to change others' minds. Depending on what stat is used with this skill it could be argumentation (used with MND) or seduction (used with BTY). Depending on your Judge's decision, this can be a single skill that can be used with any appropriate stat, or you may have to buy it only for a specific stat.

## Prestidigitation

This skill represents slight of hand including that done by magicians and by pick pockets.

## Running

This skill represents a trained ability to run that includes both skills and muscle training.

## Security Systems

This skill represents an ability to build, dismantle and defeat security systems. Depending on the setting this could mean mechanical locks, electronic locks, or even advanced biometrics scanning.

## Stealth

This skill represents the ability to hide oneself, move quietly, and in general any sort of perception avoidance.

## Survival

This skill represents an ability to survive in a harsh climate. Depending on your Judge and her world, you may have to choose a specific environment this skill applies to.

## Swimming

This skill represents the ability to float and propel oneself through liquids.

## Taunt

This skill represents an ability to infuriate others with insults. One use is as the basis for a *taunt* bonus action.

## Test of Will

This skill represents an ability to “stare down” others. One use is as the basis for a *test of wills* bonus action.

## Tracking

This skill represents an ability to determine what has passed in a given area or to follow someone or something that has previously passed through the area.

## Trick

This skill represents an ability to fool someone else. One use is as the basis for a *trick* bonus action.

## Unarmed Combat

This skill represents a facility with basic hand to hand combat.

## Water Vehicles

This skill represents the ability to use water transportation. In a Fantasy setting this might mean sailing ships. In a present day setting, it might mean motorboats. Depending on the game world, a familiarity skill with the specific mode of transport may also be necessary.

Basic usage is considered a simple action and needs no roll. This skill is used whenever a complex action is attempted with the vehicle, such as racing or a tricky maneuver.

## Willpower

This skill represents training in applying your strength of convictions to specific problems. It can be used to improve a character's resistance to attempts by someone else to influence the character or change their mind about something.

## Crock Reference

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### Introduction

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This chapter lists out all the standard, predefined character crocks.. The Judge may wish to invent additional crocks. Before doing so, make sure that you cannot create the desired result reasonably with an existing crock. If a new crock is indeed required, use the existing ones as a guide to its definition and MP value.

### What are Crocks?

Crocks are personal limitations a character posses. These might include blindness, deafness, obnoxious behavior, or just about any other thing that makes them “less then average.” In return for taking crocks, a character earns additional MPs that can be spent just like normal MPs.

Crocks can be great fun and often it is a character’s limitations, not their advantages, that do the most to define their character. How many crocks you let your players take is up to you, but as a general recommendation it should be no more then 1/3 of their total MPs if you aren’t running a humor-campaign.

**Important: A crock can *never* be advantageous. Its only game effect is to make life harder for the character.**

### The Crocks

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#### Allergic

An allergy means that a character is particularly vulnerable to a certain kind of attack (eg radiation, magic, kinetic damage). Any attack that is of the susceptible type does damage one level higher on the combat results table to this character. Additionally, the Judge may rule that you are in an “exposure” situation. In such a situation a character will *\*always\** take at least 1 shock point per round.

The value of an allergy is based on the commonness of the kind of damage to which the character is allergic.

An uncommon damage type is one that may never occur over the course of an adventure. A common damage type is one that is likely to occur at least once per adventure. A very common damage type is one that is likely to occur at least once an Act.

Allergic to an uncommon damage type is worth 5MPs, a common one 10MPs and a very common one 15MPs. Additionally, every additional step up the damage chart that the damage is read is worth another +5MPs.

#### Bad Luck

A character with bad luck has things go bad just when everything is going their way. In practice, this means that, when the judge feels things are going too well for the character, the judge can call for a skill check to avoid something appropriate and bad.

For instance, a thief might be asked to make a deftness check to avoid dropping their tool on the floor and setting off the alarms. A swordsman might be called on to make a strength check to pull their sword out of the wall they just hit.

In general, the results of a failed Bad Luck check are like a **setback** condition that only effects that player.

A Bad Luck check that has to succeed with a minimal success result is worth 5MPs. Every level above that it needs to succeed by is worth another +5MPs.

## Bad Reputation

A character with this crock has a bad reputation that makes it more difficult to get the assistance of others. For 5MPs a character has a mildly negative reputation that is only known to a small subsection of society. Any influence attempt on someone from that segment of society is treated as if it was down one level on its success chart.

A bad reputation with a significant subsection of society is worth 10MPs

A bad reputation with an entire population is worth 15MPs

Every additional success level this reputation reduces a success by is worth another +5MPs.

**Important: A crock is never good.** A bad reputation crock does not help the character intimidate someone. It can only get in the way. For a reputation that helps a character effect others, buy the appropriate stat with a limitation “only for a single skill” and “only in limited conditions.”

## Character Adventure Cost

An adventure cost as Crock is a number of possibility points the character must pay in order to play the character. There are three possible results of failure to pay the Character Adventure Cost.

Type 1: Failure to pay a character adventure cost deprives the player of the entire character. If at the start of any adventure, the player cannot pay the character adventure cost then the character must be retired or handed over to the judge to be used as an NPC.

**Optional Type 1 Rule:** Some Judges may find the Type 1 rule too draconian. As an option instead, a player may enter the game with a possibility point debt. While in debt, any and all possibility points earned go first to paying off the debt. **While in debt a player may only roll again on a 20, not a 10.**

Type 2: Failure to be paid up to date at the start of any adventure results in the permanent loss of one Stat point from a stat determined by the judge. If any stat reaches 0, the character dies permanently.

**A player must have specific judge approval to take this disadvantage.** Most often, it is used as a part of race or profession packages already designed by the judge.

Type 1 is worth 5 MPs + 5 MPs for every 3TP of adventure cost. Type 2 is worth 15 MPs + 5 MPs for every 3TP of adventure cost.

## Looses Control

A character with this crock looses control of their actions under a prescribed condition. When that condition occurs, the character must make a willpower check. A fully healthy character must make a minimal success. For every wound the character currently has, the success level that has to be made to avoid loss of control goes up by one.

In addition to the trigger condition, the character must make such a control roll whenever they suffer a **setback** event.

If a player looses control, then they can choose one of three options: Freak, Freeze or Flee. The player just choses the general category, the Judge will decide what it means in the current context. The player will remain out of control until they are out of the situation that triggered it. It then takes a willpower roll to recover and return to normal.

The base value of this crock is based on how common the trigger condition is. An uncommon condition is one that may never occur over the course of an adventure. A common condition is one that is likely to occur at least once per adventure. A very common condition is one that is likely to occur at least once an Act.

Looses control with an uncommon condition is worth 5MPs, a common condition is worth 10MPs, a very common condition is worth 15MPs.

For that value, it takes a minimal success in a willpower roll to keep control. Every success level higher it takes to avoid loosing control is worth +5MPs.

Recovery normally takes a minimal willpower success. Every success level higher it takes to recover control is worth +3MPs.

## Notable Features

Notable features make a character stand out in a crowd. For 5MPs the feature is unusual enough that it can be easily noticed and recognized under normal conditions.

A feature that causes a strong reaction is worth +5MPs

A feature that causes an extreme reaction is worth +10MPs

A successful Hide action can hide the feature. Such a hidden feature can be spotted with a minimal success perception check. The necessary success to perceive it may be moved up the success level chart for -3MP per level.

## Physical Limitation

A physical limitation means that a character finds it more difficult or impossible to do an action that normal people do easily. A character with a basic physical limitation must make a complex action with minimal success to succeed in a situation where a normal person could accomplish the same thing with a simple action.

The base value of this crock is based on how common the situation is. A uncommon condition is one that may never occur over the course of an adventure. A common condition is one that is likely to occur at least once per adventure. A very common condition is one that is likely to occur at least once an Act.

An uncommon physical limitation is worth 5MPs, a common one 10MPs, a very common one 15MPs.

Normally, a minimal success skill check is all that is necessary to overcome the difficulty. For each skill level higher it takes to overcome the difficulty, add +5MPs.

Difficulty	DL
Very Easy	3
Easy	5
Average	8
2:1	10
Difficult	12
10:1	13
Heroic	15
100:1	18
1000:1	22
You don't want to know	25

## Action Reference

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### Introduction

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Skills are only useful when they are applied as **actions** to a situation. Ultimately the Judge is the arbiter of all actions, but this section presents a set of predefined actions for the most common uses of all the skills listed in the **Skill Reference**. The actions are grouped by general categories below.

All of the charts below can also be found in the combined charts presented on the Judge's Screen

### Types of Actions

There are three kinds of actions in MUTT: Complex Actions, Simple Actions and Passive Actions

#### Complex Actions

A complex action is any conscious action where a bonus die is rolled. A complex action represents a conscious and deliberate attempt to do something for which there is a chance of failure. Most actions a character takes will be Complex Actions and the rest of this section is devoted to examples of various kinds of complex actions.

#### Simple Actions

A simple action is a conscious action where no bonus die is rolled and there is no chance of failure. Moving 8 meters is a simple action. So is reloading an easy to reload weapon such as a bow or a clip fed pistol. A player might chose to make a bonus roll to aid this action, such as a roll to push his movement, but making that roll is a Complex Action.

#### Passive Actions

Passive actions are actions where no bonus die is rolled that are "automatic" and require no explicit decision on the part of the player. Dodging missile fire for instance is a Passive Action. As in Simple Actions, a player might chose to roll a bonus die for an "Active Defense" and add that to their dodge skill, but making that Active Defense roll is a Complex Action.

#### Determining action difficulties

The easiest way to determine a difficulty of a player action is to find an opposed statistic or skill. Many of the actions below do that. The second easiest is when there is a real-world measure involved, such as trying to lift a weight. In that case the difficulty can be determined by converting the target measure to a value using the value chart. (See **Miscellaneous Actions** for more information)

Sometimes, however, an action is too abstract to allow for such measurement based difficulty. In that case the Difficulty Table may be used.

#### Pushes

A push is a special type of action. It is used to increase the limits of a simple or passive action, such as movement. The DN of a push is generally 8 + any additional points the Judge may add for the situation. Push results are read with the Push Points line on the general results table.

<b>Result Points</b>	<b>Norms</b>	<b>Heroes and Villains</b>
0	1	1
1	0 1	1
2	K 1	1
3	O 2	K 1
4	O 3	2
5	K 3	O 2
6	KD K/O 4	KD K 2
7	KD K/O 5	KD K 2
8	1WND K/O 7	KD K 2
9	1WND K/O 9	1WND K 3
10	1WND K/O 10	1WND K 4
11	2WND K/O 11	1WND O 4
12	2WND KO 12	1WND K 5
13	3WND KO 13	2WND O 4
14	3WND KO 13	3WND KO 5
15	4WND KO 15	3WND KO 5
+2	+1WND	+1WND

## The Actions

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### **Attack Actions:**

All attack actions use the chart below for damage determination. You will note that there are 2 columns--one for "norms" and one for "heroes/villains." In some campaigns your judge may make a distinction between the two. One example is a James Bond type spy game where there are henchman that go down fast and master criminals that are the PCs equals. In general, your judge will actually look up the damage for you and will use the appropriate column.

All of the entries in the table have the following form: KD #WND KO #. The KD signifies a knockdown. The #WND is the number of wounds taken. The KO is knockout damage. (K/O is a K unless a character already has a taken K, then its an O. The final number is the number of shock points taken. Not all entries have all kinds of damage. For interpreting the damage, see **Taking and Healing Damage**.

### ***Melee Attack***

This is an attack using a melee (non-ranged) weapon.

- **Skill:** Melee Weapons
- **Difficulty Level:** Opponent's Melee Attack Skill
- **Base Result Points:** As per weapon.
- **Result Resistance:** Opponent's Toughness
- **Result:** Result points are read as damage on the Combat Results Table.

### ***Missile Attack***

This is an attack using a basic missile weapon (bow, crossbow, dart.)

- **Skill:** Fire Combat
- **Difficulty Level:** Opponent's Dodge Skill
- **Base Result Points:** As per weapon.
- **Result Resistance:** Opponent's Toughness
- **Result:** Result points are read as damage on the Combat Results Table.

### ***Unarmed Attack***

This is an attack using no weapon (Punch, kick, etc.)

- **Skill:** Unarmed Combat
- **Difficulty Level:** Opponent's Unarmed Combat Skill
- **Base Result Points:** As per weapon.
- **Result Resistance:** Opponent's Toughness
- **Result:** Result points are read as damage on the Combat Results Table.

### ***Fire Attack***

This is an attack using a hand held projectile weapon (handgun, rifle, bazooka.)

- **Skill:** Fire Combat
- **Difficulty Level:** Opponent's Dodge Skill
- **Base Result Points:** As per weapon.
- **Result Resistance:** Opponent's Toughness
- **Result:** Result points are read as damage on the Combat Results Table.

### ***Heavy Weapons Attack***

This is an attack using a base mounted weapon (howitzer, artillery, tripod mounted machine gun, SAM, etc.)

- **Skill:** Heavy Weapons
- **Difficulty Level:** Opponent's Dodge Skill
- **Base Result Points:** As per weapon.
- **Result Resistance:** Opponent's Toughness
- **Result:** Result points are read as damage on the Combat Results Table.

### ***Special Case: Ranged Attack v. undefended Hex***

In most cases, the difficulty level of an attack is dependent on the attacked person's appropriate skill. However, in certain cases there may not be an appropriate defender to base this on. One example might be throwing a smoke grenade into the middle of a room.

In these cases the base Difficulty Level is a 5 (Easy), modified by any range modifiers. However such attacks **always** scatter a minimum of 1 hex. Additionally, the Judge is free to raise the difficulty level if

there are complications that make it harder to be accurate. (For example, obscured vision of the target hex, having to arc over obstacles, etc.)

**Interaction Actions:**

All interaction actions have their own results tables. Actions that effect combat use the same condition descriptors as the initiative line of the action deck. (For more information on their effects, see **The Initiative Line** in the **Combat Time** chapter.) Some of these actions top out with a result of “Player’s Call.” A player attempting one of these actions should specify the ideal result before she makes her Bonus Roll. (The result is subject to Judge approval.) If they get a “player’s call” then that result takes place.

**Charm**

This is an attempt to gain cooperation from an NPC by making them like you.

- **Skill:** Charm
- **Difficulty Level:** Opponent’s Willpower or Charm Skill
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read on the following chart. If the subject’s disposition toward the one attempting the charm is equal to our better then that listed under the result then the charm attempt succeeds.

<b>Result Points</b>	0	1 – 2	3 - 6	7 - 11	12 - 13	14+
<b>DispositionCharmed</b>	Loyal	Friendly	Neutral	Hostile	Inimical	Inimical+1

**Persuade**

This is an attempt to gain cooperation from an NPC by convincing them it is in their best interest. (Note

<b>Result Points</b>	0	1 – 2	3 - 6	7 - 11	12 - 13	14+
<b>DispositionPersuaded</b>	Loyal	Friendly	Neutral	Hostile	Inimical	Inimical+1

that threats do not count as persuasion, they count as intimidation.)

- **Skill:** Persuade
- **Difficulty Level:** Opponent’s Willpower or Persuade Skill

- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read on the following chart. If the subject's disposition toward the one attempting the charm is equal to or better than that listed under the result then the charm attempt succeeds.

***Interrogate***

This is an attempt to break an NPC's will in order to extract information. This cannot be done in combat and the NPC must be helpless to resist the interrogator.

- **Skill:** Interrogation
- **Difficulty Level:** Opponent's Interrogation Skill
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read on the following chart. The NPC being interrogated always has some form of loyalty that prevents them from revealing the information to the interrogator. The entry on the chart shows the strength of loyalty broken by the interrogator.

<b>Result Points</b>	0 - 2	3 - 6	7 - 11	12 - 14	15+
<b>Loyalty Broken</b>	Enemy	Hostile	Neutral	Friendly	Loyal

***Intimidate***

This is an attempt to assert authority based on an immediate, tangible threat. Cocking your shotgun and saying "You really don't want to make me angry" is an intimidation attempt.

- **Skill:** Intimidate
- **Difficulty Level:** Opponent's Intimidate Skill
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read on the following chart. The results are interpreted as per the
-

- condition descriptors on the initiative line of a action deck card.

