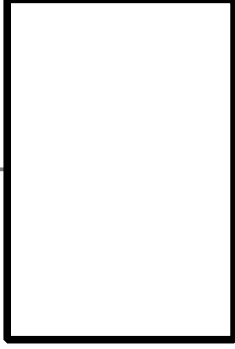


Fergus Doyle

Might	d6+d8
Patter	d4+d6
Skill	2d6

Stored rolls



Fingers in Ears, Lads
Light a stick of dynamite. Throw it. Roll Might +d6. For each success pick one:
- Injure a Monster twice.
- Destroy a building.
- Deafen all people in the vicinity.
You can only choose failure consequences from this list:
- Every character nearby chooses to either receive a physical Scar or enter physical crisis.
- Every NPC nearby is killed or badly injured.

Plasma Cannon
Fire this experimental weapon, making sure to be wearing goggles. Roll Might+d8. For each success pick one:
- Injure a Monster.
- Blind any foes in the area.
- Weld shut a metal door.
- Kill an NPC, leaving no body.

Scars

Advancement

Menace 3+
Patter: 2d6
Skill: d4+d8
+1 Scar
A Quick Fix Up
Menace 4+
Might: 2d8
Skill: d6+d8
Fingers in Ears, Lads
Some Call it Doggerel

Oh No Yer Didn't
Fight unarmed and alone against a foe that has angered you, as long as you don't fight to injure or kill him. Roll Might+d6. For each success pick one:
- Demonstrate your physical dominance over the enemy.
- Knock the enemy clean out.
- Take something from the enemy.

Menace 5+
Might: d6+d10
Patter: d6+d8
+2 Scars
What Goes Up
Menace 6+
Might: d8+d10
Skill: 2d8
Stored roll: 6
Plasma Cannon
Menace 7+
Patter: 2d8
Skill: d6+d10
+3 Scars
Electrocage

Some Call it Doggerel
Recite a short rhyming poem to an NPC. It must include some reference to the current situation, and some reference to current feelings. Roll Patter+d6. For each success pick one:
- The NPC is amused.
- The NPC develops a soft spot for you.
- The NPC is distracted momentarily.

What Goes Up
Spend some time planting explosives or setting fires in a building or other similar construction. When the time comes to bring it down, roll Skill +d8. If you score any successes, the building collapses. For each success pick one:
- The building comes down exactly when you want it to, which may Injure a Monster. You can only pick this once.
- The building comes down exactly how you want it to, which may prepare to face a Monster, even if you are currently fighting it. You may only pick this once.
With two successes:
- Injure a Monster.

A Quick Fix Up
Spend some time designing and building a small structure, such as a shelter or a bunker. You can only work alone on it. Roll Skill+d6. If you score any successes, the construction is completed. For each success pick one:
- The shelter can protect one person from entering physical crisis for one scene.
- Prepare to face the Monster.
- An NPC trusts the shelter.

Electrocage
Improvise a cage, wall or other barrier out of scrap iron and a source of electricity. Roll Skill+d10. For each success pick one:
- A Monster in the scene has its difficulty lowered by 1 until the next scene.
- A Monster is held at bay.
- A Monster is trapped and cannot escape.
- An NPC is shocked unconscious.

Crises

Physical

Mental