

THE STUFF OF LEGENDS



Reify Presents

The Stuff of Legends

Pre-beta 1.2.01 - Role'ing Update

Thank you for playtesting The Stuff of Legends.
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Chapter 1

Introduction

Welcome to the Stuff of Legends tabletop role playing game system. This is a high octane tabletop RPG, with both strong balance and easily customizable chargen. We're sure you're gonna have a great time with it, whether you're a player or a GM.

We've paired a powerful combination of tracks and easy to read ability lists to make a very quick to learn system that lets you make the PC you want to make. We've paid close attention to make sure there aren't any weak choices; every PC is valuable in and out of a fight.

Full Support for Combat, Roleplay, and Exploration

A PC in The Stuff of Legends is just as much at home trading blows with fearsome foes as they are exploring a dangerous dungeon, or talking with the leader of a region. We provide a tight, tactical combat experience, but also systems that give players power and agency between combats. Players are set up to be active agents in the world, enacting change in a variety of ways according to their own skillsets.

Our design goals

- **Track Based:** The majority of a character's power in combat comes from track selection. This allows a lot of power to define how your character works with just a few meaningful decisions.
- **Balance:** No one class, group, power, or ability should be The Best or The Worst. It removes the ability to have meaningful middle ground, and is the enemy of fun over a long campaign in a group setting.
- **Setting Independence:** This system can handle a variety of different settings. We provide a default setting, but in future, we aim to explore other settings.
- **Lack of Attrition:** Gradually wearing down resources simply makes PCs less heroic and encounters less impactful.
- **Deep Skill Checks:** A skill check can sometimes just be a quick pass/fail, but sometimes it can be so much more. In the moments where a

skill check really matters, there's more control and depth about what a success is and what a failure is without complicating the core mechanic when it's not needed.

Why We Did This

There's a few of us who weren't happy with the games on the market - the d20 class based systems which constrain your choices to a handful of pre-made classes, the rules light narrative systems that have a very high creative overhead, and the points based game systems that have a lot of freedom, but a large learning curve for figuring out all the abilities and a heavy reliance on the GM to making sure nothing is broken. None are bad on their own, but none of them were the perfect answer for us.

What we wanted to see wasn't there, so we set out to make a game we would love to play. We hope that you enjoy it as much as we do!

For the Veteran Gamer

The Stuff of Legends system uses a lot of unique concepts in its core ideas. While there are some links between this system and other systems, such as the use of hit points, d20, etc . . . , a lot of concepts are greatly modified. To the best of our knowledge, "This is like <your favorite system> except . . ." does not provide a meaningful viewpoint, as there is no system similar enough.

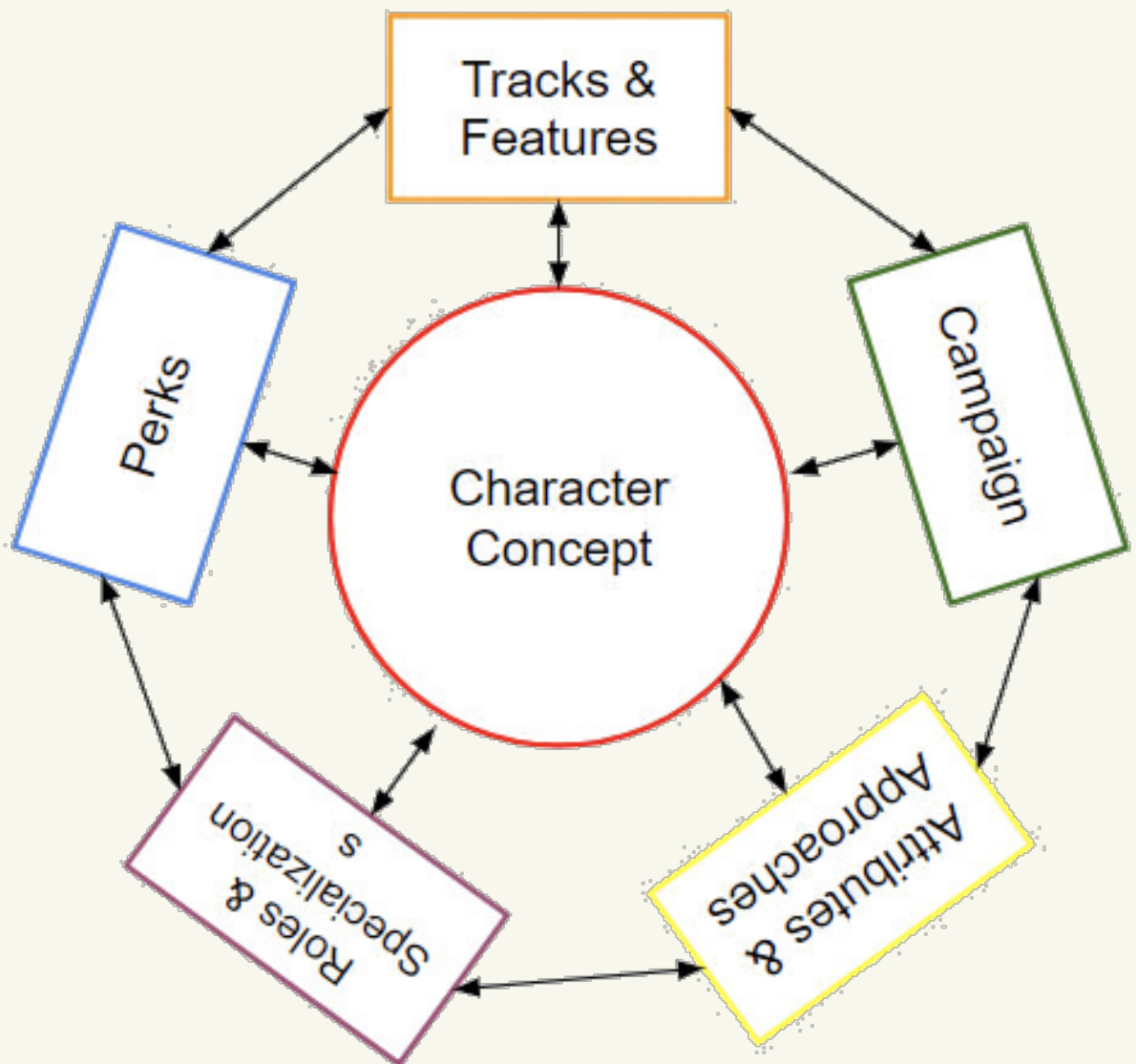
In the process of making all this, we found a lot of traditions and expectations of game design that were baked in, that we've largely tossed out in order to make a modern game system for the modern gamer.

This can cause confusion for players familiar with systems that use similar concepts. For example, some systems use smaller encounters as a form of attrition to wear the party out, exhausting their options. As a result, healing is a limited resource. In our system, the expectation is that each combat encounter starts with everyone at full HP.

If you try to skip through the rules and rely on past experience with Other Systems, you're not going to get the full experience. Take a little bit of time and read through the Combat Mechanics and Skill Checks chapters before jumping in, you'll adapt pretty quickly.

Chapter 2

Character Generation



There are six questions that can be answered in nearly any order when creating a character for the Stuff of Legends.

- Who Are You? (Concept first)
- What TRACKS and Features will you take? (Playstyle first)
- How do you arrange your stats? (Personality

first)

- What are your Roles and Details? (Areas of expertise first)
- What are your Perks and/or Spells? (Out of combat powers first)
- What are your Cool Items? (Save this for later)

As you come up with other answers, keep in mind the setting and campaign. A fantasy concept in a sci-fi setting may not work well, and vice-versa. Coordinate with your GM to make sure what you're making fits in the campaign.

Answering one will lend easy suggestions to the rest of the answers. If you know Who You Are, then your ability selections will have a theme to go with. If there's a particular TRACK or combination of TRACKS you like, the TRACKS are definitive enough to give you a better idea of Who You Are. Perks, too, define a large part of Who You Are, or in some cases, who your character will grow to be.

Any of the abilities or powers you can pick from tell you more about the character you are making; we suggest you look at the list of six questions, pick the one that you have the strongest answer for first, then go from there.

Who Are You?

PCs in The Stuff of Legends matter. Who or what is your PC? A thief with a heart of gold and nimble

fingers? A power hungry pyromaniac? A stalwart soldier, or a healer with a heart too big for this world?

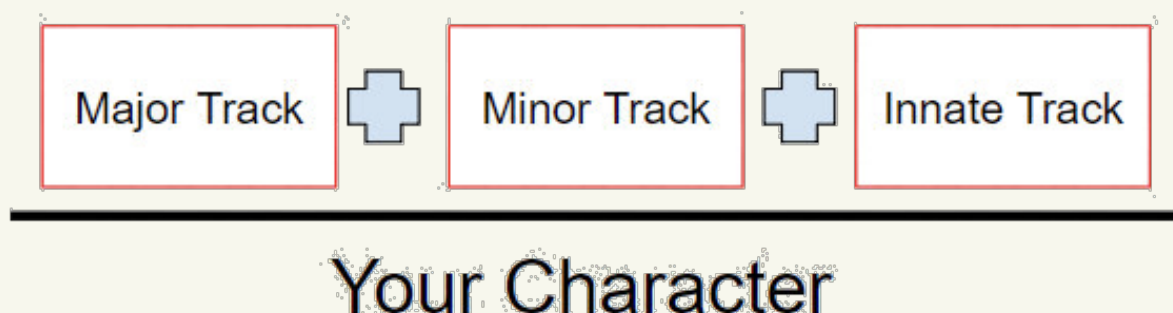
Why are they good at what they do, or how did they attain their powers? What are their motivations, and what is important to them?

Where in the campaign setting are they? Is your character part of a certain faction, is there a certain part of the setting that interests you that you want your character to have a stronger tie or connection to?

Not all of these questions are pivotal, and not every single one must be answered every time, and you might even answer completely different questions, but have enough answered that you know who your character is.

Some of these answers may be immediately obvious, and others may take time to discover. Ability selections from other parts of the Character Generation Loop and Six Questions can help fill in some of this, as well.

Tracks and Features



Tracks

TRACKS are the major source of your PCs power. They are the most defining as far as their powers and world-crashing abilities. A TRACK is a path of power; each TRACK has facets within it that grant new abilities or improve existing ones as you gain levels.

Select a Major, Minor, and Innate TRACK. Each track is listed as offensive, defensive, mixed, or varied.

If you want to pick your playstyle first, start here. Your TRACKS define the core of your character's playstyle.

For more about Tracks, see (pg. 9).

Features

Features are smaller abilities to round out a character's build. A first level character gets 2 to pick from. They can enhance abilities gained from TRACKS, or be new, standalone abilities.

For more about Features, see (pg. 169).

Capstones

Capstones are singularly powerful abilities. Characters get a single Capstone at Level 14. They are all world-shattering abilities of monumental power and scale!

For more about Capstones, see (pg. 223).

Attributes and Approaches

Attributes and approaches cover your basic abilities of a character. A wire-dancer, or a beefy brawler, or an expert hacker will have different Attributes and Approaches.

Social reflects your skill in interpersonal relations.

Toughness is your overall strength and athleticism, and includes both sheer muscular power and long term endurance.

Understanding is a broad umbrella reflecting smarts, wits, intelligence, book learning, and general

cognitive athleticism.

Finesse covers grace, balance, accuracy, and precision. Handstands, contests of speed, or balancing on the smallest leaf on the tallest tree in the wind.

Focus is your ability to focus on a task at hand, pay attention to your surroundings, and can cover mental fortitude.

Each Attribute has a combat use. See Combat Mechanics (pg. 229) for more info!

Picking your Attributes

You get an Attribute Array to pick your attributes with: 4, 2, 1, 0, 0 assigned between the 5 Attributes as desired. Alternatively, you can use a Point Buy for your Attributes. You get 7 points, which each Attribute starting at 0. Each point increases an Attribute by 1, to a maximum of 4.

Example Attributes: Social 0, Toughness 4, Understanding 1, Finesse 2, and Focus 0.

A 0 is average, a +1 is above average, a +4 is super-humanly good. Negative ranges are not normally PC appropriate, but certain types of creatures can have lower stats. (A sick, frail child would have Toughness and Finesse at -2, for example.) A PC using point buy may drop a single stat to -1 with GM permission.

Roles and Details

Details

Your GM is going to want to know a few things about your PC that are relevant to how the world sees that PC. Don't worry about this too much; you're going to answer most of them without thinking, but they might have a few specific questions for you. (If you're the GM and you don't know what we're talking about, see (pg. 179)! Details are something you already use, but we incorporate them into the Adventure Resolution System.)

Roles

A role defines what skills and knowledge your character has. A role is a description of both your role in the party and in the world. For instance, Phantom Thief Fox, "Retired" Toad Clan Ninja, and Royale Assassin would all be roles with a similar function, but suggest different shades of how they fit into the world. A role should describe your character, but you and the GM should both agree on what types of things the role would enable you to do. For instance, if you wanted to pick someone's pocket, the Thief role would definitely be applicable, while it may not be covered by Assassin, but either would be able to pick a lock or sneak around undetected.

Each character starts with 6 role ranks. They may spend a point to get a new role at rank 1, or to increase the rank of an existing role by 1, to a maximum of 5. That rank determines what Skills (pg. 179) you can use.

Details may also grant skill ranks, like roles do, though typically only at rank 1. Such skill ranks should be relatively minor and not overshadow the

actual roles of the character. For instance, a detail may indicate you have some basic knowledge about a location, but a person with the historian role will still know more about the place's history.

Choosing Roles

Sometimes it can be hard to come up with good roles for your characters, so here's some advice that might help.

One of the easiest ways to create a good role is build it up from parts. Unlike the skills found in some systems, roles can be made of multiple words, or even phrases. In fact, we encourage this approach; creating an interesting role with a single word is often very difficult and encourages generic bunk like "Spy". Sure, your characters a spy, so they're probably good at disguising themselves or ferreting out secrets, but that can't be everything. What kinds of tactics do they favor? What kinds of contacts and tools do they have? Who wants to put a bullet through the back of their head and who merely wants to disavow them? "Spy" answers none of those questions, but if you add some details, "Spy for the Resistance" can give you so much more to work with.

To get you started, here's a quick list of components that can be helpful in building roles.

Occupation - What you do daily?

Foundational - What brought you to where you are? Why do you do things your way?

Positional - A status, title, or position

Defining- A significant feature of who you are.

Affiliation- What organization that you belong to and that plays a significant role in your life.

Aspirational- What do you hope to accomplish?

Oppositional- Who seeks to stop you?

And here are a few examples of roles built with this method, see if you can pick out which components they use: The Blind Huntsman, Spy for the Resistance, The Exiled Duke of Arkile, Wizard of the Shrouded Tome, Fugitive from the Empire, The King's Favored Knight.

This list isn't exhaustive and some components might work better for you than others, so play around with it until you find something you like.

Another option is to use a statement your character might make or to reference a significant event from their past. This type of Role is great for conveying more complex ideas, but it can also be a lot more nebulous, so it's important to make sure you and your GM are on the same page for what they cover. Here's a few more examples and what they're meant to represent: The Shield of Ortland (A general who's famous for his defensive tactics and who protects the kingdom of Ortland.), Broke the Walls of Dukiel (A military engineer who's plans helped their army break a set of fortifications that were thought to be impenetrable), "There's nothing in this town I don't know about." (A well connected information broker).

However you design it, once you have an idea for a role, it's important to think about how you might use it in the campaign you're about to play. If it seems too specialized or unlikely to come up, then it might not be appropriate, even if it's an important part

of your character. For example, if the campaign's going to see you struggling against the horrors of war and long journeys through untamed wilderness, then Master of Tea Ceremonies may not be an appropriate role. Sure, you might be able to use it to maintain a distracting conversation or to help your traumatized nephew grow into the man you know he's meant to be, but it's probably not going to come up very often and it'll take a lot more work to make use of. In these cases, you might be better off adding it as a detail, rather than a role, or just leaving it as a part of your character's backstory.

The other extreme is also a problem. If you can picture yourself using a role in just about any situation, then it's probably a bit too broad and could stand some refinement. Try adding some details that suggest areas where your character has focused their efforts and other areas where they've fallen behind. Alternatively, it might help to replace generic descriptors with more personal ones. For example, Dawn Step Monk and Seasoned Street Tough can both stand in for Martial Artist, but they tell very different stories about your character and what other skills they might have.

Approaches

Each role is also assigned an approach. This allows you to gain extra benefits when you perform a

Detailed Knowledge: What you know without a Role

Besides what you pick as a Role, your Details also grant you Knowledges based on them. What counts as a Detail or not varies, but you don't need a Role about Your Hometown to know a whole lot about where you grew up.

For more about Knowledges, see (pg. ??).

Perks and Spells

Perks and Spells are singular powers that aren't really all that useful in a fight, but they're great for interacting with the world in a powerful way. They are largely composed of abilities that you can just do, with no roll or chance of failure, such as instantly examining a crime scene for clues, or turning that tough monster you beat into a tough item, or reading someone's thoughts.

Perks and Spells both use Perk Points. A level 1 character gets 3 perk points, plus what they get from their Tracks. Gaining a new facet (including the first facet) in a Track will give a perk point if marked with a ★. You also gain a bonus perk point on each level where you only gain 1 facet or capstone.

While TRACKS tell you what you can do in a fight, Perks and Spells are your biggest source of powers and abilities outside of a fight.

For more about Perks, see (pg. 183). For more about Spells, see (pg. 194).

task that is very easy for you. See (pg. 180) for more details. The possible approaches are :

- **Speedy** - Decrease the time step by 1
- **Quality** - Produce a higher quality outcome
- **Efficiency** - Uses fewer resources.
- **Easy** - Can perform the task for additional time step
- **Trailblazing** - Decrease the difficulty rank by 1 for others attempting the task
- **Sneaky** - The difficulty rank of noticing the task being performed increases by 1
- **Performance** - Make the task seem to be more or less difficult to onlookers by 1 rank.

For more about Roles, see (pg. 179)

Knowledges

You only know what you know, you know? Except for what you know you don't know. Or your character knows, at least.

Another thing your Roles can do is give you knowledge about the world. If you want to use your Role to do something, it's a skill use, but when you use your Role to know something, it's a knowledge use.

Weapons and Items

Weapons

Weapons in The Stuff of Legends don't define your damage, they define your weapon ranges and how you take and receive REACTIONS.

If you have any abilities tagged as [W]eapon, you start with 3 mundane weapons. 1 must be ranged, 1 must be melee, and the other can be either.

Ranged weapons can be close or distant. Close let you attack within 12, and you don't provoke reactions if you target someone in melee with you. Distant can attack within 24, but always provokes.

A Melee weapon can be normal, nimble, or reach. A normal melee weapon attacks hexes adjacent to you, and you threaten those hexes so you can take REACTIONS against enemies who provoke within them. A nimble weapon cannot take REACTIONS, but allows you to move without provoking as long as you started your turn outside of the enemy's melee range. A reach weapon trades the ability to attack adjacent hexes for the ability to attack hexes 2 away.

For more about weapons, see (pg. 197).

Items

Magic gear, goofy artifacts, and life saving potions! It's not crucial to every character, but the right item at the right time can have a large impact, as many clever adventurers in a tough spot have shown through the ages.

There's several different classes of items:

Mundane Items are run of the mill basic stuffs, such as cloths, regular rope, food rations, and other

basic, day to day sundries.

Trinkets are generally useful or interesting items that are fairly common. They can be reused repeatedly and never stop working.

Depletable Trinkets are similar to Trinkets, except that they have a limit on their total uses.

Artifacts are rarer than Trinkets, and provide bonuses that are useful in combat. They will last forever, and are permanent unless lost.

Depletable Artifacts are like Artifacts, but have a limit on their use. It may be a total number of uses, a timespan, or some other limit.

Consumables are a single use. They are potent and can give a significant edge in combat. They do not take an action, but only 1 can be used per round.

How many items of each you have will vary. (Ask the GM!). This may be 1 artifact point of item per level plus 100 IU per level, but it could be more or less (or none) depending on the GM's decision.

For more about Items, see (pg. 198)

Level and Tier

Tier 1: Champion, levels 1-3.

Tier 2: Hero, levels 4-7.

Tier 3: Immortal, levels 8-11.

Tier 4: Myth, levels 12-14.

You have a Level, which ranges from 1 to 14. As you increase in level, you gain more abilities and more power with your existing abilities. At certain levels, you also increase in Tier, which is a large power jump. All your abilities start using bigger numbers. See the Level Chart below for exact numbers by level.

A Champion level 2 vs a Champion at level 3 has a small power difference. A Champion level 3 vs a Hero level 4 has a Very Large power difference!

Respec

aka Avoiding Buyer's Remorse

We've worked very hard to make the TRACKS, Features, and other measurable mechanical things as balanced and as even as possible, to make it as hard as we can for you to make a 'bad' choice power-wise. That all said, if a choice you've made early on stops working out later or doesn't work in the way you expected it to, talk with your GM about a respec - changing the parts that don't work to something else. You'll be happier with a more functional version of your PC and so will the GM.

Additionally, if you make a character choice which later becomes obsolete, you may repick that choice. For instance, say you use your first two features to get flight. Then one of your tracks grants flight at a later time. You may then repick your initial 2 features. This isn't limited to new abilities directly copying old abilities; rendering something functionally obsolete is sufficient.

Making It Yours : Reflavor and Personalization

Reflavor. Definition, verb: *Take the narrative and thematic identity of an ability or power and rewrite it to represent it as a different narrative or thematic identity while keeping the mechanics the same.*

This system is designed to cover a large amount of thematic and design bases, but it's impossible to cover everything. If you want to take an existing TRACK, feat, item or ability - or heck, any part of the system or your character and rename it to make it more personalized and a better, more pure expression of your brand of awesome, do it!

Mobile Barriers can be magical blue protective bubbles. It can also be magnetic shielding, unstable projected force field generators, or even massive telekinetic power bent defensively.

This does not change how any of the TRACKS or rules work - it merely changes the expression. A fireball can be green, blue, or yellow, or a chi-blast, or even a stick of dynamite, but they all mechanically do the same thing - EXPLODE!

Most TRACKS will have suggestions for other themes that they can easily cover. These suggestions are not comprehensive, they're starting points to be inspired by. You can reflavor to do anything.

Putting it All Together, Step-By-Step

1. Determine Level.
2. Record Base HP and Caliber from the Level Chart (below).
3. Do the following in any order:
 - (a) Select Tracks
 - i. One Major, One Minor, one Innate
 - ii. If you're Level 14, select a Capstone.
 - (b) Select Attributes
 - i. Base Array of 4, 2, 1, 0, 0
 - ii. One is Reliable, one is Quick, one is Careful.
 - (c) Assign Details, Roles, and Knowledges
 - (d) Select Perks and/or Spells
 - i. Perk Points have an initial amount, and are gained by advancing TRACKS
 - ii. Some perks have prerequisites. You may need to ensure you meet those prerequisites before beginning this stage.
 - (e) Select Features
 - (f) Select Items
4. If this is your first time using SoL, get familiar with the Combat Rules and Special Terms.

Level Chart Statistical Breakdown

Tier: The power group you are in.

Level: Your numerical measure of power.

Base HP: This is the basic HIT POINTS that everyone at that level gets.

Major, Minor, and Innate Tracks: You gain your facet 1 abilities for each Track at level 1, and every level after, you either pick the first facet of the next set or the remaining 2 facets. For instance, you can pick your Minor facet 2 ability first, then your Innate and Major next level. The level of the facet(s) you pick at each level is indicated in the chart below.

Facets: Facets go from 1 to 7. They are the highest level you've reached in a given TRACK.

Caliber(C): This is a measure of your power, used for calculating effectiveness of abilities.

Features: You gain Features at the selected levels; the number indicated the total amount of features you have.

Capstone: Capstones are singular abilities of immense power. You gain one at level 14.

Level Chart

Tier	Level	Base HP	1st Facet	2nd Facet	3rd Facet	Caliber	Feature	Perk
Champion	1	48	1st	1st	1st	3	2	★★★
	2	48	2nd			3	3	★
	3	48		2nd	2nd	3		
Hero	4	64	3rd			4	4	★
	5	64		3rd	3rd	4		
	6	64	4th			4	5	★
	7	64		4th	4th	4		
Immortal	8	80	5th			5	6	★
	9	80		5th	5th	5		
	10	80	6th			5	7	★
	11	80		6th	6th	5		
Myth	12	96	7th			6	8	★
	13	96		7th	7th	6		
	14	96	Capstone			6	9	★

Chapter 3

Tracks

Unlike many systems, The Stuff of Legends uses tracks, instead of classes or a point-buy to define a character's main combat abilities. Every character gets three tracks, allowing for an incredibly diverse selection of potential play styles, and each track has a type, a style and a complexity rating.

Tracks come in three types: Major, Minor, and Innate. Every character must have exactly one of each type.

Major tracks tend to be the defining feature of a character's presence on the battlefield, and are about twice as powerful as the other types of tracks. Examples include Powerhouse, which allows you to wield powerful weapons and Human Shield, which allows you to take powerful defensive stances to protect your allies and heal them. These tracks also define your SURGES.

SURGES function as quicker and less powerful versions of major actions. They are only used to punish an enemy who provokes a REACTION or when another ability calls on a character to use them.

If you would like to learn more about SURGES see (pg. 231).

Minor tracks add another layer to how you act on the battlefield. Examples include Breath Weapon, allowing you to breath fire or other elements, and Shield, which allows the player to block incoming damage. Minor tracks can be used to make up or weaknesses in a character's major track, or to compliment their strengths.

Innate tracks normally modify other abilities or function as non-action abilities themselves. Examples include Death Armor, which allows you to protect yourself with the souls of your fallen enemies, and Ninja, which allows you to hide from your enemies.

Innate tracks will also define your COUNTER, which is an ability used when you are attacked, and how you benefit from REFRESHES, which will extend your resources for the battle.

If you would like to learn more about COUNTERS, see (pg. 277). If you would like to learn more about REFRESHES, see (pg. 277)

Most abilities will also define a BOOST. BOOSTS function as special buffs that are unique to the track they are found in and, often, a specific ability in that track. However, every BOOST also has a PENALTY, which is the inverse of the BOOST. Characters will most often gain BOOSTS from allies, while enemies

attempt to apply PENALTIES. Characters may stack an unlimited number of BOOSTS or PENALTIES, but may only apply a net two per major action or a net one per minor action.

If you would like to learn more about BOOSTS and PENALTIES, see (pg. 277).

Offensive tracks focus on hurting a character's enemies, either by directly damaging than or by helping allies to do the same. Similarly, defensive tracks help a character and their allies avoid or weather damage, sometimes by debilitating enemies. Healing also falls under the purview of defense. These two styles of tracks focus very heavily on their roles. However, defensive major tracks will always have an offensive component.

Mixed tracks have both offensive and defensive abilities that they can alternate between as the battle shifts, while varied tracks have both offensive and defensive options that you can choose from when creating or leveling your character.

Every party should have a few characters with at least one offensive track, but any combination of styles should be balanced for an individual character. We strongly recommend new players have at least one offensive and one defensive track as this provides a good mix of survivability and offensive capabilities. Characters who only have defensive tracks will tend to take support roles, while characters with only offensive tracks will tend to be glass cannons that rely on other characters to keep them alive. More advanced players can experiment with using mixed, in place of more dedicated ones, to cover the characters needs. A varied track can very easily stand in for a defensive or offensive track, provided options of that type are selected, otherwise it fills a role similar to mixed. The mixture of track types you take has a strong impact on how your character will function.

Finally, every track list a complexity of low, medium, or high. The higher the complexity the more difficult the track will be to use effectively and the more mechanics it is likely to involve. However, more complex tracks are not more powerful than simpler ones. In fact, high complexity tracks are more reliant on players skill to function correctly and maybe weaker than expected if used poorly.

Reading Tracks

Each TRACK has a name, and a flavorful description of what it does. The adaptation section gives some ideas of other concepts you can represent with it. Each TRACK is split into several facets. You will gain each facet at a different level as you progress. Each facet will have one or more abilities listed; unless specified otherwise, you will get all of these abilities when you get the facet. Many abilities will have numbers in them. Some of them are a straight number. Others will have a formula, which will yield a changing number based on your tier. When it specifies *C* in such a formula, it is referring to your Caliber, which is dependent on your tier. Other times it may list numbers such as 1|2|3|4. In these cases, you get the given values for each tier; in this example, 1 at Champion tier, 2 at Heroic tier, 3 at Immortal tier, and 4 at Myth tier.

Ability Tags

Ability Tags are used to quickly tell players what special properties and how an ability must be treated:

[Weapon], [W]. This ability requires a weapon and uses the weapon's targeting. It provokes based on the weapon rules.

[Special], [S]. This ability requires extra focus, and is hard to use with certain abilities.

[Reckless], [R]. This ability opens you to REACTIONS.

[Reckless Melee], [Rm] This ability opens you to REACTIONS, except when you use it against a target within their melee range.

[Heavy], [H]. This ability cannot be used as part of a readied action.

[Overwhelming], [O]. This ability is extra effective at depleting certain defenses.

[Counter], [C] These abilities are only used when you are attacked by an ability that can deal hit point damage.

Perk points

Many facets also come with a perk point. These facets are marked with a ★ and you gain a perk point whenever you gain one. Facets without a perk point are judged to be useful enough for more than bashing heads in their own right that they are worth a perk by themselves.

Examples

Here are a few examples of track combinations and how they would play.

Warrior/Shield Master/Steel Mountain - A weapon master who fights with supreme skill, using his shield and armor to fight on the front lines

Powerhouse/Warcries/Rage - An extremely strong warrior who gets angry at his foes, screaming at them to demoralize them.

Assassin/Blighter Spellblade/Ninja - A very sneaky character who posions his weapons and strikes from the shadows

Ying/Holy Healer/Guardian Spirit - A dedicated healer who restores their allies health

Tactician/Illusionist/Buf Spells - A wizard who manipulates the battlefield and enhances their allies

Elementalist/Destroyer/Death Armor - A mage devoted to making things explode

Polymorph/Green Sage/Companion - A nature based spellcaster who can take on the forms of various animals, control plants, and has an animal that fights alongside himself

Sniper/Acrobat/Scout - A nimble character who likes to sneak around at range, taking enemies out from afar

Kung Fu Master/Manuevers/Martial Disciple - An unarmed combatant that uses kung fu to move around the battlefield and disable opponents

Major Offense				
Track	Page	Description	Complexity	Perks
Aeromancy	(pg. 14)	Command powerful winds	Low	★★★★☆★★
Assassin	(pg. 15)	Use stealth to murder your opponents	Low	★★★★★★★
Blademaster	(pg. 16)	Direct a group of flying sawblades	Medium	★★★★★★★
Blighter	(pg. 18)	Inflict horrible poisons on your foes	Medium	★★★★★★★
Blood Knight	(pg. 20)	Take damage to boost your attacks.	Medium	★★★★★★★
Brawler	(pg. 22)	Manhandler Mania	Low	★★★★★★★
Commando	(pg. 23)	Machine guns and rocket launchers	Low	★★★★☆★★
Dancing Blade	(pg. 25)	Dance through your enemies	Medium	★★★★★★★
Elementalist	(pg. 26)	Wield elemental magic	Medium	★★★★★★★
Enchanter	(pg. 28)	Magical mind control	High	★★★★★★★
Explosive Arcana	(pg. 30)	Master of the fireball	Low	★☆☆☆☆★★
Gun Dance	(pg. 31)	Spray a deadly storm of bullets	Low	★★★★★★★
Kung Fu Master	(pg. 32)	Dominate your enemies with kung fu	High	★★☆☆★★★
Powerhouse	(pg. 34)	Wield giant weapons	Low	★★☆☆★★★
Warlord	(pg. 36)	Lead by example	Medium	★★★★★★★
Warrior	(pg. 37)	Exemplify martial skill	Low	★★★★★★★☆
Major Defense				
Track	Page	Description	Complexity	Perks
Chronomancer	(pg. 39)	Manipulate time itself	Low	★★★★☆★★
Hexer	(pg. 41)	Curse your foes	Medium	★★★★★★★
Human Shield	(pg. 43)	Defend your allies with your body	Medium	★★★★★★★
Judo Master	(pg. 45)	Use your opponents attacks against them	Medium	★★★★★★★
Necromancer	(pg. 47)	Control a horde of undead	High	★☆☆★★★☆☆
Sharpshooter	(pg. 49)	Shoot attacks out of the air.	Medium	★★★★★★★
Swashbuckler	(pg. 50)	Parry attacks	Medium	★★★★★★★
Tactician	(pg. 52)	Use magic for battlefield control	High	★★★★☆★★☆
Totemist	(pg. 54)	Summon totems and sentinels[p]	High	★☆☆★★★☆☆
Ying	(pg. 57)	Heal and buff or harm and debuff	Medium	★★★★★★★☆☆
Major Mixed				
Track	Page	Description	Complexity	Perks
Alchemist	(pg. 59)	Craft powerful concoctions	High	★☆☆☆☆★★
Manifestor	(pg. 62)	Command a special spirit	High	☆☆☆☆★★☆☆
Polymorph	(pg. 64)	Turn into monsters	High	☆☆★★★☆☆☆☆
Sniper	(pg. 65)	Shoot people from far away	Low	★★★★★★★
Summoner	(pg. 66)	Create monsters to fight for you	High	☆☆★★★☆☆☆☆
Warden	(pg. 68)	Damned if they do, damned if they don't	Medium	★★★★★★★
Major Varies				
Track	Page	Description	Complexity	Perks
Adept	(pg. 70)	Use a second minor track	Medium	★★★★★★★
Monstrous	(pg. 72)	You are a monster, in whole or in part	Medium	☆☆★☆☆☆☆

Minor Offense				
Track	Page	Description	Complexity	Perks
Blighter Spellblade	(pg. 74)	Channel poison magic	Medium	★★★★★★★
Breath Weapon	(pg. 75)	Breath dragon fire	Low	★★★★★☆☆
Destroyer	(pg. 77)	Unleash demonic power	Low	★★★★★★★
Elemental Spellblade	(pg. 78)	Channel elemental attacks	Medium	★★★☆☆★★
Gadgets	(pg. 80)	A selection of gadgets for every enemy	Medium	★★★★★★★
Grenadier	(pg. 81)	Throw grenades	Low	★★★☆☆★★
Laser Beams	(pg. 82)	Shoot and reflect lasers	Low	★★★★☆☆★
Two Weapon Fighting	(pg. 83)	Wield a weapon in your off-hand	Medium	★★★★★★★
Web Slinger	(pg. 85)	Hinder your foes with webbing	Medium	★★★☆☆★★
Minor Defense				
Track	Page	Description	Complexity	Perks
Acrobat	(pg. 86)	Dodge enemy attacks	Low	★★★★★☆☆
Bodyguard	(pg. 87)	Summon bodyguards	Low	☆☆★★★★★
Fortification Mage	(pg. 89)	Create defensible spaces	Medium	★★★★★★★
Green Sage	(pg. 90)	Control plants	Low	★★★☆☆★★
Holy Healer	(pg. 92)	Heal your allies	Low	★★★★★★★
Illusionist	(pg. 93)	Create illusions to confuse opponents	High	☆☆☆☆☆☆★
Medic	(pg. 95)	Heal allies with medicine	Low	★★★★★★★
Mobile Barriers	(pg. 97)	Protect allies with magical bubbles	Low	★★★★★★★
Shadow Hand	(pg. 98)	Manipulate shadows	Low	☆☆★☆☆☆☆
Shield Master	(pg. 99)	Use a shield to protect yourself	Medium	★★★★★★★
Spook	(pg. 101)	Fight from beyond the grave	Medium	★★★☆☆☆☆
Warcries	(pg. 102)	Loudly discourage your enemies	Medium	★★★★★★★
Minor Mixed				
Track	Page	Description	Complexity	Perks
Analytical Observations	(pg. 103)	Observe your enemies weaknesses	High	☆☆★★★★★
Charged Barriers	(pg. 105)	Charge and discharge barriers	Medium	★★★★★★★☆☆
Duplicator	(pg. 107)	Duplicate yourself.	Medium	☆☆★★☆☆★
Gizmos	(pg. 109)	Deploy gizmos to the battlefield.	High	★★★☆☆★★
Law Bearer	(pg. 111)	You set the law and enforce it	High	★★★★★★★
Leech	(pg. 112)	Absorb your enemy's power	High	★★★★★☆☆
Maneuvers	(pg. 115)	Perform tactical movements	Low	★★★★★★★
Materialist	(pg. 113)	Change the material of your body	High	★★★★☆☆☆☆
Mentor	(pg. 116)	Give your allies advice	Low	★★★★★★★
Potions	(pg. 117)	Gotta drink 'em all	High	★★★☆☆☆☆
Virtuoso	(pg. 119)	Battle, with the power of music	Medium	★★★★★★★
Minor Varies				
Track	Page	Description	Complexity	Perks
Beastly	(pg. 120)	Gain monster abilities.	Low	★★★☆☆☆☆
Cantrips	(pg. 121)	Cast a variety of simple spells	High	★★★★★★★
Paragon	(pg. 123)	Enhance your innate track	Low	★★★★★★★☆☆

Innate Offense				
Track	Page	Description	Complexity	Perks
Combat Teleporter	(pg. 124)	Teleport to surprise your opponents	Medium	☆☆☆☆☆☆☆☆
Drones	(pg. 125)	Create drones to boost your firepower	Medium	★★★★☆☆☆☆
Electric Elemental	(pg. 127)	Become lightning.	Medium	★☆☆★★★★★
Fire Elemental	(pg. 128)	Burn enemies that hurt you	Low	★★★★★★★★
Form Shift	(pg. 129)	Take on more powerful forms	Medium	★☆☆☆☆☆☆
Hunter's Marks	(pg. 131)	Mark your prey	Low	★★★★★☆☆
Rage	(pg. 133)	Get angry	Low	★★★★★★★★
Scout	(pg. 134)	Sneak ahead and scout out enemies	Low	★★★★★☆☆
Innate Defense				
Track	Page	Description	Complexity	Perks
Adaptive Defenses	(pg. 135)	Adapt your defenses on the fly	Medium	★★★★★★★★
Aerial Superiority	(pg. 137)	Be the king of the skies	Low	☆☆★★★★★★
Death Armor	(pg. 138)	Armor made from souls	Low	★★★★★★★★
Dense Muscles	(pg. 139)	Block things with your chest	Low	★★★★★★★★
Earth Elemental	(pg. 140)	Control the earth	Medium	☆☆★★★★☆☆
Fencer	(pg. 142)	Parry blows and use fancy footwork	Low	★★★★★★★★
Guardian Spirit	(pg. 143)	A healing spirit that protects you	Low	★★★★★★★★
Ice Elemental	(pg. 144)	Protect yourself with a shell of ice	Low	★★★★★★★★
Jinx	(pg. 145)	Afflict your enemies with bad luck	Medium	★★★★★★★★
Martial Disciple	(pg. 146)	Block attacks and take different stances	Medium	★★★★★★★★
Ninja	(pg. 147)	Master of stealth	High	★☆☆☆☆☆☆
Steel Mountain	(pg. 149)	Wear excessive amounts of armor	Low	★★★★★★★★
Undying	(pg. 150)	You just won't stay dead	Low	★★★★☆☆☆☆
Innate Mixed				
Track	Page	Description	Complexity	Perks
Cheetah	(pg. 151)	Move incredibly fast	Low	☆☆★★★★☆☆
Companion	(pg. 152)	You have a trusty companion	Medium	☆☆☆☆☆☆☆☆
Reactor	(pg. 154)	You are a walking nuclear reactor	Low	★★★★★★★★
Support Battery	(pg. 155)	Power your allies abilities	Low	★★★★★★★★
Temporal Agent	(pg. 156)	Travel through time	Low	☆☆☆☆☆☆☆☆
Wrangler	(pg. 158)	Lasso and ride monsters	Medium	★★★★★★★★
Innate Varies				
Track	Page	Description	Complexity	Perks
Artificer	(pg. 159)	Craft Artifacts	High	★★☆☆☆☆☆☆
Battle Bonds	(pg. 161)	You and your ally fight as one	Low	★★★★☆☆☆☆
Buff Spells	(pg. 163)	Cast long term buff spells	Medium	★★☆☆★★★★
Haste	(pg. 165)	Unmatched reflexes	Low	★★★★★★★★
Upgraded Man	(pg. 166)	Install custom augmentations	Medium	★☆☆☆☆☆☆

Aeromancy

Major Offensive

You control the winds, and wield them to toss your enemies around like ragdolls.

Aaron eyed the samurai as they approached. Spotting them draw his blade, Aaron sent a blade of air forward, slashing through the samurai's armor and sending them tumbling back. With a moment of focus, he gathered the winds around him, sweeping himself high into the air. The samurai drew a bow and loosed an arrow that struck true in Aaron's shoulder, who let out a shout of gale force winds that knocked the samurai flat on their butt.

Adaptation

This can be used to represent telekinetic barrages or mastery over currents in a underwater setting.

First Facet★

Gust [RmO]: *Blow them away with your magic.*

As a major action, deal $6 \times C + 1$ damage to a creature within 24 hexes. If this is used on your turn, you can FORCE them 2 hexes in any direction. A successful defense roll halves the damage and distance moved. **Boost:** Deal C extra damage, regardless of whether they succeed on their defense roll.

Surge: As a SURGE, you may deal $4 \times C - 1$ damage to a creature within 24 hexes. If used on your turn, you can FORCE them 1 hex in any direction. A successful defense roll halves the damage and negates the movement. **Boost:** Deal C extra damage, regardless of whether they succeed on their defense roll.

Second Facet★

Windblast [RHS]: *With all the force of a great typhoon!*

As a major action, you can create a length 6 cone or a length 24 line. Creatures within the area take $Cd6$ damage and are knocked PRONE. A successful defense roll prevents the PRONE. **Boost:** Deal $2|1d4|1d6|4$ extra damage to each creature, or C additional damage to one creature.

Third Facet★

Gale [HS]: *Your personal space is strictly enforced.*

As a major action, you may deal $Cd6$ damage to all creatures within 3 hexes and FORCE them 2 hexes away from you. Until the beginning of your next turn, creatures must spend an additional STEP to move towards you while within 3 hexes of you. **Boost:** Deal an extra $2|1d4|1d6|4$ damage to each affected creature, or C damage to one affected creature.

Fourth Facet★

Barrage [O]: *Wind can move more than just people.*

As a major action, make C STRIKES at -1 accuracy that deal 9 damage each. For every STRIKE that misses, you may cause an unoccupied hex within 3 hexes of the target to become difficult terrain. **Boost:** Increase the damage by 2.

Fifth Facet

Wind Walk [O]: *Take to the skies and gather your strength.*

As a major action, gain a PERSISTENT —| —|7|8 energized and flight for 3 rounds. **Boost:** Increase the PERSISTENT ENERGIZED by 2

Sixth Facet★

Asphyxiate[RmO]: *This display of magic will take their breath away - literally.*

As a major action, deal $Cd6$ damage and 2 CORRUPTION to a creature within 24 hexes, and cause them to become SLOW 2 for 2 rounds. A successful defense roll halves the damage, CORRUPTED, and SLOW. **Boost:** Increase the damage by $4|5|6|8$.

Seventh Facet★

Summon Twister[RH]:*Any alley can be Tornado Alley.*

Once per encounter as a major action, you can create a twister in a hex in range 12 which lasts for 3 rounds. The twister affects a column in radius 2 and height 12. Creatures and objects within the area at any point take $2 \times C + 1$ damage and are FORCED 3 hexes in a random direction. If a creature would end this movement within the area of the twister, it moves an additional 3 hexes. On your turn, you may move the twister 12 hexes. **Boost:** The twister lasts an additional round.

Assassin

Major Offensive

You are the blade in the dark. You are a competent warrior, let nobody mistake that, but you specialize in finishing off defenseless targets.

Shiela clutched her dagger in her hand, looking for the perfect opening. In a moment, she saw it. The orc turned to face Lancelot, and she darted in behind him, slipping the dagger into a chink of his armor. He let out a surprised gasp and collapsed to the ground. The other orcs looked at her in shock, as she planted her next dagger in one of their necks.

Adaptation

This can represent an assassin with a dagger or a master marksman.

First Facet★

Flurry of Stabs [WO]: *Your attacks are fast and furious.*

As a major action, make 4 STRIKES at +1 to hit that deal $2 \times C$ damage. **Boost:** Receive a +2 modifier to hit.

Sneak Attack [WO]: *You faultlessly strike a vulnerable target.*

As a major action, deal $5 \times C$ damage and BLEEDING C to a susceptible target. A target is susceptible if they are effected by a [SENSELESS] or [FEAR] effect, are OFF BALANCE, GRAPPLED by someone other than you, or if they do not have LINE OF SIGHT to you.

Boost: Deal another C damage.

Feint: *Some fancy bladework can create all of the opening you need.*

At the beginning of your turn, you may have an enemy within 6 hexes of you become off balance or [FEAR] SLOWED 1 for 1 round. A defensive roll negates this effect. The defense roll gets a -1 modifier for every even facet of this TRACK.

SURGE[W]: As a SURGE, you may make 2 STRIKES with a +1 to hit that deal 7|9|12|14 damage **Boost:** +4 to hit.

Second Facet★

Light Feet: *Jack be nimble, jack be quick.*

You are no longer affected by difficult terrain, and you may take REACTIONS and immediate actions while you are OFF BALANCE.

Swift Movement: Increase your speed by 2.

Third Facet★

Assassin's Mark: *Once you strike, you are adept at maintaining your assault.*

When you successfully use Sneak Attack against a creature, you may treat that creature as OFF BALANCE for one turn for the purpose of using Sneak Attack, and can ignore target priority to target them for that turn.

Fourth Facet★

Eye Stabs: *Your precise strikes can target a creature's eyes.*

When you successfully use Sneak Attack or Flurry of Stabs against a creature, you may inflict BLIND 3 on that enemy for 2 rounds. A defense roll negates this effect.

Fifth Facet★

Night Terror [O] [FEAR]: *The aftermath of your wrath is deeply unsettling.*

Whenever an enemy you have damaged this encounter with an ability from this track becomes WOUNDED, each enemy within 3 hexes of them becomes SLOW 2 for 1 round.

Weapon Mastery: *The right tool for the right job.*

You do not provoke REACTIONS when you swap weapons.

Sixth Facet★

Killing Arts: *Its just easier to deal with enemies if they aren't standing.*

Once per round, you may use Trip for free.

Seventh Facet★

Assassination Stalking: *Proper preparation is the key to a clean kill.*

As a major action, choose an enemy who does not have LINE OF SIGHT to you. At the beginning of your turn, that enemy becomes vulnerable 24 to the next Sneak Attack you make against them. **Boost:** Increase the VULNERABILITY by 6.

Master of Assassination: *You have transcended the need for silly things like "openings".*

You can use Sneak Attack on any enemy, even if they wouldn't be susceptible.

Blademaster

Major Offensive

Hurl sharp blades around the battlefield with the power of your mind.

Carl strode calmly across the battlefield, hands shelved calmly behind his back. A tornado of daggers whirled around his head. A cultist leapt up, a crazed look in his eye and a blade in his hand. Carl barely glanced at them and a dagger flew through the air and impaled their stomach. The cultist let out another yell and struggled forwards. Carl sidestepped the next swipe as another dagger plunged into the cultists chest.

Adaptation

Blademaster can also represent commanding swarms of insects or small drones to attack and hinder foes.

First Facet★

Blade Propulsion [RO]: *Your telekinetic control over your blades is awe inspiring.*

You start each encounter with 4 blades in your hex which follow you as you move. As a major action, you may move 1 blade up to 8 hexes in a straight line to a hex within 24 hexes of you, stopping at the first enemy or obstacle it encounters, dealing $6 + 3 \times C$ damage. The blade moves with them in their hex until directed by you again. If you move adjacent to a blade or a blade you are controlling moves adjacent to you, you may cause it to enter your hex and start following you. You require LINE OF SIGHT to a blade and its destination to move it, and both you and the blade requires LINE OF EFFECT to its destination, but you do not need LINE OF EFFECT to the blade. This ability is [Rm] if the blade starts from your hex. **Boost**: The blade deals an additional C damage.

Momentum: *The advantage of propelling your projectiles midair is that they can just keep powering through obstacles.*

If a blade drops an enemy or destroys destructible terrain that would have caused it to stop moving, it may continue moving the remaining distance up to the maximum allowed. A blade that impacts an enemy or obstacle during this movement deals the same damage as the original, less the damage inflicted on all previous enemies and obstacles from this movement. This precludes earning bloodlust.

Surge: As a SURGE, you may mark an opponent within 12 hexes. The next time you have a blade within 8 hexes in a line to the marked opponent (including immediately after marking them), you may move the blade into their hex and make a STRIKE against them. This deals damage as per Blade Propulsion on a hit, and the blade moves with the opponent. If you miss, you deal no damage and the blade moves to the nearest unoccupied hex. **Boost**: +4 to hit.

Second Facet★

Finesse: *Your blades twist around obstacles.*

You may have one turn in your line when you use Blade Propulsion or are determining targeting for your SURGE.

Grievous Wounds: *You've learned to give a little twist as the blade lands home.*

Blades inflict $(C - 3)$ ONGOING damage for 3 rounds to damaged opponents.

Blade Shield: *Your blades swirl around you dangerously.*

For each blade that shares your hex, you deal 1|2|3|4 damage to enemies that end their turn within your melee range.

Third Facet★

Advance Deployment: *Your blades lay in wait.*

You may start combat with your blades up to 4 hexes away from you.

Hindrance: *Having kinetically controlled blades sticking out of your side is rather inconvenient.*

Enemies damaged with a blade from Blade Propulsion or Recall are SLOWED 1 as long as the blade shares their hex. This increases by 1 for each additional blade sharing their hex.

Fourth Facet★

Rending Blades: *You aim your blades to better brutalize your target.*

When an enemy is damaged by a blade, it starts BLEEDING C .

Fifth Facet★

Bisect: *You drive your blades home through any obstacle.*

Twice per encounter, you may treat the HIT POINTS of destructible terrain as halved when you damage them with Blade Propulsion or Recall.

Encumbrance: *You are even better at hindering enemies with your blades.*

Enemies damaged with a blade from Blade Propulsion or Recall are now SLOWED 2 as long as the blade shares their hex. This increases by 1 for each additional blade sharing their hex.

Sixth Facet★

Recall[RH]: *It's a blade storm.*

As a major action, cause all blades to move directly towards you until they reach your hex, stopping at and dealing damage to enemies and obstacles as normal.

Seventh Facet★

Blade Mastery: *Your blades dance around the battlefield like a deadly ballet.*

You may have any number of turns in your line when you use Blade Propulsion or are determining targeting for your SURGE.

Blighter

Major Offensive

Blighters are wielders of poison magic, inflicting spells that damage their opponents over time.

Francis stared at the old man, hunched over and decrepit, oozing with sores. "He's harmless, bring him in," he commanded, and his men rushed forward. The man hacked out a cough, and a green cloud swept forward, first bringing his men, then Francis himself down coughing. His skin and lungs burned in agony. "Blighter!" he shouted between coughs. "Retreat!"

Adaptation

This TRACK can represent diseases and curses with minimal modification. It could also be used to represent a character that throws grenades or vials of poison.

First Facet ★

Basic Bacteria [RmO]: *A dash of poison.*

As a major action, you may deal 7|10|13|15 ONGOING damage for 3 rounds to an enemy within 12 hexes. A successful defense roll halves the ONGOING damage. **Boost:** Increase the ONGOING damage by 2|3|3|4 extra damage, regardless of whether they succeed on their defense roll.

Subtle Sickness: *A modicum of disease.*

Whenever an opponent fails a defensive roll against an ability from this TRACK, choose one of the following:

- **Lethargy:** The enemy becomes SLOWED 1 for 1 round
- **Ignorance:** The enemy becomes OFF BALANCE
- **Blurred:** The enemy becomes BLIND 6 for 1 round
- **Stench:** The enemy's target priority is reduced by 1 for 1 round

Alchemist's Antibody: *Your long exposure to your own compounds has allowed you to build up a resistance.*

You are immune to the damage and statuses you inflict through this track.

Surge: As a SURGE, you may deal 4|5|6|8 ONGOING damage to an enemy within 12 hexes. A successful defense roll halves the ONGOING damage. **Boost:** Increase the ONGOING by 2|3|3|4.

Second Facet ★

Contagion Cloud [R]: *You create a billowing green cloud that corrodes everyone within.*

As a major action, you can create a cloud of poison, centered on a hex within 12 hexes. Each creature within 3 hexes of the center takes 5|7|8|10 ONGOING damage for 3 rounds. A successful defense roll halves the damage. This doesn't provoke REACTIONS if you center it on your own hex. **Boost:** Increase the amount of ONGOING damage dealt to one enemy by 2|3|3|4.

Third Facet ★

Incurable Infection: *You have a particularly nasty poison that resists attempts to heal it.*

Once per round, when you affect an enemy with Basic Bacteria or Contagion Cloud, you may choose to reduce the ONGOING they take by C (after their defense roll). If you do, that enemy becomes CORRUPTED 2. You may use this twice if you deal enough ongoing. Additionally when you affect a target with CORRUPTION this way, the next time the target would be healed, it becomes DIZZY 2 for one round. When you gain the 5th facet of this TRACK, you may do this to any number of creatures when you use Contagion Cloud.

Fourth Facet ★

Corrosive Contaminations: *Your poison is acidic and eats through physical objects easily.*

Whenever a destructible item or terrain would take damage from Basic Bacteria or Contagion Cloud, you may have that obstacle take additional damage equal to twice the amount of ONGOING it would receive.

Sickening Spillage: *You produce an excess of poison that can spill on the ground.*

When you affect a creature with Basic Bacteria, the hex that creature occupies and up to three adjacent hexes becomes afflicted for one round. Whenever a creature enters a hex afflicted this way, they take C ONGOING damage.

Fifth Facet ★

Persistent Pain: *Your poison becomes even stronger.*

When you use Subtle Sickness, you may choose to have that effect become PERSISTENT for 2 rounds.

Sixth Facet ★

Deathly Decay: *A different type of poison can produce a different effect.*

Once per encounter, when you inflict ONGOING damage with your Basic Bacteria, you may instead inflict PERSISTENT WEAKEN for 2 rounds, of the same amount as the damage replaced

Seventh Facet★

Powerful Pandemic: *Your infection is now contagious.*

While a creature has any ongoing or PERSISTENT effects from Basic Bacteria or Contagion Cloud, if it ends its turn adjacent to another creature, you may have the second creature receive the same status.

Blood Knight

Major Offensive

Blood knights are practitioners of blood magic, and use it to become even more fearsome combatants. The sight of a blood knight slicing themselves for their arcane rituals sends fear down their enemies spines.

Brady unsheathed his ceremonial dagger, then ran it up the length of his arm, cutting a deep channel than welled with blood. The oncoming paladin recoiled in horror at the display. Brady's eyes rolled back in his head as he chanted the blood rites. His eyes went bloodshot, then he rushed forward with inhuman speed, and met the paladin with a flurry of unbridled blows.

Adaptation

This can represent someone who gets angry when hurt, someone who is fueled by adrenaline, or a masochist.

First Facet★

Knightly Blow [WO]: *You have trained with weapons as part of your knightly duties.*

As a major action, make 3 STRIKES. They deal 8|11|14|17 damage each. **Boost:** deal 2|2|3|3 extra damage.

Blood Magic: *The defining trait of a blood knight is their ability to be empowered by blood.*

A blood knight has a number of drams of blood. They may spend these to achieve various effects.

