

Clever Clever

Weapons are beneath you. If you wish to control a situation without resorting to their use, roll.

- On a 10+, hold 3.
- On a 7–9, hold 1.

Then spend your hold 1 for 1 to briefly describe mistakes made by your enemy or environmental factors that you exploit to stop them. These are new facts you are introducing to the scene. Your attack is +stun. On a 12+, you may choose for your attack to be deadly.

[moves](#), [diplomat](#), [advanced](#)

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=factionpbta:play:moves:clever>

Last update: **2020/06/02 01:55**