<b>Result Points</b>	0 - 4	5 - 9	10 - 14	15 - 16	17+
<b>Target's Condition</b>	Unskilled	Stymied	Setback	Break	Player's Call

***Test of Wills***

This is an attempt to assert authority when you have nothing to back it up. (An attempt to assert authority with an immediate threat is an Intimidate action.) You are staring down your opponent and daring him to confront you. Looking your opponent straight in the eye and saying “You really don't want to make me angry” is a Test of Wills

- **Skill:** Test
- **Difficulty Level:** Opponent's Test Skill
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read on the following chart. The results are interpreted as per the condition descriptors on the initiative line of a action deck card.

<b>Result Points</b>	0 - 4	5 - 9	10 - 14	15 - 16	17+
<b>Target's Condition</b>	Unskilled	Stymied	Setback	Break	Player's Call

***Taunt***

This is a jeer or jibe intended to make your opponent angry and thus careless in combat.

- **Skill:** Taunt
- **Difficulty Level:** Opponent's Taunt Skill
- **Base Result Points:** 0
- **Result Resistance:** 0
- 
- **Result:** Result points are read on the following chart. The results are interpreted as per the condition descriptors on the initiative line of a action deck card.

<b>Result Points</b>	0 - 4	5 - 9	10 - 14	15 - 16	17+
<b>Target's Condition</b>	Unskilled	Stymied	Setback	Up/Setback	Player's Call

**Maneuver**

This is an attempt to gain advantage in a situation by moving yourself into a better position to attack or defend from. Feinting in swordplay is a maneuver. Doing a somersault over the opponent and attacking from behind could also be a maneuver. (This would be a multi-action. One for the somersault to a new position and a second for the maneuver result.)

- **Skill:** Maneuver
- **Difficulty Level:** Opponent's Maneuver Skill
- **Base Result Points:** 0
- **Result Resistance:** 0
- 
- **Result:** Result points are read on the following chart. The results are interpreted as per the condition descriptors on the initiative line of a action deck card.

<b>Result Points</b>	0 - 4	5 - 9	10 - 14	15 - 16	17+
<b>Effect</b>	Unskilled	Fatigued	FatiguedStymied	FatiguedSetback	Player's Call

**Miscellaneous Actions**

All other actions in the game fall into the miscellaneous category. Miscellaneous actions can be resolved a number of different ways. One of the most common is to look the result up in the General Results Table:

The exact meaning of a success level is up to the judge and/or module writer.

**General Results Table**

<b>Result Points</b>	0	1 - 2	3 - 6	7 - 11	12+
<b>Success Level</b>	Minimal	Average	Good	Superior	Spectacular
<b>Push Points</b>	0	1	3	5	7

**Example:** Jane Thief is trying to open a trapped chest. Jane makes a lock-picking roll. The module says that a minimal success means that the lock opens but the trap is set off. An average success means that the lock is picked and the trap set off, but Jane reacts quickly and takes half-damage. A good or better success means that the lock is opened and the trap is averted.

This somewhat more abstract way of handling skill checks has a number of advantages. First and foremost, it saves playtime from niggling mechanics instead focusing on the large-scale story that is evolving. Secondly, it means that Jane's player's knowledge or lack thereof does not effect what her character is capable of doing. A player who is a locksmith has no better or worse chance then a player who has never seen a lock-pick.

Another key tool for the resolution of skill checks is the value chart. Most real world actions have real world measures. By converting those numbers to values a judge can derive key numbers for the skill check. By converting result points back from values to measures, a judge can derive real world results.

New miscellaneous actions come up all the time, especially with clever players. The judge will need to decide how to handle them as they come up. Below however are some example miscellaneous actions to serve as ideas/templates of how to handle such actions. It is recommended that the judge keep notes on how they handled an action and add it to this list in order to be consistent.

### ***Breakfall***

- **Skill:** Acrobatics
- **Difficulty Level:** Assigned by judge
- **Base Result Points:** 0
- **Result Resistance:** 0
- *'Result: Result points are subtracted from the falling damage before the points are read as damage on the Combat Results Chart. See Using the Value Chart: Using the Chart for more information on falling damage.*

### ***Bareback Riding***

- **Skill:** Beast Riding
- **Difficulty Level:** Value of the speed of horse in KPH
- **Base Result Points:** 0
- **Result Resistance:** 0

- **Result:** Result points are read on the General Results Table. Different levels of success may be required to stay on the horse depending on such factors as the roughness of the terrain and the willingness of the steed.

### ***Battlefield healing***

- **Skill:** First Aid
- **Difficulty Level:** According to the difficulty chart and the level of wounding. Characters who just have shock are Easy, characters who are wounded are Average, heavily wounded are Difficult, characters who are mortally wounded are Heroic. (Dead characters cannot be healed.)
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Any success removes all shock and KO damage. If bleeding rules are being used, it will also stop the bleeding from mortal wounds. Any character can have only one attempt made on them per day.

### ***Diving***

Diving is like breakfall but into the water rather than on land.

- **Skill:** Swimming
- **Difficulty Level:** Assigned by judge
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are subtracted from the falling damage before the points are read as damage on the Combat Results Chart. See Creating and Using the Value Chart: Using the Chart for more information on falling damage.

### ***Following***

Following is the act of trying to follow someone through a crowd. Note that is only for actually following the person. It does not imply that they cannot see the character following them. That would be a stealth check on the followers part or a perception check on the part of the one being followed.

- **Skill:** Tracking
- **Difficulty Level:** Assigned by judge

- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read as a level of success on the General Results Chart. Depending on the situation the judge may require better than minimal success. A successful sneak check on the followers part can lose the follower.

### ***Healing***

- **Skill:** Medicine
- **Difficulty Level:** According to the difficulty chart and the level of wounding. Characters who just have shock are Easy, characters who are wounded are Average, heavily wounded are Difficult, characters who are mortally wounded are Heroic. (Dead characters cannot be healed.)
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are added to the character's recovery attempt.

### ***Hiding***

- **Skill:** Hide
- **Difficulty Level:** Assigned by the judge according to circumstances, most usually the hidden object's size measure converted to the closest value.
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Failure means the object can be easily found by anyone. Otherwise the result points are used as the difficulty of subsequent find attempts.

### ***Horse Racing***

- **Skill:** Beast Riding
- **Difficulty Level:** Assigned by the judge according to the terrain.
- **Base Result Points:** Half the horse's speed as a value.
- **Result Resistance:** 0

- **Result:** Result points are the value of the speed achieved. A race can either be run til a set distance is reached or a sum of the difference in speed can be kept each round and a winner declared when the summed difference reaches a set value.

### ***Inducing***

- **Skill:** Evidence Analysis
- **Difficulty Level:** Assigned by the judge or the result points of any attempt at Hiding evidence.
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Read on the General Results Table. Minimal or Average allows identification of all the evidence in a room by general type. Good success gives details on the evidence found. Superior gives the use to which the items were put. Spectacular success allows the detective to completely reconstruct what happened in the room in question.

### ***Opening Locks***

- **Skill:** Lock Picking
- **Difficulty Level:** Assigned by the judge according to the difficulty of the lock.
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read on the General Results Table. Different levels of success may be required to avoid secondary effects such as alarms and traps.

### ***Picking Pockets***

- **Skill:** Prestidigitation
- **Difficulty Level:** Target's Prestidigitation skill
- **Base Result Points:** 0
- **Result Resistance:** Target's PER plus or minus situational modifiers
- **Result:** Failure indicates that the attempt was spotted. Success that fails to over-come the target's result resistance means the attempt is unspotted but still unsuccessful.

### ***Recovering***

- **Skill:** Toughness
- **Difficulty Level:** According to the difficulty chart and the level of wounding. Characters who just have shock are Easy, characters who are wounded are Average, heavily wounded are Difficult, characters who are mortally wounded are Heroic.
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Any success reduces wound level by one. Any character may only make one recovery attempt per day.

### ***Searching***

This is the act of looking for something that has previously been hidden.

- **Skill:** Find
- **Difficulty Level:** Result points of a previous **hide** action, or assigned by judge.
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Usually minimal or better succeeds. Under special cases the judge may modify this or provide partial success for lesser success values.

### ***Sneaking***

This is the act of avoiding being noticed by someone else. It might include hiding, sneaking into or out of someplace, or not being spotted while following someone.

- **Skill:** Stealth
- **Difficulty Level:** **Find** skill of target modified by the situation.
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read as a level of success on the General Results Chart. Depending on the situation the judge may require better than minimal success. A successful follow check on the followers part can track the character.

### ***Throwing***

Suppose a character wants to throw a rock, or even another character she has grappled. How far can she throw it? What sort of damage does it do on impact? This is how I've handled it.

- **Skill:** Missile Weapons
- **Difficulty Level:** Dodge skill of target.
- **Base Result Points:** STR
- **Result Resistance:** Weight of object thrown as a value, plus the distance in meters as a value, plus target's/thrown object's TOU.
- **Result:** Result points are calculated for both the target and the thrown object individually and applied as damage using the Combat Results Table.

### ***Tracking***

Tracking is the act of following a trail someone has left behind

- **Skill:** Tracking
- **Difficulty Level:** The value of the number of hours that have passed
- **Base Result Points:** 0
- **Result Resistance:** Result points of the target's previous stealth action, or 0
- **Result:** Result points are read as a level of success on the General Results Chart. Depending on the terrain and the situation the judge may require more than a minimal level of success.

### ***Vaulting***

A vault is an attempt to leap or jump over something.

- **Skill:** Acrobatics
- **Difficulty Level:** Value of distance vaulted in meters.
- **Base Result Points:** 0
- **Result Resistance:** 0
- **Result:** Result points are read as a level of success on the General Results Chart. Depending on the situation better than minimal success may be necessary to avoid negative repercussions of the action.



## Using the Action deck

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### The Dramatic Flow

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MUTT is not a game system designed to simulate any particular “reality.” Instead, it is designed to simulate the flow of heroic pulp-fiction. All the game-play rules are designed to promote a role-play heavy, action oriented style of play.

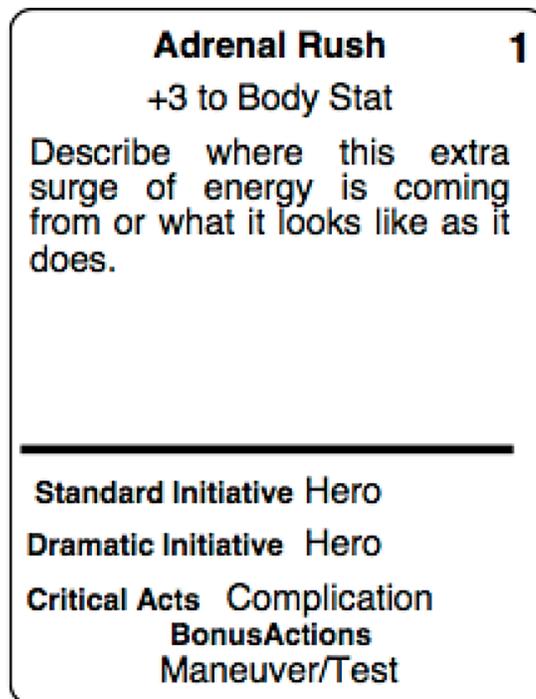
In keeping with this concept, MUTT adventures are organized into one or more Acts, each of which has one or more scenes. Generally a scene change occurs at the same time a location-change happens. Act changes happen at major concluding points in the plot. Your judge tells you when scenes or acts change.

To control the flow of the game and encourage role-play, TORG introduced an amazing innovation-- the Drama deck. MUTT splits the Drama Deck into two related decks: the Action Deck and the Condition Deck. Their use is explained below

### The parts of an Action Deck Card

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Below is a picture of a typical Action Deck card, with its various component parts labeled. Note that there are two parts to the card, separated by a bar. The top part is for the player. The bottom part is for the judge.



The top of a card begins with a name. This describes what the card represents in a few short words.

The name is followed by a description of its game effect.

Finally the top part of the card holds special instructions or directions on how to use the card.

Some cards just say **SPECIAL** on the second line. If that is the case then the game effect description explains both what the card does and how it is used. Some cards are also marked **MUST BE REVEALED**. The use of normal, special and revealed cards will be explained in the next section.

## The player's hand

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When you start the game, your judge will deal you a hand of cards. As a player you are concerned with the top of of these cards. Each top you will note contains a descriptive card name and then a description of how the card effects an action. You use these cards to gain an advantage when you are faced with difficult or critically important tasks.

It is important to remember that, unlike in most card games, in MUTT all players are on the same side. Players can trade cards with each other pursuant to certain rules explained in detail below. For this reason it makes little sense to hide your hand from other players.

### Normal Time

Like in many other game systems, MUTT has two distinct modes of play. In combat-time and in normal-time.

When you are in normal-time you may take actions freely and play cards freely from your hand. You may also trade cards from your hand with another player on a one-for-one basis. The one requirement for **all** card play, whether in normal-time or combat-time, is that you must “justify” the result of the card with an appropriate role-play action. If you get stuck for a justifying role-play action, your judge may help you, but you should get the hang of inventing them on your own fairly quickly. This is one of the ways you, as a player, get to control some of the story. (The name of the card may help you think of a justifying action.) This is also one of the ways the action deck encourages both player and judge to think about role-play during problem solving.

### Combat Time

At various points during the game, your judge will announce that you are entering combat time. At these times card play is much more restricted. Each time you succeed in an action which, in your judge's opinion, advances the story you may lay one card down face up on the table. These face up cards are collectively referred to as your **pool**.

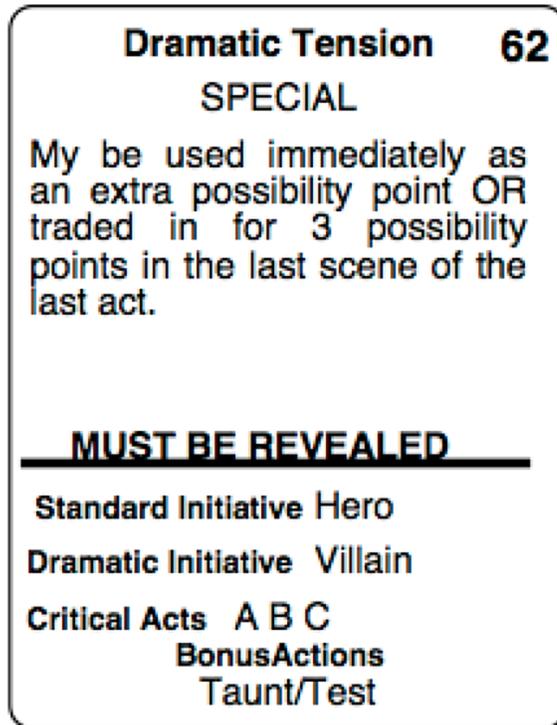
During combat time cards may only be played from your pool, not directly from your hand. Furthermore, while you can still trade cards with other players, those trades must be pool to pool.

When you can play a card from your pool is dependent on the card. Most cards are modifiers to attempted actions and may only be played on your action in the round. A few cards though have effects that make it appropriate to play them at other times. If you have any concerns about when you can play a card, ask your judge.

When combat time ends you pick your pool back up and put the cards back into your hand.

### Revealing a card

Some cards say “**MUST BE REVEALED**” on them. The cards must be “revealed” before they can be used. You reveal a card by calling it to judge’s attention and placing it on the table face up in front of you. Revealed cards are not part of the player’s hand or pool (see below) and may be immediately replaced by drawing a new card from the top of the deck.



## Playing the Game

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### The Sequence of Play

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MUTT adventures are divided up into 3 distinct units of time. Every adventure takes place in one or more Acts. An act is a major chunk of plot. Most adventures fall into a three-act format wherein the first act the players discover what the problems are, the second act they learn about the details and solve one or more smaller problems, and in the third act they solve the big problem.

Each Act is divided up into one or more Scenes. A scene is usually all the action that takes place in one location, though it might involve a few closely related locations, or one location might span more than one scene with a "break" between the scenes such as sleep. In cinematic terms, you can think of a scene as a narrative "chunk" for which the players learn one thing or solve one problem.

Within a scene there may be one or more combats. Combat time is the finest granularity of time in MUTT and is discussed more below.

The division of time into these units makes it easy to judge the effects of time on the party. At the end of each division, combat, scene and act, the Judge has the players take specific actions as laid out below:

**\* At the end of a Combat:**

Players erase any shock points acquired.

Players pick up their card pools back into their hands.