Embrace the Pain[C]: *By forgoing your other defenses, you can utilize the attacks against you to harvest more blood.*

As a COUNTER, gain a dram of blood.

Blood Strike: *The most basic use of blood is to strengthen your attacks.*

You may spend a dram of blood to gain a BOOST.

Self Mutilation: *By undergoing a horrific procedure, you can harvest a large amount of blood from yourself.*

As a major action, you may deal $4 \times C$ damage to yourself and gain 8 drams of blood.

Knightly Surge: As a SURGE, take 2 STRIKES that deal 8|10|13|15 damage. **Boost:** Deal 3|3|4|5 extra damage.

Second Facet★

Blood Frenzy[WO]: *By using blood, you can enhance your speed, moving and attacking faster.*

As a major action, you may spend a dram of blood to make 6 STRIKES that deal 5|7|8|10 damage and gain 3 STEPS. **Boost:** +2 to hit

Reclaim the Blood: *Sometimes, when conditions are right, the blood can be re-used.*

If you use a major action that requires drams of blood and miss due to DODGE CHANCE, you regain the required drams of blood.

Third Facet★

Friendly Sacrifice: *Though it requires a great deal of trust, you can extract blood from others.*

As a major action, you may deal $2 \times C$ damage to a willing ally within melee range, ignoring their COUNTER, and gain 6 drams of blood.

Lifeblood[RO]: *By tapping into the deeper blood magics, have learned to absorb health from your ene-*

mies.

As a major action, you may spend 2 drams of blood to deal 13|18|22|26 damage to an opponent within 12 hexes and heal yourself an equal amount. A successful defense roll halves the damage and healing. **Boost:** Increase the healing and damage by 2|3|3|4.

Fourth Facet★

Blood Draw: *Your affinity for blood allows you to cause even small wounds go bleed profusely.*

If you hit with Knightly Blow, and you used a dram of blood to enhance it, your opponent begins BLEEDING C.

Fearsome Draw: *You have learned to accentuate the gruesomeness of your blood draws to disturb others.*

When you use Self Mutilation or Friendly Sacrifice, enemies with LINE OF SIGHT to you within 6 hexes are [Fear] SLOWED 3.

Bloodied: *You can work with the blood drenching others.*

Whenever someone starts BLEEDING, they become Bloodied for the rest of the encounter.

Bloodsense: *You sense the blood.*

You have SCANNER 24 to Bloodied creatures.

Fifth Facet★

Blood Hammer[WO]: *You concentrate the blood into one deadly strike.*

As a major action, you may spend 2 drams of blood to make a STRIKE with a +3 to hit for 28|37|47|56 damage. If it hits, the target is forced 1 hex in any direction and is DIZZY 1. **Boost:** Increase the damage by 4|5|7|8.

Bleed Channeling: *If you are going to bleed, you may as well use it.*

If you take damage from BLEEDING, you gain a dram of blood.

Drawn to Blood: *You are drawn to the scent of blood.*

Once per round, you may move 2 hexes towards a Bloodied creature.

Sixth Facet★

Bloodletting: *You can perform a more precise ritual to bleed yourself without causing as much dam-*

age.

As a major action, you may give yourself BLEEDING *C* and 2 drams of blood a round for the next 3 rounds.

Jagged Blade: *Your intimacy with blood allows you to bleed others easily.*

Any enemy you damage with a melee weapon begins BLEEDING *C*.

Seventh Facet ★

Bloodtie: *You have tapped into the full power of blood magic.*

By spending a STEP, you may WARP to a hex adjacent to a Bloodied creature.

Blood Puppet: *You utilize the most forbidden of the dark blood arts.*

You may DIRECT a creature that is Bloodied 1 hex per step spent.

Brawler

Major Offensive

Cause bodily harm to your enemies with your body, up close and personal.

Ken flexed his bulging muscles and cracked his neck, then rushed forward toward the minotaur, slamming into its solid body and grabbing it in a solid hold. They wrestled back and forth, until the minotaur head-butted Ken, causing him to loosen his grip and stagger back. Thinking quickly, Ken grabbed a ruined piece of statue from the ground and smashed it over the minotaur's head, and the minotaur stumbled back, dazed. Ken grabbed hold of the beast again, and flipped him back over his head in a suplex, smashing its head into the ground.

Adaption

This could be a form of martial arts, brawling, cybernetic enhancements, or raw animal fury.

First Facet★

One-Two [WO]: *Your fists strike like pistons.*

Your unarmed attacks count as being armed with a melee weapon. As a major action, make two STRIKES dealing $(4 \times C) + 1$. **Boost:** Gain a +2 modifier to hit.

Flying Tackle [HO]: *You can easily grab onto your opponent with a flying tackle.*

As a major action, DASH up to your speed in a straight line and STRIKE an adjacent opponent at the end of your movement with a +2 to hit. This deals 9|11|14|17 damage and you begin grappling them if you hit. If you moved at least 3 hexes with this action, that enemy becomes PRONE if you hit, and you inflict $3 \times C$ to the target regardless of whether or not you hit. **Boost:** You deal an additional 5|6|8|9 damage if you hit.

Jab [W]: As a SURGE, make a single STRIKE dealing $5 \times C$ damage. This counts as a single attack with One-Two. **Boost:** +4 to hit.

Second Facet★

Give 'em the Chair! [WO]: *While your hands are deadly, you aren't above using nearby objects.*

As a major action while wielding an improvised weapon, make a single attack with a +1 to hit that deals 23|31|38|46 and inflicts [SENSELESS] STUNNED. If you hit, the improvised weapon receives the same amount of damage, potentially destroying it. **Boost:** Gain an additional +3 bonus to hit.

Suplex [O]: *You flip your enemy backwards and drive their head into the ground.*

As a major action while grappling an opponent, you may cease grappling them. If you do, that enemy is moved into an adjacent unoccupied hex, becomes PRONE and receives $5 \times C$ damage. **Boost:** Deal an additional C damage.

Third Facet★

Disorienting Blows: *It's hard to see straight after you clean their clock.*

One-Two and Give 'em the Chair inflict [SENSELESS] OFF BALANCE.

Fourth Facet★

Steel Grip: *Your long experience with grappling makes it hard to escape your grasp.*

The defense roll to escape your grapples have a -4 modifier

Fifth Facet★

Terrain Rip: *Just because its bolted down doesn't mean you can't wreck some faces with it.*

If you do not target a creature with One-Two and destroy a piece of [Destructible] terrain, you may instead begin wielding it as an improved weapon and immediately make an attack with Give 'em the Chair!

Sixth Facet★

Throw: *You can toss your enemies away from you.* Suplex may move the opponent to any unoccupied hex within range 3.

Seventh Facet★

Concussion: *Your attacks are brutal and may be causing brain damage.*

One-Two and Give 'em the Chair inflict BLIND 8 for the rest of the encounter. If you would attack a creature already affected by this ability, instead reduce the radius of this BLIND effect by 1.

Commando

Major Offensive

Commandos excel at both ranged and close quarters combat. They can bring many powerful weapons to bear on their enemies from afar, or execute deadly takedowns up close.

Arnold kicked down the door, bursting into the hideout and spraying lead into the first terrorist he saw. The others scattered, going for their own guns, and Arnold was jumped from behind by one with a knife. Catching the strike against his forearm, he then grabbed the knife, twisting it out of his attacker's hand and bringing the attacker to the ground in one smooth motion. Seeing the guns come up, he immediately rolled to the side to avoid a hail of return fire, coming up with his rocket launcher ready. A moment later, there wasn't another side of the room to clear out.

Adaptation

This can be used to represent a futuristic warrior as easily as a modern one, or a fantasy warrior armed with enchanted weapons.

First Facet★

Machine Gun Fire [RO]: *You pull out a weapon and start filling your opponents with lead.*

As a major action, you may make 10 STRIKES against an opponent within 12 hexes with a -2 modifier to hit. Each hit deals *C* damage. Each of these STRIKES is a machine gun shot. Every 3 hits inflicts SLOW 1. **Boost:** take 2 additional machine gun shots

Takedown [WO]: *You are trained to be deadly in close quarters combat.*

As a major action, make 2 STRIKES against a target within melee range with a +1 to hit that deal 12|15|19|23 damage. You can perform this with an unarmed attack even if wielding non-melee weapons without provoking. **Boost:** +2 to hit

Takedown Surge [W]: As a SURGE, make a STRIKE against a target with a +1 to hit. If it hits, they take 14|18|23|28 damage. You can perform this with an unarmed attack, including as a REACTION, even if wielding non-melee weapons without provoking. **Boost:** +4 to hit

Machine Gun SURGE [R]: As a SURGE, you may make 6 machine gun shots. **Boost:** Take an additional 2 shots

Second Facet★

Rush: *You never back down and use your machine gun to create an opening to advance.*

When you use Machine Gun Fire, you may move an extra 3 hexes as long as those hexes are not away from the target.

Breach: *You can kick down a door and open fire in one smooth motion.*

If you target a destructible obstacle with Takedown in melee and destroy it, you may attack with Machine Gun Fire.

Third Facet★

Rocket Launcher [R]: *You brought the heavy weaponry.*

As a major action, you may draw a rocket launcher and attack a creature or hex within range 24. It creates a 1 hex radius spread around that hex that deals

Cd8 damage. A successful defense roll halves the damage. If targeting a creature, a failed defense roll also inflicts DIZZY 2 for 1 round. **Boost:** Does an extra 3|3|4|5 damage to each affected creature, or an additional 4|5|6|8 damage to one affected creature.

Takedown Slam: *Your takedown will bring your opponents to their knees.*

If you hit with both STRIKES when using Takedown in melee, the target is knocked PRONE.

Fourth Facet

Improved Takedown: *You have learned to take your opponent to the ground and disarm them in one smooth motion.*

If you hit with both STRIKES when using Takedown in melee, the target is disarmed

Rocket Jump: *Who says it only works in video games?*

You may fire a rocket launcher at your own hex. You take no damage when doing this, and instead jump 4.

Fifth Facet★

Suppressive Fire: *Locking down your opponents movement is just good tactics.*

After targeting someone with machine gun fire, you may declare them suppressed for 1 round. While suppressed, you may attack them with 4 machine gun shots if they leave their hex.

Rolling Takedown: *The momentum of a takedown can let you roll away.*

If you hit with either STRIKE when using takedown in melee, you can DASH 3 hexes.

SAM: *Your rocket launcher can ground foes.*

If you hit a flying creature with Rocket Launcher, it loses flying for 2 rounds.

Sixth Facet★

Stand Ground: *Come at me, I dare ya.*

Once per encounter, on a round you have not moved, you can stand your ground for one round as a major action. You cannot move or be moved while standing your ground. While standing your ground,

for each enemy, the first time it approaches you or attacks you while within 12 hexes of you, you may attack them with 4 machine gun shots.

Seventh Facet★

Heat Seeking Missiles: *This special warhead will find a way to its target.*

Once per encounter, your rocket launcher can use indirect LINE OF EFFECT.

Wounding Fire: *You shall perforate your opponent.* Targets hit by machine gun shots gain BLEEDING 1 per hit.

Dancing Blade

Major Offensive

Practitioners of the Dancing Blade are mobile warriors, quickly dashing through the battlefield and slicing their enemies. They are light on their feet and are hard to catch.

Jack leapt and twirled, blade singing as he danced between his opponents, slashing one then another. Soon he came to his true foe, the black knight. He rushed forwards, then slipped to the side, and the black knight struggled to turn and follow his movement, stumbling to the side. The knight swept his broadsword at Jack, ripping through the cloak, but Jack rushed forward, using his momentum to drive his blade home and send the black knight reeling backwards.

Adaptation

This TRACK can represent any number of fast characters, regardless of how they obtain their speed, whether it be jet-powered, magic-powered, or pure talent.

First Facet★

Mobile Warrior [WO]: *You attack with quick, swift strikes.*

As a major action, you may make 5 STRIKES which deal 5|7|8|10 damage. **Boost**: You may make an additional STRIKE.

Dance [H]: *You allow the momentum of your attack to carry you onwards.*

When you use Mobile Warrior, you may DASH one hex for each successful STRIKE made with a melee weapon after the STRIKES have been made.

Surge [W]: As a SURGE, you may make 3 STRIKES that deal 5|7|8|10 on a hit. **Boost**: Make an additional STRIKE.

Second Facet★

Shove: *Your movement allows you to catch opponents off balance.*

Once per round, during your turn, when you successfully hit an enemy with Mobile Warrior, you may FORCE that enemy one hex in any direction. If the attack was made with a melee weapon, you may FORCE them three hexes in any direction instead.

Third Facet★

Speed Tornado: *Your rapid movements confound foes and make them dizzy.*

At the beginning of each turn, choose up to 3 enemies. For each of those enemies, the first time each round that you enter or leave a hex adjacent to that enemy as part of the movement of Mobile Warrior, that enemy becomes DIZZY 1 for one turn. Those enemies are immune to the Shove ability until their next turn.

Fourth Facet★

Endless Dance: *Can't stop this feeling.*

You are immune to the SLOWED and STOPPED conditions, and you can ignore the effects of difficult terrain.

Fifth Facet★

Stilted Waltz: *You dance between opponents gracefully.*

For each enemy, the first time each encounter that you successfully hit that enemy with Mobile Warrior, that enemy is STUNNED for one round.

Sixth Facet★

Rhythm of the Rapture [HWS]: *You flow across the battlefield, swift and deadly.*

Once per encounter, as a major action, you may DASH up to 12 hexes. For each enemy, the first time you are adjacent to that enemy as part of this movement, you may make a STRIKE against them. If you hit, you deal —|—|25|30 damage and make them DIZZY 2 for one round. **Boost**: Deal an extra —|—|4|5 extra damage to all targets, or deal —|—|8|10 extra damage to one target.

Seventh Facet★

Opening Performance: *With a might surge of effort, you explode into the fight.*

The first time you use Mobile Warrior each encounter, you may DASH 4 additional hexes for every successful STRIKE you made.

Elementalist

Major Offensive

You command a primal form of energy, and use it to destroy your opponents.

Frost formed on Emily's hands, and the air around her took on a chill. The troupe of goblins advanced, spears and shields ready. She thrust her hands forward, and a blast of ice and snow rushed forward and engulfed them. More continued advancing, so she created a wall of icy spikes and ran.

Adaptation

While this lends itself naturally to a spellcaster, it can also be used to represent a character using advanced weaponry.

First Facet★

Elemental Surge[RmO]: *A simple, direct application of magic.*

As a major action, deal *Cd12* damage to a single enemy within range 12. A successful defense roll halves the damage. **Boost:** +4|5|6|8 damage

Elemental Blast[RS]: *A larger explosion of energy.*
As a major action, choose a hex within radius 12. Each creature within a radius 3 circle of that hex takes *Cd8* damage. A defense roll halves the damage. **Boost:** 3|3|4|5 additional damage, or +4|5|6|8 damage to one affected creature.

Elemental Afterthoughts: *You have a tie to a form of energy, and utilize it in all of your attacks.*
When you take this track, pick an ENERGY EFFECT. Whenever a creature fails a defense roll against an ability from this track they gain the chosen ENERGY EFFECT. This decision is permanent.

Surge: As a SURGE, deal *Cd6* damage to a target within 12 hexes. A defense roll halves the damage. **Boost:** +4|5|6|8 damage.

Second Facet★

Elemental Sculpting: Choose one of the following:

➤ **Elemental Breath** [S]: *You breathe out a wave of energy.*

As a major action, deal *Cd8* damage to everyone in a 6 hex long cone. A defense roll halves the damage. **Boost:** 3|3|4|5 additional damage, or +4|5|6|8 damage to one affected creature.

➤ **Elemental Beam** [RS]: *A concentrated, focused beam of energy.*

As a major action, deal *Cd8* damage to everyone in a 24 hex long line. A defense roll halves the damage. **Boost:** 3|3|4|5 additional damage, or +4|5|6|8 damage to one affected creature.

➤ **Elemental Blade** [R]: *You infuse your energy into your allies weapon.*

As a major action, choose an ally within 12 hexes. At the beginning of that ally's next two turns, they gain a RIDER. The rider deals *Cd4* damage, and a defense roll halves this damage. The ally is immune to damage from this track for two rounds, as well as your chosen ENERGY EFFECT. **Boost:** Your ally gains a boost.

➤ **Elemental Sphere** [R]: *You create an orb of energy which you move around the battlefield.*

As a major action, you may place an elemental sphere token in a hex within range 12 of you. At the beginning of your next 2 turns, you may move the sphere up to 6 hexes, and it may move through occupied hexes. If it ends that movement in an occupied hex, the occupant of that hex takes *Cd6* damage and is off balance. A successful defense roll halves the damage. At the end of two turns destroy the sphere.

Immunity: *You use your chosen element so well you are protected from its effects.*

You are immune to the ENERGY EFFECT you chose with Elemental Afterthoughts, and to damage you deal with this track. When you use Elemental Blast in your own hex it doesn't provoke reactions.

Third Facet

Elemental Form[R]: *You teleport across the battlefield in a bolt of energy.*

You may spend up to 6 STEP to TELEPORT half that many hexes. Each creature between where you begin and where you end up is affected by the ENERGY EFFECT from Elemental Afterthoughts.

Fourth Facet★

Elemental Wall[R]: *You summon forth an intense wall of energy.*

Once per encounter, as a major action, select 12 hex edges in a straight line. Each creature adjacent to one of those edges takes *Cd8* damage. A defense roll halves this damage. Those hex edges become afflicted. Whenever a creature crosses one of those edges they take *Cd8* damage. A defense roll halves the damage. **Boost:** 3|3|4|5 additional damage, or +4|5|6|8 damage to one affected creature.

Fifth Facet★

Elemental Pandemic: *Your influence spreads far and wide.*

Whenever an enemy affected by Elemental Afterthoughts becomes adjacent to another enemy, you may have that enemy become affected by the ENERGY EFFECT chosen for Elemental Afterthoughts.

Elemental Aptitude: *Your energy bolt is more efficient.*

When you use elemental form, you may TELEPORT 1 hex for each STEP you spend. Every hex between where you start and end up is afflicted until the end of your next turn. Whenever a creature enters one of these hexes they are affected by the ENERGY EFFECT chosen for Elemental Afterthoughts.

Sixth Facet★

Enhanced Sculpting: You gain one of the following based on your choice for Elemental Sculpting:

- When you use Elemental Breath, each creature in the affected area is FORCED 3 hexes back.
- When you use Elemental Beam, you may instead use it twice. The two uses must be in different directions.

➤ When you use Elemental Blade, for the next two turns, whenever an enemy attacks that ally with a melee weapon, they take the ENERGY EFFECT from Elemental Afterthoughts.

➤ Whenever a creature ends their turn adjacent to the Elemental Sphere, that creature takes C*6 damage and becomes OFF BALANCE. A successful defense roll halves this damage.

Seventh Facet

Elemental Mastery: *Your elemental form is the peak of perfection.*

When you TELEPORT with Elemental Form, you instead TELEPORT 2 hexes for every STEP spent. Hexes that become afflicted with Elemental Aptitude remain afflicted for the rest of the encounter.

Enchanter

Major Offensive

You play with people's minds, altering their perception of the world, toying with their emotions, tricking them into doing what you wish. Where others may see a fireball as the right answer, your approach can be a bit more... subtle.

"Your reign is at an end, enchantress!" Jack proclaimed, katana held out threateningly, Kyle at his side in support. Beatrice lazily glanced at him from where she lounged on her throne, and looked him in his eyes.... and suddenly Jack was filled with a deep rage, and remembered a minor sleight Kyle made earlier. He turned on his comrade and slashed him across the face. His mind cleared, and he dropped to his knees in anguish over what he had done.

Adaptation

Instead of using magic, this could be a specialist in mind altering drugs.

First Facet★

Anger [Mental]: *You can provoke a creature into a moment of rage.*

As a major action, pick a creature within 12 hexes. You DIRECT them 3 hexes towards a creature of your choice, and they use a SURGE against that creature with a BOOST that ignores COUNTERS. If this BOOST remains after the attack, you gain it.

Rage Strike[W]:*In moments of desperation, you can turn your ability inwards and rush opponents.*

As a surge made when Anger is used on you, STRIKE your target with a +1 to hit for 14|18|23|28 damage.

Mental Blast [Mental]: As a surge, attack your target for 11|15|19|22 damage and render them OFF BALANCE and SLOWED 1 for 1 round. A successful defense roll halves the damage and negates the OFF BALANCE and SLOWED .

Second Facet★

Inflict Fear[Rm]: *You twist your opponents mind to induce panic.*

As a major action, you may cause a single opponent within 12 hexes to become [Fear] SLOWED 3 for 1 round and [Fear] OFF GUARD 4.

Sleep [R, Mental]: *You can alter people's minds, making them drowsy.*

As a major action, inflict Cd4 sleep points on every enemy in a 2 hex burst within 12 hexes. This renders them OFF BALANCE and SLOWED 1 as their reactions slow, and when they have fewer HIT POINTS than sleep points, they fall unconscious; they can still be healed while unconscious, but cannot act. Any defenses that stop damage can be used to prevent sleep points. When they fall asleep, any effects that trigger upon becoming WOUNDED can be used.

Third Facet

Trick: *Your studies of the mind have taught you how to influence creatures by more mundane means as well as arcane.*

As a major action, you may render a creature within 6 hexes OFF BALANCE and move them 1 hex. They are OFF GUARD 2 and have VULNERABILITY $2 \times C$.

Abyss[R, Mental; Illusion]: *Your magic can shatter a person's perception of reality.*

As a major action, you can create a [Mental; Illusion] for 1 creature within 12 hexes that a number of hexes have fallen away as an abyss; Creatures walking on them is inconsistent with the illusion. The target also takes $4 \times C$ [Mental] damage that ignores counters from the psychic strain when they disbelieve the illusion.

Fourth Facet★

Mystify[R]: *You poke at minds to sew mass confusion.*

As a standard action, you make all enemies in 2 hex burst within 12 hexes [Mental] DIZZY 2 for 1 round and they take Cd4 sleep points.

Terrifying Visage[R]:*You can make other creatures perceive a given creature as being utterly horrifying, either demanding the attention of others or making it too horrifying to risk provoking.*

As a major action, you may raise or lower the target priority of a creature within 12 hexes, at your choice, and creatures take [Fear] 2 PENALTIES if they break target priority. You may affect the target creature with Anger.

Fifth Facet★

False Death [R, Mental; Illusion]: *Perhaps the cruelty of your abilities, you convince your opponent that one of their friends is dead.*

As a major action, you may create a [Mental; illusion] for 1 creature within 12 hexes that a given creature is dead; they lose LINE OF SIGHT to that creature, and cannot hear them, and cannot target them with abilities. The allegedly dead creature affecting the target with an ability or trying to move into their square is inconsistent with this illusion. Each STEP they spend trying to move into your square is a separate inconsistency. The target also takes $4 \times C$ [Mental] damage that ignores counters from the psychic strain when they disbelieve the illusion.

Sixth Facet★

View as Friend [Mental; Illusion]: *You are getting quite good at messing with people's perception of reality, and use it to confuse who is friend or foe.*

As a major action, you may create a [Mental; Illusion] for a specific creature in 12 hexes that a specific other creature is an ally. Harming that creature is inconsistent with the illusion; enemies aiding them, allies hurting them and that creature attacking them or allies is also inconsistent with the illusion. If that creature harms them, it breaks the illusion immediately. The target also takes $4 \times C$ [Mental] damage that ignores counters from the psychic strain when they disbelieve the illusion.

Seventh Facet

Personal Hell: [Rm, Mental; Illusion] *It's only temporary damnation.*

Once per encounter, as a major action, you can create a [Mental; Illusion] for a specific creature in 12

hexes. A SUMMONED demon that only the target can see attacks them. It has 12 HIT POINTS, and makes 2 STRIKES that deal 15 damage each on a hit. It can reduce incoming damage by 6 as a COUNTER. The target lacks LINE OF SIGHT to all others, and cannot target them with abilities. Their surroundings take on a warped, fiery, hellish appearance. Killing the demon breaks the illusion, but it cannot otherwise be disbelieved.

Dominate [Rm, Mental]: *You can fully take over control of another's actions.*

Once per encounter, as a major action, you may force a creature to do your bidding. You may grant that creature an additional turn under your control. A successful defense roll with a -1 modifier negates this effect. You cannot target yourself and the target cannot voluntarily fail the defense roll.

Explosive Arcana

Major Offensive

You know one spell really, really well, and that one spell is Fireball.

Alucard stood, watching the army approach. At first it was a half-suppressed giggle, then it spread into a grin. A moment later it was a full-on maniacal cackle, giddy with anticipation. "Boom," he said gleefully, snapping his fingers, and a giant explosion tore through the encroaching ranks.

Adaptation

This TRACK can represent other forms of fire, napalm, black powder, explosives, missiles, or even great balls of fire.

First Facet★

Fireball [R]: *The classics never get old.*

As a major action, you can target any hex within 24 hexes with an area of effect. You can control the radius, to be between a minimum of 3 and a maximum of C . Targets caught in it take $Cd8$ damage. A successful defense roll halves the damage. **Boost**: Add $3|3|4|5$ damage to every target or $4|5|6|8$ damage to one target.

Homing Swarm [RmO]: *These bolts of explosive energy know where you live.*

As a major action, you may make C STRIKES dealing 6 damage against a target within 12 hexes. They deal half damage on a miss. **Boost**: Add $1d4 - 1$ to damage

Surge: As a SURGE, you may deal $3 \times C$ damage to a target within 12 hexes, forcing you and the target 1 hex back from each other if you were adjacent.

Boost: Deal an additional C damage

Second Facet

Spotters: *Now they see you, now I see you.*

You can designate an ally as a spotter once per turn. You have LINE OF SIGHT within 6 hexes of the spotter's current location. You start out with one spotter at max, and at each tier you may have an additional max spotter.

Third Facet★

Infernic Crater: *Pyre, pyre, slacks on fire.*

You may afflict the targeted center hex of a Fireball. Creature who enter or end this turn in this hex gain BURNING C .

Explosive Storm [R]: *Bite-size classics.*

As a major action, you may create 3 areas of effects within 12 hexes, each with a radius of 1 that each deals $-|15|19|23$ damage. A successful defense roll by the target halves the damage. These areas cannot overlap. **Boost**: Add $-|3|3|4$ damage to every target or $4|5|6|8$ damage to one target.

Fourth Facet

Observer: *Scryball visualizer engaged.*

Once per encounter, as a free action on your turn, instead of using spotters, you can create a SUMMON anywhere within your LINE OF SIGHT and LINE OF EFFECT. The SUMMON has $2 \times C$ HIT POINTS, hover, INVISIBLE 2, speed 3, and your defenses. It provides you LINE OF SIGHT within 4 hexes of its current position, and moves during your turn

FlashBANG!: Your Homing Swarm and Explosive Storm attacks inflict BLIND 9 on a hit or failed defense roll.

Fifth Facet★

Warpfire: *Beauty is carried by the eye of the beholder.*

You may use your observer to Orient a teleported Fireball. You can WARP your Fireball into the void, and it reappears centered on your Observer, ignoring LINE OF SIGHT and LINE OF EFFECT, and using that hex as the center of a Fireball. (*This usually breaks the Observer.*)

Sixth Facet★

Molten Crater: *Hotfoot!*

Once per encounter, your Fireball is hot enough to liquefy solid ground. When you activate this ability as part of using Fireball, you may change the targeted center hex of a Fireball into Lava if it is unoccupied and solid, and every hex in the Fireball's area effect is afflicted with BURNING C . /

Seventh Facet

Charged Bunker Buster: *Power beyond the twilight...*

When you activate this ability as part of using Fireball, any destructible terrain in the area affected by Fireball is simply obliterated, and automatically destroyed.

Extension of Self: *The calm within the storm.*

You are never harmed by your own abilities from this track.

Gun Dance

Major Offensive

You rove around the battlefield, dancing in a glorious spray of bullets.

Summer pirouetted, her paired LX-15 autoblasters blazing with the spin, spraying the entire cluster of Gornax Enforcers with telling hits. Another one charged her from the side, vibroblade raised. She shot them the face, then gracefully darted backwards, twirling to fire at the others in turn.

Adaptation

This can be someone flowing through combat in a dance, taking shots freely, or a highly disciplined warrior making quick, precise shots as they move briskly around the battlefield.

First Facet★

Gun Drill [WO]: *Simple but effective.*

As a major action, you may take 5 STRIKES with +1 to hit that deal 5|6|8|9 damage, ignoring any penalties from cover. **Boost**: Gain an extra STRIKE.

Dance of Death[W]: *Your whirl around and spray bullets exactly where you want.*

As a major action while wielding a ranged weapon, you may STRIKE up to 3 enemies within 12 hexes for $5 \times C$ damage on a hit. **Boost**: C extra damage.

Surge[W]: As a SURGE, you may make 3 STRIKES at +1 to hit that deal 5|6|8|9 damage per hit. **Boost**: Make an additional STRIKE.

Second Facet★

Roving Fire: *Spread the love.*

If you targeted an enemy last round, and you attack a single enemy with Gun Drill that you didn't target last round, you may gain a BOOST on the attack.

Third Facet★

Back Roll: *Gotta keep your space.*

If you use Gun Drill on an enemy in melee with you, you may DASH 2 hexes away from them.

Fourth Facet★

Death Mambo: *Find the perfect angle.*

When using Dance of Death, you may move 2 hexes between each STRIKE.

Fifth Facet★

Dive for Cover: *You deeply appreciate the value of cover and are always ready to dive for it.*

If attacked by a ranged attack, if you are not in cover, you may DASH 3 hexes if that movement would put you in cover. You are still targeted by this attack, even if this movement would otherwise make you untar-getable.

Sixth Facet★

Whirling Rhythm: *You smoothly dart across the battlefield.*

When using Death Mambo, the movement may be a DASH.

Seventh Facet★

Bloody Trail: *You leave nothing but blood and tears in your wake.*

When using Dance of Death, you may inflict BLEED-ING C on every target you hit.

Kung Fu Master

Major Offensive

"Kinetic impact as art." aka "Creatively hitting things."

A Kung Fu Master has honed their body into a deadly weapon. They are able to attack swiftly and break through their opponent's guard to deliver devastating maneuvers.

Daniel faced off against the masked ninja. They both attacked at once, a flurry of strikes, jabs, and stabs finding their targets. Daniel leapt into the air and kicked the ninja in his face, sending him flying back and crashing through a wall. The ninja leapt back to his feet and readied his sword. Daniel smirked. Then the ninja fell over, dead.

Adaptation

While Kung Fu Master is capable of functioning without a weapon, they are still perfectly adept with them, and the aspect can be used to represent many highly skilled warriors. It can become Gun-Fu by having them focus on a ranged weapon, though they still will want to get next to enemies for their finishers.

First Facet★

Kung Fu [WO]: *You are capable of unleashing a storm of quick attacks.*

Your unarmed attacks count as being armed with a melee weapon. As a major action, make *C* STRIKES, each dealing 5 damage. **Boost:** Gain a +2 modifier to hit.

Flow of Battle: *You learned how to utilize every moment in battle to do crazy kung fu moves.*

After rolling your STRIKES, count the hits. You gain 1 combo marker on the target hit for each hit. Immediately after taking a major action or a SURGE that is not a REACTION, you may spend these combo markers to perform finishers on that target, as part of the attack. The target must be in your melee range, unless otherwise specified. Combo markers on mooks count for all mooks, and combo markers on a BONDED creature or its master apply to all creatures BONDED to that master and its other BONDED creatures. You may only use a given finisher once per round per enemy.

Reap the Harvest[W]: *Your enemy has been prepared.*

Once per round, you may STRIKE a target you have a combo marker on, but did not attack with Kung Fu this round, dealing 5|7|8|10 damage and spending the combo markers you have on them to perform finishers as part of this attack.

Finishers: You gain the following finishers. They require as many combo markers(CM) as the indicated number.

- **Palm Strike**[W]-1CM: STRIKE your opponent for 6 damage and render them OFF BALANCE.
- **Take Weapon**-1CM: Disarm your opponent and begin wielding their weapon, dealing 3 damage.
- **Leg Sweep**-1CM: Knock your target PRONE and deal 3 damage.
- **Basic Jab**[W]-1CM: Deal 3 damage. This finisher may be used any number of times per round and can be used at range if you are wielding a ranged weapon.

Surge[W]: As a SURGE, you may make a STRIKE which deals 5|7|8|10 damage. You gain *C* combo points on the target if it hits. **Boost:** +4 to hit.

Second Facet★

Hustle: You gain the following finishers:

- **Behind You**[H]-1CM: If you are within 24 hexes of your target, you appear behind them, regardless of altitude. If you appear in the air, you count as jumping. You deal 3 [MENTAL] damage to them when you use this ability.
- **Impale**-1CM: While wielding a non-natural weapon, STRIKE your opponent for 6 damage. You cease wielding the weapon and it is stuck in your opponent, and they begin BLEEDING *C*. They may wield the weapon on their turn if they would normally be capable of wielding it.
- **Elbow Drop**-1CM: Deal 3 damage to a PRONE target and increase their cost of standing by 1 STEP.
- **Pushing Kick**[H]-2CM: Deal 5 damage to your target and FORCE them 1 hex per facet in any direction. If you FORCE them into another enemy, that enemy takes 4 damage. If you FORCE them into an obstacle, they take another 2 damage.
- **Spinning Kick**-2CM: Deal 5 damage to all enemies within your melee reach.

Third Facet

Crouching Tiger: You gain the following finishers

- **Slam**[H]-2CM: If your target is in air, they are no longer in air, are FORCED to the ground, and take 7 damage.
- **Rend**[W]-4CM: Your target takes 7 ONGOING damage for 3 rounds and begins BLEEDING *C*.

- **Wall Smasher**[H]-5CM: Deal 14 damage to your target and FORCE them 1 hex per facet in a straight line. If they hit a destructible obstacle, it is destroyed and they take another 3 damage. You may spend additional combo markers to send the target another 2 hexes and destroy another destructible obstacle per marker.

Fourth Facet★

Torso Flail: *You utilize your enemy's body as a weapon to take down their allies.*

If your target is GRAPPLED, you may begin attacking foes with them. You may use the following abilities while grappling an opponent.

- **Living Club:** As a major action, you may make C STRIKES against an opponent in melee range you are not grappling. Each does 6 damage to both the target and your GRAPPLED enemy.
- **Whirl:** *You grab your opponent, and spin him around, hitting all around you*
If you use spinning kick while grappling an opponent, you may FORCE them to any hex adjacent to you after the attack. If you use pushing kick or wall-smasher afterwards, the distance they are FORCED is doubled.

Rising Sun: You gain the following finishers:

- **Grab**-1CM: Your target is GRAPPLED and takes 3 damage.
- **Energy Aura**[W]-4CM: For the next 3 rounds, enemies in your melee range take 1d8 damage at the end of your turn. You don't need to be in melee with your target to activate this.

Fifth Facet★

You Are Already Dead: *You strike your opponent with such skill that they are dead long before they realize it.*

Once per encounter, on an opponent's turn, you may spend any number of combo points to deal 3 damage per combo token. This does not require LINE OF SIGHT OR LINE OF EFFECT. If this [Wounds] the opponent, you get 1 combo point for every 3 damage that creature is in the negatives. These combo points may be used against any opponent.

Hidden Dragon: You gain the following finishers:

- **Three Pronged Death Blow**[W]-4CM: STRIKE your opponent for 14 damage. If this hits, they take 14 damage after their turn as well.
- **Flaming Fist**-5CM: Add 3 damage to your hits that deal damage with your major action this round, and inflict BURNING 2 with each hit.

Sixth Facet★

ShaoLin Master: You gain the following finishers:

- **Kamahaduoken**[W]-7CM: You fire a massive energy blast in a 3-hex wide line 24 hexes long. It deals 2d6 + 9 damage to those in it, and must include the target with the combo tokens.

Seventh Facet★

Hundred Hand Strike [WO]: As a major action, roll 12 STRIKES against a target. Gain a combo marker for each one that hits, but deal no damage.

Boost: Gain a +3 to hit.

Powerhouse

Major Offensive

This TRACK is for people who like the Buster Sword, Dragonslayer, or just feel like they are lacking in some other area.

Throck brought his battleaxe crashing down on the demon. The might of the blow sent the large beast flying backwards and crashing to the ground. It crawled out the resultant crater, and staggered to the side before mustering a lash with its flaming whip. Throck took it across the chest, bellowing in pain as it branded him, then charged forward, embedding his axe in the demon's chest.

Adaptation

Instead of having an oversized weapon, you might use divine might or chi mastery to amplify the FORCE of your blows. Alternatively, you might be using raw magic to create phantom appendages to mimic your strikes. Regardless of how you do it, the bottom line is you hit hard, rather than fast or accurately, and leave craters when you do it.

First Facet ★

Slow but Deadly [WO]: *You hit like a truck.*

As a major action, you may make a STRIKE with a -1 modifier which deals $7 \times C + 1$ damage. **Boost**: You deal an additional $2 \times C - 1$ damage.

When you use Slow but Deadly, choose one of the following:

- **Crushing Strike** [W]: The creature you attacked takes C . Additionally, a hex your target is standing in becomes difficult terrain.
- **Cleave** [WS]: You may make an additional attack against all enemies adjacent to the creature you attacked who are also within your weapon's range. The attack made with this ability automatically hits and deals $3 \times C$ damage. **Boost**: Separate from Slow but Deadly's boost, you can deal an additional C damage to a target of cleave.

Surge[W]: As a SURGE, you may take a STRIKE at a -2 modifier to hit that deals $6 \times C$ damage. **Boost**: Increase the damage by $2 \times C$

Second Facet ★

Heavy Blows[H]: *Your attacks are so powerful they send foes flying.*

Whenever you hit an enemy with Slow but Deadly, you may cause them to be FORCED back a number of hexes equal to or less than $C - 2$, after you have dealt damage and used Cleave or Crushing Strike.

Burgeoning Might: *As you grow in strength so do your abilities*

. You may pick one of the following abilities.

- **Bigger and Better**: Your melee weapons can always target both adjacent hexes and 1 hex away. If they can take REACTIONS, they may do so for any hex in their range
- **Ground Crush**: Whenever you would use Crushing Strike and would cause a single hex to become difficult terrain, you may also cause all hexes adjacent to the targeted hex to become difficult terrain.

- **Deadly Twirl**: Instead of making the additional attack with cleave against all creatures who are adjacent to your target, you may target all creatures who are in hexes adjacent to you except for your original target.

Third Facet

Blunt Force Trauma: *Its hard to just shake off your blows.*

Whenever you use a major action from this TRACK to attack a single enemy, you may cause the opponent to become OFF BALANCE and DIZZY 1 for 1 round.

Sky Strike [WO]: *The same power that you strike with can propel you high into the air.*

Once per encounter, you may jump 6. If you use Slow but Deadly in the same turn as Sky Strike, the following applies:

- If you use Cleave, you may target enemies that would be adjacent to your target if your target was on the ground
- If you use Heavy Blows, you may instead cause them to fall as many hexes you would have FORCED them back. If an enemy is no longer in air because of this ability, they becomes PRONE.
- If you use Crushing Strike, you may cause your opponent to stop being in air and fall PRONE.

Hang Time: Once per encounter, you may hover for 1 round after using Sky Strike.

Meteor Impact [WH]: *Your return to earth is glorious.*

Once per encounter, as a major action, while you are in air, you may fall to the ground without taking damage. While falling, you may freely spend STEPS to move horizontally. If an enemy comes into your melee range at any point during your fall, you may make a melee STRIKE against them. If this STRIKE hits, they begin falling with you, and like you do not take damage from their fall. Upon landing, every creature in a 4 hex burst around you takes $-|20|24|29$ damage, and a successful defense roll at +2 halves the damage. You may use Heavy Blows on anyone hit by this STRIKE. All hexes in the range are rendered difficult terrain. **Boost**: Increase the damage to one target by $2 \times C$.

Fourth Facet★

Unstoppable Charge: *Nothing gets between you and your target.*

Once per encounter, before using Slow but Deadly, you may spend any number of STEPS. You may then make a charge with that much extra movement. During this charge you may ignore difficult terrain or any other effect that would slow you down and you may automatically destroy any obstacles that get in your way.

Impale [WSHO]: *You drive your weapon into your opponent.*

Once per encounter, as a major action you may make a charge with an additional 3 hexes of movement. You automatically hit your target and deal $5 \times C$ damage. If the opponent would use any STEPS to move before your next major action they gain C ONGOING damage for 3 rounds. **Boost:** Increase the damage by C .

Increasing Might: *As you grow in strength, so do your abilities.*

You may pick one of the following abilities, or an ability from Burgeoning Might

- **Reversed Kinetics:** Instead of moving the targeted creature you hit when using Heavy Blows, you may DASH backwards the same distance.
- **Instant Burial:** Whenever you would use Crushing Strike and successfully hit, you may cause that opponent to become burrowed 1 if they were not already air. In addition, you may use Slow but Deadly and Crushing Strike against creatures who are burrowed.
- **Batter Up:** When you use Cleave you may move any opponent that you hit as if you had used Heavy Blows, including the original target.

Fifth Facet★

Momentum: *You can use the fore of your blows to carry yourself forward.*

Whenever you would use Heavy Blows, you may DASH 2 hexes. This movement is not reduced or increased by conditions that would normally affect your movement.

Devastating Strikes: *Your blows really mess people up.*

Whenever you use a major action from this TRACK to attack a single enemy, you may cause that opponent to become DIZZY 2 instead of DIZZY 1, or become PRONE. If you knock an enemy PRONE they are not affected by Heavy Blows.

Sixth Facet★

Shatter the Earth [WS]: *Your attacks are so powerful they crack the earth beneath you.*

Once per encounter, as a major action, you may create a 12 hex line originating from you and make a STRIKE with a -2 modifier against all creatures in this line. This STRIKE deals $5 \times C - 1$ damage and causes all opponents hit to become PRONE. On a miss the damage dealt is halved and creatures do not become PRONE. **Boost:** The damage to all targets is increased by $C - 1$, or by $-| - |7|8$ to one target.

Climactic Might *As you grow in strength, so do your abilities*

. You may pick one ability from this list, or one from Increasing Might or Burgeoning Might.

- **On the Return:** You may take an additional reaction each round.
- **Blunt Force Cleave:** Devastating Strikes now triggers on major actions that target multiple opponents and may affect targets of Cleave who were not also a target of Slow but Deadly.
- **Uplifting Strikes:** Whenever you would use Crushing Strike and would cause a single hex to become difficult terrain, you may instead cause the targeted creature and all creatures adjacent to it to be moved 2 hexes into the air.

Seventh Facet★

Calamitous Charge [WSH]: *You charge across the battlefield like a force of nature.*

Once per encounter, as a major action, move up to 6 hexes and STRIKE all creatures within your melee range with a -2 to hit for 26 damage. All enemies you hit are FORCED 1 hex in any direction and are hit by Cleave. **Boost:** Increase the damage to one target by $2 \times C$.

Warlord

Major Offense

Warlords are warriors who focus on the power of teamwork. They use their allies as weapons as much as their physical weapons.

Captain Sario swept into the room with two officers in tow. Their quarry, a member of the Redclock Rogues, looked up in surprise, and took off running. "After him!", she barked, and one of the officers ran after and intercepted the fleeing target. The officer hit them across the face, throwing them off balance. She drew her own shortsword and slashed the rogue down. He fell to his knees, and she slapped handcuffs on him. "Good work, men." She said, hauling their target away.

Adaptation

This TRACK can represent a puppetmaster, a captain or sergeant, or a martial tactician.

First Facet★

Tag Team [HWS]: *Behold the power of teamwork.* As a major action, you can move up to 2 hexes and use a SURGE, then choose another ally within 12 hexes and DIRECT that ally to DASH up to 2 hexes and use a SURGE against the same enemy. **Boost:** The affected ally gains a BOOST, or your SURGE gains a BOOST.

Battle Cry: CHAAAARGE!
As a major action, choose an ally within 12 hexes. That ally becomes ENERGIZED $2 \times C$. During that ally's next turn, they may DASH 2 hexes and use a SURGE. **Boost:** Either gain C ENERGIZED or give a BOOST to the SURGE.

Surge[W]: As a SURGE, you may make a STRIKE that deals $5 \times C$ damage. **Boost:** You deal an additional 5|7|8|10 damage.

Second Facet★

Pass Them Around: *Allow me to create an opening.*
When you use Tag Team, if your SURGE hits you may FORCE the struck enemy up to 2 hexes towards the chosen ally before the chosen ally moves or uses a SURGE.

Third Facet★

Distraction [HWS]: *You do your thing.*
Once per encounter, as a major action, you can make 2 STRIKES that deal 10 damage. If either STRIKE hits, you may FORCE that enemy 1 hex and have an ally other than yourself within 6 hexes of you take a minor action. When you reach Immortal tier, if either STRIKE hits, that ally becomes energized 4. When you reach Myth tier, if both STRIKES miss, you still grant the ENERGIZED status and minor action as if both STRIKES hit. **Boost:** Gain a +3 bonus to hit, and each of your STRIKES deals an additional $-|3|4|5$ damage.

Fourth Facet★

Leg Smash: *You smash your enemies leg's in coordination with your ally.*
Once per encounter, when you use Tag Team, you and your ally each make a RIDER attack along with your SURGES. If either RIDER hits, that enemy is SLOWED 2 for one turn. If both RIDERS hit, that enemy is STOPPED for one turn.

Fifth Facet★

Get to Work [HS]: *Sometimes their ability is the right ability.*
Once per encounter, as a major action, choose an ally other than yourself within 6 hexes of you. During that ally's next turn, they gain 3 additional STEPS and may take an additional major action.

Sixth Facet★

Rallying Cry [HS]: *All for one.*
Once per encounter, as a major action, choose up to 4 allies. If you have less than 4 allies that are not WOUNDED, choose two allies who both receive double the bonus from this ability. Each of those allies becomes ENERGIZED C . Additionally, you may DIRECT those allies to immediately DASH 2 hexes. **Boost:** When you BOOST this ability, choose one of the affected allies. That ally gains a BOOST.

Seventh Facet★

Group Charge [HS]: *Reckless but devastating.*
Once per encounter, as a major action, up to 4 allies are DIRECTED 3 hexes and use a SURGE. Each ally who does this becomes VULNERABLE 6. If there are only 3 allies available, each ally who does this becomes VULNERABLE 4 instead of 6. **Boost:** When you BOOST this ability, choose one of the affected allies. That ally gains a BOOST.

Warrior

Major Offensive

Warriors are masters of armed combat. They have studied martial combat intently, and have unmatched skill with their weapon.

Jack assessed his foe. The chain, he decided, and pulled out a long spiked chain, holding it ready. The samurai approached, and Jack struck, sending out the chain to catch his opponent's foot, pulling them to the ground. He then swung the chain around him dizzyingly, keeping its momentum up in a complex dance. The samurai rolled back to his feet, only to find the chain wrapping around his arm, pulling him off balance, and more chains fell upon his neck and other arm, restraining him. "A good choice", Jack reflected silently.

Adaptation

This TRACK can represent a master of the gun or bow as easily as a blademaster. Exotic weapons can be a normal weapon used with an advanced style. Combining an exotic weapon with the ancestral weapon feat can yield a character with an extremely special weapon.

First Facet★

Skilled Fighter [WO]: *Your precision only rises with your skill.*

As a major action, you may make 2 STRIKES that deal 13|15|18|20 damage. The STRIKES have a $+C - 3$ modifier to hit. **Boost**: These STRIKES deal 3|3|3|4 extra damage per hit.

Deadly Maneuvers: *You make attacking into an art form.*

Before you use Skilled Fighter, you can choose a combat maneuver. Push and grapple may only be used with a melee attack. If either STRIKE hits, you may use the chosen combat maneuver, which always succeeds

Surge [W]: As a SURGE, you may make a STRIKE that deal 15|18|21|24 damage. The STRIKE has a $+C - 3$ bonus to hit **Boost**: Increase the damage by $C + 2$

Second Facet★

Diverse Training: *Your intense training gives you more abilities.*

You may gain an additional Feature.

Exotic Weapon Training: *You have learned the art of wielding strange weapons.*

You may wield special weapons. Those untrained in their use may only use them as their base weapon. You may only wield one such weapon at a time, even if you have abilities to wield multiple weapons, though you can wield a normal weapon, or the base weapon of another exotic weapon, alongside these in such a case

- **Close + Melee**: This functions as a close ranged weapon, but it can also take REACTIONS adjacent to you.
- **Close + Nimble**: This functions as a close ranged weapon, but you do not provoke from moving if you start outside of an enemy's reach.
- **Close + Reach**: This functions as a close ranged weapon, but it can also take REACTIONS against creatures 2 hexes away from you.
- **Distant + Close**: This functions as a distant ranged weapon, but you do not provoke when using it against creatures adjacent to you.

➤ **Distant + Reach**: This functions as a distant ranged weapon, but it can also take REACTIONS against creatures 2 hexes away from you.

➤ **Nimble + Melee**: This functions as a nimble weapon, but you can still take REACTIONS

➤ **Reach + Melee**: This functions as a reach weapon, but you can still attack and threaten adjacent to yourself

Third Facet★

Bravery: *Laugh in the face of danger.*

You are immune to [FEAR].

Favored Weapon: *While you are highly skilled with all weapons, there is still one you like best.*

Pick any weapon you possess. This choice can be changed between encounters. Whenever you miss with this weapon on your major action, you gain a +1 to STRIKES with that weapon until the end of the encounter.

Fourth Facet★

Pounce: *Sometimes a bit of speed is all you need.*

Once per encounter, you may DASH 6 hexes before making your attack. This can be used in combination with a charge.

Firm Grip: *Your weapon is practically an extension of your body.*

You cannot be disarmed.

Fifth Facet★

Worldly Knowledge: *You know a diverse array of fighting styles.*

Pick 3 features. You possess one of these feature, and can switch it to another one of them with a minute of effort. These features cannot be used as prerequisites for other features, but if you gain one of these features you may select another feature to replace it in this pool.

Improved Combat Maneuvers: *Your attacks used to be art, now they are fine art.*

When you would use the combat maneuvers from

Deadly Maneuvers, you may use the following abilities instead.

- **Improved Trip:** The target is knocked PRONE and cannot stand without provoking.
- **Improved Push:** The target is FORCED 6 hexes in any direction. You may move with them.
- **Improved Grapple:** The target is GRAPPLED by you and cannot use TELEPORT or WARP effects while GRAPPLED by you.
- **Improved Hamper:** The DISABLED cannot be removed with a STEP.

Sixth Facet★

Dual Blows: *You absolutely dominate your opponent.*

If both STRIKES hit when using Skilled Fighter, you may select 2 effects from Improved Combat Maneuvers to apply.

Seventh Facet

Master of Combat: *You are able to invent new styles on the fly.*

You gain an additional feature. This feature may be changed with 1 minute of focus.

Unstoppable Assault: *It's hero time.*

Once per encounter, without taking an action, you may begin an unstoppable assault. For the next 2 rounds, you are immune to SLOW , STOPPED, DIZZY , difficult terrain, FORCED movement, and any event that increases the STEP cost to enter a hex, and any ability that would prevent you from entering a hex.

Chronomancer

Major Defensive

You toy with time, bending it to your will, giving more to some and taking it from others.

Tim jumped as an angry barbarian leapt from the bushes screaming. He clutched his hourglass amulet and focused, first on the flow of time, and next the barbarian to unbind their temporal aura. Abruptly, the barbarian started moving slower, as if trapped in molasses, giving Tim ample time to step away from the incoming axe. Right on cue, the rest of the clan charged after, and Tim once more focused on the flow of time, only now he focused on himself, and sped up. He walked out of the forest at fast forward, leaving the barbarians behind in confusion and temporal distress. Tim glanced at his hourglass - he would still be on time.

Adaptation

This can be a high tech ability or a superpower.

First Facet★

Temporal Accelerant [RmS]: *Just a bit of extra time.*

As a major action, you may give an ally within 12 hexes +3 speed for 1 round, 2 BOOSTS, and ON GUARD 2. **Boost:** Grant an extra BOOST.

Temporal Denial [RmOS]: *Temporal molasses.*

As a major action, you may give an opponent within 12 hexes SLOW 1 for 1 round, 2 PENALTIES, and OFF GUARD 2. **Boost:** Inflict an extra PENALTY.

Temporal Sheer [RmOS]: *You accelerate part of your opponent's body at different rates.*

As a major action, deal $3 \times C$ damage and $2 \times C$ WEAKENED to a target within 12 hexes. **Boost:** Deal an extra C damage.

Surge: As a SURGE, you may give a target within 12 hexes 1 PENALTY and OFF GUARD 1 and SLOW 1 for 1 round. A defense roll negates the SLOW. **Boost:** Add another OFF GUARD.

Second Facet★

Undo[R]: *Your reverse time briefly.*

Once per encounter, as an immediate major action after an enemy takes a major action, you may undo up to a total of $4 \times C$ of the damage, healing, ENERGIZED, WEAKENED, VULNERABLE, TEMPORARY HIT POINTS, BARRIER HIT POINTS, or AREA BARRIER HIT POINTS created by that action. A greater condition can be undone by reducing this by $2 \times C$. The set of lesser conditions on affected creatures are restored to what they were beforehand, and the affected creatures are returned to the hexes they were in before the attack. **Boost:** Increase the amount you may undo by C . This may use any number of BOOSTS.

Temporal Loop: *Time loop time loop time loop time loop time loop...*

Once per target per encounter, you can trap a creature in a time loop when you target them with another ability from this track. At the end of their next turn, they are moved back to the hex where they started that turn.

Third Facet★

Haste [Rm]: *By using a gentler acceleration, you can maintain it for longer.*

As a major action, an ally within 12 hexes gains 1 BOOST, 1 STEP, and ON GUARD at the start of their turn for 3 rounds. They may take an additional REACTION per turn and never provoke while this effect lasts. **Boost:** The target ally gains an additional BOOST the first round.

Slow [RmO]: *Let's just drop him into a slower time stream.*

As a major action, a target enemy within 12 hexes gains 1 PENALTY, SLOW 1, and OFF GUARD at the start of their turn for 3 rounds, and becomes OFF BALANCE at the end of their turn for each of those turns. **Boost:** The target enemy gains an additional PENALTY the first round.

Fourth Facet★

Granted Moment[R]: *Just a pocket of time.*

As a major action, an ally within 12 hexes, and may either make a SURGE and a minor action, or take a major action, their choice. **Boost:** the targeted ally gains a BOOST

Fifth Facet

Time Frame: *Just some slight temporal slippage, nothing to worry about.*

When you target someone with Granted Moment, Haste or Temporal Accelerant, they may take their next turn before the enemy that would otherwise act before them. When you target someone with Slow or Temporal denial, they instead take their next turn after the enemy that would otherwise act after them.

Sixth Facet★

Paradoxical Moment: *Who cares what is happening now.*

You may use Granted Moment on wounded creatures. During these granted actions, they are not considered wounded.

Time Flicker: *Are you sure they weren't over there?* When using Granted Moment, instead of granting steps, you may elect to WARP the target to another hex within 12 hexes. They WARP back to their original hex after their action.

Seventh Facet★

Extra Denial: *A bit of extra juice to your spell.*

Once per encounter, when using Temporal Denial, instead of giving the enemy SLOWED, you may render them STUNNED.

Replay [R]: *Let's see that one again.*

Once per encounter, as an immediate major action

after an ally within 12 takes a major action, you may have that ally use the same ability again, targeting the same target. If the ability required a resource to use, they must have that resource available and consume it again. **Boost:** The replayed major gains a BOOST.

Hexer

Major Defensive

Bring pain and suffering to your foes by zapping them with a variety of debilitating magics.

