

MALANDROS: Procedural Actions

Act Under Pressure

When you act despite being under threat, or suffer some kind of adversity, say how you deal with it and roll. The ability you use depends on how you do it – for example...

- ...by busting heads, Fighting
- ...by getting out of the way or acting fast, Moving
- ...by withstanding the onslaught, Enduring
- ...by taking advantage of something you have learnt, Knowing
- ...with stealth, Sneaking
- ...using charm and social grace, Talking

On 6+, you do what you are trying to do and the threat doesn't come to fruition. On 3-5, you succeed but with drawbacks. On 2-, the GM says what happens.

Find Something Out

When you go looking for information, roll the appropriate ability – Talking if you canvass people on the street, Knowing if you delve into the recesses of your own memory, and so forth.

On 6+, you find what you wanted, if available, and choose 1:

- You gain an ally.
- You get bonus information.
- You find out quickly.

On 3-5, choose 1:

- The search takes too long.
- You have to spend wealth.
- You suffer harm.
- You have to call in a favour.
- What you seek is out of reach, for now at least.
- Your search attracts unwelcome attention.

On 2-, the GM chooses 2 from any of the above.

COMMON ACTIONS

Dar um Jeitinho

When you look for a way out of a sticky situation, roll Knowing.

On a 6+, ask 2. On a 3-5, ask 1:

- What's my best escape route/way through?
- Who is most vulnerable to me?
- Who is the biggest threat?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- What here is not what it appears to be?

When you act on one of the GM's answers in a procedural scene, take +1 to your roll.

Be Persuasive

When you try to seduce, coerce or manipulate a minor character you have leverage over, tell them what you want and roll Talking.

On a success, they ask you to promise something first, and do it if you promise.

On a 6+, whether you keep your promise is up to you, later. On a 3-5, they need some concrete assurance right now.

Brawl

When you attack an enemy hand-to-hand, roll Fighting (or Capoeira). On 6+, you strike your opponent and avoid harm. On 3-5, you still strike them, but choose one from the list below:

- They strike you in return.
- You inflict little harm (-1 less than normal, usually).
- You're left in a disadvantageous position.

Go to Work

When you spend a day or night at your job, roll an appropriate ability: Enduring for physical labour, Talking for service work such as working in a shop, Knowing for acting as a foreman or administrator, etc.

On 6+, gain wealth. On 3-5, gain wealth and suffer stress.

On a 2-, suffer stress or something worse.

Learn Something

Once per episode, when you use a Signature Move, choose one of the following for your PC:

- a new Signature Move from one of your categories
- a new Signature Move from another category, provided no other PC has it
- add 1 point to an existing ability
- gain a new ability with a rating of 1

Obtain a Patuá

When you consult an expert regarding the preparation of a protective amulet for yourself, roll a die. On a 6, choose 1. On a 3-5, the GM chooses up to 2.

- A specific component is needed to make your patuá.
- You need to accomplish a task first.
- You must agree to owe the maker a favour, no questions asked.

On a 2-, you are not yet ready to carry a patuá. You cannot ask again until the next episode. If you receive a patuá, your GM will give you a new Signature Move that you can use by calling on its power.

Breaking and Entering

When you commit a burglary, roll Sneaking. On a 6+, all 3. On a 3-5, choose 2.

- You leave no evidence you were there.
- You gain wealth or something of value.
- No alarm is raised.

Go on a Dangerous Journey

When you travel through hostile territory, roll Moving. On a 6+ you arrive at your destination without trouble, though something interesting may happen on the way.

On a 3-5, choose 1. On a 2- the GM chooses 1:

- The journey requires more money or resources than you expected.
- There is a breakdown of some type, like a fallen yard or broken wheel.
- You meet trouble along the way.

Blow Off Steam

When you relax and enjoy yourself, roll Talking and add +1 to your result per 1 wealth spent. On a 6+, choose 2. On a 3-5, choose 1. On a 2-, choose 1, but things get complicated (the GM will say how).

- You make a new friend.
- You hear about a promising opportunity.
- You remove one stress of your choice.

The Artful Dodger

When you try to pick someone's pocket, roll Sneaking. On a 6+, you get the item you want without complications. On a 3-5 choose two, on a 2- choose one:

- You get the item you wanted.
- No one notices what you're up to.
- Later on, the mark can't be sure when or where the pickpocketing took place.

Grab Hold

When you try to seize something by force, or to secure your hold on something, roll Fighting. On a 6+, choose 3. On a 3-5, choose 2:

- You take hold of it.
- You suffer little or no harm.
- You inflict harm.
- You impress or frighten your opponent.

Open Fire

When you shoot at an enemy at range, roll Fighting

On a 6+, you have a clear shot—in ict your weapon's harm. On a 3-5, choose one (whichever you choose, you inflict harm):

- You have to move to get the shot, placing you in danger.
- You're out of ammunition now.

Suffer Harm

When you suffer harm, mark it on the harm track and roll Enduring. On a 6+, you're as OK as you could hope for, in the circumstances. If you took 1 or more harm, the GM can choose something from the 3-5 list below, but you take -1 harm. On a 3-5, the GM can choose 1:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a 2-, choose 1:

- You're out of action: unconscious, trapped or in a panic.
- It's worse than it seemed. Take an additional 1 harm.
- Lose a body part (e.g. hand, finger, half an ear).

At Death's Door

When you hit 'Out' on the harm track from a potentially lethal blow, roll Enduring.

On a 3+ you survive until medical help comes – choose one from the list if you get 6+, choose two if you get 3-5.

- You owe someone for the treatment – a lot.
- Side effects: lose 2 points from one of your abilities.
- Lose the use of a major body part (e.g. arm, leg, eye).

If you get 2-, you die.