**\* At the end of a Scene:**

Players erase any K or O damage they have

Players rebalance their hands to the starting number of cards

**\* At the end of an Act:**

Players may roll a healing roll to try to erase one wound

Judge awards Possibility Points for that act.

**\*At the end of an Adventure:**

At the Judge's option, players may erase all wounds. (In episodic campaigns this is usually done but in continuous campaigns it may not be.)

Judge awards final adventure Possibility points.

Players either pay for or surrender components picked up during that adventure.

Judge rewards any unused Drama cards.

Players return all their cards to the deck.

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## Regular time v. Combat Time

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Normally, MUTT play proceeds at a relaxed and more or less "real time" pace. When in "normal time" the players are free to take actions at any time (though your judge will likely ask you to wait til you are acknowledged and take turns just to keep her job sane.)

Combat time is much finer grained and more structured. It is broken down into turns that represent 10 seconds of game world time.

## Combat Turns

---

Each combat turn is initiated by the judge turning over both an action deck card and a condition deck card.

A combat turn is divided into two 5 second intervals, called phases. In each turn there is one player phase, when the players and NPCs aligned with them can each take one simple and one complex action, and a "villain" phase when the NPCs opposed to the players get to take their action. The initiative line of the action deck will tell your judge (among other things) which phase is first in this turn.

During a Combat Turn a player normally gets to make one Simple Action and one Complex Action. (Under special circumstances the player may get additional Complex Actions, such as when operating under a "flurry" condition.)

A simple action is defined as any action which does not require a bonus roll or skill check. For example, a move of up to 8 meters or reloading a "simple action reload" weapon such as a Bow or a semi-automatic pistol are both simple actions.

A complex action is an action that requires a skill check or bonus roll. An attack roll, an active defense roll or a spell cast are all examples of complex actions.

## The Player Phase

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During the player phase, players proceed in turn one after another. The first round of combat, play proceeds clockwise around the table starting at the judge's left. The second round the play reverses and goes counter-clockwise from the judge's right. Play continues in this way, alternating clockwise and counter clockwise until combat time ends.

**Optional Order Rule 1:** Another way to handle ordering is to have every player draw an Action Deck card and go in the order to the card numbers drawn. These cards are discarded as soon as order is determined. You can other do this once at the start of combat time to determine combat sequencing for the whole combat or at the start of every round. (The latter slows down combat a bit.)

**Optional Order Rule 2:** Yet another way to handle ordering is to have every player roll a D20 and go in high to low order of roll. In the event of a tie, it is resolved in favor of whoever has the highest AGI stat. You can other do this once at the start of combat time to determine combat sequencing for the whole combat or at the start of every round. (The latter slows down combat a bit.)

A player must always take their simple action before their complex action. They can forfeit their simple action if they wish, but once they roll the bonus die they may take no more simple actions that round.

### **Holding an Action**

A player can hold either all of their action or just the complex part if they chose. Play then moves on to the next player. A held action may be completed any time up til the player's next turn. If the action is not taken before then, it is lost.

### **Pulling a Turn**

A player may also "pull" a turn. This is effectively using their next turn's complex action early. When a player pulls an action, they get another complex action immediately but lose both their simple and their first complex action next round. (If they are flurried next round, they do get one complex action then.) A turn may only be pulled for a defensive action. This might include an active defense roll or a dive for cover. Additionally, that action is performed with a -2 penalty.

**Judging Tip:** A good way to keep track of held or pulled actions is with poker chips of two different colors. When a player holds an action, put a chip of one color in froth of them (eg green), when they pull a turn, put a chip of another color in front of them (eg red).

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## **Entering Combat Time**

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As described above, action deck cards have two sections: a player's section and a judge's section. The judge's section is used to control the flow of action during combat time.

The judge indicates the entry into combat time by announcing it and flipping a card from the top of the action deck into a special discard pile called the round pile. Each player gets to take one action per round. At the end of each round, the Judge will flip a new card over into the round pile.

### **The initiative line**

During a round every player gets to take one action. The card the judge just flipped over will tell you who goes first, the players or their opponents. This information is on the judge's side of the card and is called the *initiative line*. There are two initiative lines, one for standard scenes and another for dramatic ones. Your judge will tell you what kind of scene this is. Within a faction's phase, every character in that faction gets to take their actions one at a time, according to a rotation specified by your judge.

**Dramatic Tension 62**

**SPECIAL**

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B C  
 BonusActions  
 Taunt/Test

### The Conditions Card

In addition to the Action Card, the Judge flips a Conditions card each round. The conditions card also has two parts: the top is for standard scenes and the bottom is for dramatic scenes.

**5**

**Standard Scene**

Hero Condition	Confused
Villain Condition	Flurried

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**Dramatic Scene**

Hero Condition	Up
Villain Condition	Flurried

Each area of the card has two lines, one for a Hero and one for Villains, that each signify a status condition. A status condition is a special advantage or disadvantage that lasts until the end of the round.

The advantageous conditions are **up**, **flurry** and **inspired**. The disadvantageous conditions are **morale break**, **confused**, **stymied**, and **setback**. A condition of “**none**” means that no status conditions apply to that side of the combat in this round.

An **up** condition gives the players or villains an extra roll on their bonus roll this round as if they had rolled a 10 or a 20.

A **flurry** condition gives the players or villains an extra complex action this round.

An **inspiration** condition has two effects on the effected faction. First, all KO and shock damage is instantly restored. Secondly, if the heroes are the effected faction, then all players get to draw one card from the deck and add it to their hands.

A **morale break** condition has different effects on Heroes or villains. When effecting villains, any opponent who has taken damage and does not manage to damage the heroes this round will either run or surrender. When effecting heroes, the players must roll a willpower check against a difficulty of 8+(2\* number of wounds) or suffer a **setback** condition. (Each player makes their own roll to avoid the setback.)

A **confused** condition also has different effects on players and villains. When it effects the hero faction, no player may play a card from their pool. They may still draw cards and add them to their pool, however, as normal. When it effects villains, its default meaning is the same as a setback. (Prevents the villains from taking any action that damages a player.)

A **fatigued** condition does two points shock damage to every character in the effected faction.

A **setback** condition is up to the judge and is situation specific, but it is always bad. If the judge (or adventure author) has no other idea of what kind of setback might reasonably occur, it defaults to preventing anyone in the effected faction from doing any action that would harm any character in the opposing faction.

A **stymied** is the reverse of an up condition. All characters in the effected faction lose the first roll-again they would otherwise get this round. (eg from a 10 or a 20.)

## Bonus Actions

Players in MUTT are encouraged to think not just about tactics in combat, but also about role-play. At the bottom of the action card are some words. These words are either the names of specific actions such as **taunt** or **intimidate**, or may be a class of actions such as **attack** or **defend**. These are bonus actions.

If a player succeeds in performing a named bonus action, they get to draw a card and add it to their hand. Having the right cards at the right time can mean the difference between success and failure so experienced players watch the bonus actions carefully.

The specific actions listed will always be interaction actions. These are actions that have direct effects on combat even though they are not attacks or defenses. See the **Action Reference** section for more information on interaction actions.

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## Taking Actions

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### **Making Attacks**

Attacks are skill checks just like any other action. There are three basic kinds of attacks: Unarmed Attacks, Armed Attacks, and Ranged Attacks. To make an attack you select the target and then roll a skill check as described in the **Action Reference**.

### **Defensive Actions**

Rather than making an attack or using an interaction action, you may opt for a defensive action. Listed below are some defensive actions available to all players.

#### ***Active Defense***

To take an active defense action you select a skill that is used as the difficulty of one of the attack skills (Unarmed Combat, Armed Combat or Dodge) and make a bonus roll. If the Bonus Roll is positive you add it to that skill to create a new temporary skill value. This is your effective skill value until your action next round.

#### ***Dive for Cover***

A dive for cover is a special kind of movement that may be done as a complex action. To dive for cover, the player makes a DEX or Acrobatics skill roll against a DN 8 (plus any additional difficulty the Judge might add for an unusually difficult situation such as surprise.) The result points are read as push points on the General Results table (see **Miscellaneous Actions**) to find a number of hexes that the player may move. They must move all of these hexes in a straight line but can choose which direction they wish to move in (including "backwards" by their facing.)

#### ***Parry/Disarm***

A parry is an attempt to stop one incoming attack by meeting it with an attack of your own against the weapon being used against you. A parry must be declared when the attack you are parrying is announced and before the results are read. Therefore a parry is always the result of either a held action or a pulled turn.

To parry, you roll an attack yourself and compare your attack number against your opponents attack roll. If you meet or exceed their roll then you have parried the attack. If you exceed their attack by a number equal to or greater than their strength, then you will knock any held weapon (focussed effect) from their hand.

A parry attempt is always a melee or unarmed attack, it cannot be ranged. However it can be used against a ranged attack such as a gun or bow if you are within melee range of the attacker.

A disarm may also be attempted as an attack action. In that case you roll it as an attack and, assuming it is not parried in return, you read the result points as a disarm attempt v. their strength rather than as damage v. their toughness.

## Multi-Actions

Normally a player only gets to take one action per round. As an absolute rule though this is too limiting. Sometimes in pulp fiction a hero needs to take more than one action at once. Suppose our hero wanted to swing across a ravine do it with her gun blazing? This is two actions: an acrobatics check and a ranged combat check.

MUTT handles this with the multi-action rule:

1. The character declares the actions she wishes to perform and the order in which she wishes to try them.
2. She then rolls a single bonus roll for all of the actions. The first skill check is performed at difficulty level +2. Each additional skill check has a difficulty plus of the previous plus +2. (The second action is DL+4, the third is DL+6, etc.)
3. Finally, the Base Result Points (BRP) of all succeeding actions is reduced by the total number of actions attempted.

## Ranged Actions

Effects can be bought as Ranged. A typical example of a ranged effect is a fire-arm, though any effect can be ranged of bought with the Ranged advantage.

A ranged action has three values, a short, medium and long range value. To use them you convert a real world distance measure to a value and compare it to the ranges values. If the distance is less than or equal to the short range value then the attack has no penalties. If the distance is greater than the short range but less than or equal to the medium range, the attack is made at -2. If the distance is greater than the medium range but less than or equal to the long range, the attack is made at -4. If the distance is greater than the long range then the attack is made at -(4+the difference between the distance and the long range value.)

## Explosions

Explosions have a short, medium and long range as well. The effect of an explosion on a character is dependent on their distance from the center of the explosion. If they are within short range, then they take the full effect of the explosion, If they are in medium range then there is a minus 3 to the effect. If they are in long range then there is a minus 5 to the effect. Outside of long range, there is no effect at all.

## Coordinated Actions

Sometimes one character cannot do an action alone, she needs help. The character attempting the action is called the “lead character” and makes the actual skill check. Anyone with a skill level within 5 points of the lead character can make a perception check against a difficulty level called the **coordination difficulty**. (The coordination difficulty is assigned by the judge.)

For every other player that succeeds in this perception check, the lead character gains a +1 to their own skill level for the purposes of the skill check.

## Critical Actions

At really critical moments in the story, time seems to slow down. A single critical action may make all the difference between success or failure. James Bond has no trouble picking locks when he's just investigating, but if there is a ticking time bomb behind the door, suddenly it takes a lot longer. MUTT handles these dramatic moments by using the **Critical Skill Resolution System**.

Critical actions are broken down by the judge into 3 or 4 sub-steps. Each of these steps must be completed in sequence in order to complete the critical action. These steps are lettered as A, B, C, and possibly D.

At the bottom of every action deck card is a line that says “Critical Acts.” Most cards have the letters A, B, C or D. Only those steps listed on the critical acts may be attempted. If the step the critical action performer is up to is **not** listed on the card, and there are no other special instructions on that line, then she may attempt to “study the problem.” In this case she makes a roll as if she were trying to accomplish the step but, if successful, all that happens is that she gets to draw a card as if she succeeded at an approved action this round.

Occasionally, the critical acts line will contain something other than a skill letter. These are special instructions that have the following results:

### **Possible Setback:**

The character must make a skill check as if they were trying to accomplish their next step. If she succeeds there is no effect. If she fails, however, she is set **back** one step.

### **Complication:**

The character must make a skill check as if they were trying to accomplish their next step. If she succeeds there is no effect. If she fails, however, the difficulty of all future skill checks for this critical action is increased by one.

### **Critical Problem:**

The character must make a skill check as if they were trying to accomplish their next step. If she succeeds, there is no effect. If she fails then she has run into a major road block. She must come up with

a new way to accomplish this step using a different skill. Failing that, she must “take a new tact” which means starting over from step A.

## Recovering from Damage

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All shock damage is recovered when a combat ends, which is to say when the judge leaves combat time.

K and O damage results last until the end of the scene in which they were acquired.

Wound damage results may be rolled against once at the end of each Act as per the Healing rules.

## Spending Possibility Points

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A player may spend one possibility point a round to modify the results of combat. He can chose to do one of the following

1. He may roll the bonus die one more time and add the result of that roll to his bonus roll. (He does not roll again on a 10 or a 20).
2. He may reduce damage he himself is about to take by choosing three of the following options (an option may be chosen more then once)
  - A. Reduce the damage by 2 shock points
  - B. Remove a K or an O result
  - C. Remove 1 wound
3. He may cancel/block someone else’s use of a possibility point.

The reason for option 3 is that main or “boss” villains may also have possibility points to spend.

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## The Value Chart

The value chart is the heart and soul of MUTT. It maps the internal MUTT system numbers, called **values** , to real world quantities called **measures**. This mapping allows MUTT to represent numbers that range from a "human scale" all the way up to mecha and the like.

The value chart is an approximate logarithmic scale with a base of 1.5848932 . The numbers have been rounded to multiples of 0.5 to make them a bit easier to read.

Value	Measure	Value	Measure
0	1	18	3,981
1	1,5	19	6,309.5
2	2.5	20	10,000
3	4	21	15,849
4	6.5	22	25,119
5	10	23	39,810.5
6	16	24	63,095.5
7	25	25	100,000
8	40	26	158,489.5
9	63	27	251,188.5
10	100	28	398,107
11	158.5	39	630,957.5
12	251	30	1,000,000
13	398	31	1,584,893
14	631	32	2,511,886.5
15	1,000	33	3,981,071.5
16	1,585	34	6,309,573.5
17	2,512	35	10,000,000

Time	Conversion
Second	0
Minute	9
Hour	18
Day	25
Week	29
Month	32
Year	37

Distance	Conversion
Meters	0
Feet	-3
Kilometers	15
Miles	16

Weight	Conversion
Kilos	0
Pounds	-2
Tons	15

Speed	Conversion
Meters/turn	0
MPH	3
KPH	2

## Using the Conversions

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The conversion values provide a handy way to find values for measures in various units. If, for instance you wanted to find the value for a distance of 5 kilometers, you would find the value for 5 meters (about 6 on a chart in 1.3) and add the conversion value of 15 for a total of 21.

You can also change from one unit to another using the chart. To go from 10 Kilometers to the same distance in miles, you can start by finding the value for a measure of 10 (about 9) then add the conversion for Kilometers and subtract the conversion for miles ( $9+15-16 = 8$ .) Finally convert that value (8) back to a measure using the chart for a final measure of about 6 and a quarter miles.

This may seem complex, but with a little practice the value chart makes it very easy to judge how the characters effect the real world and vice versa.

## Using the chart

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Below are some real world examples of using the chart to get system numbers for real world situations. The key is always to figure out what the significant real world measures are and how they apply to the situation. Then convert them to values and use them.

These examples may not be literally correct in a physics sense, but they give enough of an approximation to get the proper feeling across to the players without bogging down the game with heavy science.

Remember, MUTT is about story, not simulation.

## Falling Damage

Contrary to common belief, the distance fallen is not the primary measure of how much damage a falling body takes. Thanks to terminal velocity (the effect of air-resistance on a falling body) a mouse can fall off the empire state building and run away. On the other hand, an elephant can simply trip and crush its legs under its own weight.

Accordingly, the real primary determiner of falling damage within our atmosphere is weight. This is not to say that distance has no effect however. You can approximate the effects of both by converting both the falling character's weight and the distance fallen to values and adding them. The maximum total value (in earth's atmosphere) is twice the character's weight value. This approximates the effects of terminal velocity.