The witch cackled as the witch hunters approached her. "Come quietly and it would be easier on you," they demanded. She uttered a dark incantation in response, and one of them started screaming. Boils and sores sprouted from his skin, as he started clawing at his flesh. The other hunters hesitated, and she uttered another phrase. With a magical cloud of smoke, another witch hunter was transformed into a frog. The last one dropped his sword and ran.

Adaptation

This can represent a witch, a dark wizard, a warlock, a necromancer, or someone who uses a variety of weakening poisons.

First Facet★

Cripple[RmO]: *Death energy courses through your victim.*

As a major action, a creature within 12 receives $3 \times C$ damage and PERSISTENT SLOW 1 and PERSISTENT WEAKENED C for 2 rounds each. **Boost:** Inflict an additional 2|2|3|3 damage and an additional 1|2|2|3 WEAKENED . **Surge:** As a SURGE, deal $2 \times C$ damage and inflict C WEAKENED to a creature within 12 hexes.

Enfeebling Aura: *Even your mere presence brings pain.*

Enemies that end their turn adjacent to you become SLOW 2 for 1 round and gain 1 DISABLED.

Second Facet★

Ray of Fatigue[RmO]: *You fire out a magical ray that causes its target to feel exhausted.*

As a major action, STRIKE a creature within range 12. On a hit, they receive 2 PENALTIES and $3 \times C$ VULNERABILITY , DISABLED 1, and until the beginning of your next turn, that target has a -4 modifier to defense rolls against combat maneuvers. On miss, they take one PENALTY, half the VULNERABILITY , and have a -2 modifier on defense rolls against combat maneuvers. **Boost:** Inflict an additional PENALTY or C additional vulnerability. If you have two boosts, inflict both.

Defilement: *Your dark magics corrupt the land.*
At the beginning of each round, gain a RIDER that afflicts the hex containing the target on a hit. Creatures that end their turn in these hexes are CORRUPTED 1 and are DISABLED 1.

Third Facet★

Bloodblight[RO]: *You inflict a blight upon your victim's blood.*

As a major action, a creature within 12 becomes CORRUPTED 2, C ONGOING for 3 rounds, and BLEEDING $2 \times C$. **Boost:** Inflict an additional CORRUPTED.

Curse: *You invoke the dark tongue to bring greater pain upon your victims.*

Once per encounter, you may gain a RIDER that inflicts PERSISTENT SLOW 2 and BLIND 6 for 3 rounds each and 2 DISABLED.

Fourth Facet★

Confusion[RO][Mental]: *Your victim's focus and clarity is shattered.*

As a major action, a creature within 12 must make a defense roll or become DIZZY 3, OFF GUARD 2, and WEAKENED $3 \times C$. Success reduces to OFF BALANCE, OFF GUARD 1 and half the WEAKENED . **Boost:** Inflict an additional OFF GUARD , or an additional C WEAKENED . If you have two boosts, inflict both.

Defiled Footsteps: *Your very passage can defile the land.*

When you leave a hex, you may spend an additional STEP to afflict it with Defilement.

Fifth Facet★

Binding Chains[RO]: *You conjure ghostly chains to bind your victim and prevent their escape.*

As a major action, you may cause a creature within 12 to become TETHERED 6 and FORCED 2 hexes closer to another creature or solid surface within 6 of the target. The target becomes OFF GUARD 2 and gains an EQUIPPED item with $2 \times C$ HIT POINTS which is not bonded to anyone. When this item is destroyed, the TETHERED ends. At the beginning of your next turn, if the EQUIPPED item is not destroyed, the target is again forced 2 hexes toward the tether point, takes $2 \times C$ WEAKENED , and the EQUIPPED item harmlessly destroys itself. **Boost:** Inflict an additional OFF GUARD .

Parting Curse: *You have a cruel, vindictive streak.*
When you become WOUNDED, the last creature to damage you suffers the effect of Curse.

Sixth Facet★

Blindness[RO]: *Your curse robs your victim of sight.*

As a major action, a creature within 12 must make a defense roll or become BLIND 2 for 2 rounds and take a PENALTY and 2 OFF GUARD at the beginning of each of their turn for 2 turns. If they succeed the defense roll, they are instead BLINDED 6 for 1 round and are OFF GUARD 1. this is a [SENSELESS] effect. **Boost:** Inflict an additional PENALTY or OFF GUARD on the first round. If you have two boosts, inflict both.

Widespread Defilement: *Your corruption spreads ever further.*

Defilement now afflicts all adjacent hexes as well as the targeted hex.

Seventh Facet★

Amphibitize[RO]: *You invoke the most classic of all curses.*

Once per encounter as a major action, give 2 PENALTIES, OFF GUARD 2, SLOW 3, and maximum DISABLED

to an opponent within 12. Additionally, you disable the effects of any artifact weapons or armor they are wielding or wearing, and if the target has any monster tactical abilities, replace up to 2 of them with Jumper. At the beginning of your next turn, they may make a defense roll. If they fail, you may spend a major action to have the effects persist for an additional round. If they succeed or you do not spend the action to increase the duration, the effects immediately end and their amount of disabled is halved.

Boost: Inflict an additional PENALTY or OFF GUARD . If you have two boosts, inflict both.

Human Shield

Major Defensive

You can manifest a holy barrier that confers a truly divine level of protection. This barrier is often not physical. It's an extension of the wielder's soul, and can overlay other physical shields.

Sir Virilian saw the incoming hail of arrows. "Get back!" he said, throwing himself in front of the princess. He weathered the onslaught, and drew his hammer. A quick prayer, and holy energy surged through it, a cosmic reward for his selflessness.

Adaptation

This could also be a shapeable energy field that absorbs damage and turns it into lasers, or a supernatural revenge ability.

First Facet★

Hunker Down [S]: *Ready to weather the storm of violence.*

As a major action while not charged, you may gain $4 \times C$ RESISTANCE, and block LINE OF EFFECT and movement for enemies through your hex and up to two hexes adjacent to you that are not occupied by enemies or adjacent to each other until the start of your next turn. These cannot block LINE OF EFFECT to you. You can't take any further movement and cannot be FORCED or DIRECTED until your next turn. Your target priority is raised for 1 round, and enemies cannot target allies with a lower target priority than you. After using this, you are charged. After this round, any remaining RESISTANCE from this ability becomes ENERGIZED instead. **Boost:** You gain an additional C RESISTANCE.

Searing Smite [WO]: *Violently and offensively discharge built up energy.*

As a major action while charged, you can make two STRIKES that deal $4 \times C + 1$ damage. You cease to be charged. **Boost:** +2 to hit.

Crusader's Conviction [WSO]: *The resolve of your foes only fuels your own.*

As a major action, you may make 3 STRIKES at +1 to hit that deal 5|7|8|10 damage. You gain TEMPORARY HIT POINTS equal to the damage delivered. If you have ENERGIZED, you may half the increased damage to gain half of it as TEMPORARY HIT POINTS.

Boost: +3 to hit

Surge [WS]: *Even your side blows empower you.*

As a SURGE, you may make a single STRIKE with +1 to hit that deals 7|9|12|14 damage. You gain TEMPORARY HIT POINTS equal to the damage delivered. **Boost:** +4 to hit.

Second Facet★

Front Line Dash: *You can build up a dashing, dramatic shield charge to be where you're needed most.*

At the beginning of your turn, you get an extra STEP for every even facet you possess in this TRACK. These extra STEPS can only be used as part of Hunker Down or Searing Smite, to DASH immediately before activating either ability, and you cannot spend regular STEPS after using this.

Burning Smite: *That's gotta sting.*

If you hit with both STRIKES from Searing Smite, inflict BURNING $2 \times C$.

Third Facet★

Blockade: *You halt those fleeing from you in their tracks.*

When you successfully hit a target with a REACTION, they are STUNNED for 1 round.

Momentum: *Slow except when you're not.*

When you use Front Line Dash, you are immune to SLOW and STOPPED while using that movement.

Charged Compass: *Tunnel vision of JUSTICE.*

While charged, you are immune to DIZZY.

Fourth Facet★

Reactive Shield: *Just in the nick of time.*

You can now use Hunker Down as an immediate major action.

Staggering Shield *You are the enemy of your enemies momentum.*

If you hit a target with both STRIKES from Searing Smite, they are STUNNED for 1 round.

Fifth Facet★

Shared Conviction: *Your battle fervor is a terrifying inspiration to your allies*

You may grant the TEMPORARY HIT POINTS gained from Crusaders Conviction to any ally within your LINE OF SIGHT.

White Hot: *Burn, heathen, burn.*

Burning Smite only needs one hit to work.

Sixth Facet★

Eternal Guard: *When others reach for a sword, you reach for a shield.*

You can choose to use hunker down as an immediate major action in response to any attack, even before your first turn.

Seventh Facet★

Dramatic Dash: *Your place is in the front, whether your enemies comply or not.*

When you use STEPS from Front Line Dash, you can move through enemies. Each enemy you move through is moved to the nearest unoccupied hex.

Holding the Line: *Not even death can stop you from stopping them.*
If you are WOUNDED while using Hunker Down, you

delay being WOUNDED until the start of your next turn.

Judo Master

Major Defensive

The judo master learns to turn an enemies efforts against them.

Felicia adjusted her stance as the dwarf charged at her, and caught his arm as he neared. With a certain twist and a shift to her balance, the dwarf was thrown well past her. He stood up, and approached more cautiously. He swung his axe again, and she stepped in, grabbing it by the haft and kicking him in his gut.

A Judo Master is a martial artist who uses their opponent's own attacks against them, using techniques known as Kaeshi-waza, counter techniques.

Adaptation

This can represent any combat style where negating and countering enemy attacks is at the forefront.

First Facet★

Judo [WSO]: *Your attacks are designed to keep you ready to counter incoming blows.*

As a major action, make 3 STRIKES with a +1 to hit that deal 5|6|8|9 damage. You earn a yuko for each hit. **Boost**: +3 to hit.

Kaeshi-waza: *Your training focuses on Kaeshi-waza, the counter techniques.*

When you are attacked, you may spend Yuko to execute Kaeshi-waza, such as Basic Block.

- **Basic Block**: You may spend a Yuko to prevent C damage.

Martial Artist: *You are trained to fight with the empty hand.*

Your unarmed attacks count as a melee weapon.

Surge [WS]: As a SURGE, you may make 1 STRIKE with +1 to hit for 11|14|18|22 damage. You gain a Yuko if this hits. **Boost**: +4 to hit.

Second Facet★

Immediate Kaeshi-waza [WSO]: *Your entire training is focused on responding to enemy attacks and coming out ahead.*

As an immediate major action, you may use Judo against an opponent who just attacked you, and spend any Yuko earned on Kaeshi-waza against the attack you are responding to. **Boost**: +3 to hit.

New Kaeshi-waza: Learn a Kaeshi-waza from the Kaeshi-waza list.

Third Facet★

Defender's Kaeshi-waza: *It takes a slightly different form, but you can extend your protection to nearby allies.*

You may use Kaeshi-waza against enemies attacking allies adjacent to you as if they were attacking you.

New Kaeshi-waza: Learn a Kaeshi-waza from the Kaeshi-waza list.

Fourth Facet★

Spellbounce [Rm]: *Tapping into the mystical side of your training, you can deflect a spell intended for you.*

As an immediate major action against a non

[O]verwhelming ability, you may negate the attack against you, then attack the source of the ability with that ability as if they had targeted themselves. This can only be used against a given opponent once per encounter.

New Kaeshi-waza: Learn a Kaeshi-waza from the Kaeshi-waza list.

Fifth Facet★

Countersurge: *You are keenly aware of the openings others create, and so the opponenings you present, and how to close them.*

If you have at least 1 Yuko, you may negate a REACTION taken against you once per round.

New Kaeshi-waza: Learn a Kaeshi-waza from the Kaeshi-waza list.

Sixth Facet★

Stolen Energy: *You can channel the energy used against you.*

If you would gain an ENERGY EFFECT, the next opponent you hit with Judo gains that condition.

New Kaeshi-waza: Learn a Kaeshi-waza from the Kaeshi-waza list.

Seventh Facet★

Ultimate Defense: *You have reached the pinnacle of your art.*

As a Kaeshi-waza, before the attack is resolved, you may spend 2 Yuko to negate the attack. If the attack is [O]verwhelming it requires 4 Yuko.

Kaeshi-waza

- **Sidestep**: Spend 1 Yuko to gain a 50% dodge chance against the attack. If the attack is [O]verwhelming, this requires 2 Yuko. You may DASH 1 hex after this is resolved.
- **Disarm**: When attacked by a melee weapon, you may spend 2 Yuko to disarm it. You may begin wielding that weapon, dropping any weapon you were wielding at your feet. This prevents $2 \times C$ damage from the attack

- **Step In:** When attacked in melee, you may spend a Yuko to GRAPPLE the opponent. This gives the attacker a PENALTY.
- **Flip:** When attacked with a melee attack, you may spend 1 or 2 Yuko to give that attack one PENALTY per Yuko. You may FORCE the target to the hex on the opposite side of where they are attacking from. If they moved prior to attacking you this round, you may FORCE them 1 hex away from you per 2 hexes they had moved. They must make a defense roll or become PRONE.
- **Weakening Palm:** You may spend a Yuko to inflict *C* WEAKENED . This can be done immediately after using Judo on an opponent, as well as being a kaeshi-waza.

Necromancer

Major Defensive

As a necromancer you toy with the concept of life and death.

The zombies shuffled forward, and Susan took them out one by one with a series of shotgun blasts. Before she even had time to catch her breath, they were climbing back to their feet. One came from behind, and bit her on her shoulder. She screamed, and fled down an alley. At the end of it was a massive shape, masked in the shadow. She stopped, and it rose up, stepping into the light, revealing itself to be a skeletal dragon.

Adaptation

This can be a horde of other things, such as robots and cyborgs, or people controlled by a technovirus.

First Facet★

Hordelings: *Cheap. Disposable. Replaceable.*

You have a number of basic undead. These are extras (pg. 270) that act on your turn. When destroyed, they leave a hordeling body in their hex. You start with *C* hordelings, plus 1 per facet in this track.

Reanimate: *Reusable.*

2 hordeling bodies may become hordelings each turn. They can take no other action that turn.

Empower Undead: *You channel necrotic energy to elevate one of your minions above a shambling flesh-sack.*

You may spend a major action to empower a hordeling within 12 hexes. They gain $2 \times C$ HIT POINTS, and can no longer be killed by a STEP. A body reanimated in this way may immediately act. An empowered undead has the mook version of Precise, Slugger, or Flurry, at your choice. They may use this attack as a SURGE, and only as a SURGE. When you Empower then, they may use a SURGE. Empowered undead reduce all damage taken by *C* as a COUNTER. If they would take no damage before this counter, they instead gain a BOOST. An empowered undead counts as a SUMMON.

Unleash Empowered Undead: *Your allow your empowered undead to attack.*

As a major action, you can have 2 empowered undead take a SURGE.

The Horde Persists: *Your undead minions continue to act without you.*

Even after you are WOUNDED, your hordelings continue to act as extras, but they do not Reanimate. Your empowered undead can make a total of 3 attacks a round, split among them as you wish.

Delegated Surge: As a SURGE, you may have an empowered undead use a SURGE against the target.

Surge: As a SURGE, you may deal 11|15|19|23 damage to a target within 12 hexes. A defense roll halves the damage.

Second Facet

Specialized Undead: *You can raise the bodies of monsters to enhance your horde.*

Between encounters, when you have access to a corpse of a creature built with the monster rules, you may create a specialized undead from that monster. This takes the place of a hordeling, and functions as a hordelings, except it possesses the tactical abilities of the original monster, and when empowered it can

use the mook version of any of its monster majors as its SURGE.

You may have 1 specialized undead in your horde.

Third Facet★

Recycling: *You can raise the bodies of those fallen in combat.*

You may treat killed or WOUNDED creatures as hordeling bodies. A wounded creature controlled as a result of this is not killed, but rather cannot resist your control over their body. Anything that would make them stop being WOUNDED will break your control. They function as a specialized undead, if they qualify, otherwise they act as a hordeling. They do not count against your limit of specialized undead for the duration of the encounter.

Littering: *The bodies of your minions litter the battlefield.*

Hordeling bodies are difficult terrain.

Fourth Facet★

Resurgence: *You can reanimate a greater number of minions.*

Reanimate effects up to 4 hordeling bodies each turn.

Expanded Team: You may keep 2 specialized undead.

Full Power: *You harvested this monster for a reason.*

As a major action, you may have an empowered specialized undead use the full version of their monster major ability instead of the mook version.

Fifth Facet★

Greater Hordelings: *You are able to create a slightly more powerful type of hordeling.*

Your hordelings all have a tactical ability allowed to extras. This is the same ability for every hordeling, except for specialized undead.

Sixth Facet★

Lich: *Your soul passes on to an undead form.*

When you are WOUNDED, if you have an empowered undead, you may take control of it, and can use your

abilities from its body. The Horde Persists does not apply while you are controlling an undead.

Seventh Facet

Endless Horde: Reanimate effects up to 6 hordel-

ing bodies each turn.

Dream Team: You may have 3 specialized undead.

Bodysnatch: *Your possession is complete.*

If you use Lich on a specialized undead, you may use any abilities it had in life for the appropriate action cost, including from any tracks it had.

Sharpshooter

Major Defensive

You are a snap shot, capable of shooting projectiles out of the air and interfering with other attacks.

Wyatt stood in the center of main street, staring down Bad-eye Brady. "Draw!" someone shouted, and both went for their guns. Bad-eye fired, and there was the simultaneous sound of two gunshots, and two bullets hit the ground, fused together. Before he could fire again, there was a third gunshot, and Bad-eye fell to the ground, clutching a bullet wound in his belly.

Adaptation

This can be a cowboy, or a Robin-Hood-esque archer.

First Facet★

Counter-Shot [WS]: *You shoot another's attack out of the air.*

As an immediate major action with a ranged weapon, you may prevent a ranged single target ability from affecting your ally if they or the attacker is within your range. If it's [O]verwhelming, this has a 50% chance of working. If the attack had BOOSTS and was negated, the attacker keeps those boosts. You may then make a Snap Shot at a target of your choice.

Boost: Give Snap Shot a BOOST. This can grant Snap Shot up to 2 BOOSTS.

Crippling Shot [WO]: *You shoot to cripple.*

As a major action, you may make a Snap Shot. If it hits, it also causes 9|12|15|18 WEAKENED. **Boost:** Give Snap Shot a BOOST or increase the WEAKENED by 4|6|7|9.

Snap Shot [W]: *You fire off a quick, accurate shot.* Make an attack at +1 to hit that deals 14|18|23|28 damage. **Boost:** Deal an additional 7|9|11|14 damage.

Surge: Take a Snap Shot.

Second Facet★

Angel of Protection: *You keep an eye out for others.*

Each round, you may declare an ally to be protected by you. Their target priority is lowered for 1 round. If an enemy attacks them with a ranged attack when there is a higher priority target, you may use Counter-Shot in response to the attack without taking an action.

Interference! [WO]: *You shoot an enemy as they attack to mess them up.*

As an immediate major action with a ranged weapon, you may shoot an enemy as they attack. Make a Snap Shot against that enemy. If it hits, the enemy takes 3 PENALTIES, including on their current attack. **Boost:** Grant Snap Shot a BOOST. Snap Shot can use up to 2 BOOSTS this way.

Third Facet★

Redirection Shot: *You shoot a shot out of the air with such precision it hits a new target.*

As an immediate major action with a ranged weapon, you may change the target of a ranged ability used by another person that is targeting you or your ally. If it's [O]verwhelming, this has a 50% chance of working. If the target's COUNTER targets the attacker, it targets you. If the attack had BOOSTS, the redirected attack does not and the attacker keeps their BOOST. **Boost:** Give the redirected attack a BOOST.

Fourth Facet★

Ricochet Counter: *You are already shooting bullets out of the air; what's a few ricochets along the way.* You may use indirect LINE OF EFFECT with Counter-shot, and the corresponding Snap Shot.

High Caliber Wound: *Your shots can leave enemies bleeding out.*

Twice per encounter, Snap Shot may inflict BLEEDING C on a hit.

Fifth Facet★

Greater Protection: *You can protect others in more ways.*

Angel of Protection can work when an ally is attacked by any type of attack. If it's not a ranged attack, you use Interference! against the attacker.

Sixth Facet★

Storm Bolt: *Your attack carries extra weight.*

Once per encounter, when you hit with Snap Shot, you may cause your target to be STUNNED.

Seventh Facet★

Roving Protection: *Your protection covers everyone it needs to.*

You may declare any number of allies to be protected when you use Angel of Protection.

Swashbuckler

Major Defensive

Swashbucklers are masters of parrying enemy attacks.

Indigo drew his rapier and stood ready for his opponent. His opponent did likewise, and moved in for a strike. Indigo deftly parried the blow, and struck a blow of his own. He opponent cursed and went in for an overhead strike, and once more Indigo parried. Strike after strike, swords clashed, and Indigo landed his own on every opening.

Adaptation

This can represent a ninja, samurai, or a Tai Chi master.

First Facet★

Swordplay [WSO]: *Your attacks are careful and keep you protected.*

As a major action, make 2 STRIKES with +2 to hit that deal 7|9|11|14 damage. If any attack hits, you become ON GUARD and the enemy receives a PENALTY. **Boost:** Either increase the ON GUARD amount by 1 or give an additional PENALTY.

Preemptive Strike [WSO]: *You strike decisively to counter your opponent's attack.*

As an immediate major action when an enemy makes an attack against you with a melee weapon, you may make 2 STRIKES against that enemy with a +2 to hit that deal 9|11|14|17 damage. Additionally, if both STRIKES hit, the enemy's attack misses you. If the attack was not [O]verwhelming, and both your STRIKES hit, the enemy receives two PENALTIES. **Boost:** If either STRIKE hits, deal *C* additional damage.

Surge [W]: As a SURGE, make 2 STRIKES with +2 to hit that deal 6|9|11|13 damage **Boost:** Increase the damage by 2|3|4|4.

Second Facet★

Deflection [OS]: *You strike an incoming attack out of the air.*

As an immediate major action, when an enemy makes an [O]verwhelming attack against you with a ranged [W]eapon, you may make 2 STRIKES with a +2 to hit. If only one STRIKE hits, the attack is redirected towards another ally in range, chosen randomly. If both STRIKES hit, the attack is instead made against another creature of your choice within range of that attack, which can be the original attacker. **Boost:** If both of your STRIKES hit, the target of the attack takes $2 \times C$ damage.

Third Facet★

Wounds: *Your strikes land true and inflict gashes.* When you use the swordplay ability with a melee weapon and hit with at least 2 STRIKES, the target begins BLEEDING *C*.

Disrupting Parry: *Countering your opponents attacks throws off their groove.*

When you use Preemptive Strike, if you hit with both strikes, the attacking enemy may choose to become

OFF BALANCE. If they do not, they become OFF GUARD.

Fourth Facet★

Flourish: *You deflect attacks with style.*

When you use Deflection to redirect an attack, you may add a BOOST you have to that attack. If you do, that enemy become OFF GUARD.

Fancy Sword: *Just the fanciest.*

You may gain a magic weapon with 2 enchantment points as a bonus item. This weapon must be a melee weapon.

Fifth Facet★

Deflect Spells: *Your skill is so deft it can effect magic.*

When you would be the sole target of an [O]verwhelming ranged ability that is not a [W]eapon attack, you may use deflection on that attack as though it was an attack with a ranged weapon.

Slice in Twain [OS]: *You hold out your blade and slice the explain in half.*

When an enemy uses a ranged area of effect ability, if you are in the area of effect, you may make two attack rolls as an immediate major action. If you only hit with one attack roll, you cut the effect in half. Randomly choose two allies within 6 hexes of you. Instead of the intended targets, those two allies are affected. If you hit with both attack rolls, instead choose 2 enemies at random within 6 hexes of you.

Boost: If both attack rolls hit, one of the new targets takes $2 \times C$.

Sixth Facet★

Shockwaves: *Your blade moves so fast it creates devastating shockwaves.*

When you miss with a STRIKE from Swordplay or Preemptive Strike, you may have each hex adjacent to the attacked enemy become difficult terrain.

Seventh Facet★

Defender of All: *You apply your blade to defend your allies as well as yourself.*

When an ally within 3 hexes of you would be attacked, as an immediate major action, you may DASH up to 3 hexes to a hex adjacent to that ally, and then use Preemptive Strike, Deflection, or Slice

in Twain as appropriate against that attack. If you negate an attack this way, the defended ally may immediately DASH 3 hexes.

Tactician

Major Defensive

You cast a variety of spells that modify the battlefield.

Georginian surveyed the battlefield, trying to spot where he could have the greatest impact. He put up a magical force field, splitting the battle in two, and cutting off some of the attacking forces. He then saw a dragonrider flying over it to reinforce the west flank, and he bound it, causing it to drop from the sky. He guided some of the soldiers to flank the downed dragon and finish it off.

Adaptation

This could be deploying robots to shape the battlefield and move things around.

First Facet★

Rearrange[SH]: *You adjust the positioning of the pieces slightly, to better suit your goals.*

As a major action, you may FORCE two creatures within 12 hexes to move 3 hexes. When you move a creature this way, you may either give them a SURGE or $2 \times C$ vulnerability, chosen individually. You may spend a tactician's star to also grant $2 \times C$ WEAKEN or $2 \times C$ BARRIER HIT POINTS to each target, chosen individually. **Boost**: Increase one of the conditions by C or give the SURGE a BOOST. May be applied once per condition, bypassing the 2/round limit.

Reposition [SR]: *You make one giant adjustment, setting up for future success.*

As a major action, you may WARP an ally within 12 hexes 6 hexes in any direction and gain a tactician's star.

Surge: As a SURGE, you may deal $3 \times C$ damage to an enemy within 12 hexes. **Boost**: Increase the damage by C .

Second Facet★

Firefield [RS]: *You create a raging field of fire, denying access to the region.*

As a major action, you may make 1 hex within range 12 impassable. Any creature in that hex may move to an adjacent hex of its choice. Then, create a zone affecting your choice of unoccupied hexes within a 2 hex radius burst around the hex. The chosen hexes are difficult terrain and inflict BURNING when entered. You gain a tactician's star when you use this ability.

Choose Target[RSO]: *You have identified the linchpin of the enemy's formation, and direct your allies to take it down.*

As a major action that consumes a tactician's star, you may choose a target within 12 hexes, ignoring target priority. The target priority of your target is raised for 2 rounds, and they are OFF GUARD 4 and WEAKEN $4 \times C$. **Boost**: Increase OFF GUARD by 1 or WEAKENED by C . These can be applied twice each, and ignore the 2/round limit.

Third Facet★

Smokescreen[RS]: *You appreciate the value of cover and concealment, and create a bank of fog to provide it.*

As a major action, you may make a burst of up to radius 3 area within 12 hexes cloudy and gain a tactician star. Additionally, you may choose one of the following effects. If you do, any creatures within the area may move to the nearest outside edge when it is created

➤ **Solid Fog**: Each cloudy hex takes double movement to pass through

➤ **Acid Fog**: Creatures in the fog take C damage when they enter it, or at the end of their turn

Black Tentacles[RSO]: *You summon otherworldly tentacles to bind opponents.*

As a major action that requires a tactician star, choose $C - 1$ hexes within radius 12 of you. Each chosen hex must be at least 3 hexes away from another hex chosen this way. Put a tentacle in each of those hexes. The tentacles last for 3 rounds. When the tentacles appear, and at the beginning of each of your turns thereafter, you may have the tentacles make a STRIKE against a creature adjacent to that tentacle that deals $-|20|21|23$ damage, $-|9|11|13$ WEAKENED and inflicts SLOW 3 for one round. **Boost**: One of the tentacles deals $5|7|8|10$ additional damage. This ignores the 2/round limit.

Fourth Facet

Forcewall[RS] : *Controlling the flow of the battlefield is key to success.*

As a major action, pick 12 hex edges within 12 hexes of you in a line. They are blocking obstacles. You gain a tactician star.

Glitterdust[RSO]: *Denying opponents their vision tilts things in your favor.*

As a major action that consumes a tactician star, choose a hex within 12 hexes of you. Each creature within 2 hexes of that hex becomes BLIND 5 for 2 rounds and is OFF GUARD 4. Additionally, for each creature affected by this ability, the next time that creature affects another creature, the affected creature has a 50% DODGE CHANCE against that effect. If the attack is [O]verwhelming, halve the DODGE CHANCE. **Boost**: Choose a creature affected by this. The next time that creature affects another creature, the affected creature's DODGE CHANCE is increased by 25%. This increase is halved if the attack is [O]verwhelming. Alternatively, you can use up to 2 BOOSTS beyond the normal 2 BOOST limit to add an additional OFF GUARD to a target for each boost.

Fifth Facet★

Highway to Hell[RS]: *Never underestimate the impact of asymmetrical movement.*

As a major action, you may create a 24 hex line starting from any hex within 12 hexes. Pick a direction. Every hex in this line has push in that direction. You gain a tactician star.

Bind[RSO]: *You choose to deny a single target their abilities.*

As a major action that consumes a tactician star, you may make a target within 12 hexes VULNERABLE $4 \times C$ and inflict 4 PENALTIES. Additionally, you may choose one of the following effects:

- Prevent them from flying for 2 rounds.
- Prevent them from burrowing for 2 rounds.
- Prevent them from PHASING for 2 rounds.
- Prevent them from TELEPORTING for 2 rounds.
- Remove a monster tactical for 2 rounds.
- Inflict SLOW 3 for 2 rounds.
- Inflict DISABLED 1.

Boost: Increase the VULNERABLE by C , or inflict an additional PENALTY. Each can be used up to 2 times, and bypasses the normal limit on boosts per major action.

Sixth Facet★

Magnetic Pull[RS]: *Your enemies may not want to be next to each other. You don't give them that choice.* As a major action, choose every enemy within a 4 hex

radius burst within 12 hexes. They are forced up to 3 hexes towards, but not past, the center of this burst. You gain a tactician star.

Forcecage[RSO]: *You lock away an opponent, making them a problem for later.*

Once per encounter, you may spend a tacticians star as a major action. Choose a hex within 12 hexes. That hex gains $8 \times C$ AREA BARRIER HIT POINTS. Whenever a creature inside that hex makes an attack, that attack is affected by the AREA BARRIER HIT POINTS. Additionally, while the AREA BARRIER HIT POINTS remain, creatures cannot enter or leave the hex except by TELEPORTATION and WARP effects, but if they use them the AREA BARRIER HIT POINTS will move to their new hex. **Boost:** Increase the amount of AREA BARRIER HIT POINTS by C . This can be used up to 4 times.

Seventh Facet

Tactical Mastery[RS]: *No no no, this current arrangement just won't do.*

Once per encounter, as a major action, you may WARP every creature within 12 hexes of you to another hex within 12 hexes of you. You gain a tactician star.

Thunderfield [RSO]: *A huge crack of thunder can neutralize a group of enemies.*

Once per encounter, as a major action that consumes a tactician star, choose a hex within 12 hexes. Each creature within radius 3 of that hex takes $Cd8$ damage and $(2 \times C)d4$ weakened and becomes PRONE, BLIND 6, and STUNNED. A successful defense roll halves the damage and negates the PRONE, BLIND, and STUNNED effects. **Boost:** One affected creature takes an additional C damage. This damage is not reduced on a successful defense roll.

Totemist

Major Defensive

You have formed packs with numerous little gods and gained the right to call forth a small fraction of their power in the form of totems and spirits to defend yourself and your allies.

Pointiff was awoken by the noises of a yeti tearing through his village. He started calling upon the local nature spirits, beseeching them for their aid, and a totem appeared in front of the yeti. The beast snarled and struck it, and was met by a magical backlash that burned its paw. Pointiff called upon another spirit, which appeared hovering over him, ready to offer protection.

Adaptation

This track can represent any any type of ability that lets you call forth both fixed emplacements and last second defenses. It could take the form of drones, hard light holograms, or magical wards.

First Facet★

Summon Totem[R]: *You invoke a totem.*

As a major action you may SUMMON one Totem that you have contracted into an unoccupied hex within 12 hexes of you. At Facet 1, you may only have one totem in existence at any given time. Summoning a new totem, past your limit, destroys one of your existing totems, triggering any effects that would normally occur on destruction. For targeted effects, you may choose a valid target, that you have LINE OF SIGHT to, within 12 hexes of the old totem. Additionally, BONDED totems only damage you for any HIT POINTS they are missing. Choose 2 totems from the totem list; you are considered to have contracted these totems. This choice cannot be changed.

Sentinel Spirit[Rm]: *You summon a spirit to defend yourself.*

As an immediate major action, you can SUMMON a Sentinel Spirit to an unoccupied hex within 24 hexes of you. It has $2 \times C$ HIT POINTS, 6 STEPS and 1 mutation. As a COUNTER it reduces any incoming damage by C . It may not attack and has no weapons. If it is standing adjacent to an ally, when that ally is attacked, it may choose to become the target of the attack in place of said ally. Any damage that would exceed its health continues on to the original target.

Boost: Your Spirit gains C HIT POINTS. If PENALTIES would cause your spirit to spawn with 0 HIT POINTS, its mutation immediately triggers.

Bursting Mutation: *You can cause your Sentinel Spirit to explode in a fountain of acid upon its gory demise.*

When an enemies attack would cause your spirit to become WOUNDED, that enemy takes $3 \times C$ damage and starts BURNING.

Emergency Call: If there are no unoccupied spaces adjacent to you, you may summon your Sentinel Spirit in to an adjacent occupied space, FORCE its occupant, and anyone immediately behind them, back one hex. This cannot prevent your attacker from completing their attack.

Surge: As a SURGE, you may SUMMON a swarm of small spirits to harass your target they deal $3 \times C$ damage and SLOW 1.

Second Facet

Extra Totem: You may choose an additional totem to contract.

Totemic Eyes: *You can see through the eyes of your totems.*

Once per round, you may designate 1 totem that you can gain LINE OF SIGHT from.

Third Facet★

Concussive Mutation: *You can cause your Sentinel Spirit to explode in an earth shaking blast upon its abrupt demise.*

When an enemy's attack would cause your spirit to become WOUNDED, all enemies within 1 hex of it take 8|10|13|15 damage and are knocked PRONE, if they succeed a defensive roll, they take no damage and are not knocked PRONE.

Fourth Facet★

Extra Totem: You may choose an additional totem to contract.

Increased Capacity: You may now have a maximum of 2 totems in existence at any given time.

Distorting Mutation: *You cause your Sentinel Spirit to twist the very fabric of space as on its unceremonious ejection from the land of the living.*

When an enemy's attack would cause your spirit to become WOUNDED, they gain 2 CORRUPTION. At the end of the enemy's turn, you, that enemy, and anyone else within 2 hexes of your spirit are teleported 1d4 hexes in a random direction. A successful defense roll will negate this teleport. Any creature may willingly fail their roll, but they must do so before finding out where they're going.

Fifth Facet★

Glitter Mutation: *You can cause your Sentinel Spirits to burst into an obnoxious cloud of glitter when they are righteously put to the sword.*

When an enemy's attack would cause your spirit to become WOUNDED, they become OFF GUARD 2 and have their target priority raised by 1 for 1 round.

Sixth Facet★

Extra Totem: You may choose an additional totem to contract.

Increased Capacity: You may now have a maximum of 3 totems in existence at any given time.

Blinding Mutation: *You can cause your Sentinel Spirit to fire off a noxious gob of slime on the, inevitable, event of its death.*

When an enemy's attack would cause your spirit to become WOUNDED, they take C ONGOING and become BLIND 5 for 3 rounds.

Seventh Facet

Totemic Web: *Your totems form a magical web that allows you to move freely.*

Once per round, you may WARP from a hex covered by a totem's aura to a hex covered by another totem's aura.

Enhanced Distortions: *Your distortion mutation is stronger.*

Once per encounter you can enhance a Distorting mutation. Instead of gaining 2 CORRUPTION, your enemy must make a save with a +2 bonus or gain 2 PERSISTENT CORRUPTION for 3 rounds. Additionally, you may set either the direction or distance of 1d4 targets' teleports.

Totems

- **Burning Haze Totem:** You may summon a BONDED Burning Haze totem. This totem has $2 \times C$ HIT POINTS and can make use of any COUNTER you can. While it exists, it projects an aura that covers a 2 hex radius. All enemies who enter the aura or begin their turn in it take ONGOING $4\frac{5}{8}$ for 3 rounds and begin BURNING, this triggers immediately when the totem is SUMMONED. The Burning Haze Totem can only affect a given enemy once per round. **Boost:** Increase the initial damage by $2\frac{3}{4}$.

- **Beneficent Totem:** You may summon a Beneficent Totem. The totem has two healing charges that grant C TEMPORARY HIT POINTS and two invigorating charges that grant C ENERGIZED. Allies within 6 hexes of the totem may spend charges to gain their effects. The totem may grant 2 charges per turn and is destroyed after all charges have been used. If it is destroyed, you gain 1 BOOST for any remaining tokens. **Boost:** Your totem gains 1 additional healing or invigorating charge.

- **Accelerating Totem:** You may summon an Accelerating Totem. The totem has two vitalizing charges that grant a BOOST and two warding charges that grant ON GUARD. Both types of charge grant 2 bonus STEPS. Allies within 6 hexes of the totem may spend charges to gain their effects. The totem may grant 2 charges per turn and is destroyed after all charges have been used. If it is destroyed, you gain 1 BOOST for any remaining tokens. **Boost:** Your totem gains 1 additional vitalizing or warding charge.

- **Barrier Totem:** You may summon a BONDED Barrier Totem. This totem has $4 \times C$ HIT POINTS and can make use of any COUNTER you can. While it exists, it projects an aura that covers a 2 hex radius. All hexes affected by this aura gain $2 \times C$ AREA BARRIER HIT POINTS. Additionally, the totem spawns with 2 siege tokens. Once per round, an ally within the aura may spend a siege token to gain ENERGIZED C and have their next attack ignore 25% miss chance. Allies within its aura may spend a minor action to gain double the benefit of a siege token without spending any tokens. If the totem is destroyed with remaining tokens, it releases a vengeful spirit that inflicts C damage per token and STOPPED for 1 round. **Boost:** You may increase the AREA BARRIER HIT POINTS by C or grant it an additional siege token.

- **Mirage Totem:** (Special: if you select this totem, you do not gain a perk point on this level.) You may summon a BONDED Mirage Totem. It has $2 \times C$ HIT POINTS and benefits from any COUNTERS you have access to. While it exists, it projects an aura out to a 3 hex radius. All creatures in these hexes are INVISIBLE to creatures outside of them. If an INVISIBLE creature attacks another creature that is outside of the range of the totem, it becomes visible to all creatures outside of the totem. Additionally, the totem spawns with 2 ambush tokens. Once per round, an ally affected by the aura may spend an ambush token to add a RIDER to their attack that does C damage, inflicts OFF GUARD, and OFF BALANCE. After all of its tokens are spent, one ally per round may still add a RIDER to their attack, but it only inflicts OFF BALANCE. If the totem is destroyed with tokens remaining, it's attacker takes $2 \times C$ damage and 2 PENALTIES, this retaliation ignores COUNTERS. The damage is reduced by C for each token that has been spent, and 1 less PENALTY is taken per token that has been spent. **Boost:** You may increase each the rider's damage by $2\frac{2}{3}$. Alternatively, you may spend two BOOSTS to spawn the totem with an additional Token. Every boost also increases the retaliation damage by C .

- **Cloaking Totem:** (Special: if you select this totem, you do not gain a perk point on this level.) You may SUMMON a cloaking totem. The totem has two evasive charges that grant 50% DODGE CHANCE each, or 25% if the attack is [O]verwhelming, and two devious charges that grant a BOOST. Additionally, an ally that benefits from a charge may also become INVISIBLE 3. Allies within 6 hexes of the totem may spend charges to gain their effects. The totem may grant 2 charges per turn and is destroyed after all charges have been used. **Boost:** Your totem gains 1 additional evasive or devious charge.

- **Whirlwind Totem:** You may summon a BONDED Whirlwind Totem. It has your defense and $4 \times C$ HIT POINTS and a COUNTER that grants 35% DODGE CHANCE against non-[O]verwhelming attacks or 20% DODGE

CHANCE against [O]verwhelming attacks. While it exists, it projects an aura out to a 3 hex radius. All enemies who enter the aura or begin their turn in it take 14|18|23|28 damage, a successful defense roll halves the damage, this triggers immediately when the totem is SUMMONED. Enemies may only be damaged by this aura once per round. Additionally, hexes affected by this aura are considered to be dense and have a push pointed away from the aura. **Boost:** 1 target of the whirlwind also gains 1 CORRUPTION. **Penalty:** 1 target of the whirl-

wind takes 4|5|6|8 less damage.

- **Totem of Vengeance:** This totem has $2 \times C$ HIT POINTS. Whenever the totem would take damage, the attacker takes damage equal the the HIT POINTS lost plus an additional C . Whenever an ally within 6 hexes of the totem would be attacked, you may have the totem receive that attack instead. When this totem would be healed or receives TEMPORARY HIT POINTS, it receives half the amount instead. **Boost:** You may have the Totem of Vengeance spawn with 2|2|3|3 extra HIT POINTS.

Ying

Major Defensive

You channel both the rift of death and the rift of life. While one may seem to be dominant, both always work in harmony in your abilities.

Priestess Petunia watched the doomrider's sword penetrate Jason's stomach. He fell to one knee, clutching the wound. Anger at her friends wound rose within her, and she called upon the power of her goddess, bringing her blessing onto Jason. His wound stitched back together, and he stood with more vigor and energy than before. Turning her ire onto the doomrider, she unleashed the wrath of her goddess, blasting him backwards and leaving him writhing in agony.

Adaptation

This can represent any kind of healer, whether they are casting spells, imparting the favor of their gods, or shooting vials of adrenaline into people.

First Facet★

Cure Wounds [RmS]: *You give with one hand...*

As a major action, you may heal an ally within twelve hexes for $2 \times C$. When you do so, you may add one bonus to them. **Boost**: Heal an additional C .

Energizer: *You invigorate your patient.*

You start with the energizer bonus. When you use this bonus, the target of your Cure Wounds is ENERGIZED $2 \times C$.

Inflict Wounds [RmS]: *...and take with the other.*

As a major action, choose an enemy within 12 hexes. That enemy makes a defense roll. If they fail the defense roll, deal $Cd6 + 1$ damage. If they instead succeed, deal half that damage instead. Regardless of success or failure, add a hindrance to the targeted enemy. This ability has any tags that the hindrance has. **Boost**: After the effects of the hindrance, deal an additional C damage. This damage is not halved on a successful defense roll.

Weakening Influence [O]: *You sap your target's strength.*

You start with the weakening influence hindrance. When you use this hindrance, the target of Inflict Wounds is WEAKENED $Cd4$. If the defense roll for Inflict Wounds succeeded, halve this WEAKENING.

Surge [Rm]: As a SURGE, you may use the Inflict Wounds ability. You may not add a hindrance when using it this way. **Boost**: Use the BOOST of Inflict Wounds.

Second Facet★

Relief: *Your healing removes dangerous effects from your friends.*

When you use Cure Wounds on an ally, you may also choose a lesser restorable condition affecting that ally. If you do, end that condition.

Extended Protection: *Better than new.*

If you heal a damaged ally to more than their maximum hit points, the excess becomes TEMPORARY HIT POINTS.

Flaming Sword: *You infuse their weapon with elemental fury.*

You gain the flaming sword bonus. When you use this bonus, choose an ENERGY EFFECT. The target of your cure wounds gains a RIDER each turn for their next three turns. This RIDER deals $4|5|6|8$ damage on

a hit and the target receives the chosen ENERGY EFFECT. If the RIDER misses, the target of the attack still takes half damage.

Vampiric [O]: *You absorb the life energy of your target.*

You gain the Vampiric Wounds hindrance. When you use this hindrance, you heal yourself $Cd4$ hit points. If the target made their defense roll against Inflict Wounds, this healing is halved as well.

Third Facet★

Protective Aura: *You surround your patient with a protective field to punish those who attack them.*

You gain the Protective Aura bonus. When you use this bonus, the next time that the affected creature would be damaged, the creature who damaged the affected creature takes damage equal to the amount healed by Cure Wounds. This ignores COUNTERS.

Doom: *You leave your target unable to resist their fate.*

You gain the Doom hindrance. When you use this hindrance, the target of your Inflict Wounds ability gains PERSISTENT WEAKEN $-|7|8|10$ for 2 rounds if they fail the defense roll for Inflict Wounds.

Fourth Facet★

Vengeance: *You tap into your patient's deep seated need for revenge.*

You gain the Vengeance bonus. When you use this bonus, the targeted ally may move up to three hexes and use a SURGE against an opponent that attacked them in the last round.

Parasite: *You summon a horrifying parasite to latch onto your target.*

You gain the Parasite hindrance. When you use this hindrance, the target of your Inflict Wounds ability gain an EQUIPPED effect with $2 \times C$ non-BONDED HIT POINTS. While the EQUIPPED effect remains alive, the affected creature is SLOWED 3.

Fifth Facet★

Desperate Cure: *You can time your heal to occur at a vital moment.*

You may use Cure Wounds as an immediate major action.

Quick Death: *You invoke a well timed attack to mess up your opponent.*

You may use Inflict Wounds as an immediate major action.

Healing Rush: *Your patient is filled with so much vim they can act again.*

You gain the Healing Rush bonus. When you use this bonus, the target of your Cure Wounds ability may take a minor action.

Hammer: *Your attack slams into your foe, throwing them backwards and interrupting their attack.*

You gain the Hammer hindrance. When you use this hindrance on an enemy, if that enemy is making an attack, make a STRIKE with a -2 modifier. If it hits, the enemy is moved 1 hex per odd circle before their attack (potentially wasting their action). If the STRIKE misses, the movement still occurs, but it occurs after their attack.

Sixth Facet★

Glory of the Fallen: *Your healing is so powerful it can revive wounded allies.*

You may use Cure Wounds on a WOUNDED creature. If this brings them above 0 HIT POINTS, they are no longer WOUNDED.

Damage Aura: *You surround your patient with a deadly field.*

You gain the Damage Aura bonus. When you use this

bonus, the target of your Cure Wounds ability deals $-| - |7|8$ damage to each creature within their melee range at the beginning of each of their turns for the rest of the encounter.

Weakening Burst: *You weaken your foes with an explosion of death energy.*

You gain the Weakening Burst hindrance. When you use this hindrance, the target of your Inflict Wounds and each enemy adjacent to them is WEAKENED C.

Seventh Facet

Lifelink: *You won't be prevented from healing your allies by silly things like walls.*

You may use Cure Wounds on your allies even if you do not have LINE OF EFFECT to them. They must still be within range 12 of you.

Ethereal: *You detach your patient from the mortal coil, just a bit.*

You gain the Ethereal bonus. When you use this bonus, the target of your cure wounds has phasing for one turn and a lowered target priority until your next turn, and they gain two BOOSTS. Attacks against this target that violate target priority receive a PENALTY.

Binding: *Your target is prevented from moving freely.*

You gain the Binding hindrance. When you use this hindrance, the target of your Inflict Wounds is SLOWED 3 for one turn and receive two PENALTIES.

Alchemist

Major Mixed

You combine reactants which individually may be weak, but together, combine for a flexible array of powerful effects.

“A pinch of turmeric, a dash of lead salts, and a splash of mercury...” Thomas muttered under his breath, mixing the ingredients together as the hobgoblin approached. He threw it at its face, and it burst into a mass of fumes. The hobgoblin reeled, its actions becoming uncoordinated and sluggish. Nonetheless, one of its swipes caught Thomas across the shoulder. He hissed in pain, then started grabbing ingredients out of his pouches for a healing salve.

Adaptation

This TRACK is, by default, flavored as mixing ingredients, however, it can instead be flavored as making your own spells.

First Facet★

Recipes: *You have prepared special alchemical concoctions.*

At the beginning of each encounter, make C recipes. Each recipe consists of either two main components (pg. 59), or a main component and a secondary component. You begin the encounter with those recipes prepared.

Mystery Mixture [RmOS]: *You give your potion a final shake to mix.*

As a major action, use a recipe that you have prepared on a creature within 6 hexes of you. That recipe stops being prepared when you use it. This may deal C damage to the target. **Boost:** If you use this ability on an ally, that ally becomes ENERGIZED C . If you use this ability on an enemy, that enemy becomes VULNERABLE C .

Fetch Components: *Hold on, I just need to make some more.*

You may re-prepare each recipe that you have used this encounter by spending 3 STEPS. Each recipe becomes prepared again.

Surge: As a SURGE, you may use one of the main components of a recipe that you prepared at the beginning of the encounter. This may deal C damage to the target. **Boost:** If you use this ability on an ally, that ally becomes ENERGIZED C . If you use this ability on an enemy, that enemy becomes VULNERABLE C .

Second Facet

Ingredients: *A little bit extra to spice things up.*

When you gain this ability, choose two ingredients. These ingredients form your ingredient list. When you gain another facet of this TRACK, you may add another two ingredients to this list (resulting in a total of 12 ingredients in your ingredient list when you gain your 7th facet). When you make a recipe, you may add an ingredient from your ingredients list (pg. 60) to that recipe.

Third Facet★

Alchemical Ammunition [RmOS]: *You can enhance your allies attacks with your brews.*

As a major action, you may choose one of your recipes and an adjacent ally. The next time that ally deals damage with a [W]eapon attack, apply the effects of the recipe to the damaged creature. (Note: While the name of this ability refers to ammunition, it works equally well with damage from a melee weapon as it does with ranged damage.)

Fourth Facet

Increased Ingredients: *Twice as much is twice as nice.*

When making a recipe, you may use two ingredients from your ingredients list instead of one. You cannot choose the same ingredient twice.

Fifth Facet★

Reckless Recipe: *Kids, don't try this at home.*

When making a recipe, you may use an additional main or secondary component. When you use that recipe, you become VULNERABLE $2 \times C$.

Sixth Facet

Incredible Infusion: *It requires a deft touch to combine so many ingredients without interference*
When making a recipe, you may use three ingredients from your ingredients list instead of two. You cannot choose the same ingredient more than once

Seventh Facet★

Spontaneous Preparation: *In less experienced hands, this would be great way to lose a limb.*

Once per encounter, you can make a recipe and add it to your recipe book. You may only use that recipe once. (Tip: Prepare it during other players turns)

Positive Main Components

These components are best used with other positive components and ingredients, and used on allies.

➤ **Liquid Luck:** At the beginning of the targeted creature's next three turns, they receive a BOOST.

- **Strengthening Stimulants:** The target of this effect becomes ENERGIZED $2 \times C$.
- **Potion of Perception:** The next time that the target of this effect would make an [O]verwhelming attack that has a 50% MISS CHANCE or less, ignore that MISS CHANCE. Alternatively, the next two times that the target of this effect would make a non-[O]verwhelming attack that has a 50% MISS CHANCE or less, ignore that MISS CHANCE.
- **Rapidness Root:** During the target of this effects next turn, they may use a SURGE.

Positive Secondary Components

These components are best used with other positive components and ingredients, and used on allies.

- **Healing Herbs:** The target of this effect gains $2 \times C$ HIT POINTS. Any hit points healed above their maximum are converted to TEMPORARY HIT POINTS.
- **Refreshing Restorative:** The target of this effect gains a REFRESH.
- **Common Cure-all:** The target of this effect selects one greater restorable effect currently affecting them. That effect ends.
- **Drink of Defense:** The target of this effect receives PERSISTENT ON GUARD for three rounds.

Positive Ingredients

These components are best used with other positive components and ingredients, and used on allies.

- **Invisible Ingredient:** The creature affected by this ability becomes INVISIBLE 4 until the end of their next turn.
- **Dash of Dashing:** At the beginning of the affected creature's next turn, that creature may DASH 2 hexes.
- **Enlarging Elixir:** Until the end of your next turn, the affected creature threatens hexes one hex further away than usual.
- **Restorative Reagents:** The target of this effect selects one lesser restorable effect currently affecting them. That effect ends.
- **Aiming Additive:** The affected creature may treat creatures and hexes up to 12 hexes away as if they were within 6 hexes for the purpose of targeting with abilities.
- **Bit of a Bite:** The affected creature gains a natural weapon for one turn.
- **Slice of Style:** During the affected creature's next turn, it may use a Combat Maneuver as an additional action.

- **Pinch of Protection:** Until the beginning of your next turn, the affected creature's Target Priority is increased. When an enemy would violate target priority by not attacking the affected creature, the affected creature can use a SURGE against the attacking enemy.
- **Fading Fragrance:** Until the beginning of your next turn, the affected creature's Target Priority is decreased. When an enemy would violate target priority by attacking the affected creature, that attack receives a PENALTY.

Negative Main Components

These components are best used with other negative components and ingredients, and used on enemies.

- **Poisonous Powder:** The target of this effect receives C ONGOING damage for 3 rounds.
- **Distilled Disadvantage:** The target of this effect becomes PERSISTENT OFF GUARD for 3 rounds
- **Vial of Vulnerability:** The target of this effect becomes VULNERABLE $2 \times C$.
- **Supplement of Solitude:** The target of this effect becomes CORRUPTED 2.

Negative Secondary Components

These components are best used with other negative components and ingredients, and used on enemies.

- **Flavoring of Frailty:** The target of this effect becomes WEAKENED $2 \times C$.
- **Ounce of Obliviousness:** The target of this effect receives two PENALTIES.
- **Steeped in Slowness:** The next time the target would make a SURGE, they instead don't.
- **Double Vision:** The next two times that the target attacks any creature, that creature gains a 50% MISS CHANCE against that attack. If this attack is overwhelming, reduce the MISS CHANCE to 25%.

Negative Ingredients

These components are best used with other negative components and ingredients, and used on enemies.

- **Drop of Distraction:** The affected creature becomes OFF BALANCE.
- **Elemental Enzyme:** When you make a recipe with this ingredient, choose an elemental status. When you use this ingredient, the affected enemy receives the chosen elemental status.
- **Sprinkling of Sightlessness:** The creature affected by this ability becomes BLIND 5 for one round.

- **Tad of Torment:** The creature affected by this ability becomes *VULNERABLE C* to the next reaction made against them.
- **Grounded Gravity:** At the end of the affected creatures next turn, that creature loses the ability to fly for one turn and cannot gain the ability to fly for one turn.
- **Vapours of Vision Violation:** The creature affected by this ability loses *SCANNER* until the end of their next turn, and cannot gain *SCANNER* through any means during this time.
- **A Light Touch of Light:** All creatures have line of sight to the affected creature until the beginning of your next turn. All creatures gain line of sight to you until the end of your next turn when you use this ingredient.
- **Confusing Condiments:** The next time that the affected creature would take a major action, randomly choose an ally within range of that attack. The affected creature treats that allies target priority as elevated for that action, and treats all other allies target priority as lowered for that action. That enemy cannot violate target priority with that attack.
- **Splash of Subtlety:** Your allies may treat the affected creatures target priority as elevated or lowered until the end of your next turn, at their discretion.

Manifestor

Major Mixed

As a Manifestor, you command a spirit who can manifest in a variety of ways.

Josephine reached her hand out, and the dragon spirit uncoiled from her arm and flowed out to stand in front of her. The goblins stopped their charge, afraid of it, and the spirit rushed forward, slashing at them and breathing fire. After the initial shock wore off, the goblins regrouped, and charged again. The dragon spirit retreated back to Josephine, and merged with her. Scales sprouted from her body, and teeth extended from her mouth, and she rushed forward to attack with newfound claws. The goblins were terrified of her as she slashed her way through them. They fell back once more, and the dragon spirit split from Josephine, and coiled around her neck, forming a necklace. Its power flowed through her, and she flew after the fleeing goblins.

