

Attack

When you try to injure someone, describe how you attack them:

- If you do it up close with clubs, knives or swords, roll +STR.
- If you do it at a distance with spears or stones, roll +DEX.

On a 10+, your attack connects and you deal your damage. On a 7-9, your attack connects, but you are off-balance and exposed; deal $\frac{1}{2}$ your damage rounded down and the GM will tell you who takes advantage of your position.

Duck, Cover, and Squirm

When you avoid immediate danger, describe how you do so.

- If you do so through a surprising burst of strength, roll+STR.
- If you do so by moving quickly to duck out of the way, roll+DEX.
- If you do so by taking it on the chin, roll+CON.

On a 10+, you do what you set out to do, and the threat doesn't come to bear. On a 7-9, you've screwed up something good; the GM will give you a hard bargain, worse outcome or ugly choice.

Wit and Verve

When you try to lie or fast talk yourself out of a situation without offering anything in return roll +INT. On a hit, you are able to pass off your lie or calm the situation. On a 7-9, you have to give something up or expose yourself to danger to put the lie over.

Figure Things Out

When you try to figure out just what the hell is going on here, roll +WIS. On a 10+, ask the GM 2 questions from the list below. On a 7-9, ask 1.

Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to try and kill us, besides everything?
- What can we see that others would miss?
- How can I escape?
- Where is the shiny?

Plead Your Case

When you attempt to plead your case to non-kobolds, roll +CHA. On a 10+, they listen long enough for you to offer them a deal; you might not get everything you want, but you'll get some of what you need. On a 7-9, they're openly aggressive, and you'll need to sweeten the pot for them to even consider what you're offering.

Aid or Interfere

When you help or hinder another player character, roll +Teamwork. On a hit, they take +1 or -2 to their roll, your choice. On a 7-9, you also expose yourself to danger, retribution, or cost.

Tribal Knowledge

When you explain the unknown by retelling the stories of your village, roll +Ingenuity. On a 10+ There is a detailed story that explains exactly this situation, tell it. Take +1 forward when acting on this information. On a 7-9, there are a few hints or legends, what are they?