## Running into things

To find the damage done in a collision, find the measure of the speed in KPH and look up its value (do **not** convert to meters per hour.) Subtract the toughness of the colliding object and look the resulting number up as result points on the Combat Results Table.

## The Effects System

### Introduction

The effects system is the Judge's half of MUTT. All components are created using the effects system.

The AP chart below is used to calculate MP costs for new components as explained beneath.

<b>Ord</b>	<b>Value</b>	<b>Ord</b>	<b>Value</b>	<b>Ord</b>	<b>Value</b>	<b>Ord</b>	<b>Value</b>
1	1	42	21	61	82	80	326
6	2	43	22	62	89	81	350
13	3	44	24	63	95	82	376
18	4	45	26	64	102	83	404
21	5	46	28	65	110	84	435
24	6	47	30	66	118	85	467
26	7	48	32	67	127	86	502
28	8	49	35	68	137	87	540
30	9	50	37	69	147	88	581
32	10	51	40	70	158	89	624
33	11	52	43	71	170	90	671
34	12	53	46	72	183	91	721
35	13	54	50	73	196	92	775
36	14	55	53	74	211	93	834
37	15	56	57	75	227	94	896
38	16	57	62	76	244	95	963
39	17	58	66	77	262	96	1036
40	18	59	71	78	282	97	1113
41	19	60	77	79	303	98	1197

## Building a Component

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The basic steps for building a component are as follows:

1. Decide whether this is a technological, magical, spiritual or social component,
2. Choose the effect that best describes what the component actual does in game-system terms. Effect names are to a degree arbitrary and there for convenience. Its quite possible that a component might seem to be more like the name of one effect, but the actual game mechanics of another. Always make your decision by the mechanics, not by the names.
3. Chose any advantages and disadvantages you need to round out the effect. Pay particular attention to the Reality Rating disadvantage and make sure this component has an appropriate rating for its' in-game effect. Sum all the advantages and disadvantages to get a final plus or minus AP cost.
4. Calculate the final cost of the component according to the rules below:
5. Adjust the MP cost by using the AP cost and the AP chart above according to the following steps:
  1. Find the first number in the *value* column that is equal to or greater then your MP cost.
  2. Convert that to the *ord* number on the same line of the chart.
  3. Add your total APs to the *ord* number to get a new *ord* number.
  4. Find the largest *ord* number on the chart that is less then or equal to your new *ord'* *number*.
  5. Convert that new *ord* back to the *value* on the same line as the new ord. The result is your MP cost after APs are applied.
6. If this is a standard component for the world then record it and its cost. After all standard components have been listed, sum their component costs and subtract the result from your campaign's base MP value to get the starting MPs for characters from this particular world.

Below we discuss each of the steps of building a component using 2 examples, a short sword and a short bow.

### Choosing an Effect

Effects are the fundamental ways in which a power or item effects the game. When creating a power or object for a world, the first thing you must decide on is the effect. The basic rule of effects is **three MPs buys one point of value**. Below is an example of an effect

**Damage:** *The Statistics effect is used primarily to create weapons. The basic cost of Damage is 3 MP for STR+1 damage value with a maximum total damage value of 14. Every additional plus to the damage value costs 3 MP. Every +1 to the maximum damage value costs 3 MP.*

So, if we were to design a sword that is STR+4 with a damage value max of 17, the effect cost would be 21 MPs. (3TP for the base effect, 9TPs for STR+4, 9TPs for a maximum damage value of 17.)

All effects start out as obvious and are impossible to miss in at least one sense (audio, visual ,etc). The aforementioned sword is quite obvious when it is in use, as is any other component built on a basic effect. If a component is bought with the **in-obvious** advantage then characters must make a perception roll to perceive it's effects in action. If a component is bought with the **invisible** advantage then it cannot be perceived with normal senses but may still be perceived with an appropriate **Special Sense** (another effect.)

## Choosing Advantages

Advantages improve the way an effect impacts the game play. They cost Advantage Points, or AP. AP are applied to the cost of an effect by using the AP chart, which is printed at the start of this section.

Suppose we didn't want a sword, but instead wanted a bow with the same damage values as above?

We would create that by buying the following advantage:

**Ranged:** Short, medium and long values of 4,5 and 6 costs 1AP. +1 to any one range value costs +1 AP.

Note that this advantage describes ranges in terms of TORG values. To find the actual range in meters, simply consult the TORG value chart. We decide we want our bow to have ranges of 10m, 40m and 100m. Using the value chart we convert those numbers to values of 5, 8 and 10. Thus our range advantage costs 10APs.

All APs are summed and applied at the end of the component calculation. So, for the moment, we just record the MPs and APs to date. The sword is MP 21 AP 0, the bow is MP21, AP10.

## Choosing Disadvantages

Disadvantages are the opposite of advantages. They limit the functionality of a component and thus make that component cheaper for the players to acquire. Disadvantages give you negative APs.

Our sword and bow are both very expensive currently. We can reduce their cost by limiting them some. One common disadvantage is presented below:

**Focused:** The effect is contained in an item external to and separable from the purchaser. It can be lost or stolen from the purchaser and anyone who gets it in their hands can attempt to use it. This is worth -3 APs.

Both the sword and the bow are focused effects. This reduces their AP costs to -3 and 7 respectively.

**Environmental Limitation:** The effect will not function in some specific environment. This is worth -1 APs for an uncommon environment or -3 for a common one (commonality is a judge's call).

The bow will not function under water. The judge decides this is an uncommon circumstance in this campaign and subtracts another -1 AP from the bow. This brings the bow's APs down to 6.

The summed APs are applied to the MP cost using the AP table that this section began with. A MP of 21 is looked up on the *value* side and becomes an *ord* of 42. In the case of the sword we add -3 to 42 to get a new *ord* of 39. This converts back to a MP *value* of 17 MPs as a final cost. In the case of the bow we add +6 to 42 to get an *ord* of 48, which converts back to a *value* of 32 MPs.

## Component Frames

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MUTT provides ways to tie components together so that they in some way depend upon each other.

These groups of interdependent components are called **Component Frames**.

Advantages and disadvantages that apply only to specific powers within the component frame are applied to those powers' MP cost. Advantages and disadvantages that apply to the frame itself and/or all power within the frame are applied to the MP cost of the entire power frame.

## Packages

Packages are groups of components that must be bought together. In general, the components inside a package are not available individually. The cost of the package is the sum of the costs of the individual components in the package. At the GMs options, a package may (but does not have to) contain a "package bonus" which reduces the cost by an arbitrary amount specified by the GM.

## Power Frames

A power frame represents a group of powers that all depend on a common mechanism to "power" them. For this reason they cannot all be used at once. One example of a Power Frame could be the systems of a star ship, where there is not enough power generated to use the shields at full power and the engines at full power at the same time. Another example might be a mage's spell book, where only a fraction of those spells may be memorized and used on the same day.

In order to create a power frame, the MUTT Judge first creates the individual components as normal. He then puts a number of "power points" (PP) into the frame itself to power the components in use at a cost of 1 MP per PP.

Next, she puts the powers into the frame at a reduced cost (see below.)

In order to activate the component the player needs to assign PP to it. To power it at full effect it costs a number of PP equal to the unreduced MP cost of the component. However the player can power the component at a fraction of its power for an equivalent fraction of PPs.

A component costs 1/5 of its total MP cost when bought as a part of a power frame. Additionally, this can be reduced to 1/10 the cost with the special limitation "can only be activated at full power."

Normally, changing the assignment of PPs is a simple action, but it can be limited to longer time frames as follows.

- A power frame that can only be changed out of combat time is a -3AP disadvantage.
- A power frame that can only be changed once an hour is a -5AP disadvantage.
- A power frame that can only be changed once a day is a -8 AP disadvantage.
- A power frame that can only be changed once a month is a -12 AP disadvantage.

Regardless of how much time has passed the Judge may, at her option, allow a player to change their power frame at the start of any new adventure.

Normally, switching a power frame is instantaneous. An additional limitation on the power frame it may be bought with a longer switch time. A longer switch time is worth the time in minutes expressed as a measure, converted to a value. For instance, a power frame that takes 10 minutes to switch has a -5AP limitation on the total cost of the power frame. A power frame that takes 4 hours to switch has a -11AP limitation.

## Linked Components

Two or more effects may be linked in a single component. Linked effects must be always be used together and at the same time. Their results are all calculated using a single bonus role.

Linking is both an advantage, in that you avoid the multi-action penalty, and a disadvantage in that they cannot be used separately. As such, it is a cost-neutral option and the cost of a linked effect group is the sum of the cost of the individual effects that make up the linked component.

## Ways to use the Effects System

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### Creating Entire World

The Judge should consider what “standard components” all characters from that world have and sum their component costs. This sum will be subtracted from a Judge’s predetermined base MP value to arrive at the MPs available to players from that world at character creation time.

The Judge may wish to build world templates. These are packages of components that represent standard professions or archetypes of that World’s particular genre.. The judge may reduce the cost of these a small amount to encourage their use by the players.

### Creating additional components

A judge wishing to create new components for an existing MUTT World should create them using the effects system and apply **the Reality Rating** disadvantage as necessary to make them fit into the existing ratings

## Converting legacy materials

A judge wishing to create new components for an old TORG World should first convert the existing equipment lists to MUTT. (For basic equipment, see the pre-generated numbers in Appendix A.) Following that the judge may proceed as above.

## Creating Systems

Systems are meta-rules for related sets of components that impose limits on how those components can be built. The most common systems in RPGs are magic systems, but psionics could also be a system, or even certain areas of technology. In general, systems give the related set of components a "flavor" and make them seem to be closely related.

As an example, a typical D&D type magic system might have the following rules:

**Mage Magic:** All components must be bought as part of a Power Frame. This Power Frame must be bought with the limitations *Switch Time: 4 hours*, *Only one switch per day* and *Player must be asleep the entire 4 hours*. All component powers must be bought with the limitation *can only be activated at full power*.

## Effects Reference

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### Introduction

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This section of the MUTT manual lists the standard effects out of which all components are built. The intent is that this section be complete enough that any imaginable component can be constructed from one of these base effects. While a judge is free to invent new effects, it is recommended that a judge first consider carefully if any of the existing effects can be stretched through advantages and disadvantages to achieve the desired result.

### The Effects

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#### Area Knowledge

Area knowledge is knowledge of a specific area of study. It is more focused and less action-oriented than a skill. Some effects may require a specific number of points in one or more area knowledge categories. In addition, the judge may, at her option, have the player roll dice against a knowledge area to gain special information.

Every 2 points of Area Knowledge costs 1 MP.

#### Communication

The communication effect is used to communicate information privately. It can be used to make everything from radios to telepathic communication. A given component only communicates one sense (A number of components may be linked to create multi-sensory communication.) The value of the communication component adds to the user's base perception value.

The basic cost of Communication is 3 MP for 1 value pt.

Every +1 value pt costs an additional +3 MPs.

A common disadvantage for communication is "recipient must possess component." This disadvantage, combined with focus, makes a walky-talky.

#### Domination

Domination is a special kind of attack used to control the actions of another character it is bought as a **Special Attack**(usually but not always based on MIND) and generally requires a skill to use. The result points are used by the target as a DN for resisting a command. Domination does not pre-suppose telepathy or any other unusual form of communication. Commands must generally be spoken unless the dominator has an alternate communication effect with which to make their desires known.

Like all effects, Domination is an instantaneous effect but can be bought longer with the Duration advantage.

The Judge should apply bonus or minuses to the target's attempt to resist a command according to following chart:

Domination Difficulty Chart	
Target's Inclination	DN +/-
Secretly wants to do the action	+3
Doesn't Care about the action	0
Is opposed to the action	-3
Is violently opposed to the action	-5

In addition, the minuses for any crock that applies should be added or subtracted as appropriate.

The cost of Domination is the same as **Special Attack**.

### Effect Drain

Effect drain is an effect that subtracts from other effects. The difficulty of a drain is the MP value of the effect being drained (not including any advantages or disadvantages.) The amount drained is equal in MPs to the result points (the amount by which the difficulty is exceed.) A target of a Effect Drain may actively resist, adding their bonus die to the difficulty number.

Drained MPs come back at a rate of 1 a turn. An effect drain must have a specific targeted effect declared at creation time.

The base cost for Effect Drain is 6 MPs per point of effect drain. This is twice the usual formula because draining an effect is always harder then acquiring that effect. Return of drained points may be delayed +1 round for every +3 MPs.

### Environmental Resistance

This effect gives a character the ability to survive in a normally inhospitable environment.

For 3 MP a character can last a time value of 1 (one round) in an extreme environmental condition of a specific type and has +1 TOUGH against attacks based on that environmental condition.

Every +1 time value and +1 TOUGH costs an additional +3 MP.

### Extra Limb

This effect gives the player an extra limb. This is considered another “off hand”. The player suffers the same “one on many” penalty for using this limb as he does for using his normal second. The advantage is that certain maneuvers are just not possible with only 2 hands (i.e. firing 2 pistols AND swinging across a ravine at the same time.)

The basic cost of Extra Limb is 5 MPs per limb.

## Healing

The healing effect heals damage done to a character according the result points of the healing attempt read through the combat damage chart. The "possibility rated" column is used for both ords and possibility rated characters. What would normally be read as damage is instead read as damage removed.

The cost of Healing is 6 MPs per point of effect. This is twice the cost of STR, which is typically used to create damage. Destroying something is always easier then creating it.

## Illusion

This effect allows the user to create an illusion that fools a single sense (it may be bought multiple times with the **link** option to create multi-sensory illusions. These illusions have no reality and thus can do no damage nor create other physical effects. (To do illusions with real effects, buy the actual effect with the disadvantage **can be disbelieved.**) Illusion effects a single target character only unless bought with the **area of effect** advantage.

The basic cost is 3 MP for an illusion of “size” value 1. (In the case of sight, this is physical size, in case of sound, this is volume, and so on.)

Every +1 in size value costs +3 MP.

## Increased Statistic Limit

This effect allows a character to buy an statistic score up higher then the normal minimum. Its most typical usage is in a racial or world package. (I.e. An ogre in a fantasy world might have a few points of Increased Statistic Limit(STR).

Increased Statistic Limit costs a number of MPs equal to the new limit times 3.

## Perception

The perception effect is the opposite in many ways of Communication. Unlike communication what is received is under the control of the receiver rather then the sender. It can be used to create such components as Clairsentience, security systems, or heightened senses. It can also be used to create a non-normal sense (radar, magic-sense, etc.)

Perception normally has no range and thus requires physical contact. It can however be bought with the *ranged* advantage.

The basic cost of Perception is 3 MP for perception of one sense at a player's normal perception ability.

Every additional +1 to perception is +3 MP.

## Penetration

The penetration effect allows an object to pass through another object. The difficulty of penetration is the Toughness of the object being penetrated (the "target object"). The total penetration score minus the target object's toughness results in a value which is read on the value chart as the maximum speed the penetrator can move while penetrating the target object.

The basic cost of penetration is 3 MP for 1 pt of penetration.

Every additional +1 value point costs +3 MP.

## Sensory Block

The sensory block effect makes perception more difficult. For every 1 point of sensory blocking, it ups the difficulty level of perception 1 difficulty level. As a raw effect it hides a single small object (equal to a size of value 1). The area of effect advantage can be bought to create darkness clouds and such.

Sensory Block is bought to block a particular sense (eg sight, smell). It can be bought multiple times and linked to create an effect that blocks more than one sense.

The basic cost of Sensory Block is 3 MP for 1 pt of effect that lasts 1 round (time value of 5).

Every +1 of effect is +3 MP. Every +1 of time value is +5 MP.

## Sensory Shutdown

Sensory Shutdown is like **Sensory Block** except rather than hiding an object or effecting an area, it effects a targeted character to decrease the effectiveness of their senses.

Sensory shutdown is bought to shut down a particular sense (eg sight, smell). It can be bought multiple times and linked to create an effect that blocks more than one sense.

The basic cost of Sensory Block is 3 MP for 1 pt of effect that lasts 1 round (time value of 5).

Every +1 of effect is +3 MP. Every +1 of time value is +5 MP

## Skill Points

These are skill adds contained in a component. Often this is used to build tools that aid specific skills. The advantage these points have over stats is that there is no maximum to be bought up.

The cost is 3 MP per point of skill add.

## Special Attack

A special attack is an attack whose attack value and defense values are based on something other than STR and DEX. A special attack can do no wound damage and is not effected by TOUGH. It may however be effected by **Special Defense**.