Adaptation

This can be commanding a different type of entity, like a demon, angel, or swarm of nanobots.

First Facet

Spirit Attacks: *Your spirit can directly attack your foes.*

Your Spirit has several attacks it can use. It starts with 2 attacks, selected from the Mook versions of Monster Major abilities(pg. 255). At least one must be a primary Major ability.

Spirit Powers: *Your spirit can use its mysterious power to achieve various effects.*

Your spirit can produce a variety of mystical effects. These are chosen from the list at the end of this track. It starts with 2 known spirit powers.

Command Spirit: *You can empower and command your spirit.*

As a major action, your spirit gains $2 \times C$ spirit points, and executes an action based on its form. **Boost:** Gain another C spirit points.

Spirit Forms: *Your spirit manifests in a variety of ways.*

There are multiple forms your spirit can take. It can shift forms once per round, with the exception that it can shift into and out of Free Form if it does not attack while in Free Form.

Spirit Form: Free: *Your spirit can move freely in the world and directly attack things, but it leaves it vulnerable.*

While your spirit is in free form, it uses spirit points as HIT POINTS. It is a SUMMON with a speed of 6. If it loses all of its spirit points, it is unsummoned, and may be summoned again with Command Spirit, appearing adjacent to your hex. When commanded, it may use a spirit attack. If it has at least $4 \times C$ spirit points, or you are WOUNDED, it may spend $2 \times C$ spirit points to make a spirit attack, up to twice each round. It has a COUNTER to reduce incoming damage by C . If the attack does nothing before this reduction, the spirit gains a BOOST. It possesses a ranged and a melee natural weapon if it knows a weapon attack.

Spirit Form: Item: *Your spirit can manifest itself as an item, granting powers to its user indirectly.*

Your spirit must move into the hex of, and MOUNTS, you or an ally when taking this form. This ally is considered the items user, and they may have the spirit spend $2 \times C$ spirit points up to twice per round to activate a spirit power. If its user is WOUNDED, it enters Free Form automatically. It must be one of the

following types of items, this choice is permanent:

- **Weapon:** Your spirit becomes a weapon, the type of which is chosen when it changes, and the creature it MOUNTS immediately begins wielding this weapon. When commanded, the wielder becomes ENERGIZED $2 \times C$.
- **Armor:** When commanded, the wielder gains $2 \times C$ RESISTANCE.
- **Other:** When commanded, the user gains a BOOST and becomes ON GUARD.

Surge: As a SURGE, you may have your spirit immediately enter Free Form, make a spirit attack, then return to its previous form. This doesn't count against your limit for changing forms and can occur even if it has no spirit points.

Second Facet

Spirit Tacticals: *Your spirit has abilities it can use while moving freely, and it can grant them to others as an item.*

Your spirit possess a number of monster tacticals(pg. 267). It possesses these abilities in Free Form, and grants them to its user in Item Form. It starts with 1 such ability.

Spirit Form: Fused Form: *Your spirit merges with your body, granting you the ability to attack as it would, while keeping it safe and granting it the freedom to use its powers.*

In fused form, your spirit becomes one with you. It must move into your hex to take on this form. When you command your spirit in this form, you can use any spirit attack your spirit could use. It grants you a melee and a ranged natural weapon if it knows a weapon attack. Twice per round, you may have your spirit use $2 \times C$ spirit points to use a spirit power it knows. If you are WOUNDED, your spirit enters free form automatically.

Third Facet

Enhanced Forms: Your spirit gains the following abilities depending on its current form:

- **Free Form:** *Your spirit can move through obstacles.*
Your spirit possesses PHASING while in Free Form.
- **Item Form:** *The item your spirit transforms into acts as an artifact.*
Your spirit grants its user the effect of a 2pt artifact, according to its type. This choice is permanent when you gain this ability, but if the enchantment doesn't apply to the type of weapon it transformed into then it doesn't work.
- **Fused Form:** *Your spirit physically augments your abilities while you are fused with it.*
Pick an attribute. While in fused form, you may use the in combat use of that ability for free once per turn.

Fourth Facet

- Extra Tactical:** *Your spirits has grown in power.*
Your spirit gains another monster tactical.
- Extra Power:** *It can invoke new and exciting effects.*
Your spirit learns another spirit power.
- Extra Attack:** *And can attack in new ways.*
Your spirit learns another spirit attack.

Fifth Facet★

- Enhanced Forms:** Your spirit gains the following abilities depending on its current form:
- **Free Form:** *Unhindered by flesh, your spirit moves with extreme speed.*
Your spirit gains 6 speed
 - **Item Form:** *The power of your spirits item increases.*
Your spirit grants its user the effect of a 4 point artifact, according to its type, instead of 2 points.
 - **Fused Form:** *The spirit guards your mind.*
You are immune to [MENTAL] effects while in fused form.

Sixth Facet

- Extra Tactical:** *Your spirit has reached the peak of its power.*
Your spirit gains another monster tactical.

- Extra Power:** *It can invoke even more strange effects.*
Your spirit learns another spirit power.
- Extra Attack:** *... and surprise opponents with new attacks.*
Your spirit learns another spirit attack.

Seventh Facet★

- Ultimate Form:** *The ultimate form is the ultimate fusion of man and spirit, accessing all of its potential at once.*
Once per encounter, by entering your hex, your spirit may enter ultimate form. After 2 rounds, it must take another form.
- When you command your spirit in this form, you can use any spirit attack your spirit could use. Once per round, you may have your spirit use $2 \times C$ spirit points and use a spirit power it knows. You possess all of your spirit's tactical abilities, and the artifact bonus it would grant from item form. If you are WOUNDED, your spirit enters free form automatically.

Spirit Powers

- **Psychic Aura:** Cause all enemies within 3 hexes to be OFF BALANCE and take $Cd4$ damage.
- **Confusion:** Cause an enemy within 12 hexes to take 11|15|19|23 damage and become DIZZY 2. A defense roll halves the damage and dizzy.
- **Spirit Rush:** DASH 3 hexes and STRIKE an opponent in your melee range for $5 \times C$ damage.
- **Compel:** [MENTAL] DIRECT an enemy within 6 hexes 3 hexes and make them VULNERABLE $3 \times C$.
- **Nightmarish Presence:** Take a SURGE and raise your target priority as a [FEAR] effect. This priority cannot be violated.
- **Shadow Form:** You become INVISIBLE , and may select an enemy within 12 hexes to become VULNERABLE $2 \times C$.
- **Backlash Barrier:** The next person to attack you takes $2 \times C$ damage, ignoring COUNTERS.

Polymorph

Major Mixed

You take on the form of various monsters to fight your foes. Your body can shift and morph, becoming any beast in the world

The bandits emerged from the woods around Joe. "Your money or your life," they demanded. Joe started to bulge, muscles growing, scales rippling down his body. His mouth elongated and filled with teeth, and a tail spouted from his behind. Wings unfurled and his neck elongated. Soon the bandits were facing down a dragon. They had second thoughts, and turned and ran.

Adaptation

This can also be used for someone who has a wide range of abilities they can take, or alternative forms that are unrelated to monsters. It could represent channeling different creatures to access their abilities without a physical transformation.

First Facet

Shift: *Your bones grind as they take on new shapes, and your flesh flows like putty.*

You may take on a new form. To do so, select any two non-unique abilities from the major monster abilities (pg. 255), only one of which may be from the secondary major list. It is strongly recommended that you have at least 1 ability you can use at range and 1 you can use in melee. You may use either selected ability as a major action. You may also gain 1 weapon of your choice as a natural weapon.

Alternative Form: *Changing takes a significant effort, and you must rest before doing so again.*

Once per encounter, you may take on a form.

Surge: You may make a SURGE as a monster, using the default SURGE ability or a SURGE granted by any of your chosen major actions.

Second Facet

Greater Form: *Your skill increases, allowing you to take on more complex forms.*

When you take on a new form, you may also gain an ability from the monster tactical ability list (pg. 267).

Third Facet★

Extra Shift: *Long practice as made transformation easier, and you can adjust your form mid combat.*

You may take on a new form twice per encounter.

Rideable Forms: *Hop on.*

When you take on a new form, you may elect for it to be MOUNTABLE.

Extended Forms: *You can take on some interesting aspects of your new form.*

When you choose a new form, you may also pick a monster minor that is marked as [SURGE]. You may use this ability in place of a SURGE.

Fourth Facet★

Malleable: *You can make some minor tweaks to your body to compensate for hindrances in combat.*

You are immune to [SENSELESS] and cannot be GRAPPLED.

Fifth Facet

Versatile Forms: *Your forms become ever more capable.*

You may select an extra non-unique monster major ability when you take on a new form. This may be used as a major action, just like the other two.

Sixth Facet

Naturalized: *You can adapt on the fly to your environment.*

When you take a new form, you may become native to any environment you are in, and you may pick 2 abilities from the monster tactical ability list.

Seventh Facet

Evershifting: *You have mastered the art of transformation, and can shift nearly effortlessly.*

You may switch forms once per round at the beginning of your turn.

Sniper

Major Mixed

You are a sniper and have perfect knowledge of how people move, defend, and operate within combat. Using this knowledge, you know where to shoot.

Robin watched the exchange from afar, her bow held at the ready. Her partner passed the dealer a bag of money. The dealer reached into his sack, and pulled out a dagger. Recognizing the deal had gone south, she loosed an arrow, penetrating his hand and causing him to drop the dagger. Chaos ensued as everyone starting drawing weapons, and Robin sent another arrow into the head of their leader.

Adaptation

This TRACK can represent a robin hood like archer, a modern sniper, or a futuristic warrior with equal ease.

First Facet★

Stability: *With a short setup, you become able to aim so well people think you abuse magic.*

At the beginning of your turn, you may become stable for 1 round. While stable, you may ignore cover and target priority, however, you cannot move while stable.

One Shot [WO]: *One kill.*

: As a major action, you may make a single STRIKE with a +4 to hit that deals 19|25|31|38 damage. **Boost:** This STRIKE does an additional 4|5|6|8 damage.

Called Shots: Legs [WSO] : *That one's gonna need crutches.*

As a major action, you may take one STRIKE with a +2 to hit dealing 11|14|18|21 damage. Additionally, on a hit the target becomes WEAKENED by an amount equal to the damage dealt and SLOW 1 for one round. **Boost:** Increase the damage and WEAKENED by 2|3|4|4.

Surge [W]: As a SURGE, you may make a STRIKE with a +2 to hit that deals 13|17|21|26 damage **Boost:** +5 to hit.

Second Facet★

Called Shot: Arms [WSO]: *Let me lend a hand.*

As a major action, make a single STRIKE with a +2 modifier to hit. This STRIKE deals 19|25|31|37 damage. On a hit, the target receives a PENALTY and becomes disarmed. **Boost:** Increase the damage by 4|6|7|9.

Third Facet★

Tactical Positioning: When you become stable, you may still move half your speed.

Called Shot: Heart [WO]: *Cross your heart, hope you die.*

As a major action, make a STRIKE with a +2 modifier to hit. This deals —|25|30|37 damage. On a hit, the target begins BLEEDING *C* and becomes CORRUPTED **Boost:** Increase the damage by 4|6|7|9.

Fourth Facet★

Ricochet [W]: Once per encounter, you may draw LINE OF EFFECT with a single turn in it when you use

a major action.

Called Shot: Head [WO]: *So I hit him in the head till he was dead.*

As a major action, make a STRIKE for —| —|42|50 damage. On a hit, the target becomes DIZZY 2 for 1 round, and when the struck creature takes its next major action, randomly determine each possible target's Target Priority. The struck creature cannot target creatures if a higher target creature is a valid target. **Boost:** Deal an additional —| —|8|10 damage on a hit.

Fifth Facet★

Mobile Aiming: When you become stable, you may still move normally.

Piercing Shot [W]: Once per encounter, when you would make an attack with this track, you may draw LINE OF SIGHT and LINE OF EFFECT through any number of destructible objects with HIT POINTS less than or equal to your attack's damage. Each destructible object that your LINE OF EFFECT goes through in this way is destroyed, and the hex that contained that destructible object becomes difficult terrain.

Sixth Facet★

Called Shot: Eyes [WSO]: *An eye for an eye.*

As a major action, make a STRIKE with a -2 modifier to hit. This STRIKE deals $6 \times C$ damage. Additionally, on a hit, the target becomes BLIND 6 for the rest of the encounter. Furthermore, the next four times the struck creature would target a creature with an ability, the targeted create has a 50% DODGE CHANCE against that ability. If the attack would be overwhelming, that ability has a 25% DODGE CHANCE instead. **Boost:** Increase the damage by *C*, and the DODGE CHANCE applies to an additional attack.

Seventh Facet★

Double Tap [WO]: Once per encounter, as a major action, if you do not currently have any PENALTIES, you may choose a Called Shot ability. You may use that ability twice. Both attacks receive two PENALTIES. This counts as 2 separate attacks.

Summoner

Major Mixed

Some people don't fight themselves, and don't rely on their allies. Instead, they summon forth creatures to fight on their behalf. Summoners comes from all walks of life, from the shaman who summons forth spirits of nature, to the occultist who binds demons to his will. Regardless of the source, summoners call upon a variety of creatures to do their bidding.

The troll smashed their cart with his club and bellowed. Parnian reached through the dimensional barriers, found a small demon, and threw it at the troll. It attacked with infernal haste, burning the troll. He reached through the barrier once more, and pulled out a flame sprite, which darted around the troll, leaving a trail of fire in its wake, before following up with a blast of flame as the troll smashed the demon.

Adaptation

This TRACK is written to represent summoned creatures, but can also represent short-lived automatons or mobile spell effects.

First Facet

Summons: *You know what you are able to call upon.*

You may create a list of possible creatures to SUMMON. It has 1 creature plus 1 creature per facet on it. Each SUMMON has $2 \times C$ HIT POINTS and base speed 6. Each one knows two mook major abilities (pg. 255) and a monster COUNTER (pg. 266). Additionally, it may either have a natural weapon or a wielded weapon and a spare weapon.

Call Forth[R]: *You force a summon to appear and aid you.*

As a major action, SUMMON forth a creature from your list on a solid hex within 12 hexes. When you SUMMON it, and at the beginning of its turns, it may move up to its speed and use one of the mook major abilities it knows. It can use its mook major abilities as a SURGE. **Boost:** The SUMMONED creature gets a boost on its next attack.

Link: *You possess a deep tie to your summons.* When one of your SUMMONS would be healed, you may choose to have that healing affect you instead.

Summoning Style: *Some summon are nice and stable, others are unpredictable.*

Choose either Fixed Duration Summon or Variable Duration Summon. This choice is permanent:

- **Fixed Duration Summon** [R]: After your SUMMON makes two attacks, the SUMMON is dismissed.
- **Variable Duration Summon** [R]: At the beginning of each of your turns, before your summons act, there is a 50% chance that each of your SUMMONED creature is dismissed.

Point-blank Summoning: When you use Call Forth, you may choose an enemy who you are in the melee range of. If the SUMMONED creature is SUMMONED in a hex adjacent to that enemy, the act of SUMMONING that creature does not provoke reactions, but the SUMMONED creature must attack the chosen enemy.

Surge: When you would use a SURGE, make a strike that inflicts VULNERABLE 10|14|17|20 to the next attack made by a SUMMONED creature you control.

Boost: +4 to hit.

Second Facet

Customized Summons: *You can call upon more powerful creatures.*

Each SUMMON on your list gains a tactical ability (pg. 267) or two features (pg. 169).

Extended Summons: *You have learned ways to keep your summons around longer.*

If you possess the Fixed Duration Summon ability, when you would use a SURGE that is not a REACTION, instead, choose a SUMMON you have active. That SUMMON gains $2 \times C$ TEMPORARY HIT POINTS, and the next time that that SUMMON would be dismissed, it is instead dismissed one round later.

If you possess the Variable Duration Summon ability, when you would use a SURGE that is not a reaction, instead, choose a SUMMON you have active. That SUMMON gains $2 \times C$ TEMPORARY HIT POINTS, and at the beginning of your next turn, do not check if that SUMMON disappears that turn.

Third Facet★

Natural Power: *Even more powerful creatures are at your disposal.*

Each SUMMON on your list gains one of the following abilities:

- **Destructive Aura:** At the beginning of your turn, every enemy adjacent to this SUMMON takes C damage. A creature may DASH 1 hex away from the SUMMON to prevent this damage.
- **Skitter:** Once per round, after being attacked, this summon may DASH 3 hexes.
- **Restorative:** Once per round, you may remove a lesser restorable effect from this SUMMON.
- **Web:** Once per round, this SUMMON may create a 1 hex burst within 6 hexes that inflicts SLOW 1 to any creature entering it.
- **Venomous:** You may attach a RIDER to each of this SUMMON's mook major actions that inflict PERSISTENT DIZZY 1 for 3 rounds on a hit.

- **Energy Attacks:** When a SUMMON gains this ability, choose an ENERGY EFFECT . When you SUMMON this creature, you may attach a RIDER to it's next attack that inflicts the chosen energy effect.

Fourth Facet

Evolution: *Your quest for power leads you to even more capable creatures.*

Each SUMMON on your list gains a tactical ability or two features.

Fifth Facet★

Enhanced Body: *Only the most capable creatures are worth your time.*

Each SUMMON on your list gains one of the following abilities:

- **Elemental Body:** When a SUMMON gains this ability, choose an energy condition. The first time that this SUMMON is damaged by an enemy adjacent to it, that enemy gains the chosen energy condition.
- **Retributive:** When this SUMMON falls below 0 HIT POINTS, each enemy within 2 hexes of it become PRONE.
- **Fear Aura**[FEAR], SLOW : Whenever an enemy would move into a hex adjacent to this summon, that enemy must spend an additional STEP.

- **Eldritch Body:** The first time each encounter that an enemy has LINE OF SIGHT to a SUMMON with this ability, that enemy becomes DIZZY 2 for one turn.

- **Invisible:** This SUMMON is INVISIBLE 3. This effect does not end if the SUMMONED creature attacks, as long as no targets of that attack are outside radius 3 of the SUMMONED creature.

- **Glorious Form:** When you SUMMON this creature, you may have each hex within 6 hexes of it become lit. This effect ends when the summoned creature dies or is dismissed. Whenever an ally within this area would be subject to a lesser [FEAR] effect, there is a 25% chance that that effect is negated.

Sixth Facet

Evolution: *the creatures you summon are practical legends in their own right.*

Each SUMMON on your list gains a tactical ability or two features.

Seventh Facet★

Master Summoner: *Your access to new creatures is nigh limitless.*

Once per encounter, you may SUMMON a new creature that is not on your list. (*Tip: Write up the summon while it is not your turn.*)

Warden

Major Mixed

Wardens are guardians of their allies. They protect their allies against attacks, and punish those who attack them.

Sir Francois stood tall and proud in front of Joel. The assassin eyed Joel, trying to find an opening. Francois struck with his sword, and the assassin had to turn all of his attention to defending against the strikes. "Leave him alone." Francois demanded, pushing his attack. The assassin tried slipping past him and attacking Joel, but Francois turned and cut him down.

Adaptation

This TRACK can represent a fighter who taunts their enemies, or a swordmage who uses magic to compel his enemies to attack him.

First Facet★

Marks [WSO]: *You attack a target, issuing a challenge to stand and face you.*

As a major action, you may make two STRIKES that deal 8|10|13|15 damage. If either hits, that enemy becomes marked 7|10|12|14 by you. While marked by you, the first time that creature deals damage to you during your next turn, you may prevent damage equal to the amount of marked they have and remove the marked, and remove one lesser restorable condition from yourself at the beginning of your next turn. If an enemy marked by you does not damage you during their next turn, the marked becomes VULNERABLE to you, and the next successful attack you make against them will knock them PRONE, and you may ignore target priority to attack them. **Boost**: Gain a +4 to hit.

Surge [W]: As a SURGE, you may make two STRIKES as per Marks, but you do not inflict marked. **Boost**: +4 to hit.

Second Facet★

Presence: *You don't take kindly to people ignoring you.*

If a marked enemy makes an attack that doesn't include you as a target, if they are within your melee reach, you may make a STRIKE against them that inflicts SLOWED 2 for one turn.

Riposte: *You are ready for their retaliation.*

If a marked enemy makes an attack against you, if they are within your melee reach, you may make a STRIKE after their attack is resolved that disarms them.

Third Facet★

Intimidation[OS]: *Your mere presence can be enough to make people focus on you.*

Once per encounter, as a major action, choose an enemy within 6 hexes of you. That enemy becomes marked $4 \times C$ by you. **Boost**: Increase the marked by C .

Fourth Facet★

Stay Still: *You give your opponent a look that warns them not to try to escape.*

Once per encounter, when an enemy marked by you attacks you, you may activate this ability. The next time that enemy moves before the end of their next turn, you may DASH up to 6 hexes and use a SURGE against them.

Tackle: *Enemy's ignore you at their peril.*

Once per encounter, when an enemy marked by you makes an attack that doesn't include you, if that enemy has not dealt damage to you this turn, you may DASH up to 6 hexes. Each time you enter a hex adjacent to that enemy as part of this movement, you may FORCE that enemy one hex in any direction.

Fifth Facet★

Multi-Mark[S]: *Your presence dominates all those nearby.*

As a major action, each enemy adjacent to you becomes marked $2 \times C$. At the beginning of your next turn, if two or more enemies that you marked with this ability did not deal damage to you, choose one of them. That enemy becomes vulnerable C in addition to the usual effects. **Boost**: Increase one of the marked by C .

Sixth Facet★

Tenacious Fighter: *Nothing gonna bring you down.*

You are immune to lesser conditions inflicted by creatures marked by you.

Slip Away: *You distract people from their intended target.*

Whenever an enemy marked by you makes an attack that doesn't include you as a target, choose one of the targets of that attack. That enemy treats that target as INVISIBLE 2 until the end of their next turn.

Seventh Facet★

Ultimate Champion: *You act quickly to dominate your opponents.*

Once per encounter, you may use one of the following abilities:

- **Supreme Vengeance** [O]: As an immediate major action when an enemy makes an attack that doesn't include you as a target, you may DASH 6 hexes towards that enemy and make two STRIKES against them that deal 25 but does not mark them. If both hit, they are STUNNED. **Boost:** Give one of the STRIKES a BOOST.
- **Undying Grit** [S]: As an immediate major action when an enemy would reduce you to 0 HIT POINTS or less, you may gain 12 TEMPORARY HIT POINTS before the damage is dealt. That enemy becomes VULNERABLE 12 to the next attack made against them. **Boost:** Increase the VULNERABLE by *C*.

Adept

Major Varies

You have learned how to take multiple skills others use as minor actions and blend them together.

Joseph held a sword in one hand, and a grenade in the other. Electricity ran down his sword, crackling with power. The samurai charged at Joseph. Joseph met his charge with a slash of his electrified sword, and stuck the grenade to the samurai's chest. He leapt clear of the explosion, landing gracefully as the samurai collapsed from the onslaught.

Adaptation

This track enables taking a second minor track, and so its uses depend on the track chosen.

First Facet

Extra Minor Track: *Your talents have allowed you to learn an additional skillset.*

Pick any minor track other than your current minor track. This is your extra minor track. You gain perk points from this track based on whether your extra minor track grants a perk point for that facet. You cannot use your normal minor action to use minor actions from this track, only bonus minor actions granted by this track, which can only be used for that action. If you are able to take an additional minor action from some source, this additional minor action may be a bonus minor action. The abilities from this track can have a single BOOST or PENALTY. If your extra minor track allows for immediate actions, they can still be taken out of turn, but they count against the minor actions you would get from major actions in this track, and the bonus minor actions granted by this track can be used to prime minor actions for use by your extra minor track.

Starting Facet: You gain the first facet of your extra minor track.

Adept Attack: Choose one of the following abilities.

- **Deliberate Strike** [WS]: *You attack your enemies with a weapon.*

As a major action, you may gain a bonus minor action, and make a STRIKE for $5 \times C$ damage. These may occur in either order. **Boost:** +4 to hit

- **Primal Blast** [RmS]: *You unleash an arcane blast.*

As a major action, you may gain a bonus minor action, and deal $Cd6$ damage to a target within 12 hexes. A successful defense roll halves this damage. These may occur in either order. **Boost:** +4|5|6|8 damage

- **Raw Enhancement** [S]: *You incite your ally to action.*

As a major action, you may gain a bonus minor action, and allow an ally within 12 hexes to take a SURGE. These may occur in either order.

Boost: Give the SURGE a BOOST.

Surge: As a SURGE, you may use Adept Attack without gaining a bonus minor action. If you chose Raw Enhancement, choose either Primal Blast or Deliberate Strike to use as your SURGE.

Second Facet

Additional Facet: You gain the second facet of your extra minor track.

You gain one of the following abilities based on your choice for Adept Attack:

- **Deliberate Strike** [WS]: *You attack everything nearby.*

As a major action, you may either target all hexes in your melee range or a 1 hex radius burst at range, depending on if this is a ranged weapon. You gain a bonus minor action, and deal 12|16|19|23 damage to people in the targeted area on a hit. **Boost:** +5|7|8|10 damage to one target.

- **Primal Blast** [RS]: *You invoke an arcane explosion.*

As a major action, you may gain a bonus minor action, and deal $3 \times C$ damage to all target in a 1 hex radius burst within 12 hexes. A successful defense roll halves the damage. **Boost:** +4|5|6|8 damage to one target.

- **Raw Enhancement** [S]: *You extend your bonuses to multiple allies.*

As a major action, you may have 2 allies within 12 hexes make a SURGE. These SURGES have a PENALTY. You gain a bonus minor action. **Boost:** Remove a PENALTY from one of the SURGES. **Penalty:** You cannot use this ability with a PENALTY.

Third Facet

Additional Facet: You gain the third facet of your extra minor track.

Adept Power: *Your fighting skill can hinder opponents.*

Choose one of the following conditions. When you hit with Adept Attack, or the target fails their defense roll, the target gains the condition. If you have raw enhancement, the SURGE gets a RIDER that inflicts this effect on a hit.

- an ENERGY EFFECT
- PRONE
- SLOW 2
- DIZZY 1

Fourth Facet

Additional Facet: You gain the fourth facet of your extra minor track.

Swift Minor: *You use the edge you have in combat to take an additional action.*

Once per round, you may spend 2 BOOSTS to take a bonus minor action.

Fifth Facet

Additional Facet: You gain the fifth facet of your extra minor track.

Persistent Blow: *You extend the effect you apply.*
Once per encounter, when you would inflict the condition from Adept Power or create a RIDER with it, you can make it PERSISTENT for 3 rounds.

Sixth Facet

Additional Facet: You gain the sixth facet of your extra minor track.

Mobile Slash[H]: *You move swiftly before you attack.*

You may DASH 2 hexes before using Adept Attack. If you have Raw Enhancement, the targeted ally dashes these hexes instead.

Seventh Facet

Final Facet: You gain the seventh facet of your extra minor track.

Double Barrel: *You use your minor track twice.*
Once per encounter, as a major action you may gain 2 bonus minor actions.

Monstrous

Major Varies

You aren't human. You have more in common with the beasts they fight than with them. Be it spider, dragon, undead, construct, or some other monstrous form, you possess the abilities of a beast.

Lala Neversong floated in midair. The assassin dance troupe circled below. Lala let out a banshee's wail, and the dancers covered their ears as utter despair overwhelmed them. Taking advantage of their weakened state, Lala flew through a wall to escape.

Adaptation

While the most obvious use for this TRACK is playing a monster, it can also be used for a half-monster, the results of a mad science experiment, someone channeling the spirit of a monster, or just a more customizable aspect to represent an odder concept.

First Facet

Monster: *You are a monster, and fight like one.*

Select any two non-unique abilities from the major monster abilities table (pg. 255), only one of which can be from the secondary major list. You may use either ability as a major action. If you possess [W]eapon abilities, you may also gain 1 weapon of your choice as a natural weapon. This does not prevent you from wielding normal weapons.

Defining Traits: *You have special abilities due to your species.*

You gain one of the following abilities

- **Fast:** +1 speed.
- **Glider:** When in air, you may gain Hover.
- **Tough hide:** When affected by an afflicted hex, roll a 1d20. On a 5 or less it doesn't affect you.
- **Leaper:** you may spend 2 STEPS to jump 3 hexes high.

Surge: You may take a SURGE as a monster, using the default SURGE ability or a SURGE granted by any of your chosen major actions.

Second Facet

Monstrous Signature: *You have grown into your natural power.*

You may gain an ability from the monster tactical ability list (pg. 267).

Dual Form: *Some monsters can change their form; you may be one of them.*

You may elect to take a second tactical ability. If you do so, you must pair each of your tactical abilities with 1 of your majors, so each major has a tactical ability associated with it. These pairings are a form, and you must pick a form at the start of each turn. You may only use the tactical ability and major of your current form.

Third Facet★

Natural Powers: *You have learned to leverage your natural abilities in a fight.*

You gain 1 of the following abilities:

- **Destructive Aura:** At the beginning of your turn, every adjacent enemy gains BLEEDING C.
- **Skitter:** Once per round, after being attacked, you may DASH 3 STEPS.
- **Restorative:** Once per round, you may remove a lesser restorable effect from yourself.
- **Web:** Once per round, you may create a 1 hex burst within 6 hexes that inflicts SLOW 2 to any creature entering it.
- **Venomous:** You may attach a RIDER to your major action that inflicts DIZZY 1 for 2 rounds on a hit.
- **Hidden Power:** Pick a monster minor ability marked with [SURGE]. You may use it in place of a SURGE. If it is a RIDER, you may directly attack the target of the SURGE with the RIDER.
- **Energy Attacks:** Select an ENERGY EFFECT. You may attach a RIDER to your major action that inflicts the chosen effect.
- **Enhanced Natural Weapon:** The natural weapon granted by this TRACK may be a bonus artifact with 2 enchantment points.

Fourth Facet

Evolution: *You have unlocked new powers.*

You gain another ability from the monster tactical ability list. If you have dual form, this ability is accessible from both forms.

Fifth Facet★

Carnal Body: *Your natural talents continue to expand.*

You gain 1 of the following abilities:

- **Hard to Kill:** You may be healed while WOUNDED
- **Retributive:** When you gain this ability, choose an ENERGY EFFECT. When you are targeted by a melee attack, the attacker gains that ENERGY EFFECT.

- **Explode on Death:** If you drop below 0 hit points, all enemies within your melee range are FORCED back 1 hex and knocked PRONE.
- **Fear Aura** [FEAR]: At the start of each turn, your target priority decreases. You cannot be attacked if a higher priority target is available.
- **Eldritch Body**[MENTAL]: The first time each encounter an opponent has LINE OF SIGHT to you, they are DIZZY 2 for one turn.
- **Invisible:** Once per encounter, you may become INVISIBLE 3. This does not end if your attack doesn't target anyone outside of range 3.
- **Glorious Form:** You may choose to cause all hexes within 6 hexes of you to be lit. Allies within this area may make a 50% roll when subjected to a [FEAR] effect to negate it.

Sixth Facet

Pinnacle: *You have gained access to your true power.*

You gain another ability from the monster tactical ability list. If you have dual form, this ability is accessible from both forms.

Seventh Facet ★

Heightened Power: *You use every aspect of your abilities to its maximum potential.*

You gain the following ability based on your Natural Power, or you may pick a second Natural Power

- **Destructive Aura:** Destructive Aura effects opponents within 3 hexes.
- **Skitter:** After being attacked, you may DASH 3 hexes.
- **Restorative:** You may remove 2 lesser restorable effects each round.
- **Web:** Your web may be up to radius 3.
- **Venomous:** The RIDER also attaches BLIND 6 for 3 rounds.
- **Hidden Power:** As a major action, you may make the SURGE from Hidden Power and the SURGE from your selected major, in either order.
- **Energy Attacks:** The RIDER always hits.
- **Enhanced Natural Weapon:** The natural weapon granted by this TRACK may have 4 enchantment points.

Blighter Spellblade

Minor Offense

A spellblade takes the arcane arts that others use and learns ways to channel it into other effects. Many use this to empower their weapons with arcane fury, but others use it to infuse their spells with more potency.

Spying his mark, Markus muttered a spell, forming a clinging, caustic fog around his shortsword. A moment to let it stick, and then he plunged the spelled blade into the ministers back. The minister turned once, turned twice, and then, swaying from the poison, fell on his face.

Adaptation

While this defaults to channeling poison magic, it can just as easily represent a mundane poison user, using their minor actions to apply poison to their weapon. Blows that barely scratch a foe could still poison them, while a solid blow may still result in the poison being resisted.

First Facet★

Amateur Affliction: *You infuse your weapon with poison.*

As a minor action, gain a RIDER. The target of the RIDER takes 4|5|6|8 ongoing damage for 3 rounds. A successful defense roll halves the ONGOING damage.

Boost: Increase the ONGOING by 2|3|3|4.

Subtle Sickness: *Your poison can have a variety of side effects.*

You may use one of the following abilities once per round. You may choose a new ability each round.

- **Slow Venom:** Every target of an ability with a RIDER from this TRACK becomes SLOWED 1 for one turn. A successful defense roll negates this effect.
- **Distracting Venom:** Every target of an ability with a RIDER from this TRACK becomes off balance. A successful defense roll negates this effect.
- **Blinding Venom:** Every target of an ability with a RIDER from this TRACK becomes BLIND 7 for one round. A successful defense roll negates this effect.

Arcane Strike[W]: *Weapon not required.*

If your major action does not target an enemy, you may deliver any RIDER from this TRACK through a STRIKE as part of the minor action to create it.

Second Facet★

Poison Skin: *You practically ooze poison.*

Once per round, if you are hit by a melee attack, the attacker gains the effects as if hit by Subtle Sickness.

Third Facet★

Incurable: *This nasty poison resists attempts to cure it.*

Once per round, when you affect an enemy with Amateur Affliction, you may instead affect that enemy

with PERSISTENT CORRUPTED for 3 rounds. Additionally, when you affect a target with this ability, the next time that target would be healed, it becomes DIZZY 1 for one turn.

Fourth Facet★

Acidic Venom: *Your poison is capable of dissolving mundane objects.*

Whenever a destructible item or terrain would take damage from Amateur Affliction, you may have that obstacle take additional damage equal to twice the amount of ONGOING it would receive.

Sickening Spillage: *You liberally scatter poison around.*

Each time a creature is affected by the Amateur Affliction RIDER, the hex that the creature occupies and up to three adjacent hexes become afflicted. Whenever a creature enters a hex afflicted this way, it gains C ONGOING for 3 rounds.

Fifth Facet★

Persistent Pain: *Boost the halflife.*

When you use Subtle Sickness, you may choose to have the effect become PERSISTENT for 2 rounds.

Sixth Facet★

Deathly Decay: *This blend is paralytic.*

Once per encounter, when you would inflict ONGOING damage with this TRACK, you may instead inflict PERSISTENT WEAKEN for 2 rounds for the amount the ONGOING damage would have been for.

Seventh Facet★

Painful Pandemic: *Your poison can spread like wildfire.*

While a creature has ONGOING or PERSISTENT effects from Amateur Affliction, if it ends its turn adjacent to an enemy, that enemy receives the same status.

Breath Weapon

Minor Offense

You've got the lungs of a dragon, and possess dragonfire. Gouts of flame erupt from your throat, engulfing your foes. You can fire quick bursts of it at your foe, but the true power requires you to inhale deeply and draw upon your inner fire.

Draco ran down the alley, guards on his tail. One wrong turn later, he found himself in a dead end. He turned, but his exit was already cut off by three guards. He breathed in, focusing on the flame within, then exhaled a billowing flame that filled the alley. The guards ran, screaming and beating at the flames on their clothes. Draco darted away.

Adaptation

This works well for a dragon, but it can also represent a half-dragon, or someone channeling the powers of a dragon. This can also represent other magical abilities that can be charged up. For instance, an electrical guy who can shock people, or charge up to fire a lightning bolt from his hand. At higher levels they can fire a lightning bolt out of either hand, or grab someone to electrocute them. It could also represent a air elemental by taking gale and having it be their control over wind rather than their breath.

First Facet★

Puff: *a brief exhalation can create a small burst of flame.*

As a minor action, you may deal 3d6 damage to a target within 12 hexes. A successful defense roll halves this damage. **Boost:** Increase the damage by 4|5|6|7.

Huff: *You breath deep, preparing for a larger attack.*

You a minor action, you can inhale, causing you to become huffed. You cannot huff while already huffed. **Boost:** Your Huffed Puff gains an additional BOOST, and may have a total of 2 BOOSTS applied.

Huffed Puff: *With a full set of lungs, you can unleash the full power of your breath weapon.*

Choose either a 6 hex cone or a 24 hex line originating from you. This choice is permanent. When huffed, your puff can become more powerful, and hits everyone in the chosen area, dealing 3d8 damage, but you cease to be huffed afterwards. A successful defense roll halves this damage. **Boost:** Deal 3|3|4|5 extra damage.

Tier Progression: *Your breath can become more dangerous in a variety of ways.*

Upon reaching each new tier, starting with Hero, pick one of the following abilities. This choice is permanent. New choices can be the same as previous choices and stacks with it.

- **Lingering Breath:** If the target of your Puff fails their defense roll, they take 1d4 ONGOING damage for 3 rounds. Each target of your Huffed Puff that fails the defense roll takes 3 ONGOING damage for 3 rounds.
- **Intense Breath:** Your Puff deals an additional 1d6 damage. Your Huffed Puff deals another 1d8 damage.
- **Negative Breath:** If the target of your Puff fails their defense roll, they gain 5 VULNERABILITY. Each target of your Huffed Puff that fails the defense roll takes 6 VULNERABILITY.

Last Gasp: If you are WOUNDED while Huffed, you may use Puff for free and cease being Huffed.

Second Facet★

Elemental Fury: Pick one of the following abilities. This choice is permanent.

- **Energy Breath:** *Your breath is the embodiment of a form of energy.*
Choose an ENERGY EFFECT. This choice is permanent. If a target fails the defense roll against Puff or Huffed Puff, they gain this ENERGY EFFECT.
- **Poison Breath**[SICKENING]: *Your breath is noxious.*
If a target fails the defense roll against Puff or Huffed Puff, the target is DIZZY 1 for 1 round.
- **Gale Breath:** *You breath out hurricane force winds.*
If the target of your Puff fails their defense roll, they are FORCED back 2 hexes. If you are Huffed, you FORCE the target back 3 hexes. Your Puff and Huffed Puff are [H]eavy unless you forgo this effect.

Third Facet★

Dreaded Expectation [FEAR]: *Once they know what is coming, your enemies quiver in fear.*

The second time and every time after in an encounter that you use Huff, every enemy within the range of your Huffed Puff's area of effect is OFF BALANCE.

Fourth Facet★

Precise Breath: *You can balance the raw power of your breath with delicate precision.*

When you use Huffed Puff, you may make the shape affected smaller than the given size.

Fifth Facet ★

Powerful Lungs: *You can suck enemies into your mouth when you inhale.*

When you use Huff, you may **FORCE** a target within 3 hexes to be adjacent to you and **GRAPPLE** them. A successful defense roll negates this effect.

Incinerate[O]: *You focus the full intensity of your breath on the enemy clutched in your mouth.*

When you use Huffed Puff, you may focus it on a single target you are grappling. This automatically hits, and deals 15 damage, and subjects them to Elemental Fury without a save. **Boost:** Deal an additional *C* damage.

Additionally, you get the following effects based on the abilities chosen for each tier.

- **Lingering Breath:** The target takes 1d4 ongoing damage for 3 rounds.
- **Intense Breath:** The target takes an additional 5 damage.
- **Negative Breath:** The target becomes **VULNERABLE** 5.

Sixth Facet

Enhanced Breath: *You have achieved mastery over your breath.*

Your Huffed Puff gains additional effects based on its shape.

- **Lingering Miasma**★: If you use the cone shape, you may pick 1 hex per facet in this track in the area of the cone. These are afflicted, and creatures entering them or ending their turn in them take $2 \times C$ damage and are subjected to the effects of Elemental Fury.
- **Double Laser:** If you use the line shape, you may choose to destroy all destructible terrain in the area of your Huffed Puff. If you do so, the line can continue past any obstacle that would be destroyed. You may also fire 2 lines in different directions when you use Huffed Puff.

Seventh Facet ★

Admixture Breath: *You have learned to harness an additional element with your breath.*

You may choose a second effect from Elemental Fury to apply to all of your Puffs, Huffed Puffs and Lingering Miasma.

Destroyer

Minor Offense

Some people view violence as a necessity. You view it as an art, and you just keep getting better.

Jake strolled through the shop, eyeing the wares. He found a necklace he fancied, slipped it over his neck, and turned to leave. "Hey, are you going to pay for that?" the shopkeeper demanded. Jake glanced at them, his eyes flashing red. He lifted a hand, pouring forth hellfire from it, engulfing the shopkeeper. They fell to the ground, writhing in agony. Jake watched the anguish with a small smile on his face for a it, before saying "No.", and strolling out of the store.

Adaptation

An increasing curse, or repeated doses of triggered toxins.

First Facet★

Demonic Crushing[Rm]: *You unleash a blast of infernal power.*

As a minor action, make a STRIKE within range 12 that deals 11|13|15|17 damage and inflicts 0|1|2|3 ONGOING for 3 rounds. If you hit, increase the anguish on that opponent by 1. A miss deals half the damage and ONGOING. **Boost:** Increase the damage by 4|5|6|8.

Anguish: *The more you focus your attacks, the more terrible their effects.*

Whenever you hit someone, they know it. You may add a single effect per target of Demonic Crushing or Explosive Aura depending on that target's anguish. Anguish is determined after the attack hits and has increased anguish. You can choose an effect up to their current anguish. Anguish from multiple characters are separate and do not stack. An opponent can have 3 anguish maximum.

- **0 Anguish:** No effect
- **1 Anguish**[FEAR]: OFF BALANCE
- **2 Anguish:** BLIND 8 for one turn per anguish
- **3 Anguish**[MENTAL]: You are INVISIBLE 1 to them until you damage them or they damage you.
- **3 Anguish:** BLEEDING C and reduce their anguish by 2.

Second Facet★

Explosive Aura: *You unleash an explosion of infernal power that harms all around you.*

As a minor action deal 9|12|15|18 damage to all opponents within radius 3 of you. A successful defense roll halves the damage. All enemies you damage are also FORCED 2 hexes away from you. **Boost:** deal 3|3|4|5 extra damage per target or 4|5|6|8 damage to one target

Third Facet★

Explosive Presence: *Your mere presence can cause agony.*

Once per encounter, increase the anguish of all opponents within radius 3 of you by one.

Fourth Facet★

YOU!: *You have selected your victim, and they are powerless to resist.*

Once per encounter, choose an opponent within LINE OF SIGHT. That opponents anguish is now 3, regardless of what it was before. You can ignore target priority when attacking this opponent.

Fifth Facet★

I Was Here: *Your explosion of energy can reshape the battlefield.*

Once per encounter, when you use Explosive Aura, you may remove any affliction from any hexes within radius 3 of you, and make any hexes within radius 3 of you difficult terrain for the rest of the encounter.

Sixth Facet★

Graphic Violence [FEAR]: *Sometimes you just need to make an example of someone.*

Once per encounter, when an enemy hit by Demonic Crushing becomes WOUNDED in the same round, enemies within radius 3 of the enemy become STOPPED for one turn.

Seventh Facet★

Foreboding[FEAR]: *Enemies can barely stand to be near you,*

When you move to a hex adjacent to an enemy, they become OFF BALANCE.

Excruciating Anguish: *You can exert your dominance in new and creative ways.*

Twice per encounter, you can pick an Anguish Effect from the following list:

- **1 Anguish:** Your opponent becomes TETHERED 6 to you.
- **2 Anguish:** DIZZY 2 for one turn per anguish
- **3 Anguish:** STOPPED for 1 turn

Elemental Spellblade

Minor Offense

Elemental Spellblades attack with their chosen element not just directly; but can also channel them through their weapons and attacks.

Gabriel held his sword out to his side, and flames ran along it. He ran forward, and brought his sword down on the troglodyte's head. The flames surged, exploding the troglodyte into bits as Gabriel hacked it in two. He turned to the ones behind it, and wrapped the flames around himself in a brilliant cloak.

Adaptation

This can represent someone who attacks with innately elemental attacks, a spellcaster who infuses their spells with elemental power, or a cleric who grants their allies blessings from the god of flame.

First Facet★

Spark of Power: *You cultivate sparks of power to enhance your abilities.*

As a minor action, gain an elemental spark.

Boosted Attacks: *You infuse your attacks with elemental power.*

You may use an elemental spark to gain a RIDER. The RIDER deals $Cd4$ damage. A successful defense roll halves the damage. **Boost:** Deal an extra $4|5|6|8$ damage.

Elementary Elements: *You have chosen a type of energy to master.*

When you gain this track, choose an ENERGY EFFECT. This choice is permanent. Whenever an enemy fails a defense roll against an ability from this track, that enemy gains the chosen condition.

Afterthoughts: *You can infuse the power of your element into all of your attacks.*

When you attack an enemy, if you do not use Boosted Attacks against that enemy as part of that attack, you may have that enemy make a defense roll subject to Elementary Elements.

Arcane Strike[W]: *Weapon not required.*

If your major action does not target an enemy, you may deliver any RIDER from this TRACK through a STRIKE as part of the minor action to create it.

Second Facet★

Energy Shield: *You can wrap yourself in an elemental shield.*

When you gain an elemental spark, you may decrease your target priority by one stage. This lasts until you no longer have any elemental sparks. Whenever an enemy violates this target priority from within their melee range, they take $Cd4$ damage. A successful defense roll halves the damage. If they do not violate target priority, you may spend an elemental spark to activate this anyways. **Boost:** This deal an extra $4|5|6|8$ damage.

Devour Magic: *You are the master of your chosen element, and using it against you is unwise.*

When you would be affected by the condition you chose for Elementary Elements, you may spend an elemental spark or an immediate minor action to negate that condition. If you do, you become ENERGIZED $2 \times C$ and gain 6 steps during your next turn.

Boost: Increase the energized by C .

Third Facet

Elemental Form: *You can transform your entire body into your chosen element.*

When you gain this ability, choose a monster tactical ability (pg. ??). Once per encounter, as a minor action, gain the chosen monster tactical ability and an elemental spark. The monster tactical ability remains for the rest of the encounter.

Fourth Facet★

Overdrive: *You can inflict an even more powerful form of your chosen energy effect.*

Twice per encounter, when you would inflict the element you chose for Elementary Elements, do one of the following:

- If you chose BURNING for Elementary Elements, the creature may choose to become Blazing instead. If they do, they must spend all STEPS for a turn to end that condition, and while the condition lasts, they take $3 \times C$ damage at the end of each turn. If they do not receive the Blazing condition, you gain an elemental spark and they still receive regular BURNING.
- If you chose FROZEN for Elementary Elements, the creature may choose to become STOPPED for one round instead of FROZEN. If they do not become STOPPED, they still become FROZEN, and you gain an elemental spark.
- If you chose SHOCKED for Elementary Elements, the creature may choose to become STUNNED for one round instead of SHOCKED. If they do not become STUNNED, they still become SHOCKED, and you gain an elemental spark.

Fifth Facet★

Dance of the Elements: *You control the energy even as it courses over their body.*

Whenever a creature within 12 hexes gains the ENERGY EFFECT you selected for Elementary Elements, you may DIRECT that creature 2 hexes.

Sixth Facet ★

Elemental Explosion: *You cover everything near you with your element.*

As a minor action, each hex within 3 hexes of you becomes afflicted, and you gain an elemental spark. Whenever an enemy begins their turn in a hex afflicted this way, or enters a hex afflicted this way, they make a defensive roll, subject to Elementary Elements.

Seventh Facet ★

Primordial Power: *Your mere presence can impact your enemies.*

At the beginning of each of your turns, you may have any number of creatures within 3 hexes of you gain the ENERGY EFFECT you chose for Elementary Elements.

Gadgets

Minor Offense

You have a toolbelt of nifty gadgets to assault your enemies with.

John reached into his toolbelt, and out came a bomb. He pitched it at the pursuing Atlantean. It burst into a glob of sticky napalm, coating everything nearby. Bellowing in pain, the pursuer kneeled and threw their trident. It caught John in the leg and he went down. Panicked, John fumbled through his gadgets. Concussive blast was no good... his hand fell upon his lightning generator, and he smiled.

Adaptation

Can be used for a suite of quick, smaller spells to compliment your main combat abilities.

First Facet★

Laser: *You have a variable focus laser.*

As a minor action, you may STRIKE all enemies within a length 12 line originating from you with a +2 to hit, dealing 10|13|17|20 damage. If you only target 1 enemy, this deals an extra *C* damage. **Boost:** Deal an extra *C* damage to everyone, or 4|6|7|9 damage to 1 target.

Second Facet★

Sticky Napalm: *You lob a bomb that sprays a sticky, corrosive substance.*

As a minor action, target a hex within 12 hexes. All opponents within 2 hexes of that hex gain 2|3|3|4 ONGOING damage for 3 rounds. Additionally, all hexes within 2 hexes of the target hex become afflicted for two rounds. Creatures who enter one of these hexes become SLOWED 2 for 1 round. This can only affect a creature once per round. **Boost:** One target takes an additional 2|2|3|3 ONGOING damage.

Third Facet★

Concussive Blast: *Explodes with disarming force.*

As a minor action, STRIKE a single opponent within 12 hexes with a +1 to hit for –|18|23|28 damage. You may disarm the target on a hit, knocking the weapon to a hex of your choice within range 2. **Boost:** +4 to hit.

Fourth Facet★

Defocusing Prism: *Megalaser mode!*

You may use a 6 hex cone instead of a 12 hex line when you use laser. Choose an ENERGY EFFECT .

When you use laser, you may inflict that effect on all creatures hit. This choice is permanent.

Fifth Facet★

Chain Lightning Generator: *This bolt of lightning jumps between targets.*

As a minor action, FORCE up to 3 enemies within range 12, where each target is within 3 hexes of another target, to make a defense roll with a -1 modifier or take $3 \times C$ damage and lose their ability to fly for one turn and become SHOCKED. If you only target 1 opponent, this deals –|–|23|28 extra damage. **Boost:** deal 4|5|6|7.

Sixth Facet★

Boomerang Blade: *This tricky blade orbits around you.*

As a minor action, choose between 1 and 3 hexes away from you. Creatures other than you at that exact distance from that hex and sharing your altitude take –|–|12|14 damage. Creatures damaged by this ability start BLEEDING $2 \times C$. LINE OF EFFECT for this ability is drawn starting from your hex to each hex in sequence either clockwise or counterclockwise, rather from your hex to each other hex as normal. **Boost:** One target takes *C* additional damage.

Seventh Facet★

Stopwatch: *This gadget messes with time.*

Once per encounter, as a minor action, you can inflict STUNNED on all enemies within 4 hexes for 1 round. Affected opponents also receive a PENALTY while STUNNED. **Boost:** One target takes an additional penalty.

Grenadier

Minor Offense

A grenadier throws explosives with a casual grace. The types and number of grenades can be improved with skill.

An explosion went off, scattering rotten body parts everywhere. More zombies continued to advance. Zachary pulled out another grenade and tossed it after the first. He then tossed out a smoke grenade, and darted through the opening he created. Reaching the fire escape ladder, he swiftly climbed up, dropping another grenade behind him before continuing along the rooftop.

Adaptation

This can represent any source of explosives, magical, natural, or technological.

First Facet★

Frag[R]: *Frag out!*

As a minor action, you may throw a grenade at a hex within 12 hexes. It explodes in a 1 hex burst, doing $3 \times C$ damage. A successful defense roll halves the damage. **Boost:** Deal 3|3|4|5 extra damage per target or 4|5|6|8 damage to one target.

Precision Charge[Rm]: *Smaller means more focused.*

As a minor action, you may deal 11|15|19|23 damage to a target within 12 hexes. A successful defense roll halves the damage. **Boost:** increase the damage by 4|5|6|8.

Second Facet

Smoke Grenade[R]: *Great clouds of smoke.*

As a minor action, you may throw a smoke grenade at a hex within 12 hexes. It explodes in a 1 hex burst. Those hexes become cloudy for 2 rounds. You may use Precision Charge when you use this grenade.

Third Facet★

Sticky Grenade [Rm]: *GETITOFFGETITOFF*

When you throw a grenade, you may declare it to be a sticky grenade. Instead of targeting a hex, STRIKE an opponent within 12 hexes. If it hits, you stick a grenade to that creature which moves with it, otherwise it lands in their hex. At any point during your turn, the grenade explodes at your command. This can be any type of grenade you possess, and the explosion is the same as that grenade type. If the grenade is stuck to a creature, that creature automatically fails its defense roll when it explodes.

Fourth Facet★

Flashbang Grenade[R]: *Blinded by the blast.*

As a minor action, you may throw a grenade at a hex within 12 hexes. It explodes in a 1 hex burst. Those in the hexes are BLIND 6 and DIZZY 2 for one turn. You may use Precision Charge when you use this grenade.

Fifth Facet★

Dual Grenades: *Two hands, two grenades.*

When you throw a grenade with a minor action, you may throw 2 grenades. A creature can only be affected by 1 frag grenade or poison gas grenade. You may use a single Precision Charge if neither grenade is a frag grenade, otherwise any Precision Charges uses granted by these grenades are not used.

Sixth Facet★

Poison Gas Grenade: *This variant of the smoke grenade is toxic.*

When you throw a Smoke Grenade, if you forgo the use of Precision Charge, including the one granted by Dual Grenades, the resultant cloud deals C ONGOING damage for 3 rounds to creatures who start their turns in them. **Boost:** Increase the ONGOING damage by 2 for all targets, or by 3 for one target.

Seventh Facet★

Concussive Force: *Your grenades pack a real punch.*

When a creature is damaged by a Frag Grenade, you may FORCE them 2 hexes from the center of the explosion.

Laser Beams

Minor Offense

Friends don't let friends play with lasers, except you do.

Angelica fired a laser at John. It bounced off his armor harmlessly, and seared a path through the oncoming Grilchin. More continued to pour over the hill. In desperation, she held down the charge button, and watched her indicator light up, showing a full charge. Then the indicator turned red, warning that the power cell was about to overheat. She pointed the gun downrange, and unleashed the full power of the laser, which blew a giant path through the encroaching swarm.

Adaptation

This can represent having a laser rifle, or firing magical beams of energy.

First Facet★

Laser Shot [Rm]: *Peeew!*

As a minor action, choose a creature within 6 hexes. That creature takes $3 \times C$ damage. **Boost:** Deal an additional C damage.

Piercing Beam [RS]: *Wide Beam.*

As a minor action, deal $2 \times C$ damage to each enemy in a line up to 12 hexes long. **Boost:** Deal an additional C damage to one enemy hit by this effect.

Focus: *Your laser illuminates its target.*

Whenever you damage an enemy with this track, you may have all allies gain LINE OF SIGHT to that enemy until the end of your next turn. If you do, each enemy gains LINE OF SIGHT to you until the end of your next turn.

Second Facet★

Relay: *Friendly Fire Lasers.*

Whenever you use an ability from this track that targets or ends at an ally, you may use the same ability again as if you were standing in their hex. If an ability requires you to spend charge, you only need to pay the cost once per minor action. No matter how many times an ability would hit an enemy, you can only affect a target once per minor action. You can choose to make your line shorter to end on a specific target.

Third Facet★

Charging: *You can charge up your laser for a more powerful attack.*

As a minor action, you can gain a point of charge.

