

# Gambit

When you or someone in your coterie takes damage from an outside source, it was part of your plan the whole time, gain +1 Hold. What some might see as an unwanted setback, you know it's merely a stratagem to gain a later advantage.

At any time, reveal your ploy and use your Hold to:

- Add +1 to anyone's roll (Cost: 1)
- Deal your damage to an enemy (Cost: 2)
- Create an obstacle or distraction that a single enemy has to deal with before they can do anything else (Cost: 3)
- The Grandfather will help you reveal a trap, ambush, or plan that gives you and your allies a surprising advantage. This is equivalent to an [untethered flashback](#) but without a [Paradox](#) cost, as you preplanned it. (Cost: 4)

Multiple Holds can be used and the effects stack. After the end of a battle or when it makes sense, your Hold count resets to 0.

[moves](#), [parent](#), [faction](#), [starting](#)

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