The cost of special attack is otherwise like **Stats** below, with the additional -2 limiter “only useable with one skill.”.

## Special Defense

A special defense is a defense that works like TOUGH but against a specific form of special attack.

The cost of special defense is otherwise like **Stats** below, with the additional -2 limiter “only useable with one skill.”.

## Stats

The stats effect provides additional ability points. The base effect provides a plus to an existing ability along with a limit to the total. A sword for instance is a stats(STR) component with a “mele combat” use skill. In the case of multiple STAT effects that add to the same stat, stats are applied from lowest limit total to highest. Each Stat may only add as many points as brings the stat up to its limit total.

eg Harry the Palladin has a TOU of 18. He puts on plate mail which is  $STATS(TOU)+7/23$  and a large shield which is  $STATS(TOU)+4/25$ . The plate armor is added first because its limit is lower than the shield's.  $18+7 = 25$  which is over the plate mail limit, so it gets reduced to the limit, which is 23. Next, he applies the shield for  $23 + 4 = 27$ . Again this is over the Shield's max so it is reduced to 25, which is his final TOU total.

The basic cost of Stats is the same as the cost for the stat when creating a character. For that cost, the stat has a max total when added to a character's own stats of 14.

Every +1 to the maximum total value costs 3 MP.

A few special disadvantages are available for stats: A stats component may be limited with the limit “does not add to ability” for -5 MP. A gun for instance is a stats(STR) component with this disadvantage and the ranged advantage (see the Advantages Reference for more details.) A stats component may be limited with the limit “Only for <single skill>” in which case the additional stats points may ONLY be used with that skill (either active or passive use) for -3 MPs.

## Stat Transfer

This moves points from one stat or skill to another. The movement is proportional to the cost of the stat. The AP cost of stat transfer is equal to half of the cost of the points moved.

Stat Transfer normally lasts one round. Each additional round is a +1 MP advantage.

In designing components with Stat Transfer it is important to keep the transfer balanced. Transfer to something that's important in combat, like a to hit roll, from something almost assuredly unimportant that round, like Charisma or a non-combat skill, is never a good idea.

## **Transit**

The transit effect moves things through space. Note that this only moves the entity the effect is bought for. If the entity is intended to convey other entities in movement, such as in a vehicle, the moving entity must buy the appropriate amount of STR to carry the intended load.

(For more information, see the Vehicles rules.)

The basic cost of transit is 3 MP for movement at a speed value of 1.

Every additional +1 to speed value costs 3 MP.

# Advantages Reference

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## Introduction

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This chapter lists out all the standard, predefined advantages. These are all the advantages needed to create the list of standard components in Chapter 9. It is quite possible that Judges may wish to invent additional advantages. Before doing so, make sure that you cannot cover the effect reasonably with an existing advantage. If a new advantage is indeed required, use the existing ones as a guide to its definition and AP value.

## The Advantages:

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### Area of Effect

Area of Effect attacks follow the Explosions rules in the TORG rulebook. An Area of Effect component thus has AoE ranges that are separate and distinct from the ranges that might be bought with the Ranged advantage. Ranged ranges refer to targeting the center of the AoE, AoE ranges refer to the effect radius around that center.

Area of effect costs +10 APs for an AoE range of the values 3/4/5.

Every +1 to a range value costs +1 APs. All the same restrictions as in the Ranged advantage apply to AOE ranges.

An area of effect component usually effects everyone in the area equally. The Selective option allows the controller of the effect to choose who is effected. Selective is a +10 AP option.

**Optional Rule:** Normally, result points are applied to the effect as indicated by the effect description and/or the action. Attack actions for instance normally apply the action result points to STR for the purpose of damage. An effect with the AOE advantage however may, at the Judge's option, allow result points to be applied to the range values of the AOE. Result points are read through the power push table to find the actual number of points to apply. (This use of the power push table however does not generate shock points.) Points must be applied equally to all 3 range values with the shorter ranges getting any points left over.

### Auto-fire

A component with this advantage can be used as a special multi-action. When used as a multi-action the player still takes the cumulative +2 to difficulty, but each success does full BRP. Charges are treated as bursts rather than single rounds, so an auto-fire weapon with 6 charges can shoot as a multi-action 6 times.

This advantage costs +5 APs.

For an additional +5APs, the advantage modifier “can single fire” can be bought. Each single fire takes 1/3 of a charge.

## Communal

A communal component is one that multiple characters can attempt to use together. One character (usually the one with the component) is designated as the prime character. All other characters roll their skill and bonus vs. the component’s “community rating”. Every player who makes or beats the community rating is said to be involved in the attempt. The prime character makes his attempt as normal except that he receives a bonus equal to the number of involved characters (including himself) translated from a measure to a value on the value chart. (i.e. 6 involved characters == +4 bonus.)

The communal advantage costs 20 minus the community rating in APs.(i.e. A community rating of 12 costs 8 APs.)

## Duration

All effects normally apply only to the moment in which they are used. The duration advantage allows an effect to last longer. Duration is bought as a value and translated to a measure in time by using the value chart.

Duration costs 1 AP for a duration of 1 value-point of duration.

Every +1 in value costs +1 AP.

Durations are normally cancelable by the user at any time. “Uncancelable” is a special limitation on duration that is worth -5 APs.

**Optional Rule:** Normally, result points are applied to the effect as indicated by the effect description and/or the action. Attack actions for instance normally apply the action result points to STR for the purpose of damage. An effect with the Duration advantage however may, at the Judge's option, allow result points to be applied to the time value of the duration. Result points are read through the power push table to find the actual number of points to apply.

## In-obvious

All effects start out as obvious and are impossible to miss in at least one sense (audio, visual ,etc). If a component is bought with the **in-obvious** advantage then characters must make a perception roll to perceive it's effects in action.

For +3APs, an effect in use requires a perception roll v. a DL of 8. Every additional +1 of AP raises the DL by 1.

## Invisible

All effects start out as obvious and are impossible to miss in at least one sense (audio, visual ,etc). If a component is bought with the **invisible** advantage then characters cannot normal perceive it in action.

The player and Judge must agree on a special sense that will **always** detect this effect in action. It must be a special sense that at least one current character in the game (PC or NPC) has.

Invisible is a +10 AP advantage

### **Knockdown Attack**

A knockdown attack is a normal attack except that an additional Knockdown result is added to any successful attack.

Knockdown Attack is a +3AP advantage

### **Knockout Damage**

A component that does knockout damage does not kill. Instead, it is specialized to render it's target unconscious. All damage done by such a weapon is looked up on the normal damage results table, but is then modified as follows:

- an extra Knockdown is added.
- an extra K result is added.
- shock damage is doubled.
- all wounds are converted to an equal number of additional Knockdowns.

Knockout Damage costs +10APs.

### **Ranged**

A component with this advantage can be used at range as per the Ranged Action rules. A ranged weapon has a value for short, medium and long range.

This advantage costs +3APs for a range of values 3/4/5.

Each additional point to any of the three range figures costs an additional +1AP. No range may be equal to or greater then the next furthest range. (Short must be less then medium and long, medium must be less then long).

**Optional Rule:** Normally, result points are applied to the effect as indicated by the effect description and/ or the action. Attack actions for instance normally apply the action result points to STR for the purpose of damage. An effect with the Ranged advantage however may, at the Judge's option, allow result points to be applied to the range values. Result points are read through the power push table to find the actual number of points to apply. Points must be applied equally to all 3 range values with the shorter ranges getting any points left over.

### **Usable with a weapon**

Normally a player may not combine effects. This advantage allows this effect to be combined with a weapon attack. Normally, this is a single hand to hand weapon, but it may be bought with a ranged weapon or a class of weapons as an option.

This is usually used to create martial maneuvers for weapon oriented martial arts.

Usable with a hand to hand weapon is +5AP.

Ranged weapon costs an additional +3AP.

Usable with a class of weapons costs an additional +5AP.

## Disadvantages Reference

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### Introduction:

This chapter lists out all the standard, predefined disadvantages. These are all the disadvantages needed to create the list of standard components in Chapter 9. It is quite possible that Judge's may wish to invent additional disadvantages. Before doing so, make sure that you cannot cover the effect reasonably with an existing disadvantage. If a new disadvantage is indeed required, use the existing ones as a guide to its definition and AP value.

### The Disadvantages:

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#### **Adventure Cost**

A component with an adventure cost is not just paid for at character construction time, but has an upkeep cost in possibility points that must be paid before every adventure. If the character falls behind in his upkeep, use of the component is suspended until he catches back up.

Every 3 PPs of adventure cost is worth 5 APs.

#### **Backlash**

All components have an associated skill. Usually this skill total must beat an external number (defender's dodge, lock's difficulty, etc.) When a component has the backlash disadvantage then the skill total is also compared with the backlash number. If a user's skill total equals or beats the backlash total, then no backlash occurs. If the user's skill total fails to beat the backlash total then the difference is read on the combat results table as damage applied to the user.

If a possibility point or card is spent to improve the bonus roll, the improved roll may be used for meeting a skill roll requirement or upping the effect but does **not** effect the roll for the purposes of backlash.

Backlash is always figured on the **base** bonus roll.

Backlash is worth -3APs for a base backlash number of 8.

Every additional +1 of backlash is worth -1 APs.

#### **Breakable**

A component that is breakable has a chance of breaking every time it is used. A broken component cannot be used again until the Judge has ruled that the time and resources are available to fix it.

(Generally a minimum of an uninterrupted hour of time, but the Judge can rule more time is needed.)

When a component has the breakable disadvantage then the skill total is also compared with the breakable number. If a user's skill total equals or beats the breakable total, then no breakage occurs. If the user's skill total fails to beat the breakable total then the component is broken

If a possibility point or card is spent to improve the bonus roll, the improved roll may be used for meeting a skill roll requirement or upping the effect but does **not** effect the roll for the purposes of breakability. Breakability is always figured on the **base** bonus roll.

Backlash is worth -5APs for a base backlash number of 8.

Every additional +1 of backlash is worth -2 APs.

## Charges

Components can normally be used any number of times in a row. This disadvantage sets a fixed number of uses, after which a “reload” action must be taken. The disadvantage is worth 10 APs - the value of the number of charges. To make this easy, use the below chart:

1 use = -10APs

2 uses = -8APs

3-4 uses = -7 APs

5-6 uses = -6 APs

7-10 uses = -5 APs

11-15 uses = -4 APs

16-25 uses = -3 APs

26-40 uses = -2APs

41-60 uses = -1 APs

The normal reload-rate is 1 full round. Every additional round it takes to reload is an additional -1AP disadvantage.

Longer reload times can be bought as follows:

End of Scene = -5 APs.

End of Act = -10 APs

End of Adventure = -15 APs.

Never = -20 APs

As another option, this disadvantage may be bought with the +5 advantage “reload is a simple action”, in which case reload may be done in conjunction with an attack.. (See the combat rules.) The +5 must be added to whatever the disadvantage minus is, decreasing the value of the disadvantage.

Finally, it is recommended that charges be bought with the -5APs option "Requires ammo." An effect that requires ammo runs out of ammunition when a setback condition occurs for the player. A component that is out of ammunition may not be reloaded until the GM rules that more ammunition can be acquired.

(Often this is the end of an act.)

## **Delayed**

Components normally act instantaneously. The delayed disadvantage creates a component that takes time between when it is triggered and when its effect occurs. Delay time is bought as a value which is converted to a time measure using the value chart.

In order to determine when in combat a delayed effect goes on, convert the delay value to a measure of seconds and divide the number by 5, rounded up to a whole integer. This is the number of phases it takes for the effect to "go off." (eg An effect with a delay of 2 would take 2.5 seconds, which is .5 phases, which rounds up to 1 phase. It would go off at the end of the players' phase this round. An effect with a delay of 4 would go off in 6.5 seconds, or in 2 phases. This would mean it goes off at the end of the next phase which might be the second half of this round, if the players went first, or the first half of next round, if the players went second.)

Delayed is worth -1 AP for every 1 value points in time the effect is delayed.

A player can take the disadvantage "requires concentration" for additional -APs (see below).

## **Difficulty**

All components have an associated skill. Usually this skill total must beat an external number (defender's dodge, lock's difficulty, etc.) When a component has the Difficulty disadvantage, the user's skill total must ALSO beat the difficulty number.

Difficulty is worth -1APs for a base difficulty number of 5APs.

Every additional +1 of difficulty is worth -1 APs.

## **Focused**

A simple component is part of the character purchasing it and may not be removed. If this limitation is bought then the component is a separate physical object that may be lost, stolen or used by someone else.

For -2 APs, the component is focused but can not be dropped or grabbed in a single maneuver.

For -3 APs, the component is focused and can be dropped or grabbed in a single maneuver.

Foci are inherently in obvious, which is to say they cannot be easily seen unless they are in use. An Obvious focus is an additional -3 APs.

Foci can also be very inobvious, which puts other at a -3 to find them with the Find skill. Very inobvious is a +2AP Advantage.

### **Increased Fatigue**

A component may be limited such that while in use or readied for use, its user suffers additional shock points from a fatigue result. This is often used to simulate armor that is especially heavy or hot to use.

Every additional +1 to shock is worth -1 APs.

### **Jams**

Jams is similar to the “Requires ammo” option for charges. A component that jams becomes non-functional when the player suffers a setback condition. A jammed component requires a skill roll of 8 to clear. (Most often a Deftness roll, but the Judge may declare a different stat or allow an appropriate skill to help.)

Jams is worth -3APs. Every additional -1 of Jam difficulty is worth another +1 AP.

Cannot be cleared in combat is worth an additional -2APs.

### **Limited Circumstances**

A component may be limited such that it is only usable under limited circumstances. The value is according to rarity of the circumstances, which is determined by the judge and relative to his or her campaign.

For instance a component that cannot be used underwater might be usable “most of the time” in a normal campaign but usable “rarely” in an undersea adventures campaign.

Can be used most of the time is worth -2 APs

Can be used about half the time is worth -5 APs

Can be used rarely is worth -10 APs

### **Minimum Stat**

A component with this limitation cannot be used by anyone with a stat score less then the assigned minimum.

This disadvantage is worth -1 AP for every 2 points of stat required to use the component.

### **May be disbelieved**

A component with this limitation will not effect any who successfully “disbelieve” it by making a willpower skill check against the caster’s skill level with which the spell was cast.

This disadvantage is worth -5 APs.

### **Only with skill**

A component with this limitation can only be used in conjunction with the named skill. At the Judge’s option this can be a close family of skills, i.e. Melee Attacks.

This disadvantage is worth -3 APs

### **Requires Area Knowledge:**

A component with this limitation may only be used by someone with a set level of appropriate areas of knowledge. More than one area of knowledge may be defined, in which case the total of all of those areas is compared to the knowledge difficulty of this limitation (defining an “or” condition). This limitation may be taken multiple times provided each limitation depend on completely different areas of knowledge (defining an “and” condition).

The first 10 points of Area Knowledge required is worth -1 AP.

Every 2 additional points required above 10 is worth -1 AP.

### **Requires Concentration**

Requires concentration may **only** be taken on a component that has a Duration or Delay. Concentration means the user must maintain single minded effort to keep the effect going and/or get the effect off.

Making any complex action, or taking damage all will disrupt concentration. The judge **may** require a skill-total to ignore particularly unexpected stimulus (explosion, extremely bright light flash, etc.)

Concentration during delay **or** duration is worth -3 APs.

Concentration during delay **and** duration is worth - 5 APs.

### **Requires Gestures**

Normally, an effect can be used while holding other objects. An effect that requires gestures completely occupies a hand (or other grasping appendage) for that round. If the hand is not free to use (for instance shackled or restrained) the effect may not be used.

Requires a single hand is worth -3APs

Every additional hand is worth another -2APs

## Rooted

Rooted may **only** be taken on a component that has a Duration or Delay. Rooted character may take no simple actions while the component is in use.

Rooted during delay **or** duration is worth -3 APs.

Rooted during delay **and** duration is worth - 5 APs.

## Skill Minus

A component may be limited such that, while the component is in use or readied for use, the user takes minuses to a skill or group of skills. Every -1 to a single skill is worth -1 APs. Every -1 to a related group of skills is worth -3 APs.

## Slow

A ranged component normally reaches its target immediately. A component can be bought to take time to reach its target. The speed bought is the speed in squares or hexes on the game board per round.