Charged Laser Shot [RmO]: *Full Power!*

As a minor action, you can spend a point of charge to choose a creature within 6 hexes. That creature takes $5 \times C$ damage and begins BURNING C . **Boost:** This deals C more damage. This ability can be affected by up to two BOOSTS and/or PENALTIES.

Charged Piercing Beam [R]: *Widest Beam!*

As a minor action, you can spend a point of charge to deal $3 \times C$ damage to each creature in a line up to 12 hexes long. Enemies hit by this ability begin BURNING C . **Boost:** This deals C more damage to the first creature hit by this ability. This ability can be affected by up to two BOOSTS and/or PENALTIES.

Fourth Facet

Overcharged [RO]: *You cook your laser well past the manufacturer's recommended guidelines.*

As a minor action, you can spend two points of charge to deal $3 \times C$ damage to each creature in a line, and all adjacent hexes, with length up to 12 hexes. This attack ignores counters. Enemies hit by this ability begin BURNING C , and become BLINDED 6. Additionally each hex in the path of this attack becomes afflicted for one round. When an enemy enters a hex afflicted this way, they take $3 \times C$ damage and become BURNING C and BLINDED 6. **Boost:** Deal an additional C damage to the first creature you hit. This ability can be affected by up to three BOOSTS and/or PENALTIES.

Fast As Light: *You can travel through your laser.* When you use Piercing Beam, Charged Piercing Beam, or Overcharged, you may WARP to any hex affected by that ability.

Fifth Facet★

Dual Lasers: *You fire lasers in multiple directions.* Once per minor action that you use Piercing Beam, Charged Piercing Beam or Overcharged, you instead use it twice. Each creature can only be targeted by this track once per minor action.

Sixth Facet★

Forced Relay: *You can bounce lasers off enemies as well as allies.*

You may use Relay when a line ends on an enemy. A given line can only be bounced off a single enemy.

Seventh Facet★

Disco Fever: *You fire lasers in all directions.*

Once per encounter, when you use Piercing Beam, Charged Piercing Beam or Overcharged, you may instead fire one in all 6 directions. You fire 6 beams, and each one must pass through a different hex adjacent to you. If you are large, 2 of these beams must originate from each of your hexes, if you are huge one must originate from each perimeter hex. Each creature can only be targeted by this track once per minor action.

Two Weapon Fighting

Minor Offense

Fighting with two weapons has a long tradition. Assassins striking with a pair of daggers, pirates raiding their foes with a cutlass and flintlock, Cowboys with a six shooter in each hand, even battlemages who would swing a sword while raining fire on their foes all found value in a second weapon.

Clint fired twice, one from each pistol, and took out two of the outlaws. More outlaws popped out from behind their cover to fire, and another pair of shots saw another pair of bodies. Clint ducked behind the wagon as a hail of return fire came. Suddenly, everything went quiet as Billy appeared. Clint ran out from behind his cover and started unloading both pistols into Billy.

Adaptation

This is a very general concept which can be used in many ways. Besides the obvious characters with two weapons, you can use it for someone who attacks with their offhand while doing something else with their main attention, such as casting spells, healing, summoning, etc. It can also be used with an unarmed character to represent them attacking extra fast, or an old one-two.

First Facet★

Dual-Wield: *You have decided the best use of your other hand is to use a weapon.*

You may wield 2 weapons at the same time. You may choose either weapon to make your major action with for the round, and all abilities from this TRACK will use the other weapon, referred to as your offhand weapon. Whenever you draw or switch weapons, you may draw or switch your offhand weapon as well.

Offhand Blow [W]: As a SURGE, you may STRIKE an opponent at +1 to hit. This deals 14|18|23|28 damage on a hit. **Boost:** +4 to hit.

Offhand Strike: *You attack with your offhand weapon.*

As a minor action, you may use a [W]eapon SURGE with your offhand weapon. **Boost:** Give the SURGE a BOOST.

Second Facet★

Combo Power: You gain one of the following abilities each round, based on which types of weapon you are wielding. If you do not use your major action to attack with your weapon, you gain one of the other abilities based on your offhand weapon.

- **Two Ranged Weapons** [W]: *You can aim your weapons at two different targets effectively*
As a minor action, when you attack with your major action, you may use it again; this cannot include targets that were targeted by the first action or other uses of this ability this round. You cannot use this with abilities that have the [S]pecial tag. **Boost:** Give the major action a BOOST.
- **Two Melee Weapons** [W]: *You can create an opening for your attack.*
As a minor action, your target becomes OFF GUARD against your major action, and C VULNERABILITY to your attacks. **Boost:** Add another C VULNERABILITY.
- **One Ranged and One Melee Weapon:** *You can use your melee weapon to defend yourself while*

firing a ranged weapon.

You do not provoke REACTIONS while firing a ranged weapon out of melee. If you hit with a melee attack, you can move the opponent 3 hexes away from you.

- **One Melee Weapon and a Non-Weapon Major** [W]: *Your sword acts as a defense to ward off attackers while you work your magic*
You do not provoke REACTIONS from foes you target with your offhand weapon when using reckless abilities this round. Additionally, as a minor action you may STRIKE everyone in melee range for 12|16|19|23 damage on a hit. **Boost:** Increase the damage by 3|4|6|7 for all targets or by 5|7|8|10 for one target.
- **One Ranged Weapon and a Non-Weapon Major:** *You force your opponents to dodge out of the way of your attacks*
If you miss with your offhand attack, you may move its target 1 hex in any direction.

Third Facet★

Dual Strike[W]: *You can split your attacks effectively.*

As a minor action, you may STRIKE one target with your main weapon and another target with your offhand weapon, each at a +1 to hit, dealing C d6 damage. **Boost:** Increase the damage to one target by 5|6|8|9.

Matched Pairs: *You select weapons designed to work together.*

For each type of weapon you carry, you may carry an additional weapon of that type without counting against your max number of weapons.

Doubled Reflexes: *You can attack with each weapon independently.*

You may take 1 REACTION with each weapon, if that weapon is capable of making REACTIONS. You may still only take 1 REACTION against any given action.

Extreme Nimbleness: *Nimble weapons let you be extra nimble.*

If you wield 2 nimble weapons, you may avoid a REACTION from moving even if you started in an en-

emy's melee range, as long as you were wielding both weapons at the start of your turn.

Fourth Facet★

Deftness: You gain one of the following abilities based on your offhand weapon:

- **Melee:** *You exhibit martial prowess with your offhand weapon.*
Your offhand blow may also be a push, GRAPPLE, trip, or disarm attempt in addition to its damage.
- **Ranged:** *You force your target to duck.*
The target of your off-hand blow is OFF BALANCE.

Fifth Facet★

Rend: *The combined fury of your weapons leaves your opponents bleeding.*

Your offhand blow inflicts BLEEDING C if it targets a creature targeted by your major action.

Specialized Maneuvers: Once per encounter, you may use one of the following abilities depending on your offhand weapon:

- **Corkscrew Dash** [W]: As a minor action while using a melee offhand weapon, you may DASH 6 hexes, and STRIKE every opponent within

melee range of any hex you passed through. This deals 12|16|19|23 damage on a hit. **Boost:** Increase the damage by 3|4|6|7 for all targets or by 5|7|8|10 for one target.

- **Spray** [W]: As a minor action while wielding a ranged offhand weapon, you may STRIKE 3 opponents. The same opponent may be targeted multiple times. This deals $Cd4$ damage per hit, and each target hit gains ONGOING C for 3 rounds. **Boost:** Increase the damage to one target by $-| -| 8|10$.

Sixth Facet★

X Defense: *You brace your weapons against each other to defend yourself.*

As an immediate minor action, you may gain $2 \times C$ BARRIER HIT POINTS. **Boost:** Increase the BARRIER HIT POINTS by C .

Seventh Facet★

Twinned Attack: You focus both your weapons and attention to the task at hand. As a minor action, you may draw a offhand weapon that matches your main weapon without provoking, and gain 2 BOOSTS to your major action and gain a RIDER that inflicts BLEEDING C and SLOW 2 on a hit. **Boost:** You are energized C .

Web-slinger

Minor Offense

You are capable of shooting out webs to hinder foes and traverse the terrain.

Arachneon spit a ball of spiderweb from his mouth, gluing the skeletons feet to the ground. As it struggled to pull itself free, Arachneon kicked its head off. Another skeleton loomed up behind him, but Arachneon webbed its axe and pulled it out of the skeletons hands. Another web covered its face, and he kicked it apart while it struggled to free its eyes.

Adaptation

Besides spider based characters, this can be used to represent a grappling hook and web launcher.

First Facet★

Web Bursts[Rm]: *Combat webwork.*

As a minor action, make a STRIKE with +1 to hit within 12 hexes that inflicts a web effect and OFF GUARD 3. **Boost**: +4 to hit.

Web Effects: You gain the following web effects:

- **Yank Weapon**: *You yank the weapon out of your foe's hand.*
Disarm your target.
- **Knockdown**: *A bunch of webbing around the ankles will trip a foe.*
Your target falls PRONE.

Second Facet

Swinging Kick[WH]: *You attach your webbing to a high anchor point and swing into your opponent*. As a minor action, you may DASH up to 4 hexes and STRIKE an adjacent opponent for $5 \times C$ damage and knock them PRONE. You have hover for this movement. **Boost**: +4 to hit.

Spin Web: *You can begin weaving a web across the battlefield.*

When you use web bursts, you may place a strand. A strand extends between 2 solid points within 12 hexes that have a LINE OF EFFECT between each other and to you. You may move along a strand at full speed, even vertically, while other creatures may move along it at half speed. Just because a strand exists in a hex does not mean one must stand on it, a strand right above the ground does not prevent you from standing next to it and moving normally, a flier can fly next to a strand, etc. Strands may be attached to other strands.

Third Facet★

Web Effects: You gain the following web effect:

- **Yank**: FORCE the target up to 6 hexes towards yourself.

Fourth Facet★

Web Effects: You gain the following web effects:

- **Bound Feet**: The target is SLOWED 3 for 1 round.
- **Bound Wings**: The target loses flight for 2 rounds.

Fifth Facet★

Web Effects: You gain the following web effect:

- **Blinding Web**: The target is BLIND 4. A minor action to remove the webbing ends it.

Sixth Facet

Parachute: *You may weave a parachute out of your webbing.*

While in air, you may gain hover until you hit the ground.

Double Stream: You may target 2 creatures when you use web bursts. Each gains OFF GUARD 2 on a hit instead of OFF GUARD 3.

Seventh Facet

Slingshot: *Now that you can fire two webs, you can fire two streams of webbing to catapult yourself around.*

When using swinging kick, you may jump 10 and DASH 10 hexes.

Acrobat

Minor Defense

While others may prefer to use armor or magic to protect them from weapons, you prefer not to be where the enemy's weapon is.

Julia somersaulted backwards as the bounty hunters axe crashed through the space she just left. He hefted his axe once more, and swung it at her head. She jumped this time, flipping over his head and landing behind him. Trying to catch her off guard, he drove his elbow backwards towards her face, but another backwards flip brought her out of reach.

Adaptation

This TRACK can be used to represent anything that is highly nimble and capable of dodging attacks.

First Facet★

Get Outta Dodge: *Dodged this!*

As an immediate minor action when an enemy goes to attack you, you can DASH up to 2 hexes +1 hex per facet in this track and become ON GUARD . Your base dodge rate is 10. Roll a d20; if you roll your dodge rate or lower, you move before the ability hits, the ability misses, and the opponent cannot retarget it. Otherwise, you are too slow and move after the ability hits you. If the attack is [O]verwhelming, you do not become ON GUARD . **Boost:** Increase your dodge rate by 5 if the attack is [O]verwhelming, or gain another ON GUARD if it is not.

Distraction: *You use your agility to distract enemies.*

As a minor action, you can distract 2 enemies within 12 hexes. They are OFF BALANCE and gain a PENALTY.

Boost: Give one of the targets another PENALTY.

Second Facet★

Instinctive Dodge: *You can dodge even when it seems you shouldn't.*

You may use Get Outta Dodge while OFF BALANCE.

Evasion: *Noone is quite sure how, but you can even dodge explosions.*

If an effect which does partial damage on a miss misses you, or you succeed a defense roll for half damage, you may avoid the damage as an immediate minor. If you do so, you gain 2|2|3|3 VULNERABILITY . If the effect targets an area, you instead gain 1|1|2|2 TEMPORARY HIT POINTS. **Boost:** Gain C TEMPORARY HIT POINTS **PENALTY:** Gain C VULNERABILITY .

Third Facet★

Backflip: *If they give you an inch, you move a mile.* If you have not been targeted by an enemy since the end of your last turn, you may DASH 3 hexes as the start of your turn.

On Their Toes: *Dodge at the speed of surprise!*

If you dodge an attack with Get Outta Dodge, the attackers is OFF BALANCE.

Fourth Facet★

Vertical Dodge: *Every angle is an escape route - even up.*

You may jump 3 when using Get Outta Dodge.

Fifth Facet★

Sidestep: *They only thought they had you.*

If an opponent would make a REACTION against you, you may spend 1 STEP to DASH 1 hex before they can target you.

Sixth Facet

Slip Through the Shadows: *You seem to slip away in impossible ways.*

Once per encounter, Get Outta Dodge may be a TELEPORT.

Get Into Dodge: *You dart into the enemy and knock them away.*

Once per encounter, when using Get Outta Dodge, if the attacker is adjacent to you and the dodge is successful, you may forgo the movement to have the attack simply miss and knock the attacker back one hex and disarm them.

Seventh Facet★

Cheaters Dodge: *Who says cheaters never prosper?*

Once per encounter, as a minor action, you can roll a d10 instead of a d20 next time you use Get Outta Dodge, and become ON GUARD 2 instead of 1 unless it's against an [O]verwhelming ability. **Boost:** Become ON GUARD .

Bodyguards

Minor Defense You call upon minions to defend you and your allies. These minions are not very capable fighters, but they can stand between you and a sword.

“Why, I’ve been buying vineyards for years, I find them to be a sound investment.” Barok Von Dresn said to the lady seated next to him, making smalltalk. Suddenly the windows exploded inwards and rebels poured in. The dinner guests scattered in panic. Vin Dresn focused on the earth, and a rocky figure sprang from the ground and stood protectively over him. It suddenly moved to the side, catching an arrow meant for the baron. Dresn focused again, and another defender rose to protect him.

Adaptation

The nature of the summons are wide and varied. They could anything from undead minions, rock creatures that burst from the ground, to energy constructs, and more.

First Facet

Summon Bodyguard: *You call forth minions from the dust and stone around you.*

As a minor action, SUMMON a creature within 12 hexes. They have $2 \times C$ hit points, 6 speed, and are bodyguards. They have a natural melee weapon and can take REACTIONS, but they use a combat maneuver as their major action. The maneuver is chosen when SUMMONED, and can be trip, disarm, GRAPPLE, or push. When a bodyguard uses a SURGE, they use the default monster SURGE. **Boost:** Increase the bodyguard’s HIT POINTS by C .

Augment Summon: *You can use your talents to enhance other summons you perform.*

While SUMMONING a creature, as a minor action, you can make it a bodyguard. If it would be unsummoned through its own expiration, it is instead left with $2 \times C$ HIT POINTS and functions as a bodyguard from Summon Bodyguard. If it would be unsummoned due to being reduced to 0 HIT POINTS, it may instead gain $2 \times C$ HIT POINTS and functions as a bodyguard from Summon Bodyguard. This extra HIT POINTS may be used to mitigate BLOODLUST. **Boost:** It gains another C Hit Points.

Meatshield: *Your bodyguards are willing to take a bullet for you and your friends.*

If an ally in melee range of your bodyguard is targeted, the bodyguard may choose to be targeted instead. If an effect would target both the ally and the bodyguard, it only targets the bodyguard instead.

Tough Guards[C]: *Your bodyguards are tough and resilient.*

When a bodyguard is attacked, they may prevent C damage. If the attack dealt no damage before this reduction, the attacker takes a PENALTY.

Second Facet

Tactical Bodyguards: *Your bodyguards have more abilities.*

Your bodyguards gain one of the following abilities when created.

- **Speedy:** The creature’s speed increases by 3.
- **Blink:** The creature can TELEPORT by spending 2 STEPS for each hex TELEPORTED.

- **Scanner:** The creature knows where all allies and enemies are within 6 hexes.
- **Fear**[FEAR]: Creatures within 2 hexes must spend an additional STEP to move towards you.
- **Draw In**[MENTAL]: Creature within 3 hexes must spend an additional STEP to move away from you.
- **Phasing:** This creature has phasing, but must spend 2 STEPS to move each hex while using it.
- **Jump:** This creature may jump 3 high while on solid ground.
- **Hover:** This creature may hover.
- **Wall Walker:** This creature may walk on walls and ceilings.
- **Immunities:** This creature is immune to 1 condition from the following list: SLOWED, STOPPED, STUNNED, PRONE, DIZZY, GRAPPLED, BLIND, BURNING.
- **Nimble:** This creature does not provoke reactions from moving.

Third Facet★

Hindering Forces: *They’re saying ‘slow down’. With their fists.*

Your bodyguards may attach a RIDER to their major actions that inflict SLOW 1 for 1 round on a hit, and may attach a RIDER to their reactions that reduce the creatures STEPS by 2.

Fourth Facet★

Lockdown: *They are really quite good at getting in the way.*

At its option, a bodyguard’s hex can block LINE OF EFFECT from any creature and their abilities from passing through it.

Fifth Facet★

Extended Protection: *Pushing out the defensive line.*

The melee range of your bodyguards is increased by 1.

Sixth Facet★

Through the Fire and the Flames: *They will al-*

ways go where they are needed.

Your bodyguards are immune to afflicted hexes.

Seventh Facet★

Bullet-time Summons: *You can instantly summon a bodyguard to defend in a crucial moment.*

You may use Summon Bodyguard as an immediate minor action.

Fortification Mage

Minor Defense

Build defensive structures to protect your allies and hinder your enemies.

Enron's hands moved through the air, tracing out an arcane pattern. Glowing orange barriers of energy popped up in front of him. The out boarders quickly rushed forward and took cover behind them. Across the field Malikath approached, and sent a bolt of destructive energy coursing towards the nearest out rider. It struck the barrier and dissipated. Enron quickly reinforced the barrier as more bolts streaked towards it.

Adaptation

This can be used as an engineer building the walls, or magic.

First Facet★

Fortification: *You erect fortifications to protect your allies.*

As a minor action, choose a number of hexes equal to 3+ the number of facets you posses in this track. Each hex must be within radius 6 of you. Those hexes becomes fortified. Additionally, fortified hexes you control gain $2 \times C$ AREA BARRIER HIT POINTS. If your fortified hexes already have AREA BARRIER HIT POINTS, increase the pool of AREA BARRIER HIT POINTS by $2 \times C$ instead. **Boost:** Increase the pool of AREA BARRIER HIT POINTS by C.

Second Facet★

Drawn Away: *People can take cover in your fortifications.*

Allies in fortified hexes may choose to have their target priority lowered by 1 stage. Attacks that violate this target priority receive a PENALTY.

Third Facet★

Tunnels: *You allow swift passage between your fortifications.*

While an ally is in a fortified hex, they may spend any number of STEPS to WARP to any other fortified hex within radius equal to the number of STEPS spent this way.

Spies: *Your fortifications act as an information network.*

As long as your fortified hexes have AREA BARRIER HIT POINTS in their pool, allies within fortified hexes may draw LINE OF SIGHT from any other fortified hex.

Fourth Facet★

Quick Escape: *You keep escape routes open for your allies.*

When an ally would be attacked within a fortified hex, they can DASH 2 hexes after the attack has been made.

Fifth Facet★

Stabilized: *Your fortifications allow you to resist movement.*

You gain 3 speed. When you would be FORCED to move, you may reduce your speed next round by 1 for each hex you would be moved to prevent the movement.

Sixth Facet★

Slow approach: *Your fortifications are hard to approach.*

Enemies treat hexes within radius 1 of a fortified hex as difficult terrain.

Seventh Facet★

Crumble Down: *You use your fortifications to weaken an enemy.*

Once per encounter, when an enemy enters a hex within radius 2 of a fortified hex, you may take an immediate minor action. If you do, that enemy's next major action is replaced with a SURGE, and they cannot leave that hex for the rest of the round.

Green Sage

Minor Defense

Deeply in tune with nature, a green sage is able to control plants, growing them impossibly fast.

Greenbeard appeared before the loggers. "Stop this at once, this forest is under my protection." The lumberjacks looked at the frail old man and then each other, and let out a hearty laugh. They got right back to work. Greenbeard shook his head sadly, and the grass underfoot suddenly grew a million times faster than normal, wrapping the loggers feet and arms. As they struggled against it, a thick bramble grew up, blocking their path to the forest. "You are not welcome here. LEAVE."

Adaptation

This can represent a druid, or a poison ivy style character. It could also be growing other types of structures instead of plants, such as using nanites to construct various things.

First Facet★

Grasping Roots: *Plants grow thickly underfoot, snagging feet and limbs.*

As a minor action, create a 2 hex burst of difficult terrain within 6 hexes. Enemies in this area are WEAKENED C . Additionally, you may FORCE each creature in the affected area one hex in any direction. **Boost:** One enemy in the area is WEAKENED by another C .

Razor Grass[GROUND]: *Razor sharp grass sprouts from the ground, piercing through boot and hoof alike.*

As a minor action, choose a hex within 12 hexes. Enemies in that hex are WEAKENED $2 \times C$ and SLOWED 1 for 3 rounds. **Boost:** Increase the WEAKENED by C .

Second Facet★

Barkskin: *You cause a barky coating to grow over someone's skin.*

As a minor action, choose a creature within 12 hexes. That creature gains $2 \times C$ TEMPORARY HIT POINTS. Additionally, the next time that creature would be attacked, the attacking creature becomes SLOWED 2 during its next turn. **Boost:** Grant another C TEMPORARY HIT POINTS.

Third Facet

Grasping Vine: *A vine appears and tries to strangle your foe.*

Once per encounter, as a minor action, choose a creature within 6 hexes. A vine appears in that creature's hex. It STRIKES the creature. If it hit, that creature is GRAPPLED by the vine. The vine has $-|13|17|20$ hit points. At the end of each of the creature's turns, if they are still GRAPPLED by the vine, the vine constricts the creature dealing $6 \times C$ damage. **Boost:** The vine has +4 to hit.

Barky Skin[C]: When the vine is attacked, they may prevent C damage as a COUNTER. If the attack dealt no damage before this reduction, the attacker takes a PENALTY.

Dense Foliage: *The undergrowth grows into thick bushes.*

When using Grasping Roots, any hex in the area may be made cloudy.

Fourth Facet★

Thorny Exterior: *Your barkskin also creates nasty thorns.*

Once per encounter, when you use Barkskin on a creature, the next time that creature is attacked, the attacker begins BLEEDING C .

Natural High: *Vine surfing. Groovy.*

You and your allies ignore difficult terrain created by the grasping roots ability. When moving through areas affected by grasping roots, you and your allies may treat it as fast terrain.

Fifth Facet★

Poison Flower: *A beautiful but deadly flower blooms, and spits poisoned spines at enemies.*

As a minor action, you can summon an oversized flower within 6 hexes for 2 rounds. It cannot move and has C hit points. Each round, including the one in which it was SUMMONED, it may STRIKE a creature within 12 hexes for $-|8|10$ weakened. **Boost:** The flower may attack an additional time on its first round.

Barky Skin[C]: When the poison flower is attacked, they may prevent C damage as a COUNTER. If the attack dealt no damage before this reduction, the attacker takes a PENALTY.

Sixth Facet★

Wall of Thorns: *You cause a thick bramble to grow across the battlefield.*

Once per encounter, as a minor action, choose a number of hex edges that form a straight line. You cannot choose more than Lvl hexes, and at least one hex edge must be within 4 hexes of you. Each affected hex edges becomes afflicted and gains $2 \times C$ AREA BARRIER HIT POINTS. Whenever a creature crosses a hex edges afflicted this way, it takes $-|7|8$ damage and begins BLEEDING C . Whenever a creature attacks another creature, if the LINE OF EFFECT contains one of the affected hex edges, the attacked creature is protected by the AREA BARRIER HIT POINTS. **Boost:** Increase the AREA BARRIER HIT POINTS by C .

Seventh Facet★

Instant Forest: *Just add good vibes.*

Once per encounter, as a minor action, you may turn 7 hexes within 12 hexes into opaque, blocking obstacles. These hexes cannot be adjacent to each other. You may designate any number of hexes within 12

hexes as a forest. They are difficult terrain, dense 6, and destructible 13. In addition, you may use Barkskin on 2 creatures; each receives *C* TEMPORARY HIT POINTS rather than the normal amount. **Boost:** One of the targets of barkskin gains another *C* TEMPORARY HIT POINTS.

Holy Healer

Minor Defense Holy Healers are reliable allies ready to heal their companions without disrupting their main focus.

Wilhelm screamed as an arrow struck his shoulder. Sean was at his side in a moment, and he yanked the arrow out. "You'll be fine," he said reassuringly. He muttered a prayer, and a moment later the wound closed.

Adaptation

This TRACK is intended to represent magical healing, however, it can represent inspiring words that push your allies to ignore their pain, or a field surgeon.

First Facet★

Hope: *You fill your ally with hope that they will survive.*

As a minor action, an ally within 6 hexes of you heals $2 \times C$ HIT POINTS and their target priority is reduced by one stage for one round. If an attack is made that violates that target priority, they heal an additional $2 \times C$ HIT POINTS. Excess healing becomes TEMPORARY HIT POINTS.

Light: *You fill your ally with holy light.*
As a minor action, an ally within 6 hexes of you heals $2 \times C$ HIT POINTS and their target priority is increased by one stage for one round. If an attack is made that violates that target priority, the target of this ability becomes energized $2 \times C$. Excess healing becomes ENERGIZED.

Second Facet★

Understanding: *You grant your allies knowledge and understanding.*

When you gain this ability, choose a feature. Once per encounter, when you heal an ally, that ally gains that feature for the rest of the encounter.

Friendship: *Its magical.*
As a minor action, choose 3 allies within 6 hexes of you. They are each healed C HIT POINTS. Choose an enemy. Each of those allies may ignore target priority when attacking that enemy during their next turn.

Third Facet★

Rest: *You bless your ally with a moment of rest.*
When you use Hope, the affected ally may DASH up to 3 hexes away from the nearest enemy to them.

Encourage: *You encourage your ally to greater feats of valor.*

When you use Light, the affected ally may DASH up to 3 hexes towards the nearest enemy to them.

Tactics: *Rally around your friends.*
When you use Friendship, you may guide each affected ally one hex towards the chosen enemy.

Fourth Facet★

Cleanse: *Your holy light is purifying.*
Once per round, when you heal an ally, you may remove a lesser restorable effect currently affecting that ally.

Vigor: *Your holy inspiration drives people to keep going.*

When you would heal an ally by $2 \times C$ HIT POINTS or more, you may reduce the amount that you heal them by $2 \times C$. If you do, that ally gains a REFRESH.

Fifth Facet★

Teamwork: *You unite your teammates in a singular purpose.*

When an ally moves due to Rest, each other ally may DASH up to two hexes towards the same enemy.

Morale: *You inspire your allies.*
When an ally moves due to Encourage, each other ally may dash up to two hexes away from the same enemy.

Camaraderie: *You are inspired to regroup around the enemy.*

When you use Friendship, during their next turn, each affected ally may move 2 hexes for each step spent, as long as this movement brings them closer to the chosen enemy.

Stimulation: Once per round, when you heal an ally that has not acted this round, you may have that ally take their turn immediately after yours.

Sixth Facet★

Rejuvenate: *Those effected by your holy inspiration feel better than ever.*

When you would heal an ally by $2 \times C$ HIT POINTS or more, you may reduce the amount that you heal them by $2 \times C$. If you do, that ally may remove a greater restorable condition currently affecting them.

Nature: *You restore the balance of nature.*
When you heal an ally, you may remove the afflicted status from any number of hexes within radius 3 of that ally.

Seventh Facet★

Life: *You have power over death.*
You may heal WOUNDED allies with abilities from this track. When you heal an ally this way, if they end up above 0 HIT POINTS, they stop being WOUNDED.

Renewal: *You renew the life of all those near you.*
Once per encounter, you may heal 3 allies C HIT POINTS each as a minor action. Additionally, each lesser restorable effect currently affecting those allies is removed. Additionally, each of those allies is immune to [FEAR] and FORCED movements for the next round.

Illusionist

Minor Defense

Some mages reshape reality around them. That's waaaay too much work, you just make it look like it's changed. It's the same effect. Sometimes.

Phileon charged at the magician, but a wall appeared in front of him. He stopped short, and looked around for another path. To his right, the ground fell away, revealing a yawning abyss. He turned to the left and ran, then found an iron shackle around his ankle. He took a moment to breath, fighting down panic, and focusing. The illusions fell away, and he saw the magician standing there. He pulled out a dagger and threw it - it passed through the magician as he swirled to mist, yet another illusion.

Adaptation

This could also be a character who creates holograms to confuse the battlefield.

First Facet

Darkness: *You can use your abilities to snuff out light.*

As a minor action, you may render hexes in a 3 hex radius within 12 hexes dark. LINE OF SIGHT cannot be drawn into or out of those hexes, but can be drawn through it.

Illusory Pit[ILLUSION]: *The ground falls away, revealing a yawning chasm.*

As a minor action, you may create the ILLUSION of a bottomless pit. Select up to $8 + Lvl$ hexes within 12 hexes. Walking on these hexes contradicts the ILLUSION.

Blur: *The illusion of dodging is so much easier than actually dodging.*

Whenever you spend a minor to activate an ability from this track, you gain 2 blur tokens. When attacked, you may spend a blur token to gain a 50% DODGE CHANCE. If the attack is [O]verwhelming, it requires 2 blur tokens. **Boost:** Gain an additional blur token.

Second Facet

Illusory Wall[ILLUSION]: *A solid wall springs into existence.*

As a minor action, you may erect a barrier across the battlefield. Select up to $8 + Lvl$ hex edges within 12 hexes. They block LINE OF SIGHT for anyone who believes in the ILLUSION. Moving through the wall or using lines of effect that pass through the wall contradict the ILLUSION.

Third Facet

Mirror Image[ILLUSION]: *You create several illusory duplicates of yourself to create confusion.*

Once per encounter, as a minor action that does not grant a blur token before you move, you may spend 2 blur tokens to create 4 duplicates of yourself in your hex. They share your defenses and each have $2 \times C$ hit points. Killing them triggers BLOODLUST. Remove yourself from the battlemat. The duplicates may move as you would, and you can see whatever they would see. On your turn, you may select any remaining duplicates to be the real you, and return to its hex. Move all of your illusions to that hex with

you. After you use your actions for the turn, any remaining movement can be used to move the ILLUSIONS and remove yourself from the battlemat.

If a duplicate is targeted, you may either declare it to be an ILLUSION, dealing damage to the ILLUSION, or your real self, in which case you are returned to its hex, you are targeted by the effect, and your duplicates return to your hex. If only one ILLUSION remains, you must declare it to be your real self. If you are attacked while 3 of your ILLUSIONS share your hex, you may use Blur as if you have 2 blur tokens and destroy a duplicate. **Boost:** You need to spend 1 fewer blur tokens.

Fourth Facet

Mass Invisibility: *Together, we're invincib- err, invisible.*

Once per encounter, as a minor action, you can bend light around your allies. Up to 3 allies within 12 hexes become INVISIBLE 6.

Jumpscare[FEAR]: *Don't blink. Don't flinch.*

As a minor action, you can render an opponent within 12 hexes DIZZY 2 for 1 round.

Fifth Facet★

Shackles[ILLUSION]: *You create a shackle that chains your target to the ground.*

Once per encounter, as a minor action, you can create the ILLUSION that shackles are binding up to 2 enemies within 12 hexes. Moving from their hex is inconsistent with the ILLUSION.

Phalanx[ILLUSION]: *You create a small army of soldiers.*

As a minor action, place 4 phalanx ILLUSIONS within 12 hexes. Each has 3 hit points and your defense. Moving through their hexes is inconsistent with the ILLUSION. They can take REACTIONS against provoking creatures in adjacent hexes. When they do, their flaming swords creates the ILLUSION of the target being on fire. Not dropping PRONE is inconsistent with the ILLUSION unless the target is immune to BURNING.

Sixth Facet

Illusory Landscape[ILLUSION]: *You alter the entire*

landscape, changing the battlefield dramatically.

Once per encounter, as a minor action, you can create the ILLUSION of a different terrain across the battlefield. Choose one of the following effects:

- **Forest:** You may create an illusory forest in any number of hexes within 12 hexes. Creatures who believe the ILLUSION treat these hexes as if they were forest hexes. Creatures moving at full speed without using difficult terrain ignoring abilities is inconsistent with the ILLUSION.
- **Ocean:** You create the ILLUSION that the entire area is underwater. Moving at greater than half speed without an ability to move underwater is against the ILLUSION. Things that are burning is inconsistent with the ILLUSION. Creatures subconsciously realize they are not underwater, and so they cannot try to swim upwards unless they have flight.
- **Expanded Space:** Everything around you suddenly seems much bigger. Mark a 12 hex zone around you. Hexes within that zone take twice as many STEPS to cross, and count as 2 hexes for measuring distances. Adjacent hexes are still adjacent. People moving at full speed in this area is inconsistent with this illusion, as

are people making attacks at greater than half range. **Special:** You may opt to appear to be a giant within this space, and do not violate the ILLUSION with your actions.

- **Storm:** You create the ILLUSION of a storm in a zone 12 hexes around you. Each round, declare a direction the wind blows. Creatures moving against that direction must spend an extra STEP for each hex they move. Creatures moving against the wind without spending the cost is inconsistent with the ILLUSION. There is also a lot of rain, snow, and/or dust that blocks LINE OF SIGHT beyond 6 hexes.

Seventh Facet★

False Self[ILLUSION]: *It may be an illusion, that doesn't mean it wholly unreal.*

Once per encounter, as a minor action that does not grant a blur token, you may create an ILLUSION of yourself. It moves with your speed and has your defense. It is destroyed if it takes $2 \times C$ damage. While it exists, you can use any abilities as if you share its hex, including activating defenses to lessen its damage. **Boost:** The ILLUSION can take an additional C damage before being destroyed.

Medic

Minor Defense Prepare medkits for your allies to use.

Adaptation

Can be used for all sorts of consumable healing items, from herbal poultices to crystallized healing magic to nano-med capsules.

The explosion ripped through the team. The others stood through, but Jason took the brunt, ragdolled into a nearby wall. He fell from it, limp and bleeding. Jackie rushed over, pulling out a fresh medkit. She kneeled down, spraying the wounds with field medicine and rapidly bandaging the worst of the bleeding. A quick stimulant shot to finish the patch up, and Jason was back on his feet, and back in the fight.

First Facet★

Medkit: *You prepare a medkit that will help you heal an ally.*

As a minor action, you may prepare and hold a medkit. A medkit heals $2 \times C$ HIT POINTS, removes BLEEDING, an additional lesser condition, and is consumed upon use. On your turn, you may use a held medkit on an adjacent ally or yourself. All prepared medkits expire at the end of the encounter. **Boost:** Increase the healing by C .

Front Line Support: *You are adept at operating safely in the heat of battle.*

When you use a medkit, you may lower your target priority. If this priority is violated, you may pick an ally to take a SURGE against the attacker. You do not provoke while you are adjacent to an ally.

Second Facet★

Pound of Cure: *Worth an ounce of protection.*

Medkits may instead remove a greater restorable condition instead of restoring HIT POINTS. **Boost:** Also heal C HIT POINTS. **Penalty:** Pound of Cure cannot be used if you have a PENALTY.

Helping Hand: *You pull your allies to their feet.*

You may remove PRONE from any adjacent ally by spending a STEP.

Time Out: *It's just rude to attack a patient.*

If you lower your target priority when using a medkit, you may also lower your target's target priority.

Third Facet★

Escort: *Sadly, part of your job is pulling people out of danger.*

When you move, you may have an adjacent ally move with you, even if they are WOUNDED or otherwise immobilized.

Meds: *You've got a med for that.*

Medkits also removes all [SICKENING] effects from the target and makes them immune to [SICKENING] for 1 round.

Transfusion: *You can give a blood transfusion to help those in critical condition.*

When you use a medkit, you may take $2 \times C$ HIT POINTS from an adjacent ally, including yourself, to increase the healing by $2 \times C$.

Prescription Strength: *When all else fails, use more meds.*

Medkits remove 2 lesser removable conditions.

Fourth Facet★

Vaccinate: *You have figured out how to protect from this effect, and can share that benefit.*

When you use a medkit on an ally, you may also grant them an immunity to a condition you are curing with that medpack for the rest of the encounter.

Got Your Back: *Knowing that, no matter what, you've got their back, really improves your ally's confidence.*

If an adjacent ally moves, you may move with them. While you are adjacent to an ally, that ally is immune to [FEAR].

Fifth Facet★

Trauma Kit: *You can heal wounds that would otherwise debilitate allies.*

You may use medkits on WOUNDED allies. If this heals them above 0 HIT POINTS, they are no longer WOUNDED at the start of their next turn.

Into The Fray: *You are driven by a sense of urgency when allies are wounded.*

Once per round while you have a held medkit, you may DASH 3 hexes toward an ally if you would use a medkit on them.

Sixth Facet★

Extra Strength Dose: *This is the non-non-drowsy version.*

When you heal an ally with a medkit, you may increase the healing by $2 \times C$ and inflict 2 PENALTIES.

Stimpacks: *This shot has the good stuff.*

Instead of using a medkit to heal, you may use it to grant an ally $2 \times C$ energized and an extra 6 speed for 2 turns. You may increase the ENERGIZED by $2 \times C$ if you deal $2 \times C$ damage to them (ignoring COUNTERS).

Boost: Increase the ENERGIZED by C .

Seventh Facet★

Better Than New: *Your medkits grant an extra invigorating effect.*

Medkits also grant the target 6 extra STEPS, remove all lesser removable conditions, make them immune to lesser conditions for a round, and if any healing

would put them above their maximum hit points, the excess becomes ENERGIZED .

Heroic Rush: *When its time to save people, noth-*

ing will slow you down.

You may DASH 6 hexes with Into The Fray.

Mobile Barriers

Minor Defense

Force fields, screens, barriers, damage they surely stop, and every single one will end with a 'pop!'

Celeen cast a spell, and a blue bubble popped into existence around her. Kyle came at her with a sword, and started beating at the barrier. His first blow ricocheted off, sending him flying backwards. Celeen cast another spell, making her bubble even stronger.

Adaptation

This can represent magical barriers, magnetic screens, and futuristic shield generators.

First Facet★

Bubbles: *You create a barrier around an ally to protect them.*

As a minor action, grant an ally within 12 hexes $2 \times C$ BARRIER HIT POINTS. This also makes the target bubbled for $C - 2$ rounds, even if they have no BARRIER HIT POINTS remaining **Boost:** Increase the BARRIER HIT POINTS by C

Lesser Protections: *Your bubble can cure your ally of various effects.*

Choose one of these effects each tier as a permanent choice. Effects chosen are removed from targets you use Bubbles on.

- GRAPPLED
- SLOW
- An ENERGY EFFECT
- BLIND
- DIZZY
- STOPPED

Second Facet★

Pop: *Rebound!*

When a bubbled ally is successfully attacked the first time each round, they may FORCE adjacent enemies 1|2|3|3 hexes away from them.

Third Facet★

Move Bubbled Allies: *You can move your bubbles, and with them the ally inside.*

You may spend STEPS to FORCE a bubbled ally 1 hex in any direction per STEP spent.

Fourth Facet★

Party Bubble: *Enough for the whole team.*

As a minor action, you may grant 4 allies within 12 hexes bubbled for $C - 2$ rounds and C BARRIER HIT POINTS. This does not grant the effects of Lesser Protections. **Boost:** Grant one ally an additional C BARRIER HIT POINTS.

Fifth Facet★

Armored Bubble: *Bubbled buddies bowl through barriers.*

If a piece of destructible terrain has less than $6 \times C$ hit points, bubbled allies may destroy that terrain as part of their movement. Bubbled allies are immune to afflicted hexes.

Hardened Bubble: *You can harden the bubble in an attempt to completely block the attack.*

When a bubbled ally with BARRIER HIT POINTS is attacked, they may spend C BARRIER HIT POINTS to gain a 50% DODGE CHANCE against that attack. If the attack is [O]verwhelming, they must spend $2 \times C$ BARRIER HIT POINTS instead.

Sixth Facet★

Prebubble: *But first, Shields Up!*

Once per encounter, you may use Bubbles or Party Bubbles as an immediate minor action.

Seventh Facet★

Rolling Through: *Your bubbles allow you to force your way through enemies.*

If you move into an occupied hex while bubbled, you can FORCE its occupant 1 hex in any direction to an occupied hex. If this is successful, you can move into their previously occupied hex.

Shadow Hand

Minor Defense

A shadow hand manipulates shadow to get the edge in combat.

Umbric twisted light, and created a bubble of darkness. The halfling commander drew a longsword and looked around warily, unsure where Umbric would re-emerge. He saw movement and swung, but a trick of the light confused him and his sword passed through thin air. Umbric reached through the shadows, and plunged a dagger of shadow into the halfling's back.

Adaptation

This can also represent a technoninja using smoke grenades instead of darkness, and cloaking and teleportation devices.

First Facet

Cloak of Darkness: *You are able to leech darkness from your abilities to form a protective cloak.*

When you use a darkness ability, you gain 2 darkness token. You may spend darkness tokens to gain a 50% DODGE CHANCE against an attack against you. [O]verwhelming attacks take 2 tokens to block.

Boost: Gain an additional darkness token.

Shadowblade [Darkness]: *You wrap your blade in shadow.*

As a minor action, gain a RIDER that inflicts SLOW 1.

Lightsink [Darkness]: *You invoke the power of shadows to cast an area into darkness.*

As a minor action, you may plunge a 1 hex radius area within 12 hexes into magical darkness for 2 rounds. LINE OF SIGHT cannot be drawn through, into, or out of these hexes.

Second Facet★

Fear of the Dark[FEAR]: *Darkness is one of humanity's primal fears.*

As a minor action, you may eclipse an opponent with shadow. They take a PENALTY, and you get a BOOST on your next attack against them. **Boost:** Give them an additional PENALTY.

Third Facet★

Dancing Shadows: *You have shadows flicker over your ally, making it hard to see them.*

You may spend a darkness token to grant a 50% DODGE CHANCE to an ally within 6 hexes when they are attacked. You must spend 2 tokens against [O]verwhelming attacks.

Shadowsense: *You can sense the shadows around you.*

You gain SCANNER 12.

Fourth Facet

Invisibility [Darkness]: *Shadow masks your presence.*

As a minor action, you become INVISIBLE 6.

Fifth Facet

Shadow Jaunt [Darkness]: *You slip through the cracks between shadows.*

As a minor action, you may TELEPORT 6 hexes.

Sixth Facet★

Shadow Strike: *You reach through the shadows and strike your target.*

As a minor action, you may attack through shadow. You may attack a target within 12 hexes with your major action this round as if they were adjacent to you, and gain 2 BOOSTS on that action. **Boost:** Become ENERGIZED C **PENALTY:** Become WEAKENED C.

Seventh Facet

Shadow Form [Darkness]: *You become shadow.*

As a minor action, you may gain phasing for 1 round, and lower your target priority for 1 round. Attacks against you have a PENALTY if they are not against the highest priority target.

Shield Master

Minor Defense

You elevate the use of a shield to an art form, moving beyond its basic use of defense.

Steve strode through the battlefield, enemy soldiers fighting around him. One thrust a spear at him, and he easily caught it on his shield. He struck that enemy down, then blocked another spear thrust aimed at his ally.

Adaptation

This works fine for a classic knights shield, but it could also be a magic ward, or a portable forcefield, a fighting style focused on blocking, or a unbreakable shield with your countries crest.

First Facet★

Shield Block: *You block the attack with your shield.*

As an immediate minor action when attacked, you can raise your shield to block the attack. This gives you $2 \times C$ BARRIER HIT POINTS against the attack, and you may prevent one lesser condition the attack would inflict. If all BARRIER HIT POINTS granted remain after the attack (for instance, because the opponent missed, or you dodged), you lose those BARRIER HIT POINTS and gain a primed minor action.

Boost: Gain an extra C BARRIER HIT POINTS. If only these extra BARRIER HIT POINTS remain, you regain the boosts but do not gain a primed action.

Vigilance: *You can enter a general state of readiness when there isn't an immediate threat.*

As a minor action, you can become ON GUARD 2

Boost: Gain an extra ON GUARD .

Second Facet★

Shield Wall: *You can protect nearby allies from attack.*

You may use Shield Block to protect an adjacent ally when they are attacked.

Shield Bash: *You shove your shield into your opponents face, making it hard for them to attack.*

As a minor action, you can bash an enemy in your melee range with your shield, giving them two PENALTIES and rendering them OFF BALANCE. **Boost:** Inflict an additional PENALTY.

Third Facet★

Duck and Cover: *You can use your shield to make someone an inopportune target.*

When you prime a minor action, you may choose to protect yourself or an adjacent ally as long as they are adjacent to you or until the start of your next turn, whichever is shorter. The protected person has their target priority lowered. If they are attacked in violation of this priority, they get C BARRIER HIT POINTS against that attack.

Flanking Bash: *You can protect your allies even while they are flanking with you.*

If you have a primed minor action, you can choose to lower the target priority of anyone who is flanking an enemy with you. If the flanked enemy attacks that ally in violation of target priority, you may use Shield Bash on them before their attack.

Shield Impact: *You make hitting your shield extra unpleasant.*

When you use Shield Bash on an enemy, or you use Shield Block against a melee attack, you can affect the enemy with one of the following effects:

- The target must make a defense roll or fall PRONE.
- The target must make a defense roll or be DIZZY 1.

Prime complex: *You can prepare to block more attacks.*

You can have 2 primed minor actions at once.

Fourth Facet★

Stand Firm: *When you are blocking with your shield, you cannot be moved.*

When you use Shield Block, you, or the ally you are shielding, are immune to FORCED movement from the target you blocked until that creature's next turn.

Shield Toss[R]: *The classic technique returns.*

You may use Shield Bash up to range 12.

Fifth Facet★

Shield Ward: *You obtain greater protection from your shield.*

If you have a primed minor action, you are immune to reactions. In addition, Shield Block can negate all lesser conditions the attack would inflict.

Deflection: *You deflect an incoming attack to hit a different target.*

As an immediate minor action when attacked by a non [O]verwhelming attack, you may attempt to deflect the attack. Make a defense roll with a +2 modifier. If successful, the attack is instead made against a target of your choice within the attack's range of you. **Boost:** Gain a +2 to the defense roll.

Elemental Shield: *Your shield can catch energy effects.*

When you use Shield Block to negate an ENERGY EFFECT, your shield becomes charged with that energy. When you use Shield Impact, you can inflict the target with that ENERGY EFFECT .

Sixth Facet★

Defenders Leap : *You leap to the defense of others.* When an ally within 3 hexes is attacked, you may

DASH 3 hexes to be adjacent to them before using Shield Wall.

Mighty Bash: *You can send enemies flying with your shield.*

When you use Shield Bash on an enemy, you may FORCE them 2 hexes in a direction of your choice.

Seventh Facet★

Bulwark: *Your defenses are impenetrable.*

Once per round, you may prevent a lesser condition from being inflicted on yourself or an adjacent ally.

Shield Anchor: *You stand firm against all onslaughts.*

You are immune to FORCED movement.

Epic Clash: *Your shield impact leaves attackers dazed.*

Once per encounter, when using Shield Impact, when they fail their defense roll they are STUNNED.

Spook

Minor Defense

For whatever reason, your spirit remains while your body has moved on, which is... disturbing.

Caspian rose from the sea, his ghostly body covered in seaweed and chains. He let out an unearthly moan, and the pirates started quivering in fear. One of them came at Caspian with his cutlass, but he was shaking so much he couldn't land a good blow. Caspian stared the pirate the eye, and the pirate felt his gaze peer into his very soul.

Adaptation

Can also be used for slightly out of phase interdimensional creatures or other things that aren't quite all there physically.

First Facet ★

Otherworldly Presence: *Your otherworldly nature unsettles your foes.*

As a minor action, you may make your presence known to those around you. This takes one of several forms.

- **Gaze:** Inflict 2 PENALTIES on 1 opponent within LINE OF SIGHT.
- **Moan:** Inflict a PENALTY on 2 opponents within 3 hexes using indirect LINE OF EFFECT.

Boost: Grant one target an additional PENALTY.

Second Facet ★

Unnerve[FEAR]: *You make enemies unable to focus on other things.*

Opponents affected by Otherworldly Presence are OFF BALANCE.

Third Facet

Weightless: *You are no longer bound by gravity.*
You can hover.

Fourth Facet ★

Choose one of the following abilities

- **Play With Me**[FEAR]: *You creepily entice enemies to stay near you.*

Once per round per opponent, opponents must spend 1 extra movement point to move away from you while within 3 hexes of you.

- **Leave This Place**[FEAR]: *You compel others to flee.*

Once per round per opponent, opponents must spend 1 extra STEP to move towards you while within 3 hexes of you.

Fifth Facet

Ethereal Form: *You can pass through walls.*
You can phase.

Sixth Facet ★

Petrify[FEAR]: *Enemies become frozen with fear.*
Once per encounter, opponents affected by Otherworldly Presence are STUNNED for one round.

Seventh Facet

Fade: *You pass from sight.*
You may become INVISIBLE 3 at the beginning of your turn. If you only attack the target of your Otherworldly Presence this round, your invisibility only breaks for those targets; you remain INVISIBLE to other targets.

Warcries

Minor Defense

Screaming bloody murder has never resulted in so much bloody murder.

Gronark let out a blood curdling scream, and the opposing warriors shrunk back, intimidated by this crazy eyed, spittle spewing madman. They shrank back, unwilling to approach. Gronark's screams had the opposite effect on his tribe; They were invigorated and enthralled, and rushed forward to eagerly clash with the opposing warriors.

Adaptation

Instead of a screaming barbarian, you could be a sergeant shouting orders or just a particularly intense bard.

First Facet★

Warcry: *You let out a powerful shout to inspire your allies or terrify your foes.*

As a minor action, you may use a warcry, and apply its effects to all applicable targets within 3 hexes with indirect LINE OF EFFECT. You have access to the following warcries:

- **Invigorating Shout:** Up to 3 allies become ON GUARD . **Boost:** One ally gains another ON GUARD .
- **Demoralizing Shout**[FEAR]: Enemies become WEAKENED 5|6|8|9. **Boost:** Increase the WEAKENED on one enemy by *C*.

Personalized Verbalization: *Instead of shouting in general, you shout at a specific person.*

As a minor action, you may use a warcry, but have it only affect one target within 12 hexes with indirect LINE OF EFFECT, and magnify its effect.

- **Invigorating Shout:** The ally gains $2 \times C$ TEMPORARY HIT POINTS. **Boost:** The ally gains another *C* TEMPORARY HIT POINTS.
- **Demoralizing Shout**[FEAR]: Enemies become WEAKENED $2 \times C$. **Boost:** Increase the WEAKENED by *C*.

Second Facet★

Charge! *You inspire your allies to charge forward.* Allies affected by Invigorating Shout or Combined Shout are DIRECTED 2 hexes towards an enemy.

Third Facet★

Intimidating Shout[FEAR]: *Your crazed shouting makes enemies hesitant to approach.*

Enemies effected by Demoralizing Shout or Combined Shout must succeed in a defense roll or spend 1 extra movement point to approach you for 1 round.

Fourth Facet★

You gain access to the following warcry:

- **Combined Shout:** *You can inspire and terrify with the same utterance.* Up to 3 allies gain $-2|3|3$ TEMPORARY HIT POINTS, and enemies gain [FEAR] $3|3|4|4$ WEAKENED . This may not be used with Personalized Verbalization. **Boost:** Enemies gain $3|3|4|4$ additional WEAKENED .

Fifth Facet★

Focused Shouting: *You concentrate your shout into a cone in front of you.*

You may choose to have your warcries instead affect a 6 hex long cone with indirect LINE OF EFFECT.

Sixth Facet★

Noise Violation: *Your shout deafens nearby foes.* When you use a warcry, adjacent enemies become [SENSELESS]OFF BALANCE.

Seventh Facet★

Powerful Lungs: *You can be heard from further away.*

The range of your warcries is increased by 2.

Analytical Observations

Minor Mixed

Analyze your enemies and inform your allies of their strengths and weaknesses.

Thelian eyed the beast carefully. He had never seen anything like it, an armored, segmented worm that writhed around and struck at the soldiers trying to contain it. "Watch out, when it coils back like that it's about to strike!" he warned, and one of the soldiers leapt aside. "Attack between the segments, there seem to weak points there," he advised, and another soldier got a sword wedged between the armor plates and drove it home, killing the strange worm.

Adaptation

Instead of relying on analysis and intellect, similar effects can be achieved with divination magic or luck manipulation.

First Facet

Analytical Mind: *You examine your enemies to find every weakness they have.*

As a minor action, you may apply Observed 2 to a creature within your LINE OF SIGHT. You have SCANNER 24, but only for creature which have Observed.

Boost: Apply an additional Observed.

Exploit Vulnerability: *Everything has a weak spot.* When an ally would target a creature with observed, they may reduce the Observed by 1 and get a BOOST on that action.

Exploit Weakness: *You spot a flaw in their attack method.*

When an ally would be targeted by a creature with Observed, they may reduce the Observed by 1 and give that action a PENALTY.

Second Facet★

Analyze Abilities: *You learn vital information by analyzing your enemies.*

When you use Analytical Mind on a creature, you may learn its level, and any TRACKS or monster abilities it possesses. Additionally, when you use Understanding to ask a question about a creature, the question can be to learn up to two features or monster tactical abilities that the creature possesses.

Negate Strength: *A careful analysis of your opponents movements shows how to negate its attack.*

When an ally is targeted by a creature with Observed, they may reduce the Observed by up to 4, and the creature is WEAKENED *C* for each point of Observed lost.

Third Facet★

Probe: *Poke the bear.*

As a minor action, you may gain a RIDER with a -2 to hit. If the RIDER hits, the creature gains Observed 3, otherwise the creature gains Observed 1. **Boost:** Increase the Observed by 1, regardless of whether you hit or miss.

Reveal Weakpoint: *You can spot the perfect spot to strike.*

When an ally targets a creature with Observed, they may reduce the Observed by up to 4, and the creature becomes VULNERABLE *C* to that ally for each

point of Observed lost.

Fourth Facet★

Prediction: *Unsurprising.*

When a creature with Observed takes an offensive action, you may know the exact abilities used before the action is resolved.

Negation: *Make it tough to debuff.*

When a creature with at least 2 Observed inflicts a greater restorable condition from the use of an ability, you may reduce the amount of Observed by 2 to negate the condition.

Fifth Facet★

Empirical Evidence: *The science of hard knocks.*

Once per round, you may choose a creature and gain VULNERABLE *C* to it. The next time that creature deals damage to you, it gains Observed 1.

Create Opening: *You can spot the ideal moment to attack.*

On your turn, choose a creature with at least Observed 2. One ally may immediately take a SURGE against that creature and reduce the amount of Observed by 2.

Sixth Facet★

Lab Rats: *You can learn about a creature through its interactions with your friends.*

When you use Probe, you may have an ally gain a RIDER. When you activate Empirical Evidence, you may have a willing ally gain its effects instead of yourself.

