

# MUTANTS IN THE NOW

## Fight Scenes Action Reference Sheet

MOVE ACTIONS (No move actions add +ESC.)	PRIME MODS
<b>DASH:</b> This lets you move up to MOVE feet in a single action, or move into melee with a foe. If you end your dash in melee, you may inflict the unbalanced status (pg. 85) on a single foe. Unnamed characters do not inflict this status when dashing.	N/A
<b>CHARGE:</b> Like a dash, but this gives +A on any melee maneuvers this turn and grants all foes you end up in melee with the unbalanced status (pg. 85). However, it renders you inactive at the end of your turn. Unnamed characters only inflict unbalanced on one foe, as if they had dashed. You cannot move again in a turn after a charge.	N/A
<b>RETREAT:</b> Roll against a difficulty of 15+ESC; success removes you from melee. If you fail, you gain the unbalanced status.	+PRO +SPD Total:
<b>SPRINT (requires Dash):</b> If you have already dashed this turn, you can sprint for an additional MOVE feet. When you sprint, characters are at +D to hit you with non-psionic attacks until your next turn.	N/A
<b>DUCK:</b> You seek or improvise cover or concealment that gives +D on any ranged attacks performed against you. You are no longer unbalanced if somebody enters melee with you. This lasts until your next turn. If you're significantly smaller than the person targeting you with a ranged attack (4 or more levels smaller), the +D is hardened.	N/A
<b>TRAVERSE:</b> If there are significant obstacles between you and your foe (like height, fencing, water, etc.), you're required to use the traverse action. Declare a relevant skill and make a fight roll against difficulty 15+ESC. If the skill is untrained, this roll is done at +D. You are in melee with them regardless of the roll, but if you fail, gain the unbalanced status.	+STR +SPD Total:

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

FOCUS REACTIONS (All focus reactions require you to spend the focus state.)	STYLE BONUS (Granted to characters with a supporting style.)
<b>BRACE:</b> Spend focus to gain +A on a saving throw, and negate its WILL cost.	<input type="checkbox"/> If you succeed on the saving throw, you no longer take glancing damage.
<b>COUNTER:</b> If an attacker misses you in melee, spend focus to immediately hit them for weapon damage without a roll.	<input type="checkbox"/> Add a weapon damage die.
<b>DECOY:</b> If a foe misses you with an attack targeting Defense, spend focus to redirect their attack to another foe in melee with you.	<input type="checkbox"/> Your foe also becomes unbalanced.
<b>RECOVERY:</b> When you have focus at the start of your turn, you can spend a moment, 1 WILL, and your focus to gain +END in temporary SHT and remove a status effect of your choice.	<input type="checkbox"/> It no longer costs 1 WILL.
<b>TRICK:</b> If a foe moves into melee with you, spend focus. If you succeed, you may immediately reposition them successfully (as per the maneuver).	<input type="checkbox"/> You may exit melee or use the duck action as well.

MOMENTS
<b>ACTIVATE ITEM:</b> This allows you to activate an item or panel, like a remote detonator or an alarm. This may require more than one activation in some cases (open alarm, then hit it).
<b>BANTER:</b> You can just talk, you know?
<b>DRAW WEAPON OR ITEM:</b> This allows you to draw a weapon or item you don't have in hand.
<b>GRAB ITEM:</b> This allows you to pick up an unattended item not on your person. This can be used to produce an improvised weapon. If done in melee, you become distracted.
<b>RELOAD WEAPON:</b> This lets you reload a gun or similar ballistic weapon. If done in melee, you become distracted.

**REMINDERS:** You can perform two actions per turn, and one moment. Only one of those actions may be a strike. Reactions are performed by spending focus unless otherwise mentioned. Focus is gained by using the "Focus" universal maneuver.  
All combat actions target defense, unless they use the +AFF prime modifier or state otherwise; then they target Morale instead.