The slow disadvantage is worth -20APs + the speed in inches per round. (The faster it is, the less of a disadvantage it is.)

## Stun Damage

This disadvantage modifies the way a weapon that does damage points applies its damage. It is used to build so called “non-lethal” weapons such as a club or a rubber bullet. (These attacks CAN still be lethal, they are just less likely to be.) When calculating damage from a stun-only weapon, knockdown results are ignored, and the first wound result from any attack is treated as a knockdown instead. Stun Damage is a -2 limitation. (The limitation value is low because under some circumstances it can actually be an advantage—such as attacks to disable innocents.)

# Martial Arts

Martial arts in MUTT are built as packages. A Martial Arts package consists of an Area Knowledge of 3 points in the art in question and a set of components that represent martial combat maneuvers. When using martial combat maneuvers a martial artist substitutes their Area Knowledge for the appropriate combat skill.

Below are some example martial arts:

## Karate

- Area Knowledge: Karate 3 skill pts (27 pts)
- Strike: Attack +2 offense dex/-2 defense dex (6 pts)
- Defensive Strike: Attack -2 offense dex/+2 defense dex (6 pts)
- Nerve Strike: Attack STR+1/14, does knockout damage (7 pts)
- Power Kick: Attack +4 offense str/ -2 defense dex (6)

Total Package Cost: 52 pts

## Dirty In-Fighting

- Area Knowledge: Back Alleys and Dives 3 Skill Points (27 points)
- Feint: Attack -2 offense dex/+2 defense dex, usable with h2h weapon (12 pts)
- Trip: Attack STR+1/14, Knockdown Attack (8 pts)
- Groin Kick: STR+3/15, Attack roll -3, Knockout Damage (21 points)
- Blinding Powder: Sensory Shutdown (Vision 6/1), 4 uses, recharge end of scene (7 points)

Total Package Cost: 75 pts

## Components

This chapter contains lists of some basic pre-built components with notes on how they were constructed.

**Note that these components have all been calculated using the MUTT Master Component Editor program for Windows & Mac. MUTT master is more mathematically accurate than using the tables, which approximate the underlying MUTT mathematical functions. In general, they come out the same but it is possible for results to be a point or so different.**

### Melee Weapons:

Weapon	Plus to Damage Value	Maximum Damage Value	Min Str	MP Cost
Dagger	+3	17	1	9
Short Sword	+4	18	5	9
Rapier	+5	19	1	13
Broadsword	+6	20	6	12
Two Handed Sword	+7	21	8	11
Baseball Bat	+3	18	3	7
Mace	+4	21	5	13
Ball and Chain	+6	21	1	15

### Spells:

Spell Name	Skill	Backlash	Difficulty	Effect Value	Bonus To	Range	Duration	Cast Time	MP Cost
Altered Fireball	Arcane 18	21	18	14	effect	8 AOE 3	Instant	9	7
Away Sight	Arcane 15	19	16	0	duration	13,17, 20 AOE 5	13	15	15

Armor:

Weapon	Plus to Toughness Value	Maximum Toughness Value	Min Str	MP Cost
Hides and Fur	+1	20	3	9
Bone and Hide	+3/+1	20	3	14
Leather	+2	20	1	13
Bronze	+4	25	6	16
Cuir Bouilli	+3	20	1	16
Chain Mail	+4	25	6	19
Ring Mail	+3	20	1	12
Plate Mail	+5	25	8	16
BP vest	+6	22	1	29
Kevlar	+5	22	1	22
Kevlar/Ceramic	+7	22	5	25

Missile Weapons (strength powered):

Weapon	Plus to Damage Value	Maximum Damage Value	Min Str	Short Range	Med. Range	Long Range	MP Cost
Throwing Dagger	+3	17	1	6(4)	10(5)	15(6)	13
Spear	+4	18	1	6(4)	25(7)	40(8)	8
Sling	+4	19	5	10(5)	40(8)	100(10)	20
Short Bow	+5	20	5	10(5)	40(8)	100(10)	17
Long Bow	+6	21	6	10(5)	100(10)	250(12)	27
Composite Bow	+7	22	7	10(5)	60(9)	250(12)	25

Missile Weapons (self-powered)

Weapon	Damage Value	Shots	Short Range	Med. Range	Long Range	MP Cost
Wheelock Dag.	13	1	3-6(4)	10(5)	25(7)	7
J. Murdoch Flintlock	14	1	3-6(4)	15(6)	25(7)	7
BP 1856	15	1	3-6(4)	15(6)	40(8)	8
Colt Peacemaker	15	6	3-6(4)	15(6)	40(8)	13
.38 Revolver	14	6	3-10(5)	25(7)	60(9)	16
9mm Baretta	15	9	3-10(5)	25(7)	40(8)	27
45 Colt Auto	16	7	3-10(5)	25(7)	60(9)	33
.357 Desert Eagle	16	6	3-10(5)	15(6)	40(8)	26
.44 S&W Magnum	17	6	3-10(5)	15(6)	40(8)	29
MAC 10	18	10	3-15(6)	25(7)	60(9)	88
Uzi	17	11	3-15(6)	40(8)	100(10)	102
Scmeisser MP40	17	11	3-15(6)	40(8)	100(10)	69
Thompson 1928	20	2	3-15(6)	25(7)	100(10)	97
Brown Bess	17	1	3-25(7)	40(8)	150(11)	19
Sharps 1855	18	7	3-40(8)	250 (12)	600(14)	61
Lee Enfield MK 1	19	10	3-40(8)	600(14)	1.5K(16)	89

Focused Droppable/Grabbable						-3	APs
Only for Attack						-3	APs
Requires Gestures(1Hands)						-3	APs
<hr/>							
45 Colt Automatic	Stats(STR:+16/16)	54	MPs	Total APs	-7	Final Cost	33
<hr/>							
Does not add to Stat						-5	APs
Ranged(5/7/9)						12	APs
Charges 10 Uses,Reload is simple action,Requires ammo Reload (1)						-5	APs
Focused Droppable/Grabbable						-3	APs
Only for Attack						-3	APs
Requires Gestures(1Hands)						-3	APs
<hr/>							
9mm Baretta	Stats(STR:+15/15)	48	MPs	Total APs	-8	Final Cost	27
<hr/>							
Does not add to Stat						-5	APs
Ranged(5/7/8)						11	APs
Charges 10 Uses,Reload is simple action,Requires ammo Reload (1)						-5	APs
Focused Droppable/Grabbable						-3	APs
Only for Attack						-3	APs
Requires Gestures(1Hands)						-3	APs

[Redacted]							
Altered Fireball Spell	Stats(STR:+14/14)	42	MPs	Total APs	-24	Final Cost	7
Does not add to Stat					-5	APs	
Difficulty(18)					-14	APs	
Backlash(21)					-12	APs	
Delayed(5)					-5	APs	
Requires Concentration					-3	APs	
Ranged(8/8/8)					15	APs	
Area Of Effect(3/4/5)					10	APs	
Requires Gestures(1Hands)					-5	APs	
Requires Area Knowledge(Arcane)					-5	APs	
Away Sight Spell	Perception(Sight:+0)	3	MPs	Total APs	22	Final Cost	15
Ranged(13/17/20)					41	APs	
Area Of Effect(5/5/5)					25	APs	
Delayed(15)					-15	APs	
Difficulty(15)					-11	APs	
Backlash(19)					-10	APs	
Duration(13)					13	APs	
Slow(12)					-8	APs	
Requires Concentration During delay and duration					-5	APs	

	Requires Gestures(1Hands)				-5	APs	
	Requires Area Knowlede(Arcane)				-3	APs	
Ball and Chain	Stats(STR:+6/21)	39	MPs	Total APs	-13	Final Cost	15
	Focused Droppable/Grabbable,Obvious				-6	APs	
	Only for Melee				-3	APs	
	Minimum Stat(STR:3)				-1	APs	
	Requires Gestures(1Hands)				-3	APs	
Baseball Bat	Stats(STR:+2/18)	18	MPs	Total APs	-13	Final Cost	7
	Focused Droppable/Grabbable,Obvious				-6	APs	
	Only for Melee				-3	APs	
	Minimum Stat(STR:3)				-1	APs	
	Requires Gestures(1Hands)				-3	APs	
Bone and Hide	Stats(TOU:+3/20)	27	MPs	Total APs	-9	Final Cost	14
	Focused Obvious				-5	APs	
	Only for DMGREDUCE				-3	APs	
	Minimum Stat(STR:3)				-1	APs	
	Skill Minus(Dodge:0)				0	APs	

[Redacted]							
BP 1856	Stats(STR:+15/15)	48	MPs	Total APs	-25	Final Cost	8
	Does not add to Stat					-5 APs	
	Ranged(4/6/8)					9 APs	
	Charges 1 Use,Requires ammo Reload(2)					-16 APs	
	Focused Droppable/Grabbable					-3 APs	
	Only for Attack					-3 APs	
	Requires Gestures(1Hands)					-7 APs	
Broadsword	Stats(STR:+6/20)	36	MPs	Total APs	-15	Final Cost	12
	Focused Droppable/Grabbable,Obvious					-6 APs	
	Only for Melee					-3 APs	
	Minimum Stat(STR:6)					-3 APs	
	Requires Gestures(1Hands)					-3 APs	
Bronze	Stats(TOU:+4/25)	45	MPs	Total APs	-14	Final Cost	16
	Minimum Stat(STR:6)					-3 APs	
	Focused Obvious					-5 APs	
	Only for DMGREDUCE					-3 APs	
	Increased Fatigue(2)					-2 APs	
	Skill Minus(Dodge:1)					-1 APs	

<b>Brown Bess</b>	Stats(STR:+17/17)	60	MPs	Total APs	-16	Final Cost	19
	Ranged(7/8/11)					17 APs	
	Does not add to Stat					-5 APs	
	Charges 1 Use,Requires ammo Reload(3)					-17 APs	
	Focused Droppable/Grabbable					-3 APs	
	Only for Attack					-3 APs	
	Requires Gestures(1Hands)					-5 APs	
<b>Bullet Proof Vest</b>	Stats(TOU:+6/22)	42	MPs	Total APs	-5	Final Cost	29
	Focused					-2 APs	
	Only for DMGREDUCE					-3 APs	
<b>Chain Mail</b>	Stats(TOU:+4/25)	45	MPs	Total APs	-12	Final Cost	19
	Focused Obvious					-5 APs	
	Only for DMGREDUCE					-3 APs	
	Skill Minus(Dodge:1)					-1 APs	
	Minimum Stat(STR:6)					-3 APs	
<b>Colt Peacemaker</b>	Stats(STR:+15/15)	48	MPs	Total APs	-18	Final Cost	13
	Does not add to Stat					-5 APs	
	Ranged(4/6/8)					9 APs	

	Charges 6 Uses,Requires ammo Reload(1)					-11	APs
	Focused Droppable/Grabbable					-3	APs
	Only for Attack					-3	APs
	Requires Gestures(1Hands)					-5	APs
Composite Bow	Stats(STR:+7/22)	45	MPs	Total APs	-8	Final Cost	25
	Ranged(5/8/12)					16	APs
	Charges 1 Use,Requires ammo,Reload is simple action Reload(1)					-10	APs
	Focused Droppable/Grabbable,Obvious					-6	APs
	Minimum Stat(STR:7)					-3	APs
	Requires Gestures(1Hands)					-5	APs
Cuir Boulli	Stats(TOU:+3/20)	27	MPs	Total APs	-7	Final Cost	16
	Focused Obvious					-5	APs
	Only for DMGREDUCE					-3	APs
	Skill Minus(Dodge:-1)					1	APs
Dagger	Stats(STR:+3/17)	18	MPs	Total APs	-9	Final Cost	9
	Focused Droppable/Grabbable					-3	APs
	Only for Melee					-3	APs
	Requires Gestures(1Hands)					-3	APs

Flintlock	Stats(STR:+14/14)	42	MPs	Total APs	-24	Final Cost	7
	Ranged(4/6/7)					8	APs
	Charges 1 Use,Requires ammo Reload(2)					-16	APs
	Focused Droppable/Grabbable					-3	APs
	Only for Attack					-3	APs
	Requires Gestures(1Hands)					-5	APs
	Does not add to Stat					-5	APs
Hides and Fur	Stats(TOU:+1/20)	21	MPs	Total APs	-11	Final Cost	9
	Minimum Stat(STR:3)					-1	APs
	Focused Obvious					-5	APs
	Only for DMGREDUCE					-3	APs
	Skill Minus(Dodge:2)					-2	APs
Kevlar Armor	Stats(TOU:+5/22)	39	MPs	Total APs	-8	Final Cost	22
	Focused Obvious					-5	APs
	Increased Fatigue(1)					-1	APs
	Minimum Stat(STR:5)					-2	APs
Kevlar/Ceramic Armor	Stats(TOU:+7/22)	45	MPs	Total APs	-8	Final Cost	25
	Focused Obvious					-5	APs

Increased Fatigue(1)						-1	APs
Minimum Stat(STR:5)						-2	APs
Leather Armor	Stats(TOU:+2/20)	24	MPs	Total APs	-8	Final Cost	13
Focused Obvious						-5	APs
Only for DMGREduc						-3	APs
Lee Enfield MK 1	Stats(STR:+19/19)	72	MPs	Total APs	3	Final Cost	89
Ranged(8/14/16)						29	APs
Does not add to Stat						-5	APs
Charges 10 Uses,Requires ammo Reload(1)						-10	APs
Focused Droppable/Grabbable						-3	APs
Only for Attack						-3	APs
Requires Gestures(1Hands)						-5	APs
Long Bow	Stats(STR:+6/21)	39	MPs	Total APs	-5	Final Cost	27
Ranged(5/10/12)						18	APs
Charges 1 Use,Reload is simple action,Requires ammo Reload(1)						-10	APs
Focused Obvious,Droppable/Grabbable						-6	APs
Minimum Stat(STR:4)						-2	APs
Requires Gestures(1Hands)						-5	APs

[Redacted]							
MAC 10	Stats(STR:+18/18)	66	MPs	Total APs	4	Final Cost	88
	Ranged(6/7/9)					13	APs
	Does not add to Stat					-5	APs
	AutoFire Can Single Fire					10	APs
	Charges 10 Uses,Reload is simple action,Requires ammo Reload (1)					-5	APs
	Focused Droppable/Grabbable					-3	APs
	Only for Attack					-3	APs
	Requires Gestures(1Hands)					-3	APs
Mace	Stats(STR:+4/21)	33	MPs	Total APs	-13	Final Cost	13
	Focused Droppable/Grabbable,Obvious					-6	APs
	Only for Melee					-3	APs
	Minimum Stat(STR:3)					-1	APs
	Requires Gestures(1Hands)					-3	APs
Plate Mail	Stats(TOU:+5/25)	48	MPs	Total APs	-15	Final Cost	16
	Focused Obvious					-5	APs
	Only for DMGREDUCE					-3	APs
	Increased Fatigue(2)					-2	APs
	Skill Minus(Dodge:1)					-1	APs

Minimum Stat(STR:8)						-4	APs
Rapier	Stats(STR:+5/19)	30	MPs	Total APs	-12	Final Cost	13
Focused Droppable/Grabbable,Obvious						-6	APs
Only for Melee						-3	APs
Requires Gestures(1Hands)						-3	APs
Ring Mail	Stats(TOU:+3/18)	21	MPs	Total APs	-8	Final Cost	12
Focused Obvious						-5	APs
Only for DMGREduc						-3	APs
Sceisser MP40	Stats(STR:+17/17)	60	MPs	Total APs	2	Final Cost	69
Ranged(6/8/10)						15	APs
Does not add to Stat						-5	APs
AutoFire Can Single Fire						10	APs
Charges 10 Uses,Reload is simple action,Requires ammo Reload (1)						-5	APs
Focused Droppable/Grabbable						-3	APs
Only for Attack						-3	APs
Requires Gestures(1Hands)						-7	APs
Sharps 1855	Stats(STR:+18/18)	66	MPs	Total APs	-1	Final Cost	61
Ranged(8/12/14)						25	APs

