

# Sergeant Alisdair MacDonachie

Might

Patter

Skill

d4+d8

2d6

2d6

Scars

Advancement

Menace 3+

Might: d6+d8

Skill: d4+d8

Hunker Down and Survive

The Biggest Game

Menace 4+

Patter: d6+d8

+1 Scar

Bareknuckle King

Stand Up Dressing Down

Menace 5+

Might: 2d8

+2 Scars

Rocket Cannon

Establish Perimeter

Menace 6+

Patter: 2d8

Skill: 2d8

+2 Scars

You Don't March Alone

Menace 7+

Might: d8+d10

Skill: d6+d10

To the Last Breath

Gotcha!

Veteran

Hold your position against an advancing enemy you can see. Roll Might+d6. For each success pick one:

- Buy time for an ally to escape.

- Inflict Injury on a Monster.

- Give courage to an ally.

- Prevent a character other than you from entering physical crisis for the rest of the scene.

Hunker Down and Survive

Tell a story of a time you were pinned down by enemy fire and had to tough it out until help arrived. Roll Patter+d6. For each success pick one:

- An NPC holds his ground in the face of terror.

- An NPC agrees to wait for help instead of acting blindly.

- You and one other character sit out a fight with a Monster, without fear of having to make any Might rolls to fend it off.

The Biggest Game

Track the path of a Monster. Roll Skill+d6. For each success pick one:

- You know the direction the Monster headed.

- You intuit the Monsters intended destination, if it has one.

- You get some insight into how fast it can travel.

- You learn something about the Monster's physiognomy.

- Seize the Spotter role.

Bareknuckle King

Leap into an existing fist-fight, showing the skills you learned boxing at fairgrounds. Roll Might+d6. For each success, pick one:

- One participant is knocked out or stunned temporarily.

- You persuade a watching crowd to leave.

- You avoid having any of the NPC fighters bear a grudge against you.

With two successes:

- You hold all the participants apart, stopping the fight in its tracks.

Stand Up Dressing Down

Launch into a long, sergeant-major's critique of an NPC, remembering all the cutting remarks and insults you endured during training. Roll Patter+d6. For each success pick one:

- The NPC target is thoroughly humiliated.

- The NPC target will not cause any more trouble for now.

- The NPC target shuts up for the rest of the scene.

- The NPC target is brow-beaten into doing what he's told.

Rocket Cannon

Use the strange gun that fires miniature rockets. Roll Might+d8. For each success pick one:

- Injure a Monster.

- Wound an NPC.

- Start a fire.

- Make a noticeable fireball in the sky, attracting attention.

If applicable, your first failure consequence must be:

- Start a large fire you do not want.

You Don't March Alone

Before a fight, talk about your time in the front line, how you and your comrades stood together, even if some of you never made it back. Name at least two people you have known who died in the battle. Roll Patter+d8. For each success pick one:

- An NPC changes his mind about a foolishly brave action he was about to perform.

- For the rest of the scene characters can always assist others with their best dice, even if they are in crisis.

- For the rest of the scene characters can add 1 to their Might rolls for each two allies they are fighting with.

- A group of NPCs Injure a Monster by working together.

To the Last Breath

Fight in a seemingly hopeless battle against overwhelming odds. Roll Might+d10. For each success pick one:

- Injure a Monster.

- You cannot enter any crisis this scene.

- You take any physical Scars a specific named ally would receive this scene.

Whatever your roll, you must choose to accept an extra failure consequence in exchange for an extra success outcome.

Gotcha!

Spend some time building an elaborate trap. When the time comes to spring it, roll Skill+d10. As long as you don't get a single failure consequence, for each success pick one:

- Prepare to face a Monster twice.

- Incapacitate an NPC.

- Catch an NPC red-handed.

- Seize the Spotter role.

Crises

Physical

Mental