MANEUVER ACTIONS—STRIKES (All maneuver rolls add +ESC.)	PRIME MODS	STYLE
<b>STRIKE—MELEE:</b> This is an attack that does Strength, Size, and weapon damage against Defense. On a miss, it does glancing damage.	+STR +PRO Total:	<input checked="" type="checkbox"/>
<b>STRIKE—RANGED:</b> This is a ranged attack that does damage on a successful hit. For thrown weapons, this means it does Strength damage (adding a die) and weapon damage. For other ranged weapons, it only does weapon damage. Ranged bullet, energy, and explosive weapons do not add +PRO. This requires a ranged weapon to perform and a clear line of sight, and is +D if firing at a target in melee with another.	+PER +PRO Total:	<input checked="" type="checkbox"/>
<b>STRIKE—PSIONIC:</b> This psionic attack does Determination non-lethal damage (adding a die) on a successful hit against Morale, plus any effects of the power. This requires an strike-enabled psionic power to perform.	+PER +AFF Total:	<input checked="" type="checkbox"/>
<b>STRIKE—BARRAGE:</b> If this attack hits, it does weapon damage. If you hit, you may attempt another barrage at +D. If you hit twice, you may continue to barrage, but are at hard +D thereafter. You may barrage up to +SPD times in this fashion.	+PRO +SPD Total:	<input type="checkbox"/>
<b>STRIKE—LASH:</b> A lash gains +A on attack but drops the highest value damage die on the roll. If you're rolling 4 or more damage dice, drop the 2 highest dice instead. If you're rolling 7 or more dice, drop 3.	+PRO +SPD Total:	<input type="checkbox"/>
<b>STRIKE—MAINTAIN [N/A]:</b> This maneuver is only available if you performed a psionic strike or maintain last turn and have focus. It expends that focus, and allows you to repeat the effects of that strike, automatically hitting without a roll. Maintain inflicts the damage and status effects associated with a psionic strike. The target may roll a saving throw against this normally.	+STR +SPD Total:	<input checked="" type="checkbox"/>

MANEUVER ACTIONS—COMBAT STYLES (All maneuver rolls add +ESC.)	PRIME MODS	STYLE
<b>BULLY:</b> This attack maneuver inflicts the startled status on a hit.	+DET +AFF Total:	<input type="checkbox"/>
<b>DEATHBLOW:</b> This attack does glancing damage directly to HP on a successful hit, or maximum damage if the target has 0 SHT and the damage would injure the target. The user of this maneuver gains the unbalanced status after the attempt, and any Armor the target has is refreshed.	N/A	<input type="checkbox"/>
<b>DISARM:</b> If this attack successfully hits, your opponent drops a weapon or item of your choice. If it's in a pocket or secured in some fashion, you are +D. Taking the item also adds +D.	+PRO +SPD Total:	<input type="checkbox"/>
<b>DISTRACT:</b> On a successful hit, this attack inflicts the distracted status.	+PER +AFF TOTAL:	<input type="checkbox"/>
<b>GRAB:</b> On a successful hit, this inflicts the grabbed (pg. 84) status on the target, while the character who started the grab gets the grabbing state (pg. 85). Maintaining both states requires the character who initiated the grab to spend one action at the start of subsequent turns to maintain it; otherwise both statuses are removed. This maneuver requires a free prehensile or grasping limb, or a mouth free and the teeth natural weapon.	+STR +PRO Total:	<input type="checkbox"/>
<b>KNOCKDOWN:</b> On a successful hit, this attack inflicts the prone status.	+STR	<input type="checkbox"/>
<b>KNOCKOUT:</b> This attack does glancing damage normally on a successful hit. If the target has 0 SHT, roll normal damage instead. If the damage exceeds their Endurance, negate the damage, and they're knocked unconscious. If the damage doesn't exceed their Endurance, negate the damage and inflict the stunned status instead.	N/A	<input type="checkbox"/>
<b>REPOSITION:</b> If this attack successfully hits, you may shove the character into a hazard (if any are present), remove them from melee, or move them into a separate melee.	+STR Total:	<input type="checkbox"/>
<b>PRESS:</b> On a successful hit, this attack inflicts the occupied status and glancing damage.	+SPD +END Total:	<input type="checkbox"/>
<b>PUMMEL:</b> On a successful hit, this attack inflicts the weakened X status, where X is equal to your +STR (min. 1).	+STR +END Total:	<input type="checkbox"/>
<b>TAUNT:</b> This attack forces a foe at range to enter melee with you as a reaction on a successful hit, if possible. This does not take an action for them, occurs immediately after this action, and doesn't inflict unbalanced. If they're already in melee, this is +D. They ignore restrictions on exiting melee for this reaction.	+PER +AFF Total:	<input type="checkbox"/>
<b>IMPROVISATION:</b> Consult with your GM about what you're trying to do. Improvisations generally inflict one damage type and inflict a status effect, and use two prime mods of the GM's choice. This can be performed by any character without disadvantage.	Varies	<input checked="" type="checkbox"/>