Does not add to Stat						-5	APs
Charges 10 Uses,Requires ammo Reload(1)						-10	APs
Focused Droppable/Grabbable						-3	APs
Only for Attack						-3	APs
Requires Gestures(1Hands)						-5	APs
Short Bow	Stats(STR:+5/20)	33	MPs	Total APs	-9	Final Cost	17
Ranged(5/8/10)						14	APs
Focused Droppable/Grabbable,Obvious						-6	APs
Minimum Stat(STR:5)						-2	APs
Charges 1 Use,Reload is simple action,Requires ammo Reload(1)						-10	APs
Requires Gestures(1Hands)						-5	APs
Short Sword	Stats(STR:+4/18)	24	MPs	Total APs	-14	Final Cost	9
Focused Droppable/Grabbable,Obvious						-6	APs
Only for Melee						-3	APs
Minimum Stat(STR:5)						-2	APs
Requires Gestures(1Hands)						-3	APs
Sling	Stats(STR:+4/19)	27	MPs	Total APs	-4	Final Cost	20
Ranged(5/8/10)						14	APs
Charges 1 Use,Reload is simple action,Requires ammo Reload(1)						-10	APs

	Focused Droppable/Grabbable					-3	APs
	Minimum Stat(STR:5)					-2	APs
	Requires Gestures(1Hands)					-3	APs
Spear	Stats(STR:+4/18)	24	MPs	Total APs	-16	Final Cost	8
	Ranged(4/7/8)					10	APs
	Charges 1 Use,Requires ammo Reload(1)					-15	APs
	Focused Obvious,Droppable/Grabbable					-6	APs
	Requires Gestures(1Hands)					-5	APs
Thompson 1928	Stats(STR:+20/20)	78	MPs	Total APs	3	Final Cost	97
	Ranged(6/7/10)					14	APs
	Does not add to Stat					-5	APs
	AutoFire Can Single Fire					10	APs
	Charges 10 Uses,Reload is simple action,Requires ammo Reload (1)					-5	APs
	Focused Droppable/Grabbable					-3	APs
	Only for Attack					-3	APs
	Requires Gestures(1Hands)					-5	APs
Throwing Dagger	Stats(STR:+3/17)	18	MPs	Total APs	-5	Final Cost	13
	Ranged(4/5/6)					6	APs

	Charges 1 Use,Reload is simple action Reload(1)					-5	APs
	Focused Droppable/Grabbable					-3	APs
	Requires Gestures(1Hands)					-3	APs
Two Handed Sword	Stats(STR:+7/21)	42	MPs	Total APs	-18	Final Cost	11
	Focused Obvious,Droppable/Grabbable					-6	APs
	Only for Melee					-3	APs
	Minimum Stat(STR:8)					-4	APs
	Requires Gestures(1Hands)					-5	APs
UZI	Stats(STR:+18/18)	66	MPs	Total APs	6	Final Cost	102
	Ranged(6/8/10)					15	APs
	Does not add to Stat					-5	APs
	AutoFire Can Single Fire					10	APs
	Charges 10 Uses,Reload is simple action,Requires ammo Reload (1)					-5	APs
	Focused Droppable/Grabbable					-3	APs
	Requires Gestures(1Hands)					-3	APs
	Only for Attack					-3	APs
Wheelock Dag	Stats(STR:+13/14)	39	MPs	Total APs	-24	Final Cost	7
	Ranged(4/5/7)					7	APs

Charges 1 Use,Requires ammo Reload(1)	-15	APs
Focused Droppable/Grabbable	-3	APs
Only for Attack	-3	APs
Requires Gestures(1Hands)	-5	APs
Does not add to Stat	-5	APs

## Component Build Details

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[Redacted]							
.357 Desert Eagle	Stats(STR:+16/16)	54	MPs	Total APs	-10	Final Cost	26
Does not add to Stat					-5	APs	
Ranged(5/6/8)					10	APs	
Charges 6 Uses,Reload is simple action,Requires ammo Reload (1)					-6	APs	
Focused Droppable/Grabbable					-3	APs	
Only for Attack					-3	APs	
Requires Gestures(1Hands)					-3	APs	
.38 Revolver	Stats(STR:+14/14)	42	MPs	Total APs	-13	Final Cost	16
Does not add to Stat					-5	APs	
Ranged(5/7/9)					12	APs	
Charges 6 Uses,Requires ammo Reload(1)					-11	APs	
Focused Droppable/Grabbable					-3	APs	
Only for Attack					-3	APs	
Requires Gestures(1Hands)					-3	APs	
44 S&W Magnum	Stats(STR:+17/17)	60	MPs	Total APs	-10	Final Cost	29
Does not add to Stat					-5	APs	
Ranged(5/6/8)					10	APs	
Charges 6 Uses,Reload is simple action,Requires ammo Reload (1)					-6	APs	



## Action and Condition Decks

On the following pages are all the cards for the standard Action and Condition decks. You can xerox them to card stock or to paper and then glue the paper to cards to make Action and Condition decks.

All these sheets were created with the Deckmaster program, which can hold numerous different card counts, variant or additional card types, and print them all for you. Deckmaster runs on either OSX or Windows and is available for purchase on the MUTT community site at <http://muttgame.net>

**1**

**Standard Scene**

Hero Condition      Inspired  
 Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Fatigued  
 Villain Condition      Confused

**2**

**Standard Scene**

Hero Condition      Morale Check  
 Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Flurried  
 Villain Condition      Flurried

**3**

**Standard Scene**

Hero Condition      Up  
 Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      Fatigued  
 Villain Condition      Confused

**4**

**Standard Scene**

Hero Condition      Confused  
 Villain Condition      Stymied

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Flurried

**5**

**Standard Scene**

Hero Condition      Morale Check  
 Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      Inspired  
 Villain Condition      Confused

**6**

**Standard Scene**

Hero Condition      Flurried  
 Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Flurried

**7**

**Standard Scene**

Hero Condition      Morale Check  
 Villain Condition      None

---

**Dramatic Scene**

Hero Condition      Stymied  
 Villain Condition      Up

**8**

**Standard Scene**

Hero Condition      Up  
 Villain Condition      Stymied

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Up

**9**

**Standard Scene**

Hero Condition      Flurried  
 Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Up

**10**

**Standard Scene**

Hero Condition Up  
Villain Condition Up

---

**Dramatic Scene**

Hero Condition None  
Villain Condition Morale Check

**11**

**Standard Scene**

Hero Condition Inspired  
Villain Condition None

---

**Dramatic Scene**

Hero Condition None  
Villain Condition Inspired

**12**

**Standard Scene**

Hero Condition Flurried  
Villain Condition Morale Check

---

**Dramatic Scene**

Hero Condition None  
Villain Condition Up

**13**

**Standard Scene**

Hero Condition Up  
Villain Condition Up

---

**Dramatic Scene**

Hero Condition Confused  
Villain Condition Inspired

**14**

**Standard Scene**

Hero Condition Up  
Villain Condition None

---

**Dramatic Scene**

Hero Condition None  
Villain Condition Inspired

**15**

**Standard Scene**

Hero Condition Inspired  
Villain Condition Inspired

---

**Dramatic Scene**

Hero Condition None  
Villain Condition Flurried

**16**

**Standard Scene**

Hero Condition Morale Check  
Villain Condition Flurried

---

**Dramatic Scene**

Hero Condition Fatigued  
Villain Condition Flurried

**17**

**Standard Scene**

Hero Condition Up  
Villain Condition None

---

**Dramatic Scene**

Hero Condition Fatigued  
Villain Condition Inspired

**18**

**Standard Scene**

Hero Condition Inspired  
Villain Condition Stymied

---

**Dramatic Scene**

Hero Condition None  
Villain Condition Flurried

<p><b>19</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Morale Check Villain Condition    Inspired</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    None Villain Condition    Morale Check</p>	<p><b>20</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Up Villain Condition    Flurried</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    None Villain Condition    Inspired</p>	<p><b>21</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Inspired Villain Condition    Up</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    None Villain Condition    Up</p>
<p><b>22</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Inspired Villain Condition    Fatigued</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    None Villain Condition    Morale Check</p>	<p><b>23</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Inspired Villain Condition    Flurried</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    Up Villain Condition    Up</p>	<p><b>24</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Inspired Villain Condition    Flurried</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    Confused Villain Condition    Morale Check</p>
<p><b>25</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Inspired Villain Condition    Up</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    Stymied Villain Condition    Up</p>	<p><b>26</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Confused Villain Condition    Confused</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    None Villain Condition    Inspired</p>	<p><b>27</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition    Confused Villain Condition    Flurried</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition    None Villain Condition    Inspired</p>

<p><b>28</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Up Villain Condition Morale Check</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Up</p>	<p><b>29</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Confused Villain Condition Stymied</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Flurried</p>	<p><b>30</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Morale Check Villain Condition Confused</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Up</p>
<p><b>31</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Inspired Villain Condition Fatigued</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Inspired</p>	<p><b>32</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Morale Check Villain Condition Flurried</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Flurried</p>	<p><b>33</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Up Villain Condition None</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition Inspired Villain Condition Morale Check</p>
<p><b>34</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Up Villain Condition Up</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Up</p>	<p><b>35</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Morale Check Villain Condition Inspired</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Up</p>	<p><b>36</b></p> <p><b>Standard Scene</b></p> <p>Hero Condition Up Villain Condition Morale Check</p> <hr/> <p><b>Dramatic Scene</b></p> <p>Hero Condition None Villain Condition Inspired</p>

**37**

**Standard Scene**

Hero Condition      Inspired  
 Villain Condition    Morale Check

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Up

**38**

**Standard Scene**

Hero Condition      Inspired  
 Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Up  
 Villain Condition      Up

**39**

**Standard Scene**

Hero Condition      Confused  
 Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Flurried

**40**

**Standard Scene**

Hero Condition      Up  
 Villain Condition      Fatigued

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Flurried

**41**

**Standard Scene**

Hero Condition      Inspired  
 Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Inspired

**42**

**Standard Scene**

Hero Condition      Inspired  
 Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      None  
 Villain Condition      Inspired

**43**

**Standard Scene**

Hero Condition    Morale Check  
 Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Confused  
 Villain Condition      Inspired

**44**

**Standard Scene**

Hero Condition      Up  
 Villain Condition    Morale Check

---

**Dramatic Scene**

Hero Condition      Inspired  
 Villain Condition      Flurried

**45**

**Standard Scene**

Hero Condition      Up  
 Villain Condition    Morale Check

---

**Dramatic Scene**

Hero Condition      Confused  
 Villain Condition      Up

**46**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Inspired  
Villain Condition      Inspired

**47**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Inspired

**48**

**Standard Scene**

Hero Condition      Up  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Flurried

**49**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Up

**50**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      Morale Check  
Villain Condition      Inspired

**51**

**Standard Scene**

Hero Condition      Morale Check  
Villain Condition      Confused

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Up

**52**

**Standard Scene**

Hero Condition      Up  
Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Up

**53**

**Standard Scene**

Hero Condition      Confused  
Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      Flurried  
Villain Condition      Up

**54**

**Standard Scene**

Hero Condition      Up  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Flurried

**55**

**Standard Scene**

Hero Condition	Flurried
Villain Condition	Stymied

---

**Dramatic Scene**

Hero Condition	None
Villain Condition	Flurried

**56**

**Standard Scene**

Hero Condition	Flurried
Villain Condition	Stymied

---

**Dramatic Scene**

Hero Condition	Fatigued
Villain Condition	Flurried

**57**

**Standard Scene**

Hero Condition	Morale Check
Villain Condition	Flurried

---

**Dramatic Scene**

Hero Condition	None
Villain Condition	Flurried

**58**

**Standard Scene**

Hero Condition	Flurried
Villain Condition	Morale Check

---

**Dramatic Scene**

Hero Condition	None
Villain Condition	Flurried

**59**

**Standard Scene**

Hero Condition	Morale Check
Villain Condition	Up

---

**Dramatic Scene**

Hero Condition	None
Villain Condition	Flurried

**60**

**Standard Scene**

Hero Condition	Confused
Villain Condition	Inspired

---

**Dramatic Scene**

Hero Condition	Morale Check
Villain Condition	Flurried

**61**

**Standard Scene**

Hero Condition	Inspired
Villain Condition	Confused

---

**Dramatic Scene**

Hero Condition	Inspired
Villain Condition	Up

**62**

**Standard Scene**

Hero Condition	Morale Check
Villain Condition	Confused

---

**Dramatic Scene**

Hero Condition	Up
Villain Condition	Flurried

**63**

**Standard Scene**

Hero Condition	Flurried
Villain Condition	Flurried

---

**Dramatic Scene**

Hero Condition	Inspired
Villain Condition	Flurried

**64**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Flurried

**65**

**Standard Scene**

Hero Condition      Confused  
Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      Inspired  
Villain Condition      Up

**66**

**Standard Scene**

Hero Condition      Confused  
Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Flurried

**67**

**Standard Scene**

Hero Condition      Up  
Villain Condition      Confused

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Flurried

**68**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Confused

---

**Dramatic Scene**

Hero Condition      Up  
Villain Condition      Flurried

**69**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      None  
Villain Condition      Flurried

**70**

**Standard Scene**

Hero Condition      Confused  
Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      Stymied  
Villain Condition      Up

**71**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Confused

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Up

**72**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      Inspired  
Villain Condition      Up

**73**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Up  
Villain Condition      Flurried

**74**

**Standard Scene**

Hero Condition      Morale Check  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Flurried  
Villain Condition      Up

**75**

**Standard Scene**

Hero Condition      Up  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Stymied  
Villain Condition      Flurried

**76**

**Standard Scene**

Hero Condition      Morale Check  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Flurried  
Villain Condition      Flurried

**77**

**Standard Scene**

Hero Condition      Confused  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Up

**78**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Morale Check

---

**Dramatic Scene**

Hero Condition      Inspired  
Villain Condition      Up

**79**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      Stymied  
Villain Condition      Flurried

**80**

**Standard Scene**

Hero Condition      Confused  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Flurried

**81**

**Standard Scene**

Hero Condition      Up  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Inspired  
Villain Condition      Up

**82**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Flurried  
Villain Condition            Up

**83**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Flurried

---

**Dramatic Scene**

Hero Condition            Flurried  
Villain Condition            Flurried

**84**

**Standard Scene**

Hero Condition                    Up  
Villain Condition                    Up

---

**Dramatic Scene**

Hero Condition            Stymied  
Villain Condition            Up

**85**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Inspired

---

**Dramatic Scene**

Hero Condition            Inspired  
Villain Condition            Flurried

**86**

**Standard Scene**

Hero Condition            Confused  
Villain Condition            Flurried

---

**Dramatic Scene**

Hero Condition                    Up  
Villain Condition                    Up

**87**

**Standard Scene**

Hero Condition            Flurried  
Villain Condition            Flurried

---

**Dramatic Scene**

Hero Condition            Inspired  
Villain Condition            Up

**88**

**Standard Scene**

Hero Condition            Confused  
Villain Condition            Inspired

---

**Dramatic Scene**

Hero Condition            Inspired  
Villain Condition            Up

**89**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition                    Up  
Villain Condition                    Up

**90**

**Standard Scene**

Hero Condition            Flurried  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Inspired  
Villain Condition            Up

**91**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Flurried

**92**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Up  
Villain Condition      Flurried

**93**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Inspired

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Up

**94**

**Standard Scene**

Hero Condition      Morale Check  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Confused  
Villain Condition      Flurried

**95**

**Standard Scene**

Hero Condition      Inspired  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Flurried  
Villain Condition      Up

**96**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Flurried

---

**Dramatic Scene**

Hero Condition      Inspired  
Villain Condition      Up

**97**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Flurried  
Villain Condition      Up

**98**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Up  
Villain Condition      Up

**99**

**Standard Scene**

Hero Condition      Flurried  
Villain Condition      Up

---

**Dramatic Scene**

Hero Condition      Morale Check  
Villain Condition      Up

**100**

**Standard Scene**

Hero Condition Up  
Villain Condition Flurried

---

**Dramatic Scene**

Hero Condition Up  
Villain Condition Up

**101**

**Standard Scene**

Hero Condition Morale Check  
Villain Condition Flurried

---

**Dramatic Scene**

Hero Condition Up  
Villain Condition Up

**102**

**Standard Scene**

Hero Condition Confused  
Villain Condition Flurried

---

**Dramatic Scene**

Hero Condition Up  
Villain Condition Up

**103**

**Standard Scene**

Hero Condition Up  
Villain Condition Up

---

**Dramatic Scene**

Hero Condition Inspired  
Villain Condition Up

**104**

**Standard Scene**

Hero Condition Inspired  
Villain Condition Up

---

**Dramatic Scene**

Hero Condition Inspired  
Villain Condition Up

**105**

**Standard Scene**

Hero Condition Flurried  
Villain Condition Flurried

---

**Dramatic Scene**

Hero Condition Inspired  
Villain Condition Up

**106**

**Standard Scene**

Hero Condition Morale Check  
Villain Condition Flurried

---

**Dramatic Scene**

Hero Condition Flurried  
Villain Condition Up

**107**

**Standard Scene**

Hero Condition Confused  
Villain Condition Up

---

**Dramatic Scene**

Hero Condition Flurried  
Villain Condition Up

**108**

**Standard Scene**

Hero Condition Flurried  
Villain Condition Flurried

---

**Dramatic Scene**

Hero Condition Inspired  
Villain Condition Up

**109**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Flurried  
Villain Condition            Up

**110**

**Standard Scene**

Hero Condition            Flurried  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Up  
Villain Condition            Up