Restorative Counter: *Deal with the heal.*

When a creature with at least Observed 2 loses a greater restorable condition from the use of an ability, you may reduce the amount of Observed by 2 to negate the loss of the condition.

Seventh Facet★

Mind Games[MENTAL]: *You can toy with a creature when you understand it.*

When a creature gains Observed, it becomes OFF

BALANCE and SLOW 2 for as long as they have Observed.

Saw It Coming: *You perfectly predict an incoming attack, allowing an ally to dodge it.*

When an ally is targeted by a creature with Ob-

served, they may reduce the Observed by up to 4, gaining a 50% DODGE CHANCE against that action for each point of Observed lost. If the ability is [O]verwhelming, they instead gain a 25% DODGE CHANCE per point lost.

Charged Barriers

Minor Mixed

Defend yourself with the elements as you prepare to unleash them upon your foes.

Gilly called up a fire barrier, wrapping flame around her arrow and firing it at the ninja. He threw a shuriken back at her, and she called up an electricity barrier, teleporting next to him in a moment. Then she discharged the fire barrier, sending fire washing over the ninja.

Adaptation

This could be your own magic, calling upon friendly elementals, or a slew of high-tech gadgets.

First Facet★

Charge and Discharge: *You set up magical barriers of various elements, and unleash them for various effects.*

When you use an ability from this TRACK while you do not possess the corresponding barrier, you use the charge ability and gain a barrier corresponding to the chosen element. If you do possess the corresponding barrier, you use the discharge ability, but lose the barrier afterwards. You may begin each encounter with a barrier for any element you have access to.

Force Charge: *You bring up a barrier of force that pushes away nearby enemies.*

As a minor action, gain $2 \times C$ barrier hit points, and FORCE all adjacent opponents 1 hex away from you.

Boost: Increase the BARRIER HIT POINTS by C .

Force Discharge[RmH]: *You unleash your barrier, hitting the target with raw energy.*

As a minor action, deal $3 \times C$ damage to an opponent within 12 hexes, and make them OFF BALANCE.

Boost: Increase the damage by C .

Second Facet★

Fire Charge: *You surround yourself with a soothing flame.*

As a minor action, heal $2 \times C$ hit points, with any excess becoming ENERGIZED. For 1 round, any opponent you damages you starts burning C . **Boost:** Increase the healing by C .

Fire Discharge: *You unleash your fire barrier in a wave of flame.*

As a minor action, all opponents within 3 hexes take $3 \times C$ damage. A successful defense roll halves the damage. This also afflicts all hexes within 3 hexes of you. Opponents who end their turn in one of these afflicted hexes receive C damage. **Boost:** Increase the damage to one target by $3|3|4|5$.

Third Facet★

Earth Charge: *You engulf yourself in stone to anchor yourself in place.*

As a minor action, you gain $2 \times C$ RESISTANCE and can half FORCED movement for 1 round. **Boost:** Increase the RESISTANCE by C .

Earth Discharge [Rm]: *You throw a boulder at your enemies.*

As a minor action, you may STRIKE an opponent

within 12 hexes for $5 \times C$, and FORCE them 2 hexes away from you on a hit. **Boost:** +4 to hit.

Fourth Facet★

Cold Charge: *You are protected by the bitter cold.*

As a minor action, opponents within 3 hexes receive a PENALTY and must spend an additional STEP to approach you for 1 round. **Boost:** One enemy receives an additional PENALTY.

Cold Discharge: *You unleash a wave of freezing cold.*

As a minor action, deal $-| -|12|14$ damage and inflict FROZEN on opponents within a 6 hex cone originating from you. **Boost:** Deal C extra damage to one target.

Fifth Facet★

Electricity Charge: *You prepare to teleport in a bolt of lightning.*

As a minor action, you may gain 2 zap tokens. When targeted by an ability, you may spend a zap token to TELEPORT up to 3 hexes with a 50% DODGE CHANCE. [O]verwhelming attacks require both zap tokens. **Boost:** Gain an additional zap token.

Electricity Discharge [R]: *You send a bolt of electricity that bounces between nearby targets.*

As a minor action, you may deal 5 damage up to C creatures within 3 hexes of you or another targeted creature. Targeted creatures are OFF BALANCE and BLIND 6 for one round. **Boost:** One target takes C additional damage. **Penalty:** One target takes C less damage. If this would deal less than 0 damage, another enemy has their damage reduced by the excess.

Sixth Facet★

Light Charge: *You have a glowing halo of light.*

As an immediate minor action, when an opponent within 12 hexes targets you with an attack, you may cause it to become BLIND 3 for 1 round before the attack is made. **Boost:** Become ON GUARD.

Light Discharge[R]: *You unleash your light in a giant laser blast.*

As a minor action, STRIKE all opponents within a 3 hex wide, 12 hex long line for $4 \times C$ damage and inflict BURNING C . **Boost:** +4 to hit.

Seventh Facet

Shadow Charge[H]: *You are hidden by shadow.*

As a minor action, gain 4 shadow tokens and turn INVISIBLE 3 for 1 round. You may spend a shadow token to get a 25% dodge chance against an attack. [O]verwhelming attacks cost 2 shadow tokens.

Boost: Gain an additional 2 shadow tokens.

Shadow Discharge [Rm]: *You cover an opponent in darkness.*

As a minor action, you may inflict OFF GUARD , VULNERABLE C, and PERSISTENT BLIND 6 for 2 rounds to an opponent within 12 hexes. **Boost:** Add another VULNERABLE C.

Duplicator

Minor Mixed

A duplicator is capable of splitting themselves into multiple parts, each of which can operate independently. They can spread themselves around the battlefield to take out many foes, or concentrate their efforts to bring down a specific target.

The giant lumbered forward, swinging its club at all who approached. Tiffany ran towards it, and it smashed its club down at her. She dodged to the left. And the right. There were suddenly two of her, and she attacked the giant from both sides at once.

Adaptation

This can also represent the use of magical clones, holographic projections, a Von Neumann machine, a giant amoeba, or other concepts capable of supporting multiple bodies.

First Facet

Split: *You split yourself into two copies.*

As a minor action, if you do not have any remaining duplicates, you may become Set and create 2 duplicates as a minor action, 1 in your hex and 1 adjacent. These replace your normal character. If one is destroyed, the remainder becomes your character. Excess damage is transferred to the remaining duplicate. Each has $1/2$ of your current HIT POINTS. Using a major action while Set makes you not Set. Each duplicate can use your other abilities, drawing from the same limits. Each duplicate starts with STEPS equal to your current STEPS and gains STEPS equal to your speed each round. A duplicate being destroyed does not count as being WOUNDED. **Boost:** One of the duplicates gains C HIT POINTS.

Joint Attack: *You attack with both bodies.*

As a major action, you may allow 2 of your duplicates to take a major action other than this one. This action is always the same.

If they are not Set:

- They take 2 PENALTIES on each major action they take, and if this action cannot take a PENALTY, they cannot perform it.

If they are Set:

- If their action targets the same creature, it acts as if one of them takes the action with 2 BOOSTS. If you have an EXTRA BOOST from Sustain, this also ignores COUNTERS.
- If they do not target the same creature and it's not [S]pecial, then they each take the major action
- If they do not target the same creature and it is [S]pecial, then they each take the major action with a PENALTY.

Sustain: *It takes some effort to coordinate multiple bodies.*

As a minor action, you may sustain your split, becoming Set. **Boost:** When you next use Joint Attack, one of the actions gains a BOOST.

Second Facet★

Merge: *You recall your duplicate, pooling your strength.*

As a minor action, you can combine your duplicates. Choose one to destroy; add its HIT POINTS to a remaining duplicate. Any conditions affecting it are transferred. The duplicate that is merged into gains $2 \times C$ HIT POINTS and 3 extra STEPS for that turn.

Third Facet★

Fakeout: *You merge your duplicate into you to avoid it being hit.*

As an immediate minor action, you may remove a duplicate when it is attacked. This negates the attack, unless it is [O]verwhelming, in which case it gets a 50% dodge chance. The health of this duplicate is added to a remaining duplicate, and any conditions affecting it are transferred as well. **Boost:** The remaining duplicate gains an additional C HIT POINTS.

One Mind: *Your duplicates are all linked and can see what the others see.*

All your duplicates get LINE OF SIGHT from every other duplicate.

Fourth Facet

Triplicate: *Why stop at 2?*

You can use Split while you already have 2 duplicates.

Fifth Facet★

Enhanced Merge: *You can merge more duplicates at once.*

When you use Merge, you may choose to dash 3 instead of gain 3 STEPS. You can merge multiple duplicates with a single use; add all of their HIT POINTS to a remaining duplicate, and it gets the dash or STEPS per duplicate merged.

Purge Merge: *You can merge in duplicates without polluting yourself.*

When merging a duplicate with Fakeout or Merge, you may remove its lesser restorable conditions before merging.

Sixth Facet★

Vital Link: *You can strengthen the duplicates that need it most.*

You may transfer any amount of HIT POINTS from one duplicate to another once per round.

Seventh Facet★

Triple Team: *Your ability to coordinate your duplicates has reached its peak.*

As a major action, you may allow 3 duplicates to take

a major action that does not target the same creature.

- If it is not a [S]pecial action, each of these majors takes a PENALTY.
- If it is a [S]pecial action, each of these majors takes 2 PENALTIES.

Gizmos

Minor Mixed

You have a collection of gizmos that you can prepare and deploy to the battlefield.

Clark slid a springboard in from of himself, and ran into it. It launched him into the air and propelled him forward. He held his spear out, letting the momentum drive it deep into the dragon's side. It bellowed and bit at him, but he tossed a bomb into its face, which exploded in a bright flash, blinding the dragon.

Adaptation

This can also represent the use of magical effects and runes.

First Facet★

Gizmos: *You employ a variety of clever devices to aid you in battle.*

You can have up to C prepared gizmos at any one time, and begin each encounter with C prepared gizmos. You may spend your speed in STEPS to prepare any number of gizmos, as long as this doesn't put you above C prepared gizmos. You can prepare any gizmo that is of a tier less than or equal to your tier.

Deploy: As a minor action, use one of your prepared gizmos. It is no longer prepared.

Second Facet★

Multi-purpose: *You have a gizmo with multiple potential uses.*

You may prepare a multi-purpose gizmo. When you do, select two gizmos. As a minor action, you may use one of those two gizmos, and the multi-purpose gizmo is no longer prepared. Preparing a multi-purpose gizmo is done as part of the Gizmos action, it counts as one of the C prepared gizmos, and you can only have 1 multi-purpose gizmo at a time.

Third Facet

Doodads: *Accessories are the finishing touch.*

When you prepare a gizmo, you may increase its tier by attaching doodads. Each attached doodad increases its tier by one stage. You cannot attach the same doodad to a gizmo more than once.

Fourth Facet★

Perpetual Motion Gizmo: *You have a gizmo that is always usable.*

At the beginning of each encounter, you may choose one prepared gizmo to be a perpetual motion gizmo. You may not choose a multi-purpose gizmo for this ability. When you use the deploy action with this prepared gizmo, it remains prepared.

Fifth Facet★

Overcharge: *Tim Allen would be proud.*

You may prepare an overcharged gizmo. When you do, select two gizmos. As a minor action, roll a $d20$. On a 1 – 8, the overcharged gizmo backfires and you take C damage. On an 9 – 20, you may use both of the

selected gizmos. Either way, the overcharged gizmo is unprepared. If you boost this, one of the selected gizmos receives the boost, and you do not take damage if the gizmo backfires.

Sixth Facet★

Bonus Doodad: *You are very good at attaching doodads.*

When you prepare a gizmo, you may attach a single doodad without raising the gizmo's tier.

Seventh Facet★

Multiselect: *You have figured out how to make very versatile gizmos.*

When you prepare a multi-purpose gizmo, you may select four gizmos. You can have 3 multi-purpose gizmos at a time.

Champion Tier

- **Medic Kit:** When you use this gizmo, place two medic kit tokens adjacent to you. Whenever an ally is in a hex with a medic kit token in it, they may use the token to gain C HIT POINTS. **Boost:** Place an extra medic kit token.
- **Mini-bomb:** When you use this gizmo, choose a creature within 6 hexes. That creature takes $3 \times C$ damage. **Boost:** Increase the damage by C .
- **Adrenaline Shot:** When you use this gizmo, choose an adjacent ally. That creature gains 2 BOOSTS. **Boost:** That creature receives an extra BOOST.
- **Penalty Shot:** When you use this gizmo, choose a creature within 6 hexes. That creature receives 2 PENALTIES. **Boost:** That creature receives an additional PENALTY.
- **Refresher:** When you use this gizmo, choose an adjacent ally. That ally gains a REFRESH. **Boost:** That creature also receives a BOOST.

Heroic Tier

- **Springboard:** When you use this gizmo, select a hex adjacent to you. The next time an ally voluntarily enters that hex, they jump 3. At any point during their current turn, they can use a SURGE. **Boost:** That SURGE gains a BOOST.
- **Bomb:** When you use this gizmo, choose a hex within 12 hexes. Each creature within radius 2 of that hex takes $2 \times C$ damage. **Boost:** One affected creature takes an extra C damage.
- **Corruptor:** When you use this gizmo, choose an enemy within 6 hexes. That creature becomes CORRUPTED 2.

Immortal Tier

- **Interceptor:** When you use this gizmo, you may create an interceptor robot. The creature counts as a SUMMON, has $2 \times C$ HIT POINTS, and whenever it is adjacent to a creature that is taking damage, it may take some of the damage in its place. It cannot take more damage than it has remaining HIT POINTS. Once per round, you may move the interceptor robot up to 6 hexes, and it may use a combat maneuver. If you use a doodad on this, it may affect the interceptor robot, or the first creature that the robot uses a combat maneuver against. **Boost:** Increase the interceptor robot's HIT POINTS by C .

Mythic Tier

- **Phoenix Mode:** When you use this gizmo, choose an adjacent WOUNDED ally. That ally gains $2 \times C$ HIT POINTS, which can prevent him from being WOUNDED. Additionally, for the rest of the encounter, that ally can fly, and adds a RIDER to his attacks inflicts BURNING. **Boost:** The affected ally gains an extra C HIT POINTS.

Doodads

- **Speed Boost:** When an ally is affected by a gizmo with this doodad, they are DIRECTED 3

hexes. Alternatively, you may move 3 hexes when you use a gizmo affected by this doodad.

- **Elemental Effect:** When an enemy is affected by a gizmo with this doodad, they receive an ENERGY EFFECT, chosen when you prepare the gizmo.
- **Flash:** When you use a gizmo with this doodad, each enemy within 6 hexes is BLINDED 6. A successful defense roll negates this effect.
- **Neon Sign:** When you use a gizmo with this doodad on an enemy, their target priority is increased by 1 for one round.
- **Target:** When you use a gizmo with this doodad on an ally, their target priority is increased by 1 for one round. The affected ally may use a SURGE against any enemy violating this target priority.
- **Faded:** When you use a gizmo with this doodad on an enemy, their target priority is decreased by 1 for one round.
- **Inconspicuous:** When you use a gizmo with this doodad on an ally, their target priority is decreased by 1 for one round. Attacks that violate this target priority receive a PENALTY.
- **Monster Parts:** When you use a gizmo with this doodad on an ally, you may give them an equipped effect with $2 \times C$ BONDED HIT POINTS. As long as the EQUIPPED effect remains, they gain a monster tactical ability, chosen when you prepare this gizmo. Using this doodad increases the gizmo's tier by an additional stage, beyond the normal increase.
- **Blood Transfer:** When you use a gizmo with this doodad on an ally, you may take up to C damage. The affected ally gains HIT POINTS equal to the damage you took this way.
- **Range:** When you use a gizmo with this doodad, you may treat allies within radius 6 of you as though they were adjacent, and you may treat enemies that are up to 12 hexes away as though they were 6 hexes away.

Lawbearer

Minor Mixed

You set the law and you enforce it.

Sheriff Allen faced down Blackheart Andy. "Don't come any closer" he warned. Andy snorted and walked closer anyways. Allen glowered, and shackles magically appeared around the fugitives wrists. "What the..." he exclaimed. "You broke the law, son. There are strict consequences for that 'round these parts."

Adaptation

This TRACK can be used to represent a practitioner of oath magic.

First Facet★

Set Law: *You decree what is law.*

As a minor action, choose an enemy within 12 hexes of you and a law. During their next turn, that enemy may choose to follow the limitations of the chosen law. If they do not, they become a lawbreaker. The following is a list of available laws. You may treat lawbreakers a having a target priority one stage higher.

Boost: The target becomes OFF GUARD to you.

- **Minor Denial:** The chosen enemy cannot take minor actions.
- **Off Limits:** Choose 3 hexes, plus one additional hex for every level you possess. The chosen hexes cannot be adjacent to the chosen creature. The chosen creature cannot enter the chosen hexes, and cannot draw LINE OF SIGHT through those hexes.
- **Mirror:** Choose a greater restorable and a lesser restorable effect currently effecting you. The chosen creature gains those effects.

Punish Lawbreakers: *You enforce your laws.*

As a minor action, you can use two SURGES against a lawbreaker. That creature is no longer a lawbreaker.

Boost: Use a BOOST on one of the SURGES.

Shackle Lawbreaker: *Prison is too kind.*

As a minor action, choose a lawbreaker within 12 hexes of you. That creature stops being a lawbreaker and gains shackles. The shackles are an EQUIPPED effect, and have $2 \times C$ HIT POINTS, but are not BONDED. The shackles disappear after two turns. At the end of each of your turns, while the shackles last, the shackled creature becomes weakened $2 \times C$. **Boost:** Increase the first WEAKENING from the shackles by C .

Debt Repaid: *By falling in battle, the lawmaker has repaid his debt to society.*

When a lawbreaker becomes WOUNDED, you gain a REFRESH.

Second Facet★

The Watchful Eye of the Law: *You are ever vigilant and can always find a lawbreaker.*

You gain SCANNER 12 to all creatures who are currently lawbreakers, or have been one this encounter.

Third Facet★

Escape Fee: *A price must be paid.*

For each enemy, once per encounter, when that en-

emy would stop being a lawbreaker, you may choose a lesser restorable effect currently affecting you. You lose that condition, and that enemy gains that condition with the remaining duration.

Strict Guidelines: *You demand perfect behavior.*

Once per encounter, as a minor action, choose an enemy. That enemy may immediately make a SURGE or take a minor action with all decisions made by you. If they do not, they become a lawbreaker.

Boost: The SURGE or minor action has a BOOST. If they become a lawbreaker, they are OFF GUARD to you.

Fourth Facet★

Criminal Record: *You don't take kindly to repeat offenders.*

Whenever a creature becomes a lawbreaker, if it is not the first time in the encounter that it has become a lawbreaker, it becomes STOPPED for one turn.

Fifth Facet★

Police Brutality: *If you resist arrest, you are breaking the law.*

Once per encounter, choose an enemy within 12 hexes. You may spend a minor action to have that enemy become OFF GUARD 2 and their target priority increases by two stages. That enemy may choose to negate this by becoming a lawbreaker. **Boost:** Grant an extra OFF GUARD, regardless of whether they become a lawbreaker.

Sixth Facet★

Leniency: *You can go easy on crime when it suits you.*

As an immediate minor action, when an enemy would become a lawbreaker, you may choose for that enemy to not become a lawbreaker. If you do, you may take an additional major action during your next turn. **Boost:** That major action will have a free BOOST.

Seventh Facet★

Profiling: *You are guilty because I say so.*

Once per encounter, as a minor action, choose an enemy within 12 hexes. That enemy becomes a lawbreaker. **Boost:** That enemy also becomes OFF GUARD to you.

Leech

Minor Mixed

Drain the life forces of your enemies and give it to your allies.

Rudy held his hand out towards the yeti. The yeti stumbled, his muscles seeming to melt away. Rudy, in turn, seemed to swell, growing more muscled by the second. He walked up and kicked the yeti, sending him sprawling backwards. The yeti climbed back to its feet and charged, but Rudy held out his hand again, and the yeti's motion slowed, and Rudy started moving faster.

Adaptation

Alternatively, you could be a thief who is Just That Good, or a manipulator of essences.

First Facet★

Transfusion: *You absorb the essence of one creature and use it to bolster another.*

As a minor action, choose 2 creatures within 6 hexes. One is the donor, the other is the recipient. Apply 1 siphon and 1 transfer to the pair. You have access to the following Siphon and Transfer:

- **Siphon Vitality:** *You vampirically leech the life essence of your victim.*
Deal 5|6|8|9 damage to the donor and heal the recipient for the same amount. **Boost:** Increase the damage and healing by 2|2|3|3.
- **Transfer Speed:** *You absorb your victim's ability to move swiftly.*
Inflict SLOWED 2 to the donor for 1 round and grant the recipient 2 STEPS.

Second Facet★

Theft of Power: You have access to the following Siphon and Transfer:

- **Siphon Strength:** *You absorb your victim's strength, leaving them weak and powerless.*
Inflict C WEAKENED to the donor and grant the recipient an equal amount of energized. **Boost:** Increase the damage and healing by 2|2|3|3.
- **Transfer Reflexes:** *You take the victim's quick reflexes.*
Inflict OFF BALANCE to the donor and grant the recipient the ability to take an extra REACTION until the beginning of their next turn.

Third Facet★

Theft of Energy: You have access to the following Siphon and Transfer:

- **Siphon Power:** *You absorb a combination of your opponents speed and strength.*
Inflict a PENALTY on the donor and grant the recipient a BOOST. **Boost:** Give the donor an additional PENALTY.
- **Transfer Injury:** *You reverse your normal flow a bit to remove injuries from your friend.*
Remove BLEEDING and burning from the recipient and inflict BURNING and BLEEDING to

the donor equal to the amount removed from the recipient.

Fourth Facet★

Drain: *You can manipulate the energies to greater effect.*

You may choose 2 Transfers when you use Transfusion.

Fifth Facet★

Theft of Senses: You have access to the following Siphon and Transfer:

- **Siphon Guard:** *You absorb your victim's ability to focus.*
Inflict OFF GUARD on the donor and grant the recipient ON GUARD. **Boost:** Inflict an additional OFF GUARD to the donor.
- **Transfer Senses:** *You remove your victim's ability to see.*
Inflict BLIND 6 on the donor for 1 round and grant the recipient SCANNER 6 or 1 round.

Sixth Facet

Theft of Memories: You have access to the following Siphon and Transfer:

- **Siphon Trauma:** *You absorb the corruption from your friend and place it on your victim.*
Remove a CORRUPTION from the recipient and inflict a CORRUPTION on the donor. **Boost:** Give the donor another CORRUPTION.
- **Transfer Presence:** *You make it so everyone is acutely aware of your victim's presence.*
Grant the recipient INVISIBLE 3 and all creatures have LINE OF SIGHT to the donor. This effect ends if the recipient takes an offensive action.

Seventh Facet★

Not to Fifty! *You turn up your drain to its full power.*

Once per encounter, you may choose 3 Transfers when you use Infusion.

Materialist

Minor Mixed

You are capable of changing the substance of your body as the situation demands.

Kevin saw the tremor worm charge at him, and turned his body to stone. The worm slammed into him, but he was able to resist its push. He then transformed into air, and flew up above it, before turning into electricity, shooting down into the worm as a lightning bolt.

Adaptation

This can be used to represent other types of transformations or the ability to channel different types of elements without literally transforming.

First Facet★

Change Material: *You are capable of transmuting your entire body into a different substance.*

As a minor action, you take on a new material. This gives you an effect for as long as you use the material (or until your next turn, whichever is longer) as well as a bonus for taking on the material. You may take on the same material to gain the bonus again. You gain the following materials:

➤ **Flesh:** *Many think flesh is simply weak, but it possesses a remarkable ability to repair itself.* You heal yourself $2 \times C$ when you take this form. **Boost:** Heal an additional C .

➤ **Stone:** *Stone is heavy, but stable.* While in this form, your speed decreases by 2, you are immune to SLOW, STOPPED, and PRONE, ignore difficult terrain, and cannot be moved against your will. When you take on this form, you gain $2 \times C$ TEMPORARY HIT POINTS. **Boost:** Gain an additional C TEMPORARY HIT POINTS.

➤ **Clay:** *Clay is malleable, allowing you to reshape your body slightly.* While in this form, you gain +3 speed and +1 melee range. When you take take this form, you heal $2 \times C$ damage at the start of your next turn, even if WOUNDED. If this would heal you above your maximum HIT POINTS, you are ENERGIZED for the extra amount. **Boost:** increase the healing by C .

➤ **Wood:** *Wood floats.* While in this form, you can float on liquids. You automatically rise 1 hex for each hex you move if submerged, and can move on the surface of the fluid as if it were solid ground. When you take this form, you gain thorns that deal $2 \times C$ damage to the next creature to damage you while adjacent to you or with a melee attack. **Boost:** Increase the damage by C .

Second Facet★

Advanced Materials: You gain the following materials:

➤ **Metal:** *A substance of strength and honor.* While in this form, Allies with LINE OF SIGHT

to you may draw LINE OF SIGHT from your hex, and you are immune to DIZZY and BURNING. When you take this form, you gain $2 \times C$ RESISTANCE. **Boost:** Increase the RESISTANCE by C .

➤ **Ice:** *Frigid and slippery.*

While in this form, you may move over 3 hexes of fast terrain for 1 STEP. When you gain this form, you get $2 \times C$ BARRIER HIT POINTS and may make every hex within 1 hex of you Fast terrain. **Boost:** Increase the BARRIER HIT POINTS by C .

Third Facet★

Fire and Water: You gain the following materials:

➤ **Water:** *Water is cleansing, able to wash away grime and put out fires, but is also fluid and powerful.*

While in this form, you are immune to BURNING, GRAPPLED, and to afflicted hexes, and when you enter an afflicted hex you may choose to remove the affliction. When you take on this form you may use a SURGE. **Boost:** Give the surge a boost.

➤ **Fire:** *Fire is hot and dangerous to touch.*

When in this form, you light up the surrounding area, and 3 hexes you leave this round become afflicted for 2 rounds and give BURNING to those entering them. When you take this form, gain a fire charge. While you have a fire charge in this form, you may deal $2 \times C$ damage to the next enemy that attacks you, ignoring counters, give them BURNING, and lose a fire charge. If you have fire charges when you stop using this form, you gain $2 \times C$ TEMPORARY HIT POINTS per fire charge. **Boost:** Increase the damage or TEMPORARY HIT POINTS by C .

Fourth Facet★

Crystalline Form: You gain the following material:

➤ **Crystal:** *A properly tuned Crystal can resonate with attacks, redirecting their energy outwards.* When you take this form, you gain 2 redirection charges. While in this form, when attacked you may spend 2 redirection charges to use the ability yourself. If the attack was a major

action, you must spend another 2 redirection charges or give the attack 2 penalties. You may use additional redirection charges to give the attack boosts. If you have a redirection charge when you stop using this form, you become ENERGIZED C for each charge. **Boost:** Gain another redirection charge.

Fifth Facet

Passing Breeze: You gain the following material:

- **Gas:** *Gas is elusive, hard to keep contained or pin down.*
When you take on this form, you gain 2 air charges. While in this form, you do not provoke reactions, are immune to GRAPPLED, and you may move through enemy hexes. In addition, you have flight. You may spend an air charge to gain a 50% DODGE CHANCE against an attack while in this form. If the attack is [O]verwhelming, it takes 2 air charges to dodge. If you have an air charge when you stop using this form, you gain C TEMPORARY HIT POINTS per air charge. **Boost:** Gain another air charge.

Sixth Facet

Energetic: You gain the following material:

- **Energy:** *Energy is fast, able to travel large distances nearly instantly.*
While in this form, you gain +6 speed and all of your movement may be TELEPORT. When you take on this form, you become ENERGIZED equal to $2 \times C$. **Boost:** Gain another C ENERGIZED.

Seventh Facet

Void Heart: You gain the following material:

- **Void:** *You have learned to take on the form of the void, a complete lack of any substance.*
When you take on this form, you gain 2 void charges. While in this form, you gain PHASING, can hover, and are immune to GRAPPLED. When attacked in this form, you may spend a void charge to halve the damage of the attack. If the attack is [O]verwhelming, it requires 2 charges. If you have a void charge when you stop using this form, you become ENERGIZED C for each void charge. **Boost:** Gain an additional void charge.

Maneuvers

Minor Mixed

You are able to eek extra advantage out of your tactical movements.

As soon as the shaggy beast snarled Sam darted forward, striking the dire wolf across the face with his nunchucks. As soon as it snapped at him, he jumped back, then cut to the left. Sam ran around the wolf until it got dizzy, then leaped over it, landing behind it and knocking its hind legs out from under it while it was confused.

Adaptation

This TRACK can be used for a mobile fighting style.

First Facet★

Advance[H]: *You advance towards the enemy, allowing you to attack them.*

As a minor action, you may pick a target, move up to 3 hexes towards them, and take a SURGE against them. This can be used to extend the distance of a charge. **Boost**: The SURGE gains a BOOST.

Retreat[H]: *You pull out, going into a defensive stance.*

As a minor action, you may pick a target, move up to 3 hexes away from them, and become ON GUARD 2. This movement does not provoke from the chosen target. **Boost**: Gain another ON GUARD .

Second Facet★

Regroup[H]: *You gather together with your ally for mutual support.*

As a minor action, pick an ally, you can each move up to 3 hexes towards each other. You each gain 4|5|7|8 TEMPORARY HIT POINTS. **Boost**: You each gain an additional 2|3|3|4 TEMPORARY HIT POINTS.

Third Facet★

Back Flip[H]: *You jump over an enemy to confuse them.*

As a minor action, you may jump 3, move up to 6 hexes, then land. If you pass over an enemy, they are OFF BALANCE and one enemy may be OFF GUARD 2.

Boost: Increase the OFF GUARD by 1.

Fourth Facet★

Greater Retreat: *You can get out of any sticky situation.*

All movement from retreat is a DASH.

Whirl[H]: *You spin around an opponent, making them dizzy.*

As a minor action, pick an opponent within 6 hexes. Then move 6 hexes at the same distance from them. They take 2 PENALTIES and are DIZZY 2. **Boost**: Inflict another PENALTY.

Fifth Facet★

Dodge: *You move out of the way of an attack.*

Once per encounter, as an immediate minor action, when attacked you may DASH 1-3 hexes. This will avoid the attack. If the attack was [O]verwhelming, you instead get a 50% chance to avoid it. **Boost**: If the attack was overwhelming, increase the DODGE CHANCE by 25%. If the attack was not, give the attacker a PENALTY.

Barrel[H]: *You charge forward, knocking enemies out of your way.*

As a minor action, you may DASH up to 6 hexes in a straight line. Any enemies you move 1 hex next to, or through their hex, are FORCED 1 hex back or to the side and take –|–|12|14 damage, once per action per enemy. **Boost**: Increase the damage by –|–|3|4 to all targets or by C to one target.

Sixth Facet★

Extra Maneuverable: *You move freely in all directions.*

All movement granted by this TRACK is DASH.

Tag Along[H]: *You move an ally into location.*

As a minor action while adjacent to an ally, both you and that ally may move up to 3 hexes in the same direction. You each gain a BOOST. **Boost**: Your ally gains another BOOST.

Seventh Facet★

Speed Up: *Faster!*

All movement granted by this TRACK is doubled.

Mentor

Minor Mixed

A mentor guides others, giving them personalized advice on how to fight better.

Henry lit his pipe, and took a slow draw. "You need to mix up your attack pattern more, it's too predictable." Alex pushed the harpy away from himself, giving him just enough time to bring his sword up as she lunged back at him. "I'm trying, old man!" Henry took another drag. "And watch out for her kick, those talons are nasty." Alex twisted away just in time to avoid a claws through the gut. "Are you going to help or just complain about how I fight?". Henry chuckled. "Fighting is for the young, I'm sure you will manage. Just slash her after she stops to breath."

Adaptation

A mentor can be offering advice, or they could be magically augmenting their allies.

First Facet★

Advice: As a minor action, you may give an ally within 12 hexes advice. The advice takes one of the following forms:

- **Let'em Have it:** The ally gains 2 BOOSTS. **Boost:** The ally gains another BOOST.
- **Hold Steady:** The ally gains a REFRESH. **Boost:** The ally becomes ON GUARD 1.

Second Facet★

Yield the Spotlight: When you give an ally Advice, they may forgo their major action on their next turn and allow another ally of your choice to take a major action instead. They may also forgo their minor action and allow that same ally to take a minor action. Additionally, they may give any BOOSTS they have to that ally.

Third Facet★

Coordination: When you give an ally Advice, they gain the ability to delay their turn slightly; they may skip their turn, and take it at the same time as an ally later in the round. Both allies may move and act intermixed with each other, but their actions still have an order between them.

Fourth Facet★

Advanced Advice: When you use Advice, you have the option of the following forms as well.

- **Watch your back:** The ally becomes ON GUARD 2. **Boost:** Increase the ON GUARD by 1.
- **There's an Opening:** The ally takes a SURGE. **Boost:** The SURGE gets a BOOST.

Fifth Facet★

Plan A [H]: When you give an ally Advice, they may DASH 3 hexes.

Sixth Facet★

Prodigy: At the beginning of the encounter, you may pick an ally to be your prodigy. When you give your prodigy advice, they may DASH 6 hexes instead of 3, and remove a lesser restorable condition.

Seventh Facet★

Perfect Plan: When you give an ally Advice, they do not provoke REACTIONS for 1 round, may take an additional REACTION this round, and are immune to [MENTAL] and [FEAR] effects for 1 round.

Potions

Minor Mixed

Potion users carry a variety of useful potions to augment their capabilities.

Patricia ran through the forest, a horde of angry monkeys chasing after her. She reached into her bag and pulled out a shimmering red bottle. She pulled out the cork, and downed it in a quick gulp. Nearly instantly, flames ran down her body. She grabbed a sparkling blue bottle, and drank it as well, and her eyes dilated as time seemed to slow. She pivoted, facing the monkeys. The first reached her, and burst into flames upon grabbing her, and fled screaming into the woods. She then threw out two fireballs, nearly back to back, which tore through the remaining monkeys.

Adaptation

This TRACK can represent buff spells cast throughout combat.

First Facet★

Potion Belt: *You have a variety of magical potions with various effects.*

Between encounters, you may prepare up to three potions, plus an additional potion for every odd facet you possess in this TRACK. You can prepare the same potion multiple times. Once per round, you can spend 3 STEPS to unprepare all potions you currently have prepared, and prepare your max number of potions.

Drinking: *Press Q to quaff.*

As a minor action, you can pull out a potion and finalize it, at which point it becomes unprepared. A finalized potion can be consumed by anyone holding it during their turn, or may be passed to adjacent allies. **Boost:** That potion gains a BOOST.

Second Facet★

Spit It Out: *Its a bit gross and unsanitary, but with the right technique it can work.*

Once per encounter, when you drink a potion, you may choose for that potion to remain prepared.

Third Facet

Fast Gifts: *You pass the potion with swift efficiency.* When you give an ally a potion, they may drink the potion immediately.

Fourth Facet★

Blank: *This potion could be anything.*

When you prepare potions between encounters, you may choose to prepare one less potion. If you do so, at any point during the encounter, without using an action, you may prepare one additional potion.

Fifth Facet

Potion Toss: *You can distribute potions from further away.*

When you pass a potion to an ally, that ally may be in any hex within 6 hexes.

Sixth Facet★

Immediate Potion: *Sometimes you need that potion now.*

Once per encounter, you can ready and drink a potion as an immediate minor action.

Seventh Facet★

Ultimate Versatility: *You work your potion making with awe inspiring speed.*

At the beginning of each encounter, you may choose to only prepare two potions. If you do, for the rest of the encounter, when you take a minor action, you may prepare a potion.

Champion Potions

Any character can prepare these potions.

- **Potion of Healing:** When a creature drinks this potion, that creature heals $2 \times C$ hit points. Any excess healing becomes TEMPORARY HIT POINTS. **Boost:** This potion heals another C hit points.
- **Shielding Potion:** When a creature drinks this potion, that creature gains $2 \times C$ BARRIER HIT POINTS. **Boost:** The creature gains another C BARRIER HIT POINTS.
- **Potion of Defense:** When a creature drinks this potion, that creature receives C TEMPORARY HIT POINTS and becomes ON GUARD. **Boost:** Increase the TEMPORARY HIT POINTS by C .
- **Potion of Might:** When a creature drinks this potion, that creature becomes ENERGIZED C and receives a BOOST. **Boost:** Increase the ENERGIZED by C .
- **Potion of Speed:** When a creature drinks this potion, when they next take a major action, they may also use a SURGE. **Boost:** That SURGE gains a BOOST.
- **Potion of Vengeance:** When a creature drinks this potion, the next time an enemy adjacent to that creature deals damage to that creature, the attacking enemy takes 6 damage that ignores

counters. Additionally, the potion-drinker may treat the attacking enemy's target priority as one higher during their next turn. **Boost:** Increase the damage by 3.

- **Refreshing Potion:** When a creature drinks this potion, they gain a REFRESH. **Boost:** That creature also becomes ON GUARD.

Hero Potions

Only Hero, Immortal, and Myth tier characters can prepare these potions.

- **Potion of Restoration:** When a creature drinks this potion, that creature may choose up to one greater restorable effect and up to one lesser restorable effect currently affecting it and end those effects. **Boost:** The creature removes a PENALTY if they have one, otherwise they become ON GUARD.
- **Potion of Elemental Vengeance:** When a creature drinks this potion, the next time an enemy adjacent to that creature deals damage to the that creature, the attacking enemy takes 8 damage that ignores counters and gains an ENERGY EFFECT. Additionally, the potion drinker may treat the attacking enemy's target priority as one higher during their next turn. **Boost:** Increase the damage by 4.
- **Potion of Haste:** Once per turn, when a creature drinks this potion, that creature gains an additional minor action. **Boost:** That minor action has a BOOST.
- **Potion of Dodge:** When a creature drinks this potion, the next two times that creature is attacked, that attack has a 50% DODGE CHANCE. If the attack is [O]verwhelming, it requires two uses. If that attack misses the potion drinker, the potion drinker gains an extra movement point during their next turn. **Boost:** The number of attacks that can be dodged is increased by 1.

Immortal Potions

Only Immortal and Myth tier characters can prepare these potions.

- **Potion of Para-Elemental Vengeance:** When a creature drinks this potion, the next time an enemy adjacent to that creature deals damage to the that creature, the attacking enemy takes 10 damage that ignores counters and gains

two ENERGY EFFECTS. Additionally, the potion drinker may treat the attacking enemy's target priority as one higher during their next turn. **Boost:** Increase the damage by 5.

- **Potion of Greater Haste:** Once per turn, when a creature drinks this potion, the next time that they would take a minor action, they may instead gain 6 STEPS and take a major action. **Boost:** That major action gets a BOOST.
- **Potion of Invisibility:** When a creature drinks this potion, it becomes INVISIBLE 4. Additionally, the next two times the creature is attacked, that attack has a 50% DODGE CHANCE. If the attack is overwhelming, it requires both uses. **Boost:** This can be used against an additional attack.
- **Potion of Flight:** When a creature drinks this potion, it gains $2 \times C$ TEMPORARY HIT POINTS and a pair of wings. The wings are EQUIPPED and have $2 \times C$ hit points. While the wings remain, the potion-drinker can fly. **Boost:** The TEMPORARY HIT POINTS and wing's HIT POINTS are increased by C .

Myth Potions

Only Myth tier characters can prepare these potions.

- **Potion of Omni-Elemental Vengeance:** When a creature drinks this potion, the next time an enemy adjacent to that creature deals damage to the that creature, the attacking enemy takes 12 damage that ignores counters and gains three ENERGY EFFECTS. Additionally, the potion drinker may treat the attacking enemy's target priority as one higher during their next turn. **Boost:** The damage is increased by 6.
- **Potion of Super Strength:** When a creature drinks this potion, they become ENERGIZED 6 and gain a BOOST. Additionally, for the remainder of its turn, that creature may spend a step to break a destructible object it is adjacent to. **Boost:** Increase the ENERGIZED by 6.
- **Potion of Blink:** Once per encounter, after drinking this potion, the drinker may TELEPORT up to 10 hexes away. If this is done in response to an attack, the attack misses the potion drinker. If the attack is [O]verwhelming, this teleporation requires an additional immediate minor action. **Boost:** The attacker is left OFF GUARD.

Virtuoso

Minor Mixed

A virtuoso is a master of song, able to inspire their allies, choreograph their movements, and revitalize them.

Will's fingers ran along his lute strings, plucking out a complex melody. His teammates started humming it under their breath, caught up in the music, and their fighting became a dance, choreography to his tune. Suddenly an ogre landed a blow on Henry, and he went down. The music shifted, becoming more personal, rooting for Henry. Inspired, he rose to his feet and plunged his sword triumphantly into the ogre, slaying it on the spot.

Adaptation

This can also be used for a commander, who shouts orders and encouragement rather than singing songs.

First Facet★

Song: *You can create music to bolster your allies.*

Earshot of your music is anyplace within 12 hexes with indirect LINE OF EFFECT.

Chorus: *Your allies are inspired to greater acts of heroism.*

As a minor action, up to 2 allies within earshot gain a BOOST. **Boost:** One ally gets another BOOST.

Leitmotif: *This one's for you.*

As a minor action, one ally within earshot gains 2 BOOSTS. **Boost:** That ally gets another BOOST.

Harmony: *Music has a magic all its own.*

As a minor action, up to 3 allies within earshot are healed *C* hit points. **Boost:** Increase the healing by 1|2|3.

Melody: *Your music resonates with a particular ally.*

As a minor action, one ally within earshot is healed $2 \times C$ hit points. **Boost:** Increase the healing by *C*.

Second Facet★

Rhythm[H]: *Move to the groove.*

When using Chorus or Harmony, you may DIRECT the affected allies one hex.

Choreography[H]: *Feel the beat.*

When using Leitmotif, Rejuvenating Song, or Melody, you may DIRECT the affected ally 2 hexes.

Third Facet★

Diss Chord[SENSELESS]: *Your instrument lets out an ear piercing screech.*

As a minor action, all enemies within earshot are OFF BALANCE and you gain $2 \times C$ TEMPORARY HIT POINTS.

Boost: You gain another *C* TEMPORARY HIT POINTS.

Rejuvenating Song: *Music soothes the soul.*

As a minor action, one ally within earshot gains a REFRESH. **Boost:** Also grant that ally a BOOST.

Fourth Facet★

Anthem: *Your song inspires courage.*

When an ally is affected by your song, they gain immunity to [FEAR] for 1 round, and any [FEAR] effects on them are removed.

Entrance[H]: *Your song is hypnotic.*

As a minor action, you may cause up to 2 enemies within earshot to become entranced. They are

STOPPED for 1 round, and they get a PENALTY. This can only affect a given enemy once per encounter. A successful defense roll negates the STOPPED. **Boost:** One of the enemies gains another PENALTY.

Fifth Facet★

Funeral Dirge: *You play a tune to mourn an ally's fall.*

You may use one of the following songs once per encounter after an ally becomes WOUNDED during this encounter.

➤ **Rallying Call**[H]: As a minor action, you may grant 2 allies within earshot the effects of Chorus and DIRECT them an additional 2 hexes. **Boost:** Give the effect of a BOOSTED chorus.

➤ **Requiem**[H]: As a minor action, you may give one ally within earshot the effects of Leitmotif and move them an additional 4 hexes. **Boost:** Give the effects of a BOOSTED leitmotif.

Sixth Facet★

Siren's Call: *Few can resist the call of your song.*

When using Entrance, you may DIRECT each enemy who fails their defense roll 3 hexes before they are STOPPED.

Seventh Facet★

Grand Finale: *You bring your song to a rising crescendo, bringing together everything that has already been played.*

Once per encounter, as a minor action, you gain all of the following effects:

➤ If you have already used Entrance this encounter, 3 enemies within earshot are DIRECTED 3 hexes and STOPPED for 1 round.

➤ If you have already used Diss Chord this encounter, all enemies within earshot are [SENSELESS] OFF BALANCE.

➤ You may then use Leitmotif or Melody and DIRECT the target an additional 4 hexes or use Chorus or Harmony and DIRECT the targets an additional 2 hexes, but you must have used the chosen ability previously this encounter. **Boost:** You BOOST the chosen effect.

Beastly

Minor Varies

You are a monstrous race, or have some non-human ancestry, which you use to compliment your primary fighting style.

Sven sniffed the air, the smell of blood sharp and clear. He followed the scent down an alley, and found a vampire standing over a young woman. The vampire turned towards him, and gave him a look that said "She's mine, back off". Sven smiled, revealing his own fangs.

Adaptation

This can represent any concept that utilizes the monster rules.

First Facet★

Beastly Skill: *You have special abilities from your race.*

Pick two non-unique monster minor abilities. (pg. 261). As a minor action, you may use one of these abilities. If they have the [Surge] tag, you may use that ability in place of a surge. **Boost:** The selected action gains a BOOST.

Second Facet★

Beastly Stats: *Your bestial nature enhances your attributes.*

Pick an attribute. You gain 2 additional uses of that attribute per encounter.

Beastial Senses: *You have enhanced senses.*
Pick one of the following abilities:

- **Beastial Scent:** Gain SCANNER 12.
- **Beastial Vision:** Ignore cover.
- **Beastial Hearing:** Double the range of stealth of enemies to you, or any BLINDED you get.

Third Facet

Monster Tactical: *You gain an ability from your background.*

You gain a monster tactical from the monster tactical list (pg. 267).

Fourth Facet★

Beastial Prowess: *Your attacks increase in ferocity.*
Pick one of the following abilities:

- **Beastial Strength:** When you use Beastly Skill, gain a RIDER that FORCES the target back 1 hex
- **Beastial Precision:** When you use Beastly Skill, gain a RIDER that gives that target DISABLED on a successful STRIKE.

- **Bestial Rend:** When you use Beastly Skill, gain a RIDER that inflicts C BLEEDING on a successful STRIKE.

Fifth Facet★

The Beast Within: *You have learned new ways to attack with your innate abilities.*

Pick one of the following abilities:

- **Expanded Repertoire:** Pick an additional non-unique monster minor. You may use this ability with Beastly Skill.
- **True Heritage:** Pick a monster major ability. If you have a primed minor action, you may expend it, in addition to a regular minor action, to use this ability. This counts as using Beastly Skill.

Sixth Facet

Monster Tactical: *You have tapped into new abilities.*

You gain another monster tactical.

Seventh Facet★

Unleash the Beast: *You unleash your natural impulses.*

You gain the ability to enter a bestial rage once per encounter. You can gain one of the following effects for 1 round:

- Double your movement speed and ignore difficult terrain.
- Avoid provoking any reactions.
- Become immune to lesser conditions.
- Raise your target priority. You may use Beastial Skill against any enemy that violates this priority.

Cantrips

Minor Varies

You know a variety of smaller spells. They may not be the most impressive, but having the right spell for any situation is not to be underestimated.

Carl opened the treasure room, and heard the sarcophagus behind him creak open. He turned to see the mummy step out. With a quick gesture, Carl created a flash of light in its face. Recoiling, ancient eyes covered, the mummy started uttering a curse in an ancient language, and Carl felt a wave of sickness wash over him. Struggling to focus, he fumbled through the gesture to ignite the mummy on fire.

Adaptation

You may have a utility belt of gadgets with varied effects.

First Facet★

Cantrips[Rm]: *You cast a quick spell that fits into your overall fighting style.*

You know 3 cantrips. These 3 cannot all have [MENTAL] or [FEAR] tags. Whenever you gain a new facet in this track, learn a new cantrip. Cantrips are cast as a minor action. You do not yet gain the secondary effects of your cantrips. If you cast the same cantrip again before the end of your next turn, you become DISABLED 1 after you cast it.

Second Facet★

True Cantrip: *Your cantrips are even more powerful.*

You gain the secondary effects of the cantrips you cast. You cannot gain the secondary effects while DISABLED, and trying to do so will clear 1 DISABLED.

Third Facet★

Cantrip Surge: *You can cast a cantrip in a spare moment.*

When you would take a SURGE, you may instead cast a cantrip. This counts against your rate limit.

Channel Cantrip: *You infuse the power of your cantrip into your other abilities.*

You may gain the effects of a cantrip as a RIDER instead.

Fourth Facet★

Dual Cantrips: *You can cast 2 cantrips, but each will be weaker.*

You may cast two different cantrips as a minor action, but each takes a PENALTY. You may not use this if you already have a PENALTY.

Fifth Facet★

Quick Cantrips: *You can cast a cantrip instantly.* You may cast a non [H]eavy cantrip as an immediate minor action.

Sixth Facet

Preferred Cantrip: *You have mastered the use of one cantrip*

Choose a cantrip you know. You never gain DISABLED from casting this cantrip.

Seventh Facet★

Improvisation: *Its tricky, but you can make up new spells on the fly.*

You may cast cantrips you don't know, but become DISABLED when you do so.

Cantrips

- **Daze**[MENTAL]: An enemy within 12 becomes PERSISTENTOFF GUARD for 2 rounds. **Secondary:** The target is OFF BALANCE for 2 rounds. **Boost:** Increase duration by 1 round.
- **Chill:** An enemy within 12 becomes WEAKENED $2 \times C$. **Secondary:** The target is FROZEN. **Boost:** Increase WEAKENED by C .
- **Burst** [H]: An adjacent enemy takes $3 \times C$ damage. **Secondary:** The target is FORCED 1 hex back. **Boost:** Deal an additional C damage. **Rider:** If used as a RIDER, the target instead takes $2 \times C$ damage.
- **Bleed:** An enemy within 12 takes $3 \times C$ damage. **Secondary:** The target begins BLEEDING C . **Boost:** Deal an additional C damage. **Rider:** If used as a RIDER, the target instead takes $2 \times C$ damage.
- **Mend:** An ally within 12 heals $2 \times C$ HIT POINTS. **Secondary:** The target removes a lesser restorable condition. **Boost:** Heal an additional C HIT POINTS.
- **Calm**[MENTAL]: An opponent within 12 receives 2 PENALTIES. **Secondary:** The target treats your target priority as 1 step lower for 1 round. If they violate this target priority, their attack receives a PENALTY. **Boost:** Inflict an additional PENALTY.
- **Poison:** An opponent within 12 takes C ONGOING for 3 rounds. **Secondary:** The target takes

PERSISTENT SLOW 1 for 3 rounds. **Boost:** Increase ongoing by 1|2|2|3.

- **Flare:** An opponent within range 12 receives 2 PENALTIES. **Secondary:** The target becomes BLIND 6 for 2 rounds. **Boost:** Inflict an additional PENALTY.
- **Frighten**[FEAR][Rider]: An opponent within 12 receives 2 PENALTIES. **Secondary:** The target treats your target priority as 1 step higher for 1 round. If they attack a lower priority target, their attack receives a PENALTY. **Boost:** Inflict an additional PENALTY.
- **Ignite:** An opponent within 12 takes $3 \times C$ damage. **Secondary:** The target begins BURNING C . **Boost:** Increase damage by C . **Rider:** If used as a RIDER, the target takes $2 \times C$ damage instead.
- **Jolt**[Rider]: An opponent within 12 takes $3 \times C$ damage. **Secondary:** The target becomes SHOCKED. **Boost:** Increase damage dealt by C . **Rider:** If used as a RIDER, the target takes $2 \times C$ damage instead.
- **Speed:** An ally within 12 receives 2 BOOSTS. **Secondary:** The target gains 3 STEPS. **Boost:** Grant an additional BOOST.
- **Seek:** An ally within 12 gains 2 BOOSTS. **Secondary:** The target may ignore cover for 1 round. **Boost:** Grant an additional BOOST.
- **Shield:** An ally gains $2 \times C$ BARRIER HIT POINTS. **Secondary:** The target may choose one of their hex edges. The affected creature has cover from ranged attacks that draw LINE OF EFFECT through that hex edge while these BARRIER HIT POINTS remain. This moves with them and may be changed on their turn. **Boost:** Grant an additional C BARRIER HIT POINTS.
- **Harden:** An ally within 12 gains $2 \times C$ RESISTANCE. **Secondary:** The target gains immunity to BLEEDING while this resistance persists. **Boost:** Grant an additional C RESISTANCE.
- **Enhance:** Choose a weapon within range 12. The next three rounds that weapon is wielded, the wielder gains ENERGIZED C . **Secondary:** The next attack made with this weapon causes the target to be OFF BALANCE and [SENSELESS] DIZZY 2. **Boost:** Increase ENERGIZED per round by 1|2|2|3.
- **Blur:** An ally within 12 gains 50% DODGE CHANCE against the next two attacks made against them. If an attack is [O]verwhelming, halve the DODGE CHANCE. **Secondary:** They additionally have reduced target priority to enemies who are 12 or more hexes away while they have DODGE CHANCE from this ability. If attacked in violation of this, the attack receives a PENALTY. **Boost:** This affects an additional attack.

Paragon

Minor Varies

Paragons take something that others can do, and do it harder and longer. An ice elemental is covered in a protective layer of ice, a paragon ice elemental is covered in more ice and regenerates it. A rager is angry and attacks people, a paragon rager rages harder and longer. A hunter marks his quarry, a paragon hunter continues marking tirelessly.

Logan strode through the battlefield, completely unconcerned about the danger. He was, after all, a paragon immortal. He was cut down, and came back to life. Over and over, an attack would come his way, and he would fall, only to stand back up, refreshed.

Adaptation

While this aspect itself doesn't bring a lot of flavor, it can be combined with your innate track to create many different concepts.

First Facet★

Paragon Heart: *Your innate talents are raised to new heights.*

As a minor action, you may gain a REFRESH. **Boost:** Become ON GUARD ;

Exemplar: *You possess extra talents.*
Gain a bonus feature.

- GRAPPLED
- BLIND
- BLEEDING
- FORCED movement
- STUNNED
- an ENERGY EFFECT

Second Facet★

Paragon Attribute: *You exemplify one attribute.*
Pick one of your attributes. You may treat it as 2 higher for determining uses of its in combat abilities. When you use Paragon Heart you may use the combat use of this attribute for free.

Third Facet★

Paragon Swiftess: *You are faster than others.*
When you use Paragon Heart, you may gain 3 STEPS.

Fourth Facet★

Paragon Resilience: *You shrug off effects that would debilitate lesser creatures.*

You gain immunity to one of the following conditions:

- SLOWED
- STOPPED
- PRONE
- DIZZY

Fifth Facet★

Paragon Talent: *Your talents are diverse.*
You gain another bonus feature.

Perfected Counter: *You can counter enemy attacks extremely well.*

As an immediate minor action, you can triple the effect of your COUNTER. **Boost:** Become ON GUARD .

Sixth Facet★

Greater Paragon Resilience: *You shrug off effects with both shoulders.*

You gain immunity to another condition from Paragon Resilience.

Seventh Facet

Ascension: *You are no longer merely mortal.*
You gain a monster tactical, have +3 speed, gain an additional +2 to a chosen stat for determining its combat uses, and you do not die from HIT POINTS damage, though you are still WOUNDED normally.

Combat Teleporter

Innate Offensive

You teleport around the battlefield, dazing and confusing your opponents for a while, until they acclimate to your antics.

Kurt watched the mob come, waving their torches and pitchforks. He sighed. Not again. The mob reached him, as as they tried to impale him on a pitchfork, he dissapeared. Before they knew what was going on, Kurt was behind them, clubbing Johnny over the head, then he was to the right stabbing Paul, then on the left killing Charlie. As much as they tried, they couldn't keep track of him as he kept dissapearing into thin air.

Adaptation

This TRACK can represent teleportation from many sources, magical, technological, a superpower, and others.

