







M	Bonus Damage	1	N	R	+1 [CD}
O	Create Opportunity	1	I	×3	+1d20 to max +3d20 on task
M	Create Problem	2	I	×3	+1 Difficulty to Opponent's Task
E	Disarm 1-H, 2-H	2, 3	—		Weapon dropped in reach
N	Extra Minor	N	I	R	Extra minor action. N resets end of turn
T	Increase Scope	1	—	R	More information or more effect.
U	Keep Initiative	2	I	N	Next acting character is from your side.
M	Penetration	1	—	R	-2 soak per level of penetration
	Reduce Time	1	—	N	Reduce time taken, typically by $\times\frac{1}{2}$
S	Reroll Damage	1	I	N	Reroll any of your [CD] once.
P	Resist Injury	N	I		Avoid becoming injured. N resets at end of combat
E	Second Wind	1	I	R	Recover 1 stress
N	Secondary Target	2	—	R	Hit a 2nd target w/in reach of 1st target for $\frac{1}{2}$ dmg
D	Swift Task	2	—	R	Extra Task following at +1 Difficulty

Determination Spend	\$	Notes
Bonus D20	1	Add 1d20, set to a "1", to task roll. Max +3d20, for maximum 5d20.
Additional Task	1	Make a second task before handing over to the other side.
Story Declaration	1	Declare a single new fact.
Fight On	1	For the rest of the scene, ignore the effects of being injured.

Determination	+	Notes
GM Reward	1	Good RP, Heroism, Achieving goals.
Values Complication	1	GM offers a complication based upon Value
Value Conflict	1	Neutralize one of the 2 values rest of the story
Voluntary Failure	1	When a Diff. 1+ is voluntarily failed.

Combat Dice † = 1 dam e = 1 effect						
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