

Defend

When you stand in defense of a person, item, or location under attack, roll

- On a 10+, hold 3
- On a 7–9, hold 1

So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker with your current weapon.

[moves](#), [combat](#)

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