**111**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Flurried  
Villain Condition            Up

**112**

**Standard Scene**

Hero Condition            Up  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Up  
Villain Condition            Up

**113**

**Standard Scene**

Hero Condition            Inspired  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Up  
Villain Condition            Up

**114**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Up  
Villain Condition            Up

**115**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Up  
Villain Condition            Up

**116**

**Standard Scene**

Hero Condition            Up  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Up  
Villain Condition            Up

**117**

**Standard Scene**

Hero Condition    Morale Check  
Villain Condition            Up

---

**Dramatic Scene**

Hero Condition            Up  
Villain Condition            Up

**118**

**Standard Scene**

Hero Condition    Morale Check

Villain Condition                      Up

---

**Dramatic Scene**

Hero Condition                      Up

Villain Condition                      Up

**119**

**Standard Scene**

Hero Condition                      Up

Villain Condition                      Up

---

**Dramatic Scene**

Hero Condition                      Up

Villain Condition                      Up

**120**

**Standard Scene**

Hero Condition                      Up

Villain Condition                      Up

---

**Dramatic Scene**

Hero Condition                      Up

Villain Condition                      Up

**Adrenal Rush** 1  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Adrenal Rush** 2  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Adrenal Rush** 3  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Adrenal Rush** 4  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Villain  
 Dramatic Initiative Hero  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Adrenal Rush** 5  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Adrenal Rush** 6  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Adrenal Rush** 7  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Adrenal Rush** 8  
 +3 to Body Stat  
 Describe where this extra surge of energy is coming from or what it looks like as it does.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Complication  
 BonusActions  
 Maneuver/Test

**Grace under fire** 9  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Possible  
 BonusActions  
 Any

**Grace under fire 10**  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Possible  
 BonusActions Any

**Grace under fire 11**  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Possible  
 BonusActions Any

**Grace under fire 12**  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Possible  
 BonusActions Any

**Grace under fire 13**  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts Possible  
 BonusActions Any

**Grace under fire 14**  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts Possible  
 BonusActions Any

**Grace under fire 15**  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Villain  
 Dramatic Initiative Hero  
 Critical Acts Possible  
 BonusActions Any

**Grace under fire 16**  
 +3 to a Dexterity Stat  
 Describe yourself as being cool and collected while you take this action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts Possible  
 BonusActions Any

**Moment of Clarity 17**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions Taunt/Intimidate

**Moment of Clarity 18**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions Taunt/Intimidate

**Moment of Clarity 19**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions  
 Taunt/Intimidate

**Moment of Clarity 20**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts B D  
 BonusActions  
 Taunt/Intimidate

**Moment of Clarity 21**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts B D  
 BonusActions  
 Taunt/Intimidate

**Moment of Clarity 22**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions  
 Taunt/Intimidate

**Moment of Clarity 23**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions  
 Taunt/Intimidate

**Moment of Clarity 24**  
 +3 to a Cognitive Stat  
 Describe how this brainstorm happens. Is it triggered by something you see or hear?

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions  
 Taunt/Intimidate

**Touch of Grace 25**  
 +3 to a Convictions Stat  
 Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B C  
 BonusActions  
 Defend/Trick

**Touch of Grace 26**  
 +3 to a Convictions Stat  
 Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts B C  
 BonusActions  
 Defend/Trick

**Touch of Grace 27**  
 +3 to a Convictions Stat  
 Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts B C  
 BonusActions  
 Defend/Trick

**Touch of Grace 28**  
+3 to a Convictions Stat  
Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Hero  
Dramatic Initiative Hero  
Critical Acts B C  
BonusActions  
Defend/Trick

**Touch of Grace 29**  
+3 to a Convictions Stat  
Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Villain  
Dramatic Initiative Villain  
Critical Acts B C  
BonusActions  
Defend/Trick

**Touch of Grace 30**  
+3 to a Convictions Stat  
Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts B C  
BonusActions  
Defend/Trick

**Touch of Grace 31**  
+3 to a Convictions Stat  
Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Hero  
Dramatic Initiative Hero  
Critical Acts B C  
BonusActions  
Defend/Trick

**Touch of Grace 32**  
+3 to a Convictions Stat  
Describe what has inspired you. Is it something you saw or thought of?

---

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts B C  
BonusActions  
Defend/Trick

**Force of Character 33**  
+3 to a Charisma Stat  
Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Hero  
Dramatic Initiative Hero  
Critical Acts A B D  
BonusActions  
Attack/Defend

**Force of Character 34**  
+3 to a Charisma Stat  
Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Villain  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Attack/Defend

**Force of Character 35**  
+3 to a Charisma Stat  
Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Hero  
Dramatic Initiative Hero  
Critical Acts A B D  
BonusActions  
Attack/Defend

**Force of Character 36**  
+3 to a Charisma Stat  
Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Attack/Defend

**Force of Character 37**  
 +3 to a Charisma Stat  
 Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Attack/Defend

**Force of Character 38**  
 +3 to a Charisma Stat  
 Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Attack/Defend

**Force of Character 39**  
 +3 to a Charisma Stat  
 Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A B D  
 BonusActions  
 Attack/Defend

**Force of Character 40**  
 +3 to a Charisma Stat  
 Describe what you are doing that increases your impressiveness or physical attractiveness.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Attack/Defend

**Martyr 41**  
 SPECIAL  
 Player immediately gains 3 possibility points. Character MUST sacrifice itself to completely solve 1 problem by end of adventure.

---

**MUST BE REVEALED**

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Test

**A Palpable Hit 42**  
 +3 to effect total  
 Describe what you are doing or what happens that makes this action more effective

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**A Palpable Hit 43**  
 +3 to effect total  
 Describe what you are doing or what happens that makes this action more effective

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**A Palpable Hit 44**  
 +3 to effect total  
 Describe what you are doing or what happens that makes this action more effective

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**A Palpable Hit 45**  
 +3 to effect total  
 Describe what you are doing or what happens that makes this action more effective

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**A Palpable Hit** 46  
+3 to effect total  
Describe what you are doing or what happens that makes this action more effective

---

Standard Initiative Villain  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Maneuver/Trick

**Alertness** 47  
SPECIAL  
The judge tells you about something important that you missed

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B  
BonusActions  
Test/Intimidate

**Alertness** 48  
SPECIAL  
The judge tells you about something important that you missed

---

**MUST BE REVEALED**

Standard Initiative Villain  
Dramatic Initiative Villain  
Critical Acts A B  
BonusActions  
Test/Intimidate

**Alertness** 49  
SPECIAL  
The judge tells you about something important that you missed

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B  
BonusActions  
Test/Intimidate

**Alertness** 50  
SPECIAL  
The judge tells you about something important that you missed

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B  
BonusActions  
Test/Intimidate

**Rally the Troops** 51  
All player discard and refill  
All players may immediately discard as many cards as they wish and refill their hands to full

---

Standard Initiative Hero  
Dramatic Initiative Hero  
Critical Acts Critical Problem  
BonusActions  
Maneuver/Test

**Dramatic Tension** 52  
SPECIAL  
My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension** 53  
SPECIAL  
My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension** 54  
SPECIAL  
My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Hero  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 55**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 56**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 57**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 58**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Villain  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 59**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 60**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Villain  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 61**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 62**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Dramatic Tension 63**  
SPECIAL

My be used immediately as an extra possibility point OR traded in for 3 possibility points in the last scene of the last act.

---

**MUST BE REVEALED**

Standard Initiative Villain  
Dramatic Initiative Hero  
Critical Acts A B C  
BonusActions  
Taunt/Test

**Copy Cat 64**  
 Pick up any played card  
 You may replace this card at any time with the card at the top of the discard pile.

---

**Standard Initiative** Hero  
**Dramatic Initiative** Villain  
**Critical Acts** Critical Problem  
**BonusActions** Test/Intimidate

**Copy Cat 65**  
 Pick up any played card  
 You may replace this card at any time with the card at the top of the discard pile.

---

**Standard Initiative** Villain  
**Dramatic Initiative** Villain  
**Critical Acts** Critical Problem  
**BonusActions** Test/Intimidate

**Copy Cat 66**  
 Pick up any played card  
 You may replace this card at any time with the card at the top of the discard pile.

---

**Standard Initiative** Hero  
**Dramatic Initiative** Villain  
**Critical Acts** Critical Problem  
**BonusActions** Test/Intimidate

**Copy Cat 67**  
 Pick up any played card  
 You may replace this card at any time with the card at the top of the discard pile.

---

**Standard Initiative** Villain  
**Dramatic Initiative** Hero  
**Critical Acts** Critical Problem  
**BonusActions** Test/Intimidate

**Copy Cat 68**  
 Pick up any played card  
 You may replace this card at any time with the card at the top of the discard pile.

---

**Standard Initiative** Hero  
**Dramatic Initiative** Villain  
**Critical Acts** Critical Problem  
**BonusActions** Test/Intimidate

**Copy Cat 69**  
 Pick up any played card  
 You may replace this card at any time with the card at the top of the discard pile.

---

**Standard Initiative** Villain  
**Dramatic Initiative** Hero  
**Critical Acts** Critical Problem  
**BonusActions** Test/Intimidate

**Inspire Others 70**  
 Give other players cards  
 Play 2 cards from your hand into other players pools and refill your hand to full if needed.

---

**Standard Initiative** Villain  
**Dramatic Initiative** Villain  
**Critical Acts** B C  
**BonusActions** Trick/Intimidation

**Inspire Others 71**  
 Give other players cards  
 Play 2 cards from your hand into other players pools and refill your hand to full if needed.

---

**Standard Initiative** Hero  
**Dramatic Initiative** Hero  
**Critical Acts** B C  
**BonusActions** Trick/Intimidation

**Inspire Others 72**  
 Give other players cards  
 Play 2 cards from your hand into other players pools and refill your hand to full if needed.

---

**Standard Initiative** Hero  
**Dramatic Initiative** Villain  
**Critical Acts** B C  
**BonusActions** Trick/Intimidation

**Inspire Others 73**  
 Give other players cards  
 Play 2 cards from your hand into other players pools and refill your hand to full if needed.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B C  
 BonusActions  
 Trick/Intimidation

**Inspire Others 74**  
 Give other players cards  
 Play 2 cards from your hand into other players pools and refill your hand to full if needed.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts B C  
 BonusActions  
 Trick/Intimidation

**Take the Initiative 75**  
 Control the action deck  
 You may either keep a previous round's action card, or force the judge to replace the current one with a new one.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**Take the Initiative 76**  
 Control the action deck  
 You may either keep a previous round's action card, or force the judge to replace the current one with a new one.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**Take the Initiative 77**  
 Control the action deck  
 You may either keep a previous round's action card, or force the judge to replace the current one with a new one.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**Take the Initiative 78**  
 Control the action deck  
 You may either keep a previous round's action card, or force the judge to replace the current one with a new one.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Maneuver/Trick

**Escape Artist 79**  
 Leave a situation  
 You and your party can end an encounter and remove yourselves from the situation,

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts A B C  
 BonusActions  
 Intimidation/Trick

**Opponent Fails 80**  
 Enemy action fails  
 After an enemy action has been resolved, you may negate all effects of it as if they had failed.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Maneuver/Test

**Opponent Fails 81**  
 Enemy action fails  
 After an enemy action has been resolved, you may negate all effects of it as if they had failed.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A C  
 BonusActions  
 Maneuver/Test

**Opponent Fails 82**  
 Enemy action fails  
 After an enemy action has been resolved, you may negate all effects of it as if they had failed.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A C  
 BonusActions  
 Maneuver/Test

**Opponent Fails 83**  
 Enemy action fails  
 After an enemy action has been resolved, you may negate all effects of it as if they had failed.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Maneuver/Test

**Interrupt 84**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Attack/Taunt

**Interrupt 85**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Attack/Taunt

**Interrupt 86**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Attack/Taunt

**Interrupt 87**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A C  
 BonusActions  
 Attack/Taunt

**Interrupt 88**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Attack/Taunt

**Interrupt 89**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Attack/Taunt

**Interrupt 90**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions  
 Attack/Taunt

**Interrupt 91**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Villain  
 Dramatic Initiative Hero  
 Critical Acts A C  
 BonusActions Attack/Taunt

**Interrupt 92**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts A C  
 BonusActions Attack/Taunt

**Interrupt 93**  
 Extra Complex Action  
 You may interrupt play and take an additional out of turn action at any time.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A C  
 BonusActions Attack/Taunt

**Second Chance 94**  
 Reroll a failed action  
 After an action of yours has been resolved, you can chose to disregard the result and try again.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions Maneuver/Taunt

**Second Chance 95**  
 Reroll a failed action  
 After an action of yours has been resolved, you can chose to disregard the result and try again.

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions Maneuver/Taunt

**Second Chance 96**  
 Reroll a failed action  
 After an action of yours has been resolved, you can chose to disregard the result and try again.

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts B D  
 BonusActions Maneuver/Taunt

**Second Chance 97**  
 Reroll a failed action  
 After an action of yours has been resolved, you can chose to disregard the result and try again.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts B D  
 BonusActions Maneuver/Taunt

**Second Chance 98**  
 Reroll a failed action  
 After an action of yours has been resolved, you can chose to disregard the result and try again.

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts B D  
 BonusActions Maneuver/Taunt

**Supporter 99**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 100**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Villain  
 Dramatic Initiative Hero  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 101**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 102**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 103**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 104**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 105**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 106**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 107**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Villain  
 Dramatic Initiative Hero  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Supporter 108**  
 +5 to someone else's roll  
 describe what you are doing to support the other character in their action

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions Intimidate/Trick

**Insight 109**  
 Ask 1 question  
 You may ask the Judge 1 yes or no question

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions  
 Maneuver/Intimidate

**Insight 110**  
 Ask 1 question  
 You may ask the Judge 1 yes or no question

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions  
 Maneuver/Intimidate

**Insight 111**  
 Ask 1 question  
 You may ask the Judge 1 yes or no question

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions  
 Maneuver/Intimidate

**Insight 112**  
 Ask 1 question  
 You may ask the Judge 1 yes or no question

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A D  
 BonusActions  
 Maneuver/Intimidate

**More Possibilities 113**  
 1 extra possibility  
 You may spend this card as a possibility point in addition to any others spent this round

---

Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Defend/Taunt

**More Possibilities 114**  
 1 extra possibility  
 You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Villain  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Defend/Taunt

**More Possibilities 115**  
 1 extra possibility  
 You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Defend/Taunt

**More Possibilities 116**  
 1 extra possibility  
 You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Hero  
 Dramatic Initiative Villain  
 Critical Acts A B D  
 BonusActions  
 Defend/Taunt

**More Possibilities 117**  
 1 extra possibility  
 You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Hero  
 Dramatic Initiative Hero  
 Critical Acts A B D  
 BonusActions  
 Defend/Taunt

**More Possibilities 118**

1 extra possibility

You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Defend/Taunt

**More Possibilities 119**

1 extra possibility

You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Defend/Taunt

**More Possibilities 120**

1 extra possibility

You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Villain  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Defend/Taunt

**More Possibilities 121**

1 extra possibility

You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Defend/Taunt

**More Possibilities 122**

1 extra possibility

You may spend this card as a possibility point in addition to any others spent this round

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Standard Initiative Hero  
Dramatic Initiative Villain  
Critical Acts A B D  
BonusActions  
Defend/Taunt