

Recover

When you're out of direct danger during a hostile situation and take a moment to gather yourself:

- On a 10+, you're calm, efficient and ready, choose 2.
- On a 7-9, you take a little too long. Choose 1
 - Ready a Move, Weapon, or piece of Gear that has been Discharged.
 - Get a Packed item ready
 - Recover from being Exhausted
 - Shrug it off: Mark a level 1 Harm as Ignored, its debilitating effects don't count towards the current combat. It still counts as Harm in every other way and must be healed normally later.

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

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=factionpbta:play:moves:recover>

Last update: **2020/05/27 18:08**