# MUTANTS IN THE NOW

## Fight Scenes Status/States Reference Sheet

STATUS	ENDS WHEN...	
<b>Agony:</b> Every action a character takes causes them to also take 1d6 nonlethal damage.	Ends immediately when a 6 is rolled. A roll of 6 does not inflict damage.	<input type="checkbox"/>
<b>Blind:</b> The character cannot target foes visually or make ranged attacks successfully. If they're struck by an opponent in melee or have an applicable enhanced sense, they may target them with maneuvers at +D. If they have another applicable sense to detect somebody's location, like Echolocation or Whiskers, they aren't affected by the mechanical drawbacks of this status.	Ends after making a raw roll of 19 or 20 on a maneuver, or the end of a scene, whichever comes first.	<input type="checkbox"/>
<b>Deafened:</b> The character cannot comprehend audible communication. In addition, when the deafened status is gained, they're treated as distracted until this status is removed or the end of the scene (whichever comes first), and gain the unbalanced status separately.	Ends after making a raw roll of 19 or 20 on a maneuver, or the end of a scene, whichever comes first.	<input type="checkbox"/>
<b>Disoriented:</b> A character may only add the lower of the two prime mods associated with a move or maneuver (if any) when making a fight roll.	Ends at the end of your next turn or when you make a successful maneuver.	<input type="checkbox"/>
<b>Distracted:</b> A character may only add the lower of the two prime mods added to Defense or Resolve.	Ends when you're attacked, or at the end of your next turn, whichever comes first.	<input type="checkbox"/>
<b>Grabbed:</b> A grabbed character gains +D on maneuvers against any target except for the foe grabbing them. A grabbed character may not perform move actions, and lose one action at the start of any turn they remain grabbed.	Ends if: <ul style="list-style-type: none"> <li>The grabber stops spending actions to maintain it.</li> <li>The grabbed character successfully grabs the grabbing character in return, which reverses the grabbed status and grabbing state between them.</li> <li>If either character is removed from melee.</li> <li>If the grabbed character is swallowed.</li> </ul>	<input type="checkbox"/>
<b>Impaled:</b> This status inflicts a random injury that does not heal normally, but is removed when this status is removed.	Ends when the character or an ally in melee with the character removes the impaled object, spending an action to do so. Doing so inflicts 1d12 non-injuring, absolute damage to HP if done in the middle of a fight. A foe may also do this with a successful disarm attempt at hard +D. A successful dramatic roll outside of fight may remove it without additional damage.	<input type="checkbox"/>
<b>Inactive:</b> An inactive character's defense (but not their morale) is reduced to 10. If they had focus, they lose it.	Ends when the inactive character rolls initiative. If a character becomes inactive after rolling initiative, it ends at the start of their next turn.	<input type="checkbox"/>
<b>Occupied:</b> The character is at hard +D on rolls to move, and the only movement action that can be taken is Retreat, unless the character has a size rating 4 or higher than all their foes in melee.	Ends once their next turn is complete.	<input type="checkbox"/>
<b>Prone:</b> The character immediately becomes last in initiative order. If they already had their turn this round, they do not gain a second turn. If this status is removed, they instead act right after the current acting character, and their initiative shifts to that point in the order. If they're already last in initiative order, they lose their turn this round, and then shift to be first in initiative order. If multiple characters are knocked prone simultaneously, they retain their relative order when shifting to the bottom of the initiative.	Takes effect immediately, but the status itself is not removed until the start of their next turn.	<input type="checkbox"/>
<b>Startled:</b> The character must use their move action on their next turn to retreat, not grabbed or swallowed. If grabbed or swallowed, they become unbalanced instead of this status.	Ends once their next turn is complete.	<input type="checkbox"/>
<b>Stunned:</b> A stunned character may only perform one action on their turn. If they become or are grabbed or swallowed, remove this status and replace it with unbalanced.	Ends once their next turn is complete.	<input type="checkbox"/>
<b>Swallowed:</b> A swallowed character loses one action a turn. They may only attack their swallower with strikes, and they only inflict glancing damage. However, that glancing damage is also absolute damage while swallowed. They may not be targeted by attacks by anybody except their swallower.	Ends when the swallower regurgitates the swallowed target as a moment, or a character forgoes inflicting an injury on the swallower to free them.	<input type="checkbox"/>
<b>Tired:</b> Any +D the character suffers is hardened. Any roll for a move action is at +D, and their MOVE is reduced to ½ (if relevant).	Ends at the end of the scene where a character has time to rest.	<input type="checkbox"/>
<b>Unbalanced:</b> This character is at +D on any roll.	Ends once the character makes any roll, or at the end of their next turn, whichever comes first.	<input type="checkbox"/>
<b>Weakened X:</b> This functions as a temporary version of vulnerable, where X is the added damage.	Ends once the character takes damage or at the end of the scene, whichever comes first.	<input type="checkbox"/>