First Facet

Bamf: *You teleport as if it were second nature.*

All movement you make may be TELEPORT.

Surprise! *You are a master of using your teleportation to surprise others.*

You have 8 surprise tokens. Before or after you TELEPORT, you may spend a surprise token to give an opponent within your melee range OFF GUARD .

Blink Blade: *You concentrate your teleportation ability into your weapon, teleporting it past enemy defenses.*

If you do not use Bamf or spend other surprise tokens during your turn, you may spend up to 2 surprise tokens to give yourself a BOOST per token.

Refresh: Gain 2 surprise tokens.

Flicker[C]: *You have a chance of flickering out of the way of an attack, allowing it to pass through you.* As a counter, you get a 35% DODGE CHANCE against that attack. If the attack is [O]verwhelming, you instead get a 20% DODGE CHANCE. If its an area of effect, you instead gain a BOOST.

Second Facet★

Unsettling: *After you surprise an enemy, its hard for them to focus on anything.*

When you use Surprise!, the target is OFF BALANCE.

Afterimage: *Even though you aren't still there, you distracted the enemy enough to give your allies an edge.*

Once per round, after you TELEPORT, you may leave an afterimage in your old hex. Until the start of your next round, your allies may flank with the after image.

Third Facet

Opportune Strike: *Telestab!*

Once per round, you may spend 2 surprise points af-

ter teleporting to take a SURGE.

Unstoppable Blink: *Your mastery of teleporation is sufficient to overcome most barriers to it.*

If you would be prevented from TELEPORTING, you may still TELEPORT, but only half the distance.

Fourth Facet★

Startle: *You can cause an enemy to jump back in surprise.*

When you use Surprise!, you may DIRECT the subject 2 hexes away from you. This movement may occur after you take an action.

Fifth Facet★

Unexpected Opening: *You ruthlessly exploit your opponent's surprise to further hinder them.*

When you use Surprise! Or Opportune Strike, you can use a combat maneuver on the target.

Sixth Facet

Team Bamf: *You can move allies with you as you teleport.*

You may move an adjacent ally or GRAPPLED enemy with you when you TELEPORT.

Seventh Facet

Blind Jump: *You no longer need to see where you are going.*

When you use Bamf, the movement is WARP, unless you would normally be prevented from TELEPORTING.

Drones

Innate Offense

Activate small, automatic weapons to attack your foes.

Phil tapped a few icons on his tablet, and a drone detached from his backpack and started hovering over his shoulder. A giant insect alien burst through the wall, and the drone started unleashing plasma rifle fire into it, as Phil did the same with his own rifle. Another button, and a second drone deployed, and started launching missiles at the beast.

Adaptation

The drones need not be mechanical. They function perfectly well as summons or floating magical crystals.

First Facet★

Deploy: *You employ a variety of floating weapons platforms.*

At the beginning of each encounter, choose 4 Drones, which start inactive, and *C* Modules. Once per round, you may activate half of your inactive Drones, rounding up, and 1 Module. At the end of your turn, select an additional module. Activated drones are attached to yourself and activated Modules are attached to an adjacent hex. Drones that are attached to a creature share its hex and possess any movement modes possessed by the creature it is attached to. Drones and Modules not attached to creatures have hover. Drones and Modules cannot be targeted, unless specified otherwise. When you become WOUNDED, you may activate any inactive Drones.

Ammo: *You must supply your drones.*

You begin each encounter with 4 ammo. At any point during your turn, an active Drone may use one ammo to fire.

Counter [C]: As a COUNTER, gain a partial ammo. Two partial ammo become one ammo.

Refresh: When you use a REFRESH, gain one ammo.

Initial Loadout: You have access to all drones and Smoke, Oilslick, and Medic modules.

Second Facet★

Patrol: *Your drones can move around on their own.* When you activate a Drone, you may attach it to an adjacent hex. When an ally moves within 1 hex of a Drone, it may attach the Drone to itself. An ally with an attached Drone may attach it to an adjacent hex at any point during its turn. At the beginning of your turn, Modules and any Drones not attached to creatures may move 6 hexes.

Shackle: You gain access to the Shackle module.

Third Facet★

Enhanced Mobility: *Your drones are more useful in the air.*

Drones and Modules can fly when not attached to a creature.

Platform: You gain access to the Platform module.

Fourth Facet★

Telemetry: *The drones have a camera system and networking capabilities.*

All active Drones, and creatures they are attached to, may draw line of sight from all other active Drones.

Massive: You gain access to the Massive Module.

Fifth Facet

Enhanced Sensors: *Your drones have sensor arrays and feed that information to people they attach to.*

All active Drones, and creatures they are attached to, have scanner 12.

Cloak: You gain access to the Cloak Module.

Sixth Facet

Jury Rig: *Drone Camouflage.*

Once per encounter, when you would activate a drone or module, you may change it into a different drone or module before activating it.

Warp: You gain access to the Warp module.

Seventh Facet

Hunter drones: *Your drones are faster to better hunt down targets.*

The distance Drones and Modules may move with Patrol is increased to 12 hexes.

Hologram: You gain access to the Hologram Module.

Drones

Attack Drone: When this drone fires, make *C* STRIKES within 6 hexes that deal 5 damage and BLEEDING 2.

Blaster Drone: When you activate this drone, choose an ENERGY EFFECT. When this drone fires, it makes a creature within range 6 to make a defense roll. If they fail, they take *Cd6* damage and suffer the chosen ENERGY EFFECT. A successful defense roll results in half damage.

Beam Drone: When this drone fires, all creatures within a 12 hex line must make a successful defense roll with a -1 modifier or take $3 \times C$ damage. Additionally, all hexes affected become afflicted for 1 round. Creatures that end their turn in one of these hexes take *C* damage.

Sniper Drone: When this drone fires, a creature within range 12 takes $3 \times C$ damage and becomes SLOW 1 for 1 round.

Pulse Drone: When this drone fires, all enemies within range 2 take $2 \times C$ damage and are FORCED back 1 hex.

Toxic Drone: When this drone fires, a creature within range 6 gains C ONGOING damage for 3 rounds and become [SICKENING] DIZZY 1 for 1 round. A successful defense roll halves the ONGOING and negates the DIZZY.

Generator Drone: When this drone fires, a creature within range 3 gains ENERGIZED $2 \times C$ and 1 STEP.

Tracer Drone: When this drone fires, an enemy within range 12 gains VULNERABILITY $2 \times C$. For the next 2 rounds, it has its target priority raised and creatures targeting that enemy treat its MISS CHANCE as 20% lower.

Rocked Drone: When this drone fires, all creatures within a radius 1 blast within range 12 take 8|11|13|16 damage. A successful defense roll halves the damage. All hexes within the blast become difficult terrain for the rest of the encounter.

Modules

Smoke Module: When you activate this module, and at the beginning of your turn, all hexes within range 2 of this module become cloudy until the end of your next turn.

Oilslick Module: Once per round at any point on your turn, this module may cause up to 3 hexes within range 3 to become fast terrain. If a creature is occupying a hex that becomes afflicted this way, they must succeed a defense roll or become PRONE.

Medic Module: Once per round, at any point during your turn, this module may remove one lesser restorable condition from a creature within range 3.

Shackle Module: When you deploy this module, it becomes TETHERED 3 to a creature within range 3. It counts as a normal size creature for this purpose. This module may be targeted and has C hit points.

Platform Module: At any point during your turn, the module may move 3 hexes in any direction.

Creatures sharing its hex may choose to move with it whenever it moves. This module has the fly movement mode.

Massive Module: This module blocks LINE OF SIGHT and LINE OF EFFECT through the hex it is attached to. This module is destructible with $2 \times C$ hit points.

Cloak Module: Allies within 2 of this module have their target priority lowered. Enemies take a PENALTY if they violate this target priority. Creatures may only gain one PENALTY per action in this manner.

Warp Module: When you deploy this module, choose a hex within range 6 of the drone. A creature sharing its module's hex may WARP to the chosen hex by spending 2 STEPS.

Hologram Module: When you activate this module, choose one of the following effects:

➤ **Holographic Wall**[ILLUSION]: Choose up to 6 contiguous hex hexes within range 3 of the hologram module. They block LINE OF SIGHT for anyone who believes the ILLUSION. If any part of the ILLUSION would be outside of range 4 of the done at any time, that part disappears. You may choose new additional hex edges when this happens, up to a total of 6 active edges. Moving through the wall, seeing part of the wall disappear, or using lines of effect that pass through the wall is inconsistent with the illusion.

➤ **Holographic Impediment**[ILLUSION]: Choose any number of hexes within range 3 of the Hologram Module. They count as difficult terrain for anyone who believes the ILLUSION. If any part of the ILLUSION would be outside of range 3 of the drone at any time, that part disappears. You may choose new additional hexes when this happens, up to the number of hexes that disappeared. Seeing an affected hex disappear and not using extra STEPS to move through an effected hex without an ability to mitigate difficult terrain are inconsistent with the ILLUSION.

Electric Elemental

Innate Offense

You are a being of electricity.

These were bad parts, Franklin had heard. Those rumors were confirmed when, nearly as one, a group of berserk robots charged him. He let him gather, and then unleashed a giant shock that ran through them, jumping from robot to sparking robot. He wasn't done yet - he transformed into a bolt of lightning, and shot through them, overloading the survivors.

Adaptation

This could be a combat transformation into an energy being, or channeling the overwhelming power within. Instead of electricity this could represent cosmic energy.

First Facet★

Charged: *You possess electrical charges which you can discharge for various effects.*

You begin each encounter with 4 Charge. You may spend 1 charge per round.

Electric Body: *You can't shock what is already shocking.*

You are immune to SHOCKED.

Induction [C]: As a counter, you have a 50% chance to gain one Charge. If you gain a Charge, you may use an additional Charge next round.

Arc: *You discharge a bolt of lightning which can jump from target to target.*

You may spend one Charge to inflict $2 \times C$ damage and SHOCKED to a creature within range 12. When you become WOUNDED, you may use this a number of times equal to your remaining Charge. You may spend up to 2 BOOSTS when you use Arc. for each boost spent, you may inflict $2 \times C$ damage and SHOCKED to another creature within 3 hexes of the original target. This damage ignores counters.

Refresh: As a refresh, gain one Charge. You may use an additional Charge next round.

Second Facet

Ride the Lightning [H]: *You teleport across the battlefield in a flash of lightning.*

Once per round, you may TELEPORT up to 6 hexes by spending 3 STEPS. You may inflict SHOCKED to creatures in a line between the origin and end of the TELEPORT. You may spend one Charge to activate one of the following effects at the end of this teleport:

- **Discharge:** Inflict SHOCKED and 2 OFF GUARD to an adjacent creature.
- **Overcharge:** Grant an adjacent creature $2 \times C$ ENERGIZED and a RIDER that inflicts SHOCKED.

Third Facet★

Thunderclap: *You appear with deafening crash of thunder.*

When you use Ride the Lightning, at the end of your TELEPORT, you may cause creatures other than you within range 2 to make a defense roll or become [Senseless] OFF BALANCE for 1 round.

Fourth Facet★

Lightning Rod: *You can move further when you have a target.*

When you spend a Charge as part of Ride the Lightning, the maximum range of the teleport increases by 3.

Fifth Facet★

Thunderstruck: *Your thunder is louder and more debilitating.*

Once per encounter, when you use Discharge you may inflict STUNNED instead of SHOCKED.

Sixth Facet★

Return Stroke: *You can teleport out and back in one motion.*

When you use Ride the Lightning, you may TELEPORT back to your original position at no additional cost.

Seventh Facet★

Greased Lightning: *You can teleport more frequently.*

You may use Ride the Lightning twice per round. The normal use limits for Charge still applies.

Fire Elemental

Innate Offense

You are a being of fire.

Infernus strode across the battlefield, flames erupting from his footsteps. Enemy foot soldiers burst into flame as he drew near, unable to stand the heat radiating from his body. A brave soldier rushed forward, driving a spear into Infernus's side, only to be met with a gout of flame that melted his face.

Adaptation

This TRACK can also represent a wizard's fire shield, or an engineer's flame armor, or the results of channeling elemental power.

First Facet★

Flame on: *You have extra fuel to burn hotter.*

At the beginning of each encounter, you gain eight flame emblems.

Searing Shield[C]: As a COUNTER, when an adjacent enemy damages you, that enemy takes *C* damage and begins BURNING *C*. You may spend a flame emblem to increase the damage by *C*.

Stoke the Flames[C]: As a COUNTER, you may gain a flame emblem.

Fiery Explosion: *Killing you unleashes all of your energy.*

When you become WOUNDED, you may spend any number of flame emblems to deal *C* damage to the nearest enemy to you for each flame emblem spent. That enemy begins BURNING for the amount of damage dealt with this ability.

Blazing Glory: *Every fist is a hotfist.*

Twice per round, you may spend a flame emblem to gain a RIDER. The RIDER has a -2 modifier to hit, and deals $2 \times C$ damage and inflicts BURNING *C*.

Flame Body: *Can't burn what is already fire.*

You are immune to BURNING.

REFRESH: You may use a REFRESH to gain 2 additional flame emblems.

Second Facet★

Blazing Path: *Painful pursuit of a pyro.*

When you leave a hex during your turn, you may spend an additional STEP. If you do, that hex becomes difficult terrain for the rest of the encounter and afflicted until the end of your next turn. During that time, the first time that a creature other than you enters that hex, that creature begins burning *C*.

Third Facet★

Flame Aura: *Now that's hot.*

At the beginning of your turn, each enemy within radius 3 of you gains BURNING *C*. Additionally, up to two hexes within the affected area become cloudy.

Fourth Facet★

Dancing Flame: *You manipulate your flame to move enemies.*

Once per turn, when an enemy takes damage from this TRACK or from BURNING gained by this TRACK, you may DIRECT that enemy one hex.

Fifth Facet★

Noxious Fumes [SICKENING]: *You leave poisonous fumes behind.*

For each enemy, the first time each turn that enemy enters a hex afflicted by Blazing Path, the become DIZZY 1 on their next turn.

Intense Flames: *Your presence makes fires burn hotter.*

Enemies adjacent to you cannot end the BURNING condition by becoming PRONE. Instead, they can end it by spending a STEP while PRONE. Additionally, enemies adjacent to you take *C* additional damage from the BURNING conditions.

Sixth Facet★

Feed the Flames: *You can harness other forms of energy to fuel your fire.*

Whenever you would be healed by *C* or more, you may reduce the amount of healing by *C* and gain a flame emblem. Additionally, when you would receive a BOOST, you can instead gain a flame emblem.

Seventh Facet★

Living Inferno: *You become a raging inferno.*

Once per encounter, at the beginning of your turn, you can turn into a living inferno until the start of your next turn. For that turn, you gain PHASING and 6 additional STEPS, and if you move through a destructible object, you may spend an additional STEP to destroy that object. If you do not spend a STEP this way, you instead deal 18 damage to that object. If you move through a creature, that creature begins BURNING 6.

Form Shift

Innate Offense

You have extra reserves of spiritual energy which you tap into to strengthen yourself, becoming stronger as the battle wears on.

Korril faced down the alien invader floating in front of him. He was outmatched, it was clear... but that could change. He focused inwards on his spirit, and opened a metaphorical door. His spiritual energy began to suffuse his body, and he ran at the invader, moving faster than normal. The invader fired a laser blast at him, and he darted to the side. He continued to focus, and more energy began pouring through. He leapt into the air and began flying. The spiritual energy began overflowing out of his body, giving him a distinct glow, and he slammed his fist into the invader's face.

Adaptation

This can also be a shapeshifter which takes on stronger forms, or a fighter that builds up strength over the course of the battle.

First Facet★

Form Change: *You tap into your soul to achieve greater forms of power.*

You begin each encounter in your base form, form 0. At the start of each turn after your first, your form increases by 1, up to the highest form you possess. You have all benefits of forms preceding your current form.

Chi: *You can spend your spiritual energy to enhance your attacks.*

You start each encounter with 8 chi. You may spend 1 chi per round. Your limit on chi per round increases by 1 whenever you increase form.

Form 1 - Enhanced Form: *Your first form enhances your physical abilities.*

You gain +1 speed per form level, and can jump 1 per form level once per round. For each form level, you may pick an attribute. You gain another use of that attribute when you reach that form. You may use Bolster.

- **Bolster:** You may spend 1 chi to become Energized C.

Increased Resolve[C]: As a COUNTER, you may gain 1 chi.

Refresh: As a REFRESH, you may gain 2 chi.

Final Determination: *You can use your chi to avoid death.*

If you would be WOUNDED while you have chi left, you lose all of your chi and gain C HIT POINTS per chi.

Second Facet

Absorb Strength: *You can enhance your chi.*

If you have BLOODLUST or TEMPORARY HIT POINTS, you may reduce it by C to gain 1 chi. This can be used any number of times.

Form 2 - Super Form: *Your second form gives you superpowers.*

Pick a monster tactical (pg. 267). You gain this ability when you reach form 2.

Third Facet

Form 3 - Hyper Form: *Your third form lets you tap into arcane powers.*

Create a 4 point Artifact. You gain the benefits of this artifact in form 3. You may use Enhance.

- **Enhance:** You may spend 1 chi to gain a BOOST.

Fourth Facet★

Jumpstart: *You can spend your chi to elevate your form faster.*

Once per encounter, you may increase your form by an additional 1 by spending 2 chi. If you do so, every enemy adjacent to you is forced back 1 hex and takes Cd4 damage.

Form 4 - Extreme Form: *Your fourth form is highly resistant.*

Pick 3 of the following effects to be immune to.

- SLOW
- STOPPED
- PRONE
- DIZZY
- GRAPPLED
- BLIND
- BLEEDING
- FORCED movement
- STUNNED
- an ENERGY EFFECT

Fifth Facet

Enhanced Base Power: *You have learned to tap into your power faster.*

You begin each encounter in Form 1. This does not count as increasing your form.

Form 5 - Ascendant Form: *Your fifth form gains new abilities.*

Pick another monster tactical. You gain its benefits in Form 5. You may use Swiftess.

- **Swiftiness:** You may spend 2 chi to take a SURGE.

Sixth Facet

Super Base Power: *Your base power is even greater.* You begin each encounter in Form 2. This does not count as increasing your form.

Form 6 - Not Even My Final Form: *Your sixth form possesses legendary power.* Create an 8 point Artifact. You gain its benefits in Form 6.

Seventh Facet★

Hyper Base Form: *You can trivially reach power levels most only dream of.*

You begin each encounter in Form 3. This does not count as increasing your form.

Form 7 - Final Form: *Your final form unlocks your true potential.*

You no longer have a limit on how much chi you can spend per turn. The extra speed and jump from Form 1 are doubled. Pick another 3 effects from form 4 to be immune to. You may use Spirit Blast once per turn.

- **Spirit Blast:** Deal *C* damage per chi point spent to a target in 24 hexes. This ignores COUNTERS, and is [O]verwhelming if 4 or more chi are spent. The target must make a defense roll or be STUNNED, DIZZY 2, and FORCED back 3 hexes. This defense roll has a -1 modifier for every chi point spent.

Hunter's Marks

Innate Offense

A hunter picks out their prey, and hunts it relentlessly.

Artemis crept through the undergrowth, eyeing the pigman carefully. Others wandered by, but they were of no consequence, only his chosen prey mattered. He loosed an arrow, burying it in their center. The pigman squealed and started running. Artemis gave immediate chase, matching step for step. As much as the pigman ran, they couldn't escape Artemis. Arrow from the other pigmen zinged by Artemis, but he barely took notice, and instead sent another arrow to finish his quarry.

Adaptation

This TRACK can also be used to represent somebody directing their allies in how to kill their target.

First Facet★

Magic Markings: *You select your prey.*

At the beginning of each encounter, you gain eight hunter's marks. At the beginning of each turn, you may spend a hunter's mark to choose a creature within radius 24. That creature becomes marked until the end of your next turn, and becomes vulnerable C to the next damage they receive from a creature with your hunter tag. Additionally, creatures with your hunter tag ignore target priority when attacking creatures with the [Marked] tag. This ability ignores target priority. You may use this twice to apply 2 marks at once. **REFRESH:** You may use a REFRESH to gain 2 hunter's marks and may apply two extra marks on your turn.

Guided Kill: *While many hunters stalk their prey personally, a select few prefer to direct others to do their killing.*

At the beginning of your turn, if none of your allies have your hunter tag, you may choose an ally within radius 24. That ally receives your hunter tag until they become WOUNDED or until they choose to end the status. If no other ally has the hunter tag, you have it.

Hunter's Traps: *You can leave a trap to ensnare your quarry.*

When you leave a hex, you may spend an additional STEP. If you do, that hex becomes afflicted. When an enemy enters a hex afflicted this way, that enemy becomes STOPPED until the end of their turn.

Dying Shot: *Even in death, you seek your quarry.*
When you become WOUNDED, you may spend any number of hunter's marks. For each hunter's mark spent this way, the enemy that last damaged you becomes VULNERABLE C to the next source of damage dealt by an ally with your hunter tag. If you have your hunter's tag, you may pass it to another ally at this time. Additionally, you may spend 2 single hunter's marks after doing this. If you do, the ally with your hunter tag may take a SURGE on the creature who last damaged you.

Hunter's Revenge[C]: As a COUNTER, give the attacker a hunter's mark. This does not count against your limit on hunter's marks.

Second Facet★

Prowling Hunter: *You move swiftly through even the thickest jungle.*

You gain an additional two STEPS each turn and ignore difficult terrain.

Third Facet★

Hunter's Strength: *Nothing shall deter you from reaching your prey.*

You are immune to SLOW.

Hunter's Presence[FEAR]: *They know they can't outrun death.*

Enemies with the marked tag are inflicted with SLOW 1 for as long as they are marked.

Fourth Facet★

Hunter's Endurance: *You cannot be deterred by mere flesh wounds.*

You are immune to BLEEDING.

Hunter's Knowledge: *Brushbeat veteran.*

You can spend an extra STEP before you enter a hex that is afflicted and remove afflicted from it.

Fifth Facet★

Hunter's Gaze [FEAR]: *Your steely eyed gaze shoots fear into your prey.*

Once per encounter, you may choose a creature with the marked status. That creature becomes STOPPED for one turn.

Hunter's Concentration: *Your focus is unwavering.*

You are immune to DIZZY.

Sixth Facet

Hunter's Stealth: *You stalk your prey with ruthless efficiency.*

At the end of their turn, all allies with your hunter tag are treated as STEALTH 2 to creatures that are marked.

Seventh Facet★

Ultimate Mark: *No place to hide.*

Once per encounter, choose a creature. You may ignore cover and concealment when using Magic Markings on that creature for one round. Allies with

your hunter tag may ignore cover and concealment when attacking that creature for one round.

Hunter's Poison: *Your traps are laced with poison.* When you use Hunter's Trap, enemies who enter the afflicted hex receive *C* ONGOING damage.

Rage

Innate Offense

Characters with the rage aspect have learned to master their rage and use it to annihilate their enemies.

Bruce was upset at the crowd, but handling it. that is, until they threw a rock at this head. He screamed in fury, nostrils flaring, looking around until he spotted the young brave with a sling. He pounced on him, and started pummeling him. An arrow struck his side, and he whirled around and charged this new foe.

Adaptation

Oddly enough, in some ways, this TRACK rewards a sense of “honor”. You attack people who attacked you first. As a result, this can be used to represent an honorable fighter. This could also be used to represent the result of a demonic pact.

First Facet★

Don't Tick Me Off: *You get angry at the slightest grievance.*

Whenever an enemy tries to target you with an offensive ability or you make a REACTION against an enemy, you may treat that enemy as a victim until the end of your next turn. If, at the beginning of your turn, there are no victims within 12 hexes, the nearest enemy to you becomes a victim until the end of your turn. You may treat victims as though their target priority was one stage higher.

Anger: *This level of hatred is emotionally draining.* You begin each encounter with 4 anger. Once per round, you may spend 1 anger to use the following ability: **Angry Attack:** You gain a RIDER that can only be triggered against a victim. It deals $2 \times C$ damage. The enemy must make a defense roll or be FORCED up to 1 hexes away from you for each anger you had when activating this ability. You may choose to move with your target. If this RIDER is not attached to a melee attack, the distance is halved and you cannot move with them. **REFRESH:** You may use a REFRESH to gain a 1 anger. Additionally, you may use Angry Attack an additional time this turn. If you have more than 4 anger, you must use angry attack.

Fuel the Fury[C]: As a COUNTER, you gain a pain point. You can spend a pain point to increase the damage of angry attack by C , or spend 2 pain points to make an extra Angry Attack without spending an anger.

Final Ferocity: *Even as you go down, you tap into your rage to harm those you hate.*

When you would become WOUNDED, you may spend all your anger to use one SURGE per anger against the last enemy to deal you damage.

Second Facet★

No Escape: *When you're ticked off, there is no escape from your wrath.*

For each victim, the first time each round that that victim would move away, you may DASH one hex per anger you possess and use a SURGE against them. If a creature moves away from you, becomes a victim, and then moves away from you again, that still triggers this ability. Enemies are aware of this effect, even before any enemy becomes a victim.

Third Facet★

Choose one of the following abilities:

- **Hulk Out:** *You won't like me when I'm angry.* While you have anger, you may become large.
- **Adrenaline Rush:** *Your anger speeds your movements.* While you have anger, you gain +3 speed and can jump 3 hexes when on solid ground for no action cost.

Fourth Facet★

Fear the Beast: *If someone hasn't drawn your ire, it is in their best interest to keep it that way.*

Whenever an enemy who is not a victim moves into or out of a hex adjacent to you, that enemy may become SLOW 2. If they do not, that enemy becomes a victim and becomes VULNERABLE C to you.

Fifth Facet★

Beg for my Forgiveness, Scum: *Enemies who have slighted you should be down on their knees, begging for your mercy.*

If the target fails their defense roll against angry attack, they fall PRONE.

Sixth Facet★

Reckless Abandon: *You care more about hurting them than not being hurt in return.*

Once per round, when someone uses the angry attack rider, they may choose to gain a BOOST. If they do, they become VULNERABLE C .

Seventh Facet★

Eternal Anger: *My Rage knows no bounds, my hate for you is unending.* You may always DASH up to 6 hexes when using No Escape. Angry attack always FORCES your opponent back up to 4 hexes regardless of anger, though it's still halved if not on a melee attack. Hulk Out or Adrenaline Rush no longer requires you to have anger.

Scout

Innate Offense

Scouts are mobile and try to act as a forward unit to give their allies information about what is coming up.

Laura moved ahead of her squad, hiding in the bushes. She spotted the demon bear rummaging through the remains of a campsite. "I have visual on the target," she radioed. "Roger that. Ready for remote strike." Laura eyed the demon bear through her scope, and read off a series of coordinates. Suddenly mortar shells rained down from above, landing on the bear. "Direct hit," she reported.

Adaptation

This can be a ranger who is using excellent woodcraft to get around, or a military scout.

First Facet★

Scouts Grace: *You move ahead of others to scout out areas.*

You gain 3 speed and are immune to difficult terrain.

Tag: *You're it.*

4 times per encounter, no more than once per round, you may make a target within your LINE OF SIGHT VULNERABLE $2 \times C$ to a specified ally. Their target priority is raised for that ally until this VULNERABILITY is triggered. If you are WOUNDED, you may use any remaining uses against the creature who WOUNDED you. **Refresh:** You may use this an additional time, bypassing the per round limit.

First Hand Knowledge[C]: As a COUNTER, you may have the attacker become VULNERABLE C to a specified ally.

Second Facet★

Relay: *You communicate the location of enemies.*

Allies may draw LINE OF SIGHT from your hex.

Subterfuge: *You are adept at staying hidden.*

You may use STEALTH on turns you use offensive actions, but using an offensive action still ends your STEALTH. Major and minor actions taken while not in STEALTH or which end your STEALTH do not inflict a STEALTH penalty.

Third Facet★

Don't Mind Me: *You can become the least conspicuous target.*

You can lower your target priority at the start of each

round. You gain a 50% DODGE CHANCE against attacks taken against you which violate target priority.

Tactical Readout: *You can learn about your enemies as you mark them.*

When you use Tag on an enemy, you may ask a question about them.

Fourth Facet★

Greater Grace: *You move faster and quieter.*

Your speed increase from Scout's Grace is now 1 per facet in this TRACK. Your STEALTH is only penalized by 1 for every 2 hexes you move.

Fifth Facet★

Call the Storm: *You can guide your allies attacks home.*

Allies may draw indirect LINE OF EFFECT to targets you have LINE OF EFFECT to. Doing so counts as you attacking for the purposes of breaking STEALTH and INVISIBLE.

Sixth Facet

Active Camo: *You blend in perfectly with your surroundings.*

You may turn INVISIBLE 6 once per round.

Seventh Facet★

Slippery: *Your movements are graceful.*

The extra movement granted by Scout's Grace may be DASH.

Adaptive Defenses

Innate Defense

You have defensive systems that are capable of reacting to the threats around you and adapting to them

The alien drone threw a car at The Human Sparkler. He dodged under it, and unleashed a bolt of lightning directly into its chest. It started convulsing, sparking flying from it. "I found a weakness!" he proclaimed triumphantly. He fired another bolt at it, but its armor plating suddenly reconfigured, and diverted the lighting into the ground. "Uh oh, scratch that." Kid Blitz dashed in, knocking it off its feet. The drone righted itself, then 4 more legs deployed from it, stabilizing it.

Adaptation

This can represent a technological defense that analyzes your environment and responds to it, or a magical shield that shifts phase, or a shapeshifting ability leveraged for defense

First Facet★

Adapt: *You change your defensive strategy constantly as the situation demands.*

You start each encounter with 8 adaptation points. At the beginning of your turn, select one of the following defenses. Until the beginning of your next turn, you may spend any number of adaptation points on the selected defense.

- **HP:** Gain *C* TEMPORARY HIT POINTS.
- **Regenerate:** Heal *C* damage.
- **Evade:** Gain a 50% DODGE CHANCE against an attack. If its [O]verwhelming, it takes 2 adaptation points.
- **Resist:** Gain *C* RESISTANCE.
- **Barrier:** Gain *C* BARRIER HIT POINTS.
- **Guard:** Become ON GUARD .
- **Block:** Reduce damage from an incoming attack by *C*

Adapted COUNTER[C]: You also gain a [C]ounter based on your current defense.

- **HP:** As a COUNTER, you may reduce the damage taken by *C*. If the attack dealt no damage before this reduction, you become ON GUARD .
- **Regenerate:** As a COUNTER, at the beginning of your next turn, heal an additional *C*, even if WOUNDED.
- **Evade:** As a COUNTER, gain a 35% DODGE CHANCE against the attack. If its [O]verwhelming, it is a 20% DODGE CHANCE. If the attack was an area of effect, you are instead ON GUARD .
- **Resist:** As a COUNTER, you may reduce the damage taken by *C*. If the attack dealt no damage before this reduction, you become ON GUARD .
- **Barrier:** As a COUNTER, gain an additional *C* barrier hit points.
- **Guard:** As a COUNTER, you are ON GUARD against the attack

- **Block:** As a COUNTER, you may reduce the damage taken by *C*. If the attack dealt no damage before this reduction, the attacker takes a penalty.

REFRESH: You may use a REFRESH to gain 2 adaptation points.

Second Facet★

Environmental Compensation: *You can adapt to your environment.*

At the beginning of each round, choose one of the following effects. It lasts for 1 round.

- immunity to afflicted terrain
- immunity to difficult terrain

Third Facet★

Auto-Calibration: *Your defenses counter the effects you are subjected to.*

Once per round, when you are hit by a lesser condition, you may become immune to further instances of that condition for 2 rounds.

Fourth Facet★

Elemental Adaptation: *A bit of prediction can go a long way.*

Once per encounter, on your turn, choose an ENERGY EFFECT . When you would be affected by that ENERGY EFFECT in this encounter, you may make a defense roll to negate it.

Fifth Facet★

Stabilized: *You can adjust your speed to resist being moved.*

You gain 3 speed. When you would be FORCED to move, you may reduce your speed next round by 1 for each hex you would be moved to prevent the movement.

Sixth Facet ★

Predictive Analysis: *You will adjust to your enemies offensive style.*

When you are targeted by a creature, you may become immune to their reactions for 1 round.

Seventh Facet ★

Preemptive Calibration: *You can adapt your defenses to counter any problem.*

At the start of your turn, you may choose one lesser condition. You are immune to this condition until the start of your next turn.

Aerial Superiority

Innate Defense

You are the king of the skies. While other scramble around on the ground, you soar. When others dare to share your skies, you show them why that was a mistake.

Peggie soared through the air, a flock of pterodactyls ahead of her. She charged one head on, twisting aside at the last minute to run her sword along it's wing, sending it crashing to. The ground below. She banked upwards, getting a better view of the situation, before diving straight down, building up a lot of speed before leveling out and stabbing another dinosaur before it can grab a kid.

Adaptation

This can be used to represent a wide range of flying characters, including a dragon or a hawkman or an air elemental.

First Facet

Wings of Glory: *You are most at home in the air.* You can fly. If you are prevented from flying, you may instead hover.

Barrel Roll: *You perform a tricky aerial maneuver to dodge attacks.*

You start each encounter with 8 air tokens. You may spend air tokens to be ON GUARD against creatures on the ground, or to gain a BOOST against a creature in the air. **REFRESH:** You may use a REFRESH to gain 2 air tokens

Aerial Evasion[C]: As a COUNTER, you may gain a 35% DODGE CHANCE against the attack. If its [O]verwhelming, instead gain a 20% DODGE CHANCE. If it is an area of effect, you instead become ON GUARD .

Second Facet★

Free of the Ground: *You are a fast flier.* While in air, your speed increases by 3.

Third Facet★

King of the Sky: *Noone else deserves to share the sky with you.*

Once per round, if you move through a hex adjacent to a flying opponent, you may STRIKE them to remove their ability to fly for 1 round. If it misses, they are instead reduced to having hover for 1 round.

Fourth Facet★

Quick Ascent: *You can reach higher altitudes quicker.*

You may jump 4 by spending 2 STEPS. In addition, 1 round per encounter, you may fly vertically without spending the extra STEP for ascending.

Fifth Facet★

Swoop: *You can turn your altitude into more speed.* You gain 2 STEPS for every hex you have descended while in air. This cannot gain you more than 12 STEPS in one round. You cannot use this while quick ascent is active.

Sixth Facet★

Lifting Capacity: *You can drag your opponent into the air.*

Once per round, while in air, you may STRIKE an opponent within melee range. If it hits, you can move them with you up to 3 hexes as you move.

Seventh Facet★

Supersonic Boom: *You can travel at shocking speeds.*

Once per encounter, you may double your speed for 1 round while in air. In this round, you can gain up to 24 STEPS from Swoop, instead of the usual 12.

Death Armor

Innate Defense

You protect yourself with the souls of your enemies.

Grindle stood unflinching as a bolt of energy streaked towards him. An instant before impact, a soul manifested, absorbing its energy with a wail of agony. Grindle stared at the wizard, who started quaking with fear. He held out his claymore, and souls manifested along it, creating a jagged, ethereal blade. Without a word, he cut down the wizard.

Adaptation

This can be used to represent a more mundane set of armor, with focus on intimidating the enemy. It could also be the result of a pact formed with an infernal ally.

First Facet★

Death Armor: *You have learnt to manipulate the souls of your past enemies, and can manifest them to form armor.*

You begin each encounter with $8 \times C$ BARRIER HIT POINTS.

Soul Release [FEAR]: *When an enemy attacks you, you can release a soul to hinder your enemy.*

Once per round, when an enemy attacks you, you may have that enemy become BLIND 5.

Soul Leech[C]: As a COUNTER, gain C BARRIER HIT POINTS.

REFRESH: You may use a REFRESH to gain an additional $2 \times C$ BARRIER HIT POINTS.

Second Facet★

Big: *The souls of your armor lash out at the surrounding area.*

You may treat your reach as one hex greater when making REACTIONS, but if you do, in place of your normal SURGE, you inflict VULNERABILITY C and weakened C .

Scary[FEAR]: *You have infused the souls of your enemy into your own, and your mere presence is frightening.*

Enemies within 3 hexes of you must spend an additional STEP to move towards you. This is a SLOW effect.

Third Facet★

Intimidating Gaze [FEAR]: *You have learnt how to use fear to distract your enemies.*

Enemies who attack you become OFF BALANCE.

Fourth Facet★

Gain one of the following abilities

➤ **Spikes:** *You have learnt to shape the souls that form your armor into spikes.*

Twice per encounter, when you attack an enemy, you may attach the spikes to your attack. When you do this, sacrifice 4 BARRIER HIT POINTS and gain a RIDER with a -2 modifier to

hit that does 8 damage and makes the target STOPPED for one turn on a hit.

➤ **Gift of Spikes:** *You can gift an ally with your spikes*

Once per encounter, when you are adjacent to an ally, you may sacrifice 4 BARRIER HIT POINTS. The next time an enemy attacks that ally while they are within their melee reach of that ally, they take 4 damage and become GRAPPLED by that ally.

Fifth Facet★

Absorb Soul: *You can absorb the souls of your enemies to cleanse your own.*

For each WOUNDED enemy, once per encounter while you are adjacent to that enemy, you may remove any number of lesser restorable effects currently affecting you.

Sixth Facet★

Grasping Souls: *The souls you have used to protect yourself seek the company of others.*

Whenever an enemy successfully attacks you in melee, if you have BARRIER HIT POINTS remaining, your target priority may be raised against that enemy until after their next turn. That enemy takes C damage at the end of their next turn if they violate target priority.

Concealing Souls: *The souls you have used to protect you make it harder for enemies to see you.*

Whenever an enemy attacks you, if that attack is not a melee attack and you have BARRIER HIT POINTS remaining, you may have a hex adjacent to you become misty for the rest of the encounter at the end of the attacking creature's turn.

Seventh Facet★

Death Aura [FEAR]: *You have mastered the ability to infuse souls into your soul, and your enemies are terrified of you.*

On each enemies turn, if its the first time this encounter they have LINE OF SIGHT to you, they must make a defense roll. If they fail, they cannot move towards you this turn.

Dense Muscles

Innate Defense

Giving Abdominal Muscles!

You are exceptionally strong and fit, making you tougher than others.

Mike's head exploded in pain as a fist drove itself into his face. He grit his teeth and fought through the pain, regaining focus in time to block the next punch. He returned a few blows of his own, before catching an uppercut with his chin. He I bed back to his feet, and spit out a mouthful of blood. The crowd cheered, amazed he was still going.

Adaptation

This can represent a tough barbarian, or the exceptional musculature of an orc or alien.

First Facet★

Healthy Body: *Your body is so healthy and your muscles so strong that you have more life force than others.*

You have $8 \times C$ more maximum hit points. **RE-FRESH:** You may use a REFRESH to gain $2 \times C$ temporary hit points

Strong Body: *Your body is so strong and your muscles so healthy that you can withstand forces that no normal man could.*

When you would be moved against your will, you can subtract 2 from the number of hexes that you would be required to move.

Extreme Fortitude[C]: As a COUNTER, you may reduce the damage taken by C . If the attack dealt no damage before this reduction, gain a BOOST.

Second Facet★

Suck It Up: *You have strengthened your determination through your constant training of your body.*

You can move normally on difficult terrain

Push Up: *Your exercises have given you more mobility than others.*

You can recover from PRONE automatically at the beginning of your turn without provoking.

Third Facet★

Muscle Charge: *Your muscles are so large that when you move, you can knock others away from you.* For each enemy, the first time each round that you move adjacent to that enemy, you may FORCE them one hex in any direction.

Fourth Facet★

Marathon Runner: *Your legs are so strong that you make even the most ferocious predators jealous*. Your speed increases by 3.

Sprinter: *Your muscles are now so efficient that even though you are larger than most, you are also able to move more easily.*

You may use one STEP to move over three hexes of fast terrain.

Fifth Facet★

Feet of Steel: *Your muscles are now as hard as steel, especially on your feet from teh heavy training they have endured.*

You now have an immunity to afflicted hexes.

Sixth Facet★

Weighted Training: *Thanks to your constant pushing of boundaries using weights, enemies can no longer halt your progress.*

You are immune to SLOW .

Seventh Facet

Ultimate Muscles: *Thanks to your constant training and dedication, you have reached the peak of fitness. Not even walls can stop your body from catching your enemies.*

You can break destructible terrain in adjacent hexes by spending 1 STEP.

Intimidating Muscles[FEAR]: *Your enemies are so scared of facing your perfect and towering body that they have trouble getting close to you.*

All enemies gain SLOW 1 when moving towards you.

Earth Elemental

Innate Defense

Earth Elementals aren't just in tune with the earth, it's a part of them and they're a part of it. When pushed, it's hard to tell where the elemental begins and the earth ends.

Grantice rose from the ground, looming over the opposing army. Arrows bounced off his rocky hide. He flexed, and a boulder rose from the ground nearby. He lifted his massive foot, and slammed it into the ground. An earthquake erupted out from him, tossing the soldiers to the ground.

Adaptation

Earth Elementals can be scrap-masters of the junkheap; bending spare parts to their whim, or a powerful telekinetic. Earth can be crystal themed, and a sci-fi theme could be combining/splitting orbiting pods that can attack or defend.

First Facet

Rock On: *You have a layer of rocky armor.*

Create a layer of earthen armor that gives $8 \times C$ RESISTANCE.

Refresh: Gain $2 \times C$ RESISTANCE.

Rock like Water: *You can move through the ground.*

You can burrow.

Granite Skin[C]: As a COUNTER, reduce the damage by C . If this did no damage before the reduction, the opponent takes a PENALTY.

Second Facet★

Solid Connection: *You can anchor yourself to the ground.*

While standing or climbing on a solid surface, you can choose not to be moved from it. While standing on it you have scanner [ground] to Range 12, plus 2 for each facet you have in this track.

Strength of the Earth: Choose one of the following abilities. This is a permanent choice until Flexible Strength.

- **Presence:** *You cover yourself in more rocks to bulk up.*
You may increase your size once per encounter.
- **Deflection:** You pull a defensive rock field to you when you act. When you cast an ability with the [R] or [Rm] tag, you can remove that tag.
- **Groundshot:** As a [ground] effect, when you succeed on a ranged attack you may make the targets hex and all their immediately adjacent hexes become difficult terrain.

Third Facet★

Pillar of the Earth: *Bouldercraft!*

You can create C boulders per encounter. A boulder is a destructible object with $2 \times C$ HIT POINTS that takes up 1 hex and is height 1. They must be placed on a solid surface, or on top of another boulder. You can only build one column at a time per turn.

Stalagomighty!: *The mightiest stalagmite.*
Sacrifice $2 \times C$ Resistance and create a height 3 spike

within range 12 as a [ground] effect. The spike deals 11|15|19|23 damage to all targets within height three of that hex. A successful defense roll reduces the damage by half. A failed defense roll from the target adds Bleeding $C \times TargetsHeight$.

Fourth Facet★

Slow and Steady: Upgrade the choice from Strength of the Earth:

- **Presence+:** If you haven't taken any damage since the end of your last turn, you can choose to increase your size one step (up to a max of Huge).
- **Deflection+:** When you use an ability without [W], you can raise or lower your own target priority by 1. Violation of this target priority allows a free use of Stalagomighty against the violater.
- **Groundshot+:** You can imbue your projectiles with enough earth power that obstacles shy from its path. The first destructible object your ranged attacks would hit each round are destroyed before determining if the attack has line of effect to its target.

Fifth Facet

Flexible Strength: Strength of the Earth and Slow and Steady can be changed in between encounters.

Seismographic [Ground]: *They're gonna see this one.*

If you've taken damage since the end of your last turn, you can create a local earthquake, causing everyone except you within range 12 to fall PRONE. A successful defense roll negates the effect.

Water like Rock: *You can create traversable tunnels as your burrow.*

When you Burrow, you can choose to leave the hexes you pass open or closed.

Sixth Facet★

Shuffling Rock Garden no Jutsu *Rock, paper, rock.*
If there are any boulders from Pillar of the Earth

within your scanner range, whenever you take damage, you can **WARP** to that boulder and replace it. This destroys the boulder you replace. If the hex you came from is a valid location to place a boulder, you may create a new boulder there.

Seventh Facet★

Pulverize: *You surround yourself with floating*

rocks.

You can create a cloud of orbiting comets. Sacrifice $2 \times C$ RESISTANCE per comet you create. When you or an ally within 3 hexes is attacked, you may sacrifice a comet to block the attack. If the attack is [O]verwhelming, this has a 50% chance to fail, and functions as DODGE CHANCE. You can throw comets at range 12 with a STRIKE (each one rolled separately); a hit deals $5 \times C$ damage and DIZZY 3. The attack consumes the comet.

Fencer

Innate Defense

You are adept with parrying your opponent's blows and maneuvering among opponents.

Yoi raised his rapier and caught his opponents thrust. With a flick he diverted it away, and their swords blocked and clacked as they exchanged blows. Yoi found an opening, and snuck his blade through to draw blood. His parries were fierce, and he drove his attacker back, until he was against a wall and couldn't escape.

Adaptation

This can be used for anyone capable of blocking their opponents attacks, whether with a rapier or laser sword, or shooting their attacks out of the air

First Facet★

Parry[C]: As a COUNTER, when you are attacked, make an attack roll with a +1 bonus. If this succeeds, you block 5|6|8|9 damage. If this is more than the attack dealt, you may damage the attacker by the extra amount. **Boost**: On a successful parry, you may spend a BOOST to block an additional C damage.

Grand Parry: You parry your enemies attacks with great skill.

Four times per encounter, you may increase the amount blocked by Parry by $3 \times C$, or use Parry against a non-damaging attack for $3 \times C$.

REFRESH: You may use a REFRESH to use Grand Parry an additional time.

Footwork: After you use Grand Parry against an attack, you may DASH 1 hex. The opponent who attacked you may move 1 hex in the same direction.

Second Facet★

Guarding Blade: Your sword is all the protection you need.

You may use Grand Parry against REACTIONS without counting against your use limit.

Third Facet★

Circle: Your footwork allows you to move around an enemy.

Once per round, while adjacent to an opponent, you may DASH 3 hexes while staying adjacent to that opponent.

Fourth Facet★

Dizzying Swirl: Your movements trick your opponent.

When you use Circle, the opponent you circled is OFF BALANCE.

Light Footwork: You move with every exchange of blows.

You may use footwork when using Parry.

Fifth Facet★

Fast Disarmament: You do a special little flick with your sword to send your opponent's weapon flying.

Once per encounter, when using Grand Parry against an opponent within melee range, make a STRIKE against the opponent that disarms them after the attack.

Sixth Facet★

Fancy Footwork: Your footwork carries you further.

When you use Footwork, you may DASH 2 hexes and allow your opponent to move 2 hexes in the same direction.

Seventh Facet★

Weave: You can maneuver around many opponents at once, confusing all of them.

Once per round, you may use Circle up to 7 times in succession, and may DASH up to 6 hexes each time.

Guardian Spirit

Innate Defense

You have a benevolent spirit aiding you and hindering your enemies.

Mary had a little angel, it's wings as white as snow. And everywhere Mary went, the angel was sure to go. It followed her to battle one day, which everyone thought rules. It made her friends laugh and pray, to see an angel in war. It made their enemies quite irate, but still it hovered near. As enemies struck down her friends, Mary the angel did heal.

Adaptation

For the less supernaturally inclined, you may choose to view this as a contingency spell, or even inspiring your allies and intimidating your foes with your martyrdom. This could also be the result of a pact with an angelic being

First Facet★

Unseen Guardian[C]: As a COUNTER, you may heal an ally within 6 hexes *C* hit points.

Guardian's Strength: *Your guardian angel taps into its spiritual reserves.*

Four times per encounter, you may increase the healing of Unseen Guardian 6|6|8|8, and have the attacker become WEAKENED 0|2|2|4.

REFRESH: You may a REFRESH to use Guardian's Strength an additional time.

Unfinished Business: *Just a parting gift.*

When you become WOUNDED, choose an ally. That ally may use Guardian's Strength a number of times equal to your remaining uses of Guardian's Strength, with just the healing and WEAKENING of Guardian's Strength as an addition to their own COUNTER.

Second Facet★

Bolstering Guardian: *It'll cure what ails ya.*

Allies affected by Unseen Guardian become immune to [SICKENING] for two rounds, and any [SICKENING] effects currently affecting those allies are suppressed for two rounds.

Vengeful Guardian: *Your guardian looms over the battlefield.*

When you use Unseen Guardian, you may treat your reach as one hex greater until the start of your next turn when making REACTIONS, but if you do, in place of your normal SURGE, you instead deal $2 \times C$ damage (This damage bypasses COUNTERS).

Third Facet★

Curing Guardian: *Your guardian cleanses those it heals.*

You may remove one lesser restorable condition from your target when you use Unseen Guardian.

Fourth Facet★

Guardian Burst: *Spread the love.*

When you use Guardian's Strength, you may instead heal up to 3 allies within 6 hexes —| —|3|4 hit points.

Fifth Facet★

Sudden Explosion: *The guardian explodes forth with righteous might.*

The enemy that triggers Unseen Guardian becomes OFF BALANCE for 1 round. Allies affected by Unseen Guardian may DASH 2 hexes.

Sixth Facet★

Blinding Guardian: *The brilliance of the guardian blinds foes.*

The enemy that triggers Guardian's Strength becomes BLIND 4 for 1 round.

Purging Guardian: *Your guardian further cleanses your allies.*

You may remove up to two lesser restorable conditions from among those affected by Unseen Guardian.

Seventh Facet★

Guardian Explosion: *The guardian throws your attacker back.*

Once per encounter, when you use Unseen Guardian, you knock the enemy that triggered it back 2 hexes and render it PRONE.

Ice Elemental

Innate Defense

You are a being of solid ice, and freeze those around you.

Cryon lumbered across the battlefield. Arrows hit his icy shell and bounced off. He stomped his foot, and a sheet of ice forced along the ground, and he slid across it. He slid into a group of soldiers, and unleashed a burst of freezing cold. They started shivering as ice formed over them.

Adaptation

This can be used to represent an ice shell formed by magic, or underlying ???

First Facet★

Ice Shell: *You are surrounded by a thick shell of ice*

. You have $8 \times C$ BARRIER HIT POINTS.

REFRESH: You may use a REFRESH to gain another $2 \times C$ BARRIER HIT POINTS.

Chilly Aura[C]: As a COUNTER, when attacked in melee, the attacker is WEAKENED C .

Growing Ice[C]: As a COUNTER, gain C BARRIER HIT POINTS.

Slippery Path: *You create fields of ice near you.* Once per round, you may have a hex adjacent to you become fast terrain for the rest of the encounter.

Frozen Body: *You cannot freeze ice.* You are immune to the FROZEN condition.

Second Facet★

Frozen Path: *You can freeze the path you walk over.* Three times per round, when you leave a hex on your turn, you may spend an additional STEP. If you do, choose one of the following:

- Each enemy within radius 1 of the hex you left becomes FROZEN.
- Each hex within radius 1 of the hex you left becomes fast terrain.

Third Facet★

Chilling Approach: *Its hard to approach you through the chill you exude.* Whenever an enemy within 2 hexes spends a STEP

to move closer to you, they may spend an additional STEP. If they do not, they become FROZEN.

Fourth Facet★

Slip and Slide: *You move over ice with increases agility.*

You may spend 1 STEP to move over 3 hexes of fast terrain.

Fifth Facet★

Cool Friends: *You grant your allies the ability to freeze the ground.*

For each ally, once per round, that ally may have a hex adjacent to them become fast terrain.

Sixth Facet★

Frost Nova: *You unleash an even fiercer storm of cold.*

Once per encounter, when you use Frozen Path, you may use both abilities. When you do so, increase the radius to 3.

Seventh Facet★

Blizzard: *You create a fierce storm.*

At the beginning of each encounter, you may choose for each creature within radius 24 of you, other than you, to become BLIND 6 for one round and FROZEN.

Jinx

Innate Defense

People around you have bad luck.

Larl ran after the young girl, and followed her around a corner down an alley. Suddenly, he was struck in the face. He recoiled, waving his sword at the attacker, only to realize he was a rake he had stepped on. Cursing, he resumed his pursuit, and found her climbing a fence at the end of the alley. He drew his crossbow, took careful aim, then as he pulled the trigger, the bowstring snapped. He cursed his bad fortune, then ran to the fence, scaling it quickly. As he reached the top, his boot slipped, sending him falling backwards. He could only watch resentfully as she disappeared around another corner and rub his sore behind.

Adaptation

You could be actively manipulating luck, or otherwise intentionally causing these effects, rather than being a conduit of misfortune.

First Facet★

Slip and a Miss[C]: *Enemies just happen to miss you.*

As a COUNTER, you get a 35% DODGE CHANCE against that attack. If the attack is [O]verwhelming, you instead get a 20% DODGE CHANCE. If its an area of effect, the attacker instead gains a PENALTY.

Bad Luck Rising: *Being near you is hazardous to one's health.*

You start each encounter with 8 strokes of luck. **Refresh:** Gain 2 strokes of luck.

Pratfall: *They just slipped, honest.*

When an enemy within 12 hexes would make an attack, you may spend a stroke of luck to have them suffer a 50% DODGE CHANCE on that attack. If their attack is [O]verwhelming, this requires 2 strokes of luck. If this DODGE CHANCE causes them to miss, they fall PRONE.

Second Facet★

Environmental Hazard: *Random things happen to those around you, causing them to stumble.*

Once per round, you may spend a stroke of luck. This has a 50% chance of causing a random enemy within 12 hexes to take $2 \times C$ damage, ignoring COUNTERS, from a random mishap - a stone shaking loose from the ceiling, them fumbling their weapon, twisting their ankle as they move, etc. They are DIZZY 1 if this succeeds.

Third Facet★

Jam: *Your enemy's weapon randomly jams, interfering with what they were trying to do.*

When an enemy within 12 hexes would make an attack, you may spend a stroke of luck to have them suffer a 50% DODGE CHANCE on that attack. If their attack is [O]verwhelming, this requires 2 strokes of luck. If this DODGE CHANCE causes them to miss, they are DISABLED 1 for each stroke of luck spent.

Backlash: *It is dangerous to mess up with dangerous abilities.*

If an enemy misses due to Pratfall or Jam, they are subjected to any lesser condition that attack would have inflicted.

Fourth Facet★

Unlucky Stumble: *They just can't get a break.*

Whenever an enemy within 12 hexes of you would roll a direction for DIZZY, they instead roll twice and you pick which dice they follow.

Precarious Position: *He really shouldn't have stood so close to the edge.*

One per round, if an enemy is in a hex, even in the middle of moving, that is adjacent to a fall, hazardous terrain, or afflicted hex, they have a 50% chance of slipping and moving into that hex.

Fifth Facet★

Luck's Favor: *Quick reactions seem more prone to being messed up.*

Slip and a Miss has a 100% chance of working against a REACTION.

Sixth Facet★

Poor Unfortunate Soul: *That's not what they meant to do.*

Whenever an enemy within 12 hexes would raise or lower their target priority, it may have a 50% chance of changing in the opposite direction.

Seventh Facet★

Domino Effect: *Bad luck has a cascading effect.*

Whenever an enemy is successfully subjected to an effect when you spend a stroke of luck, you may have the nearest enemy to them that has not been affected by domino effect during this chain suffer one of the following effects based on a d6 roll:

- 1,2 - They fall PRONE.
- 3,4 - They become DIZZY 1.
- 5,6 - They become DISABLED.

Each time this triggers, there is a 50% chance it will trigger again based on the new enemy.

Martial Disciple

Innate Defense

You have devoted your life to the study of martial combat. This has given you an adaptable approach to combat.

