

# Desperation

Requires: [Motivation](#) (Parent move)

When you use Motivation, you rally your allies so well that instead of just ignoring a single debility's effects, the debility turns into a +1 bonus for that modifier instead (this modifier cannot go above +3). This lasts until the debility is made worse or the end of the battle.

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

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