

### Possibility spending

1 to raise your effective skill by 5 (MoS 0 avoids crit fails, MoS 10 gives crit success) or lower non-P-rated NPCs' ditto.

1 on any effect roll you make, or made against you, to turn two dice to the desired value.

1 to counter the expenditure of one or more against you by a P-rated NPC

1 to make any attack a 1HP/1FP Flesh Wound

1 to create a reality bubble for 15 minutes.

Half the cost of a disadvantage inflicted on you to avoid making it permanent.

0.8×the base cost of an Ally/Contact/Patron to get a small favour, doubled if the NPC isn't present.

### Disconnection

Disconnect on 16+ when using a power that exceeds world or character axiom, on 14+ if it exceeds both.

[GURPS Torg Quick Ref Sheet 2014-12-04]

### Dramatic skill resolution

**Possible Setback:** lose one completed step

**Complication:** -1 to all further rolls

**Critical Problem:** switch to a different skill or restart from the beginning

### Drama deck round status

**Flurry:** that side gets a second set of actions

**Inspiration:** remove any stun effects, full FP, no lower than half HP

**Up:** a free Possibility to be used this round

**Break:** any damaged villains will attempt to flee/surrender if they do no damage this round

**Confused:** no cards from pools this round

**Fatigued:** lose 2FP

**Setback:** planned event, GM improvises a disadvantage, or by default no actions that harm your opponents this round.

**Stymied:** the next Possibility spend is cancelled.

### Approved Actions

Draw a card to hand if you *succeed* at an approved action.

**Attack:** anything that gets as far as making a damage roll.

**Defend:** a successful All-Out Defence

**Trick:** usually IQ (or Fast-Talk or Sleight of Hand) vs IQ. A “Willpower” roll.

**Test:** Will vs Will. A “Willpower” roll.

**Taunt:** Influence skill vs Will. A “Presence” roll.

**Intimidate:** Intimidation vs Will. A “Presence” roll.

**Maneuver:** DX-based skill vs DX-based skill. An “Adrenalin” roll.

Margin	Intimidate / Test	Taunt / Trick	Maneuver
0-4	Stymied	Stymied	Fatigued
5-9	Unskilled	Unskilled	Stymied
10-14	Setback	Setback	Unskilled
15	Break	Up / Setback	Setback / Fatigued
16+	Player's Call	Player's Call	Player's Call

### Drama Deck for players

Out of combat: play cards from the hand. Trade between hands freely, but numbers must be equal on each side.

In combat: move a card from hand to pool each time you do something useful, play cards from the pool, trade between pools. All cards played on an action must be declared at the same time.

Once per player per Act, a Critical Moment lets you play as many cards as you like from hand to pool; all of them must be used immediately to affect a single character.

At the end of a Scene, return pool to hand, discard down or draw up to four (optionally discard one and draw if you have four).

**Action** gives +3 to all actions taken by the character this round.

**Adrenalin/Willpower/Presence** give a +3 to the character's next physical, intellectual or interpersonal roll.

**Alertness** [d] gives an automatic success next time there is something to be found.

**Campaign** [s] makes an existing Subplot permanent (which will typically decrease the character's point value).

**Connection** [d] lets a PC know people in the area who might offer him help.

**Coup de Grace** adds 50% to an effect total (typically damage).

**Drama** is spent as an extra Possibility; if held at the end of an adventure, is worth three Possibilities.

**Escape** must be the first card played into the pool when the encounter begins, though it needn't be activated immediately; if it is, it allows the whole PC group to avoid the encounter.

**Glory** may be played when a character has achieved a critical success in something plot-relevant. All characters get three bonus Possibilities at the end of the adventure. This also helps PCs spread tales of their heroic deeds.

**Haste** gives the character one additional action immediately, and can be played during someone else's action.

**Hero** is spent as an extra Possibility.

**Idea** lets the player ask the GM for inspiration.

**Leadership** lets the player put one or two cards from his hand or pool into another player's hand or pool, then refill his hand to four cards. An explanation is required.

**Martyr** [s] allows a victorious result in the face of disaster at the cost of that PC's life.

**Master Plan** lets the player take the top discarded card into his hand.

**Mistaken Identity** [s] is much like Mistaken Identity in GURPS: it lets the character be misidentified by NPCs as someone they know.

**Monologue** stops the action while the character makes a dramatic speech; nobody else may act during the round.

**Nemesis** [s] is a high-powered Enemy.

**Opponent Fails** causes one successful action against the PC to fail.

**Personal Stake** [s] is a personal reason for involvement in the major plot.

**Rally** lets all PCs refill their hands to four cards.

**Romance** [s] is a romantic involvement (which may be one-sided) between the PC and an NPC; if made permanent it might be an Ally or a Dependent (or both).

**Second Chance** lets the character take two rerolls for one failed action (in the manner of Luck).

**Seize Initiative** lets the players retain the current card on top of the action stack for an extra round, or flip another card immediately.

**Supporter** lets a character assist another in some way, giving the latter a +3.

**Suspicion** [s] causes the character to be suspected by NPCs, and possibly PCs; if made permanent it is probably a negative Reputation.

**True Identity** [s] signifies that the character is really someone who matters to some NPCs, but nobody knows it yet.