  

STATE	ENDS WHEN...	
<b>Aiming:</b> When aiming, you gain one perk on a successful attack with a ranged weapon and no longer suffer +D for firing into a melee.	Aiming is lost at the end of your next full turn after being initiated, or if the character enters melee at any point.	<input type="checkbox"/>
<b>Envenomed (XdX):</b> An envenomed character gains an envenomed value that increases by the listed die roll at the end of each of their turns, and the character can suffer one additional status. If it equals or exceeds their Endurance, they must spend 1 WILL at the start of each turn or immediately fall unconscious and begin dying. See "unconsciousness and death" for further information.	Ends when the status's die rolls its minimum or maximum value, at which point they take non-injuring, absolute damage equal to the envenomed value. When this happens, the envenomed status does not increase (a character with envenomed 11 who rolls a 6 on 1d6 takes 11 damage and ends it). They cannot be envenomed again this scene.	<input type="checkbox"/>
<b>Focus:</b> Represents a moment of preparation and is expended to react to the maneuvers of others or to maintain a psionic strike.	Ends after your next action. If it does so without being spent, gain 1 temporary WILL. If you have two statuses, or gain the inactive status, it ends without granting you temporary WILL.	<input type="checkbox"/>
<b>Grabbing:</b> A grabbing character gains +A on maneuvers against their grabbed target and may roll an additional strength or size die on damage. This state requires the grabbing character to spend an action at the start of an each turn to sustain it. If a grabbing character was grabbed at the start of the turn, they regain their lost action.	Ends if: <ul style="list-style-type: none"> <li>The attacker stops spending actions to sustain it</li> <li>If the grabbed character successfully grabs the grabbing character in return ("reversing" the grab).</li> <li>If either character is removed from the melee.</li> <li>If the grabbed character is swallowed.</li> </ul>	<input type="checkbox"/>
<b>Low-Ammo:</b> This state effects weapons, not characters. This weapon is low on ammo. If you roll a 1 or 20 on a maneuver, it runs out of ammo entirely after the maneuver is completed. Any effect that would cause you to gain this state again causes your weapon to run out of ammo.	Ends when the character has an opportunity to restock (taking at least one dramatic scene).	<input type="checkbox"/>
<b>Ongoing X:</b> The character takes X non-injuring damage at the start of their turn.	After inflicting damage, X is reduced by 1. When it reaches 0, the status ends.	<input type="checkbox"/>
<b>Suppress XdX:</b> A suppressed character, at the end of their turn, takes XdX damage, where XdX is the damage of the weapon used to suppress. They may negate this damage by performing a duck action.	Ends once they take damage from this condition or at the end of a turn in which they performed the duck action.	<input type="checkbox"/>
<b>Swallowing:</b> A swallowing character automatically inflicts their size damage on their swallowed target at the end of each turn. They're at +D on all actions while your swallowed target is alive. In addition, if somebody manages to inflict an injury upon you, they may forgo the injury to end both the swallowed status and swallowing state violently.	This ends when the swallower regurgitates the swallowed target as a moment, or a character forgoes inflicting an injury to free them.	<input type="checkbox"/>

  

INJURY ROLL	Injured Attribute
1	Cognition
2	Determination
3	Affinity
4	Perception
5	Strength
6	Prowess
7	Endurance
8	Speed

  

**REMINDERS:** A character may only suffer two statuses at once (and an unlimited number of states). If a status is permanent for a character (typically due to an unusual anthropomorphic trait), it does not count towards that limit.

If a player character gains more than two statuses, they choose which to discard. If a player character inflicts more than two statuses on a row, they choose which to discard.

Otherwise, the gamemaster chooses which to discard.

If a status is "negated" by an effect, it is essentially put on pause during the effect and resumes after that effect as if no turns or actions had passed while it was negated.