

Steely Glare

When you silently fix someone with a steely glare with the intent of intimidating them, roll.

- On a 10+, they choose 2.
- On a 7-9, they choose 1.
- On a 7+, if they are a Coterie Member, they're at Disadvantage to act against you going forward.
- On a 6-, they can laugh in your face and do whatever they want.
 - They shut up immediately.
 - They stop moving.
 - They lower their weapons.
 - They do something stupid or reckless.
 - They hesitate, stumble, or mutter.

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

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