Bruce saw the charging bull, and shifting into immobile rock stance. When the bull reached him, he stuck out a hand and stopped it dead in its tracks. He shifted stances, taking up the flowing river stance, and quickly moved past the bull and approached its handler. The handler tried to whip him, Bruce caught it in midair. And pulled him closer. He shifted to viper stance, ready to ensure the man would not escape.

Adaptation

Martial Disciple can be used for anything that can block attacks and adapt to their opponents.

First Facet★

Block [C]: As a COUNTER, you may prevent *C* damage. If the attack does no damage before this reduction, you may make a SURGE against the attacker with a 50% DODGE CHANCE. If you are unable to attack them with a surge, you are instead ON GUARD.

REFRESH: You may use a REFRESH to be able to double the damage prevented with block or remove the DODGE CHANCE from its SURGE twice per encounter.

Manly Toughness: *You are tough and grizzled from your experiences.*
Your hit points increase by $8 \times C$

Second Facet★

Be Water: *You adapt your fighting style to suit the situation.*

At the beginning of your turn, you may adopt one of the following stances and gain its benefits for the round.

- **Immobile Rock Stance:** You cannot be moved from your hex.
- **Flowing River Stance:** Your speed increases by 3.
- **Viper Stance:** Your REACTIONS do an additional *C* damage.
- **Chivalrous Stance:** Your target priority is raised. Opponents cannot violate target priority.
- **Adaptation Stance:** Pick a lesser condition. You are immune to that condition.

Third Facet★

Know Your Enemy: *Your experience lets you quickly access your opponents.*

At the beginning of a round, pick an opponent you can see. You learn its level, and any tracks or monster abilities it possesses.

Kick-Stand: *You can flip to your feet easily.*
You never provoke when you stand from PRONE.

Fourth Facet★

Read Attack: *You can tell exactly what your opponent is about to do.*

When targeted by an attack, you may know the exact abilities used before the attack is rolled.

Complete Block: *You can block more effects of attacks.*

Once per round, you may ignore a lesser condition that would be afflicted on you.

Fifth Facet★

Water Adapts: *Your stances become more refined and gain additional benefits.*

Gain the following improvements to your stances.

- **Immobile Rock Stance:** You may now move yourself and choose if you want to be moved by any given effect.
- **Flowing River Stance:** Your speed increases by another 2 and you may avoid one REACTION per round..
- **Viper Stance:** You may take an additional reaction each round.
- **Chivalrous Stance:** Pick an ally. You may choose to take any damage they would take in their place.
- **Adaptation Stance:** You may pick two lesser conditions to be immune to.

Sixth Facet★

Nirvana: *You find inner peace and cleanse yourself of conditions.*

Once per encounter, you may remove any number of lesser restorable conditions affecting you.

Seventh Facet★

Stance Mastery: *You are such a master that you can create new stances with more benefits.*

You may use 2 stances at the same time.

Ninja

Innate Defense

A Ninja only attains their true power unseen; their secret arts are not meant for sight. A ninja that does not conceal themselves is no ninja at all.

Mark cast his eyes about frantically, trying to find the ninja. The ninja appeared behind him, slashing his legs with a katana, but was gone in a flash. Mark thought, trying to figure out how to defeat an opponent he couldn't see. He nocked an arrow, and waited for the ninja to show himself. He did, darting out from behind a bush. The arrow flew true, set to hit the ninja, but he twisted out of the way at the last moment. Mark cursed, and died.

Adaptation

This does not have to be a literal ninja. It can also be used for any character which has a strong emphasis on stealth, such as a primal hunter or a special ops agent.

First Facet★

Blade in the Dark: *Your skills allow you to strike from the shadows, then melt back into them.*

You may use STEALTH on turns you use offensive actions, but using an offensive action still ends your STEALTH. Major and minor actions taken while not in STEALTH or which end your STEALTH do not inflict a STEALTH penalty.

Flash of Shadow: *After striking someone up close, you quickly and silently retreat.*

After attacking an opponent in melee range, you may TELEPORT 6 hexes.

Embrace of Darkness: *Your ninja skills allow you to dodge attacks.*

When attacked, you may gain a 60% DODGE CHANCE against that attack. Each time you use this the DODGE CHANCE drops by 5% for the encounter. If the attack was an [O]verwhelming ability, it instead drops 10%.

Ninja Dodge[C]: As a COUNTER, you get a 35% DODGE CHANCE against that attack. If the attack is [O]verwhelming, you instead get a 20% DODGE CHANCE. If its an area of effect, you instead become ON GUARD.

REFRESH: You may use a REFRESH to gain a 50% DODGE CHANCE against 2 attacks. If the attack is [O]verwhelming, you can only get it against 1 attack. This does not decrease the DODGE CHANCE from Embrace of Darkness.

Second Facet

Swift Stealth: *You can move quickly in stealth without revealing yourself.*

Instead of the normal penalties for moving, you increase the range of your STEALTH by 1 for every 2 hexes you move.

Smoke Bomb: *If no cover is readily available, you can create your own.*

Once per round, you may use a STEP to make your hex(es) and each adjacent hex cloudy for 1 round. You may initiate STEALTH when you do so, but you must end your turn outside of these hexes for it to work.

Scanner Jammer: *You can even evade enhanced senses.*

The range of SCANNER is halved for the purposes of detecting you, to a maximum of 12 hexes.

Third Facet★

Choose one of the following abilities

➤ **Blinding Dart:** *You use a dart to blind your opponent and slip away.*

Once per encounter, you may gain a RIDER that inflicts BLIND 6 for the encounter on a hit.

➤ **Shadow Kidnapping:** *You steal away your target to dispatch them elsewhere.*

Once per encounter, after you damage an adjacent enemy, GRAPPLE that enemy. Enemies you are grappling do not count for determining if you can use STEALTH. If you use STEALTH while grappling an enemy, that enemy also has STEALTH for as long as you are grappling them, and attacking that enemy does not penalize or end your STEALTH. You may move this GRAPPLED enemy with you when you activate Flash of Shadow.

Fourth Facet★

Caltrops: *You can scatter caltrops to hinder others when you create a smokecloud.*

When you use the Smoke Bomb ability, you may also have the affected hexes become afflicted. For each creature other than you, the first time each round that that creature enters a hex afflicted this way, that creature is SLOWED 1 for the encounter.

Assassin: *Even when combat starts unexpectedly, you can find cover.*

You may TELEPORT 4 hexes and use STEALTH at the beginning of combat if you are not the initial target of the encounter.

Fifth Facet

Hide in Plain Sight: *You can hide without even being hidden.*

You may use STEALTH without cover, and it does not end if enemies can see you. Your target priority is lowered for 1 round when you use Smoke Bomb, and enemies take a PENALTY when attacking you in violation of target priority.

Sixth Facet

Shadowport: *You can slip between the shadows.*

Once per encounter, while in **STEALTH**, you may treat your movement as **WARP** if both your current location and the destination would be someplace you could activate **STEALTH** without **Hide in Plain Sight**.

Seventh Facet ★

Ultimate Ninja: *You can attack without revealing yourself.*

Once per encounter, for one round, you may make offensive actions without ending **STEALTH** and do not take **STEALTH** penalties for using major or minor actions.

Steel Mountain

Innate Defense

A steel mountain isn't just wearing armor. Armor of a level appropriate to one's skillset is expected and normal. A steel mountain has excessive amounts of armor.

Gregory stood tall above the other knights. His armor shining in the sunlight. They started their charge in unison, and Gregory crashed forward, an imposing wall of steel. They met the enemy line, and the sheer momentum of Gregory's charge sent his opponent flying backwards. Blades bounced off his immense armor.

Adaptation

A steel mountain can be any character in extremely heavy armor, from a knight to a space marine

First Facet★

Skin of Steel: *Your armor protects you from harm.*
You have $8 \times C$ RESISTANCE.

Ironhide[C]: As a COUNTER, reduce the damage taken by C . If the attack dealt no damage before this reduction, become ON GUARD.

REFRESH: You may use a REFRESH to gain $2 \times C$ resistance

Stand Firm: *You plant yourself in place, not to be moved.*

At the end of a turn, you may declare yourself as standing firm. You cannot move or be moved from your hex by any means until the end of your next turn.

Second Facet★

Base Archetype: Choose one of the following abilities

- **Juggernaut:** *You use the sheer mass of your armor to knock around enemies.*
When you charge, the target of the attack is knocked back 3 hexes.
- **Defender:** *You become the center of attention.*
Your target priority is raised, and enemies cannot violate target priority. This can be suppressed on any round.
- **Runed:** *Your armor is inscribed with protective runes.*
Pick an ENERGY EFFECT. You are immune to that effect.
- **Spiked:** *Your armor is covered in dangerous spikes.*
Opponents who attack you with melee attacks begin BLEEDING C

Third Facet★

Secondary Archetype: *You have a more nuanced understanding of your armor.*
Pick another option from base archetype

Fourth Facet★

Protective Shell: *Your armor lets you shake off strong blows.*

You are immune to STUNNED. **Enhanced Mobility:** *You can adjust your location without compromising your resistance.*

You may move 1 hex while using stand firm.

Fifth Facet★

Greater Archetype: *You have enhanced your armor.*

Gain an ability based on your base archetype.

- **Juggernaut:** You may smash through anything that requires less than $8 \times C$ damage without taking damage. You do not provoke while charging.
- **Defender:** You may choose to block LINE OF EFFECT through your hex for any effect.
- **Runed:** You gain 2pt magic armor as a bonus item, or bind an existing set of magic armor to you and upgrade it 2pts, as per the Attuned Item feature.
- **Spiked**[FEAR]: Opponents within 3 hexes of you are SLOWED 1.

Sixth Facet★

Enhanced Archetype: *You have the perfect set of armor.*

You gain a Greater Archetype ability based on your Secondary Archetype.

Seventh Facet★

Master of Steel: *You can resist movement while moving.*

You can move freely while using stand firm. Once per round, when afflicted by a lesser effect, you may ignore that effect.

Undying

Innate Defense

Useful for pretty much anything that won't stay dead.

Susan struggled as the mob carried him to the stake. "Burn the witch!" they cried, and lashed her in place. A torch hit the kindling beneath her, and before long she was engulfed in flame, screaming in agony. The villagers cheered as she burned to death. Satisfied that the deed was done, they returned home. Susan crawled out of the ashes and dusted herself off. They were going to pay for that.

Adaptation

Alternatively, you could just be pretending to die.

First Facet★

Rejuvenation Pool: *You possess hidden reserves.*

You have a rejuvenation pool with $8 \times C$ hit points in it.

Extra Life: *Death has no hold on you.*

When it becomes time for you to act and you are WOUNDED, if your rejuvenation pool is not empty, you may gain one hit point for every hit point in your rejuvenation pool and empty the pool. This can trigger even though you are incapable of acting due to being WOUNDED and can heal you despite being WOUNDED. Any points in your rejuvenation pool that would bring you above max health remain in the pool.

REFRESH: You may use a REFRESH to add another $2 \times C$ hit points to the rejuvenation pool.

Vengeful Resurgence[C]: As a COUNTER, add C hit points to your Rejuvenation Pool.

Second Facet★

Renew Body: *Your rebirth is cleansing.*

When you use Extra Life, you may remove all lesser restorable conditions affecting you.

Third Facet★

Surprise! *Nobody expects a body to attack them.*

When you use Extra Life, you also gain STEALTH 1.

Fourth Facet

Spawn Point: *You can return to a new location upon rebirth.*

At the beginning of each encounter, choose a creature or hex within 12 hexes. When you use Extra Life, you may choose to WARP to your chosen hex or adjacent to your chosen creature.

Fifth Facet★

1-up: *You can undergo rebirth more frequently.*

At the beginning of the encounter, you may reduce your hit points by $8 \times C$. If you do, the first time you use Extra Life, your rejuvenation pool refills with $8 \times C$ hit points.

Sixth Facet★

As the Phoenix: *You revive in a flash of fire and light.*

When you use Extra Life, you can have all enemies within 12 hexes make a defense roll or be BLIND 6 for 1 round. You may also FORCE any adjacent creatures back one hex.

Seventh Facet★

Vengeance: *You can avenge yourself.*

When you use Extra Life, for the rest of the encounter, you ignore concealment, cover and target priority against a creature that caused you to be WOUNDED. Additionally, you may reduce the amount healed by Extra Life by $2 \times C$ to cause that creature to become VULNERABLE to you by an equal amount.

Cheetah

Innate Mixed

You are a master of mobility. You run faster, jump higher, and your speed makes you hard to hit.

Leo dashed forwards, leaving his teammates behind. The Mongols tried to attack him as he approached, but he was too fast and their arrows landed behind him. He leapt over their heads, easily clearing them, and hit the ground on the far side of their group. He paused only to give them a taunting face, then was off like a rocket.

Adaptation

This TRACK can be used for anything which is fast and mobile.

First Facet

Fleet of Foot: *You are extremely fast.*

You have +6 speed

Too Fast to Hit [C]: As a COUNTER, gain a 35% DODGE CHANCE. If it's [O]verwhelming, instead gain 20%. If it's an aoe, you are instead ON GUARD against it.

Momentum: *You use your speed to defend yourself.* You begin each encounter with 8 momentum points. You may use a momentum point to be ON GUARD against an attack. **REFRESH:** You may use a REFRESH to gain 2 momentum points

Momentous Charge: *You can use your speed to target enemies.*

If you move at least 3 hexes towards your target, you may spend momentum points to get BOOSTS on your action.

Second Facet★

Leap of the Heavens[H]: *You can use your speed to leap higher.*

Once per round, you may jump up to 2 hex high per odd facet in this track. You may end your movement in the air if you are adjacent to a wall or ceiling

Third Facet★

Perfect Balance: *You have perfect control over your balance.*

You may ignore the penalties for moving through difficult terrain, and can stand on anything solid regardless of its thickness or ability to support your weight. You may MOUNT any willing creature by standing on their head

Up the Wall: *Your speed can carry you up walls without falling.*

While you are adjacent to a wall, you can move up or down in altitude by 1 for each movement, and do not fall.

Fourth Facet★

No Bonds May Hold: *Nothing is gonna slow you down.*

You are immune to SLOW.

Chain Jumping: *You can jump off multiple things to reach higher heights.*

When you use leap of the heavens, if there is ground a hex beneath you, or an enemy a hex beneath you, at any point during your movement, you may use leap of the heavens again

Fifth Facet

Across the Water: *You run faster than you sink.*

You may walk on water or other fluids without sinking.

Double Jump: *You can jump off of midair.*

Once per round, you can use chain jumping with nothing to leap off of

Sixth Facet★

Sly: *You move faster than people can react.*

All of your movement is DASH.

Seventh Facet

Instant Blink: *Suddenly, you are elsewhere.*

Once per round, you may WARP up to 4 hexes away by spending 6 STEPS.

Companion

Innate Mixed

You have a loyal companion, be it a pet, a construct, or a fellow warrior.

Tonia's wolf leapt into the fray, biting and tearing at the dire wolves. Tonia moved to the opposite side of one of the wolves, and started stabbing it. One of the dire wolves turned around and but at her ankle. She fell to the ground, and her wolf growled in fury and tackled the offending wolf.

Adaptation

This TRACK can be used to represent any non-legendary creature that you would work closely with. Animal companions, familiars, and MOUNTS are common uses.

First Facet

You and Me: *There is another creature that fights alongside you.*

You gain a companion. It has $16 \times C$ hit points and can move up to 6 hexes each round, and can take a major action abilities(pg. 255) with your tier. If it has a [W]eapon ability, you may either choose for it to have 3 wielded weapons it can switch between, or 2 natural weapons, one of which is ranged unless its other ability is ranged.

Morale: *Your companion is not as heroic as you are, and hence takes a more cautious approach to self preservation.*

It begins each encounter with $8 \times C$ morale. Whenever it would fall below 0 morale, it begins cowering. While it is cowering, it cannot take actions, but can still move. If it would gain morale to bring it above 0, it stops cowering. While cowering, a companion has lowered target priority.

When the companion is damaged, it loses morale equal to the amount of damage dealt minus C . If attacked by a damaging attack that dealt no damage, the companion gains C morale. When it is healed or gains TEMPORARY HIT POINTS, it gains an equal amount of morale. When it would become ENERGIZED, it may gain an equal amount of morale. When it would gain a BOOST, it may instead gain C morale. At the end of each of your turns, if your companion attacks and at least one enemy remains, the companion loses $2 \times C$ morale.

Protective Instincts[C]:As a COUNTER, your companion gains C morale.

Features: *You can spend your time training your companion.*

When you would gain a feature, you may have your companion gain a feature instead.

Spellbound: *You have an arcane connection with your companion.*

You may attach RIDERS to your companion's actions. If you have a BOOST, you may give it to your companion.

REFRESH: You may use a REFRESH to heal your companion $2 \times C$, and they consequently gain that much morale. If this would heal them over full, they become ENERGIZED for the extra amount.

Surge: Your companion can use one of its major abilities As a SURGE.

Second Facet

Suffer For Us Both: *Your companion and you can protect each other.*

If both you and your companion would be subject to an ability, you may choose to negate the effect to either yourself or your companion, but not both.

Evolution: *Your companion has more abilities.*

Your companion gains one tactical ability from the monster tactical ability list(pg. 267) or two features(pg. 169).

Cheer On: *You can tend to your companion's morale.*

When you would use a SURGE that isn't a REACTION, you may instead give your companion $2 \times C$ morale.

Third Facet★

Expanded Skillsets:*Your companion gains new talents.*

Gain one of the following abilities:

- **Destructive Aura:** At the beginning of your turn, every enemy adjacent to your companion gains BLEEDING C .
- **Skitter:** Once per round, after being attacked, your companion may DASH 3 hexes.
- **Restorative:** Once per round, you may remove a lesser restorable condition from your companion.
- **Web:** Once per round, you may create a 1 hex burst within 6 hexes of your companion that afflicts the hexes for 2 rounds. Creatures entering hexes afflicted this way are SLOW 2 for one round.
- **Venomous:** Each round, the companion gains a RIDER that inflicts DIZZY 1 for 3 rounds on a hit.
- **Energy Attacks:** Select an ENERGY EFFECT. Each round, your companion gains a RIDER that inflicts the chosen effect.
- **Enhanced Weapon:** Your companion may gain a bonus 2tp artifact weapon.

Fourth Facet

Evolution: *Your companion develops even more abilities.*

Your companion gains one tactical ability from the monster tactical ability list or two features.

Laugh in the Face of Danger: *By putting on an unflinching brave front, you can inspire your companion.*

When an enemy attacks you, you may have that enemy gain a BOOST. If you do, your companion gains C morale.

Fifth Facet★

Extreme Talents: *Your companion grows ever deadlier.*

You gain 1 of the following abilities

- **Retributive:** Choose an ENERGY EFFECT. When your companion is targeted by a melee attack, the attacker gains the chosen ENERGY EFFECT.
- **Fear Aura**[FEAR]: Your companion's target priority is reduced by 1. Your enemies cannot attack your companion in violation of target priority.
- **Eldritch Body**[MENTAL]: The first time each encounter an opponent has LINE OF SIGHT to your companion, they become DIZZY 2 for one round.
- **Invisible:** Once per encounter, your companion may become INVISIBLE 3. This effect does not end when your companion attacks a creature if it is within 3 hexes of it.

- **Glorious Form:** You may chose to cause all hexes within 6 hexes of your companion become lit. Allies within this area may make a defense roll when subjected to a [FEAR] effect to negate it.

Sixth Facet

Evolution: *Your companion unlocks its full potential.*

Your companion gains one tactical ability from the monster tactical ability list or two features.

Winning Move: *The edge you gain from a reaction inspires your companion.*

When you or your companion uses a REACTION, your companion gains C morale.

Seventh Facet★

Sacrifice: *You can sacrifice your companion to keep yourself alive.*

Once per encounter, when you would become WOUNDED, you may have your companion become WOUNDED. If you do, you heal hit points equal to your companion's current morale. If then would raise your hit points to more than 0, you do not become WOUNDED. If your companion stops being WOUNDED, it loses all morale.

Swift Striker: *You companion can attack faster.*

If your companion does not have a PENALTY, you may have your companion take two major actions in a turn instead of one. If you do, each of those actions takes a PENALTY.

Reactor

Innate Mixed

You have a self-contained power source which has harmful effects when disrupted.

Atomic Steve stomped across the deck, the boots of his power armor clanging noisily. He directed more power to his plasma rifle, and blew a Scryllaxian's head off. Its partner let out a warbling noise, and swung a vibrowrench at Steve. The blow cracked open his Reactor momentarily, and deadly radiation streamed out and melted the Scryllaxian's face.

Adaptation

Although the default flavor is a nuclear reactor, unstable magic and vengeful spirits are also options for this aspect.

First Facet★

Armored Reactor: *Your power source is covered in armor.*

You have $4 \times C$ RESISTANCE and begin each encounter with 4 fuel points. On your turn, if you have not used fuel since the end of your last turn, you may use 1 fuel and gain a BOOST. **Refresh:** Gain 1 fuel and C RESISTANCE. You may use an additional fuel this round.

Extra Armor[C]: As a COUNTER, reduce the damage taken by C . If the attack dealt no damage before this reduction, gain a fuel point.

Reactor Breach: *Attacking a nuclear reactor is not wise.*

Whenever you take more than $2 \times C$ damage from a single source, you immediately use 1 fuel and FORCE an opponent within 12 hexes to make a defense roll with a -1 modifier or take 5|6|8|9 damage. You may not use more than 1 point of fuel in any given round. This does not trigger [C]ounters.

Critical Breach: *Becoming wounded can compromise the integrity of your reactor.*

When you would become WOUNDED, choose one of the following effects:

- **Meltdown:** You may use Reactor Breach a number of times equal to the amount of remaining fuel. This bypasses the normal fuel use restriction.
- **Critical Mass:** You may spend all your remaining fuel to FORCE all creatures within 4 hexes of you to make a defense roll or take C damage for each point of fuel spent. This counts as a use of Reactor Breach and bypasses the normal fuel use restriction.

Second Facet★

Power Station: *You can provide power to enhance others.*

When you use fuel as part of Armored Reactor, you may instead grant an ally within 3 hexes a BOOST.

Third Facet★

Afterburners: *Your reactor powers your mobility.*

You have 1 extra speed for each point of fuel you begin your turn with

Fourth Facet★

Reactor Leak: *It's not healthy to be near your reactor.*

When you use Reactor Breach, all opponents within 3 hexes become SLOW 2 for 1 round.

Maintenance Mode: *You can use your power to repair your armor.*

When you use fuel with armored Reactor, instead of granting a BOOST, you may instead increase your RESISTANCE by C

Fifth Facet★

Power Reflexes: *Your power source enhances all of your abilities.*

You are always able to take immediate actions and REACTIONS while you have fuel.

Sixth Facet★

Charged Attacks: *Burning fuel can empower your attacks.*

At the beginning of your turn, you may gain a RIDER than inflicts BLEEDING C on a hit for every point of fuel spent in the last round.

Radiation Poisoning[SICKENING]: *You run a bit hotter than you used to.*

Enemies targeted by Reactor Breach become DIZZY 1 for 2 rounds

Seventh Facet★

Fallout[SICKENING]: *The EPA will have a fit.*

When you use Reactor Breach, you may cause the hex you occupy and any adjacent hexes to become afflicted for the rest of the encounter. Creatures other than you that end their turn in a hex afflicted in this manner become SLOW 1 for the rest of the encounter.

Support Battery

Innate Mixed

You stand at the center of your team as a bastion of energy for them to draw upon.

Alara stood in the center of a metaphorical web of life force. Strands ran between her and her teammates, and she controlled the flow of energy along them. She took some from where it was most plentiful, and moved it towards where it was most needed. She always found it fascinating how different people used the surplus, from using it to cling to life, to pouring it into more vigorous attacks.

Adaptation

This could represent a magical reservoir of energy that you share with your teammates, or a power battery to supercharge their technology

First Facet★

Energy Bank: *You stand ready to power your allie's abilities.*

You begin each encounter with 4 charges. At any time, no more than once per round per ally, another ally within 6 hexes may spend one of your charges to gain a REFRESH, with your permission. **REFRESH:** You may use a REFRESH to Gain an additional charge.

Absorption[C]: As a COUNTER, you have a 50% chance of gaining a charge.

Trickle: *You can absorb your own energy to stay alive.*

You may spend a charge to heal yourself $2 \times C$ hit points at any time, even between being attacked and taking damage.

Second Facet★

Life Reservoir: *You stand ready to give for the greater good.*

Once per round per ally, that ally may choose to deal $2 \times C$ damage to you and heal themselves $2 \times C$ hit points, with your permission.

Third Facet★

Relay: *You can redirect your allies attacks to each other.*

If you can be targeted by an ally, you may allow that ally to target an ally within 24 hexes that you have LINE OF EFFECT to instead.

Transfer RIDER: *You can transfer riders to your allies.*

If you have a RIDER, you may give it to an ally within 24 hexes.

Fourth Facet★

Reverse Flow: *You can absorb health from your allies to better distribute it.*

Once per round, with an allies permission, you may deal $2 \times C$ damage to that ally to heal yourself $2 \times C$ hit points.

Fifth Facet★

Soul Burn: *You give and you give.*

Once per round, you may take $2 \times C$ damage and gain an additional charge.

Sixth Facet★

Clean Burn: *The extra energy is quite invigorating.* When an ally spends a charge from Energy Bank, they may DASH 3 hexes.

Seventh Facet★

Reshuffle: *With one massive surge of effort, you put your teams health wherever its needed.*

Once per encounter, for 1 round, you and your allies may use reverse flow and life reservoir any number of times.

Temporal Agent

Innate Mixed

You are a master of time's flow over you, able to twist it to your advantage.

Jack faced the kill squad. He thumbed his chronocharger, and felt the world seem to speed up as it stored up excess time. The firing squad raised their guns, and he eased off the Temporal charger to make it easier to time. He heard the command to fire, and activated a time jump. His world lurched, and he found himself standing behind the firing line, with them shouting in confusion about where he went. He accelerated his time as he tackled one of them and grabbed their rifle. He time jumped again, landing to the side. He saw himself appear on the other side. They raised their guns in perfect sync and started firing.

Adaptation

This can be used for a futuristic time cop, a time wizard, a hapless fool who stumbled upon a device of mysterious power, or wild-haired inventor with a new gadget.

First Facet

Bend Time: *You store up spare moments for future use.*

You may spend 1 STEP that you could spend on movement to gain 1 temporal point. At any time during your turn, you may spend any number temporal points to get an equal amount of STEPS. Temporal points expire at the end of the encounter

Chrono Charge: *You accelerate yourself to fight better.*

You begin each encounter with 8 chrono charges. You cannot spend more than 2 chrono charges each round. You may spend 1 chrono charge to get a BOOST. **REFRESH:** You may use a REFRESH to gain 2 chrono charges

Temporal Escape Hatch: *You escape through a loophole in time.*

If you would be WOUNDED, you may spend your remaining chrono charges to gain *C* HIT POINTS for each one. If you are no longer WOUNDED, you may TELEPORT 6 hexes.

Time Slip[C]: As a COUNTER, you may gain a 35% DODGE CHANCE against the attack. If its [O]verwhelming, instead gain a 20% DODGE CHANCE. If it is an area of effect, you instead gain a chrono charge. If this DODGE CHANCE succeeds, you may spend a temporal point to TELEPORT one hex.

Second Facet★

Time Skip: *You bend time and jump to the future.*

At the end of your turn, if you do not possess paradox, you may time skip. Mark your location on the map; you disappear from the map, and cannot be targeted by any effect. At the start of your next turn, you re-appear where you disappeared from. You gain paradox when you use this ability.

Paradox Correction: *The timestream can withstand a little abuse.*

Paradox disappears at the end of your next turn

Third Facet★

Temporal Transfer: *You can give your stored time to others.*

You may spend your temporal points to grant an ally STEPS instead of yourself during that allies turn.

Accelerate: *You find a larger moment in which you can act.*

You may spend 2 chrono charges to take a SURGE.

Fourth

Time Jump: *Time and space are linked, travelling in one can allow travelling in the other.*

When you use time skip, you may spend any number of temporal points to TELEPORT that number of hexes before re-appearing.

Fifth Facet★

Extra Moments: *You can find even larger slices of extra time.*

Once per round, you may spend 2 chrono charges to take a minor action.

Sixth Facet

Time Loop: *You can travel backwards in time to aid yourself in battle.*

At the start of your turn, if you do not possess paradox, you may disappear for a round. Mark your location on the map. At the start of your next turn, re-appear where you disappeared from, twice. You may spend any number of temporal points to TELEPORT that number of hexes before re-appearing. One of you must do so, such that you do not appear in the same hex twice. Declare one as the past and one the future. Anything that affects the past you will also affect the future you, with 1 round of duration ticked. Any damage taken by the past you is also taken by the future you. After 1 round, the past you disappears. You gain paradox when using this ability.

Seventh Facet

Time Freeze: *You freeze time around you.*

Once per encounter, you may perform a time freeze. Time freezes for 1d4 rounds. You may spend STEPS while time is frozen, and durations on you tick down, but you cannot take actions.

Temporal Mastery: *Your mastery over time lets you act faster.*
You may spend 4 chrono charges in a round if you

did not spend any in the previous round. You may spend 4 chrono charges to take a major action

Wrangler

Innate Mixed

A Wrangler is the cowboy of the wilds, adept at controlling frenzied monsters as a normal cowboy managed a herd of cattle.

The eldar dragon rose up from its tomb, towering over the adventurers. Chuck tossed a lasso around its neck as it took to the air, and was yanked off the ground. Dangling beneath it, he began climbing up the rope, until he reached its back and took a seat. Enraged, the dragon started thrashing about and flipping upside down, but Chuck held on and rode out the tantrum. He tossed another rope around its head, and used it to start pulling its head to the side, causing it to veer over. He was in charge now.

Adaptation

This could also represent someone using an energy tether, or who binds the fate of creatures.

First Facet

Lasso: *You are extremely skilled with your rope.*

Once per round, you may make an attack roll against an opponent within 12 hexes. If it hits, that opponent is TETHERED 12 to you.

Cut the Line: *When necessary, you can cut the rope.* You may end the TETHERED condition between you and an opponent on your turn.

Grit: *You are filled with manly grit and determination.*

You start each encounter with 8 grit. When you would be dealt damage, you may spend grit to block C damage per grit. **Refresh:** You gain 2 grit.

Trip Up: *A quick yank on the rope can be enough to throw off your attacker.*

When a creature you are TETHERED to attacks you, you may spend a grit to give that attack a penalty.

Rope Mastery: *You tug on the rope to create an opening.*

When you attack a creature you are TETHERED to, you may spend a grit to give that attack a boost

Determination[C]: As a counter, you may gain another grit.

Second Facet★

Tighten It Up: *You reel in your rope to close the distance.*

At any point, if a creature you are roping is within x hexes, you may reduce the distance they are TETHERED to x. You may move closer to the target by 1 hex per STEP even if you do not normally have an ability to move in that direction (such as climbing up into the air when you don't have flight) or there is a push effect slowing you.

Hunter's Eye: *You can quickly assess the abilities of monsters.*

At the beginning of combat, you may ask 1 question about each type of monster present.

Third Facet★

Ride'em Cowboy: *They don't want you to ride them. You don't care.*

You may MOUNT any creature larger than yourself that you have TETHERED. On their turn, you may make an attack roll against them. If successful, you can direct their movement for that round.

Directed Mount: *You are in charge.*

Once per round, when you successfully direct the movement of a monster with Ride'em Cowboy, you may spend 4 grit to have the creature attack a target of your choice with a major action. If this triggers a COUNTER that would target the monster, that COUNTER targets you.

Fourth★

Quick Release: *You can release your knots in an instant.*

You may end the TETHERED condition between you and an opponent at any time

Cat Herder: *You can work on steering herds of monsters.*

Once per encounter, on a round you don't use Lasso, you may create a 6x6 area of hexes within 12 hexes with directional push away from you for 1 round.

Fifth Facet★

Show 'Em Who's Boss: *Your skill on your side of the rope is amazing.*

You count as 1 size larger for the purposes of being TETHERED.

Dimensional Rope: *Nobody is sneaking away from your rope.*

A creature TETHERED by you cannot TELEPORT or WARP.

Sixth Facet★

Reel Them In: *You pull the monsters closer to you.*

When you are TETHERED to a creature of your effective size or smaller, you may spend 1 STEP to move them a hex closer to you.

Seventh Facet★

Tie Them Off: *You can tie multiple monsters together to hinder them both.*

You may attach a TETHERED creature to another creature you have TETHERED. If one is TETHERED X, and the other is TETHERED Y, then you cease to be TETHERED to either, and instead they are TETHERED to each other $x + y$

Artificer

Innate Varies

Artificers are masters of enchantment, making and remaking artifacts.

Special : This track cannot be replaced with other tracks, such as with trackformer

Paulina slaved over her workbench. She tightened bolts, wired up electronics, added runes, and finally stood back, finished. "Joe, come over here, I have something for you!" Joe came over, and she had him put on the new device. "Just put your arm through here, grip this over here, and use your thumb to control it." He did so, and the jetpack roared to life, lifting him into the air. She smiled in satisfaction, and turned to her drawing board, thinking up the next device to create.

Adaptation

Can also represent an engineer or mad scientist. It could also represent someone with an unusual set of innate powers, with their artifacts instead being used as innate abilities. Different themes to the items you create can yield other types of characters.

First Facet ★

Item Creation: *You invent new items.*

Between encounters, you may create artifacts. You have a pool of creation points, which you can invest in new artifacts of your choice. You can make general items of up to 2 pts each, and start with a pool of 2pts. You cannot make trackformer items that grant a track you do not have access to. It should be considered to take a non-trivial amount of time to re-craft items, but when you get new points from leveling you can assume that they have been working on the item beforehand and it is just finished as they level.

Inscriptions: *You won't see your average artifacts do this.*

You can also create special enchantments that take power, known as potentia. You can create inscriptions that have a total capacity of 8 potentia, which can either be added to other items you create or fashion into their own items with no other effects. It takes a minimum amount of potentia to create an inscription, but you can create inscriptions with higher capacities. These items use up potentia when used. Recharging these items gives them another unit of potentia. Between encounters you can recharge all your items to have as many units of potentia as their capacity. You do not need to be the one using these items to recharge them.

You have access to the following inscriptions

➤ **Bolstering** - 1 capacity

Each potentia can be used at any time to increase the user's current and maximum hit points by *C*

➤ **Empowering** - 2 capacity

Two potentia can be activated to give the user PERSISTENT ENERGIZED *C* for 2 rounds

REFRESH: You may use a REFRESH to recharge an item twice

Kinetic Recharge[C]: As a COUNTER, you can recharge an item

Potentia Transfer: If someone with an inscription artifact is dropped, their unused potentia can be transferred to another person's inscriptions. If there

are no others with spare capacity, their potentia explode, dealing *C* damage to the nearest enemy

Second Facet ★

Enhanced Crafting: Your creation point pool now has a total of 4pts

Weapon Crafting: *You have learned to make magic weapons.*

You can create enchanted weapons

Remove Inscriptions: *You reclaim the resources you spent.*

You may remove inscriptions from items, allowing you to enchant new items with inscriptions

Warmup: *Just give it a minute.*

Some inscriptions must warm up. They cannot be used on the first round of combat.

More Inscriptions:

➤ **Wand blast** - 2 capacity

This inscription must warm up. Once per round it's wielder may spend 2 potentia to deal 11|15|19|23 damage to a target within 12 hexes. A defense roll halves the damage.

Third Facet

Enhanced Crafting: Your creation point pool now has a total of 6pts

Unmake: *Its called recycling.*

You can destroy any artifact, your own or found, and add its point total to your crafting pool. If you unmake a bound item, or one that is otherwise attached to a creature, you must use those points on making an item that will also be attached to that creature in the same way.

Uncommon crafting: *You can work on more complex creations.*

You may make uncommon items

More inscriptions:

➤ **Guiding** - 2 capacity

Two potentia can be activated to give the user PERSISTENT BOOST for 2 rounds

Fourth Facet

Enhanced Crafting: Your creation point pool has a total of 8 pts

Armor Crafting: *You trust your work enough to let people wear it now.*

You may make magical armor.

More Inscriptions :

➤ **Free Activation** - 2/4 capacity

This inscription must warm up. It must be attached to an item which can use an action to activate. If it is a minor action, 2 potentia can be used to activate the item without spending an action. If it is a major action, 4 potentia can be used to activate the item without spending an action. Activating an item in this way does not count against its use limit

Fifth Facet

Enhanced Crafting: Your creation point pool has a total of 10 pts

Rare Crafting: *You can handle very complex items.*

You may make rare items

More Inscriptions:

➤ **Defending** - 1 capacity

You may activate a potentia to become ON GUARD .

Sixth Facet

Enhanced Crafting: Your creation point pool has a total of 12 pts

Overcharge: *Trust me, it won't explode. Probably.*
You may recharge inscriptions to up to twice their max capacity with in combat charging

More Inscriptions:

➤ **Reactive** - 2 capacity

This inscription must warm up. It can be activated once per round with 2 potentia to grant the user a SURGE.

Seventh Facet

Enhanced Crafting: Your creation point pool now has a total of 14 pts

Legendary Crafting: *Your skill at artifact creation will be talked about for ages.*

You may make legendary items

More Inscriptions

➤ **Celerity** - 2 capacity

This enchantment must warm up. It can be activated once per round for 2 potentia to grant the user an extra minor action

Battle Bonds

Innate Varied

You and your partner can face any foe, as long as you're together.

Kyle and Kaylie ran alongside each other, breaking away to flank the mechabear. Kyle grabbed it and twisted, and Kaylie took the opening to shove a thermal charge into a joint. They took off running again, movements perfectly in sync, and pulled out their plasma pistols. They focused fire on the mechabear's head, shots hitting it together and melting through its armor. It went down, and Kyle and Kaylie high fives.

Adaptation

This TRACK can be used to represent the power of true love, an oath to protect your partner, or linked twins.

Some of the abilities are shared by both, such as Share HP and it's effects, and others are usable only by the character with this TRACK, not the partner - the one with this TRACK has a higher investment in the partnership and has more abilities relating to that.

First Facet★

Thick and Thin: *You and your partner are inseparable.*

When you gain this facet, choose an ally. That ally becomes your partner. You are not their partner unless they also possess this facet and designate you as their partner.

Right Behind You! *Your fighting style works in sync to direct the enemy's attacks.*

Twice per encounter, you can raise or lower the target priority of your partner by 1 until the start of your next turn. If an enemy violates this target priority, they gain VULNERABLE C to the next attack made by you or your partner.

Got Your Back[C]: As a COUNTER, your partner gains a BOOST. If your partner already has a BOOST, they may spend that BOOST to instead take a SURGE.

Partnered Benefits: Choose one of the following. You gain that ability. This choice is permanent.

- **Shared Skills:** You begin each encounter with four partner tokens. Once per round, you may spend a partner token to use a SURGE, or to allow your partner to use a SURGE. When using this ability, you may use your ally's SURGE ability, and they may use yours. This can be done during either your turn or your partner's turn. Additionally, you may choose a vengeance ability. **REFRESH:** You may use a REFRESH to gain an additional partner token. You may use this ability an additional time during your next turn.
- **Duo:** You begin each encounter with four partner tokens. Once per round, you may spend a partner token to give you and your ally a BOOST. Additionally, you may choose a vengeance ability. **REFRESH:** You may use a REFRESH to gain an additional partner token. You may use this ability an additional time during your next turn.
- **Warmth:** Twice per encounter, you may heal your partner by $4 \times C$, or your ally may heal you by $4 \times C$. Excess healing becomes Temporary Hit Points. You do not gain a vengeance ability.

REFRESH: You may use a REFRESH to heal yourself or your partner by $2 \times C$. Excess healing becomes TEMPORARY HIT POINTS.

- **Shared Stoneskin:** At the beginning of each encounter, you and your partner each gain $4 \times C$ RESISTANCE. **REFRESH:** You may use a REFRESH to gain $2 \times C$ RESISTANCE, or you may have your ally gain $2 \times C$ resistance.

Vengeance: *You won't like me if you hurt my friend.* If you have the Shared Skills ability or the Duo ability, choose one of the following. You gain that ability. This choice is permanent.

- **Retribution:** While your partner is WOUNDED, you may spend a partner token to use a SURGE. You may use your partner's SURGE ability instead of your own. While you are WOUNDED, your partner may spend one of your partner tokens to use a SURGE. They may use one of your SURGE abilities instead of their own.
- **Fury:** While your partner is WOUNDED, you may spend a partner token to become ENERGIZED $2 \times C$. While you are WOUNDED your partner may spend a partner token to become ENERGIZED $2 \times C$.

Second Facet★

Share HP: *You can rely on your partner to keep you alive.*

Once per turn, you may take an amount of damage not exceeding a quarter of your current HIT POINTS. Your partner heals an amount equal to the damage you took this way. Once per turn, your partner may take an amount of damage not exceeding a quarter of their current HIT POINTS. You heal an amount equal to the damage they took this way.

Lockstep: *Your movements are completely in sync.* You and your partner may decide to move in lockstep when they move a hex. If either of you do this, the other may move one hex in the same direction, but you must pay the cumulative STEP cost for both hexes of movement. Additionally, choose either DIZZY, STOPPED, SLOW or PRONE. This choice

is permanent. While you are within radius 3 of your partner, you and your partner are both immune to the chosen condition, as well as FORCED movement.

Third Facet★

Furious Vengeance: *If your partner falls, someone will pay.*

You only gain this ability if you possess either Retribution or Fury. Once per round, while your partner is WOUNDED, when you would make an attack, that attack gains a RIDER. Once per round, while you are WOUNDED, when your partner would make an attack, that attack gains a RIDER. In both circumstances, the RIDER automatically hits and either inflicts PRONE or FORCES the enemy one hex.

Two Hearts: Choose one of the following:

- **Pull It Together:** *You keep your partner going through all adversity.*
When you or your partner uses Share HP, choose a lesser restorable condition affecting the creature healed through Share HP. End that condition.
- **Scissor:** *You attack in concern to brutalize your opponent.*
When you deal damage to an enemy, if your partner has also dealt damage to that enemy since the beginning of your last turn, that enemy begins BLEEDING C. When your partner deals damage to an enemy, if you also dealt damage to that enemy since the beginning of your partner's last turn, that enemy begins BLEEDING C.
- **Take My Hand:** *You carry your partner wherever you go.*
If you have a movement type (swim, fly, burrow, jump, TELEPORT) you can allow your partner to also have it while adjacent to them.

Fourth Facet

Anything For You: *Self sacrifice is the sincerest form of love.*

Once per round, when your partner would take damage, you may choose to take that damage instead. This counts as a use of Share HP.

Perfect Communication: *When you have worked together this long, you know what the other is thinking.*

You and your partner can always communicate perfectly and, if willed, without being overheard, as long as you have line of sight to each other. This can be telepathy, hand signs, code phrases, or other.

Shared Senses: *You can communicate what you are seeing to each other.*

You and your partner may draw LINE OF SIGHT as though you were in either your hex or your allies hex.

Fifth Facet

Choose one:

- **Shooting Star:** *You shall not be kept apart.*
Once per encounter, you may WARP to any hex within range 3 of your partner, or your partner may WARP to a hex within range 3 of you.
- **Fearless:** *How can I be scared when you are with me?*
While you and your partner are within radius 6 of each other, you and your partner are both immune to [FEAR].

Sixth Facet

Riotous Vengeance: *They shall pay.*

If you or your partner is WOUNDED and you possess a Vengeance ability, attacks made by you or your partner gain one of the following RIDERS.

- **Push:** This RIDER automatically hits. A creature hit by this RIDER is moved two hexes.
- **Trip:** This RIDER automatically hits. A creature hit by this RIDER becomes PRONE. At the beginning of their next turn, they become OFF BALANCE.

Not Alone: *Your teamwork is stronger than death.*
Once per encounter, when you are adjacent to your partner, you may use Share HP on them while they are WOUNDED. When used this way, if your partner's HIT POINTS increases to above 0, they stop being WOUNDED.

Seventh Facet★

Together Forever: *You can move with your partner.*

You may spend a STEP to give your partner a STEP. Your partner may spend a STEP to give you a STEP. You and your partner may both move during both your turn and your partner's turn.

Choose one:

- **Tag Team** *You can swap out with each other to allow the other to attack.*
Once per round, during your turn, you may WARP to your partner's hex. When you do, your partner WARPS to your hex without provoking REACTIONS. Once per round, during your partner's turn, your partner may WARP to your hex. When your partner does this, you WARP to your partner's hex. All movement made with this ability has is WARP.
- **Harmonic Movement:** *In perfect concert.*
When you or your ally would take their turn, you may both take your turn simultaneously. This counts as a use of both turns for turn order.

Buff Spells

Innate Varies

You are able to cast spells to protect and augment yourself and your allies. These spells can last a long time, but are time consuming to establish.

Justice flipped through her spellbook and considered her options. There are probably going to be fire elementals in the volcano, so she worked on a spell to protect herself from fire. She worked a second spell, this one allowing her to tap into ice powers at will. Another to create a magical shield around her. She always did prefer to be well prepared, rather than scrambling to put together effects on the fly.

Adaptation

This could be used as part of a wide range of spellcasters, but it can work for any type of long term boon.

First Facet★

Aegises: *You cast protective spells.*

You are capable of casting defensive spells known as Aegises on any creature. You may sustain 4 Aegises at a time. If you apply another past this limit, you must choose an existing one to negate. Aegises can stack with themselves. Between encounters, you may apply as many Aegises as you wish. It lasts until the end of the encounter. You start with the following Aegis:

- **Mage Armor:** You gain $2 \times C$ TEMPORARY HIT POINTS.

REFRESH: You may use a REFRESH to cast an additional, but shorter lived Aegis on yourself or an ally within 6 hexes that lasts till the end of the encounter.

Armaments: *You can grant long term buffs.*

You are also capable of casting offensive spells known as Armaments on any creature. You may have up to 4 Armaments at a time, but they count against your limit for sustained Aegises. Armaments must be triggered by the creature possessing them, but triggering them ends their effect and no more than 2 of your Armaments may be triggered in the same round. If a creature with an Armament is WOUNDED, another ally may take up the Armament. You start with the following Armament:

- **Burning Fury:** You may trigger this Armament to gain ENERGIZED $2 \times C$.

Blessings: *You have an array of spells you can utilize.*

You are capable of casting helpful spells known as blessings on any creature. You can maintain 2 blessings per facet in this track. Between encounters, you may apply as many Blessings as you wish. You start with the following Blessings:

- **Swiftness:** +2 speed.
- **Elemental Resistance:** Choose a single energy effect. You are immune to this effect.

Wards: *A ward can allow you to counter enemy attacks.*

You may also maintain a ward on yourself. You may switch wards between encounters.

- **Shield Ward**[C]: As a COUNTER, gain C BARRIER HIT POINTS.

- **Tesla Ward**[C]: As a COUNTER, when attacked in melee, the attack takes C damage. Otherwise, you gain ENERGIZED C .

Second Facet★

Aegis: You gain the following Aegis

- **Weakening Stare:** Once per encounter, you may gain a RIDER with a +1 modifier to hit that makes the target WEAKENED $3 \times C$ on a hit.

Armament: You gain the following Armament:

- **Vulnerable Spark:** You may trigger this armament to gain a RIDER with a +1 modifier to hit that makes the target VULNERABLE $3 \times C$ on a hit.

Blessings: You gain the following Blessing:

- **Heart of Stone:** You may halve the distance you are moved by FORCED movement.
- **Earth's Embrace:** You may gain a RIDER each round that inflicts SLOW 1. A successful defense roll negates this effect.

Third Facet

Aegis: You gain the following Aegis

- **Stoneskin:** You gain $2 \times C$ Resistance.

Armament: You gain the following Armament:

- **Victor's Courage:** You may trigger this armament to gain 2 BOOSTS.

Blessings: You gain the following Blessing:

- **Patron's Blind Eye:** You are INVISIBLE 6.

Fourth Facet★

Aegis: You gain the following Aegis:

- **Warden's Shield:** You gain $2 \times C$ BARRIER HIT POINTS.

Armament: You gain the following Armament:

- **Avenger's Blade:** You may trigger this armament when attacked to take a SURGE against the attacking creature.

Blessings: You gain the following Blessing:

- **Elemental Power:** Choose a single ENERGY EFFECT. Once per round, you may gain a RIDER that inflicts this ENERGY EFFECT. A successful defense roll negates this effect.
- **Rubberized Charge:** When attacked from within your melee range, the attacker must make a defense roll after their attack or be FORCED 1 hex away from you.

Fifth Facet★

Aegis: You gain the following Aegis:

- **Guardian Spirit:** You are ON GUARD 2.

Armament: You gain the following Armament:

- **Voodoo Link:** After you trigger this armament, the first 2 times you are attacked, the attacker takes C damage.

Blessings: You gain the following Blessing:

- **Heightened Awareness:** You have SCANNER 12.

Sixth Facet★

Aegis: You gain the following Aegis:

- **Lifebond:** Select one other creature. At any time, if the other creature is willing, you may deal $2 \times C$ damage to it and heal $4 \times C$.

Armament: You gain the following Armament:

- **Deathbond:** Select one other creature. When you trigger this armament, if the other creature is willing, you may render them VULNERABLE $2 \times C$ to become ENERGIZED $4 \times C$. **Special:** This Armament may only be triggered once per round.

Blessings: You gain the following Blessing:

- **Guiding Protection:** You are immune to one of the following tags: [SENSELESS],[FEAR],[MENTAL], or [SICKENING].

Seventh Facet★

Aegis: You gain the following Aegis:

- **Phoenix Heart:** Once per encounter, while the subject of this is WOUNDED, they are healed $2 \times C$ on their turn. If this raises them above 0, they are no longer WOUNDED.

Armament: You gain the following Armament:

- **Stolen Moment:** Your max hit points is reduced by $2 \times C$. You may take an additional major action when you trigger this armament. **Special:** This Armament may only be triggered once per round.

Blessings: You gain the following Blessing:

- **Freedom:** You may become immune to reactions for 1 round per encounter.
- **Protector's Sword:** You may take an additional REACTION each round.

Haste

Innate Varies

You are fast. Not so much that you win foot-races, but more that your reflexes are amazing and your hands move in a blur.

Mike twitched nervously. He swore he never touches coffee, but people weren't sure if they believed him. A goblin leapt out of the woods, and before anyone else could react, Mike drew his dagger and stabbed it 8 times.

Adaptation

This can represent anything from a character that is innately fast, to being magical hastened with runes or using cybernetic augmentations to act faster.

First Facet★

Quick Blows: *You move fast enough to attack extra times.*

You start each encounter with 4 blur tokens. Once per round, when you take a major action, you may spend a blur token to also use a SURGE. **REFRESH:** You may use a REFRESH to gain an additional blur token and can use quick blows an additional time on your turn.

Blur of Death: *You go down swinging.*
When you are WOUNDED, you may spend your remaining blur tokens to use a SURGE for each token.

Painful Encouragement[C]: As a COUNTER, roll 1d20, on a 10 or less you may take a SURGE.

Second Facet★

Dial Up the Speed: *Your quick movements carry you across the battlefield faster.*

You gain 1 speed per even facet in this aspect.

Third Facet★

Choose one of the following abilities

- **Hyperreactive:** *You just twitch constantly.*
You may take an additional reaction each round
- **Quicker Draw:** *Your hands move in a blur when swapping weapons.*
You don't provoke from switching weapons, can do so without spending STEPS, and can draw weapons before combat starts
- **Reactive Spell:** *You can cast spells as fast as others can stab with a weapon.*
If you have a non-[W]eapon SURGE, you may threaten adjacent herxes as if you had a melee weapon.

Fourth Facet★

Slippery: *You just twitch backwards.*
When you are targeted by an attack, after the attack is resolved, you may DASH 1 hex as long as it's not towards the attacking creature.

Fifth Facet★

Twitch: *You act so quickly you preempt enemy attacks.*

When you are the next character on your side to act, you may take your turn before the enemy that would precede you. This will result in them going after you, then the next enemy after them taking their turn.

Sixth Facet★

Dare Ya: *You leave yourself open, ready to punish an attacker.*

If an enemy takes a REACTION against you, you may get a SURGE against them after they attack. They are aware of this before choosing to attack. If you have an ability to avoid provoking, you may elect to forgo its effects.

Seventh Facet★

Full Retaliation: *You can get a lot done in a short period of time.*

You may spend 2 blur tokens to take a major action. This is usable during blur of death, and counts as a use of Quick Blows. When you would take a SURGE, you may instead gain a blur token.

You gain one of these abilities based on your 3rd facet choice

- **Hyperreactive Drive:** *No opening shall go unpunished.*
You may take any number of REACTIONS a round; You may only target a given creature with a REACTION for moving once each round.
- **Quickest Draw:** *You are somehow always able to have and use the right weapon.*
When you switch weapons, you can use the weapon you draw as if you had attacked with it this round.
- **Greater Reactive Spell:** *You react quicker, and make the attack even with the added travel time.*
You threaten out to 2 hexes away with reactive spell

Upgraded Man

Innate Varies You are more than you once were. Your body has been changed. This augmentation is permanent, but changeable.

Murphy ran after the robber, his bionic legs propelling him at superhuman speeds. As he drew near, he held up his arm, and a pistol popped out of his wrist. A targeting overlay appeared on his vision, and he homed in on the thief's leg. A precise shot later, and the thief was on the ground clutching his wounded leg. Murphy extended his arm and cuffed the man.

Adaptation

This works well for a cyborg, but it also can cover a robot equally well, or someone who has grafted other parts onto themselves, or who has magical augmentations

First Facet★

Augmented: *You have a limited capacity to support augments.*

You have 2 augment points, which you can spend to install Augments. You may assign new augment points when you level up, and remove old systems to reclaim their augment points. *Optional Rule:* Under GM discretion, if you have access to appropriate resources, such as a lab, you may be able to reassign your augment points between levels.

Core Systems: You have *C* core systems. These can be changed like Augments. The same core system may be taken multiple times and their effects stack.

➤ **Shields:** *Your augments allow you to place a protective barrier over yourself.* You gain 8 BARRIER HIT POINTS. **REFRESH:** You may use a REFRESH to gain 2 BARRIER HIT POINTS.

➤ **Toughness:** *Your augments improve your overall robustness.* You gain 8 maximum hit points. **REFRESH:** You may use a REFRESH to gain 2 TEMPORARY HIT POINTS.

➤ **Overdrive:** *Your augments have boosted your strength, and can be used to empower your weapons.* 4 times per encounter per overdrive you possess, no more than twice per round per overdrive you possess, you gain ENERGIZED 2. **Refresh:** Gain an additional use of this.

➤ **Armor:** *Your augments include armor plating.* You gain 8 RESISTANCE. **REFRESH:** You may use a REFRESH to gain 2 RESISTANCE.

Upgraded COUNTER[C]: Pick one of the following abilities. You must have at least one core system of the type you select.

➤ **Shields:** As a COUNTER, gain *C* BARRIER HIT POINTS.

➤ **Toughness:** As a COUNTER, reduce the damage by *C*. If the attack dealt no damage before this reduction, gain a BOOST.

➤ **Overdrive:** As a COUNTER, gain ENERGIZED *C*

➤ **Armor:** As a COUNTER, reduce the damage taken by *C*. If the attack dealt no damage before this reduction, become ON GUARD.

REFRESH: When you use a REFRESH, all of your core systems get their REFRESH.

Second Facet

Upgrade: You have 4 augment points.

Third Facet★

Mark II: You have 7 augment points.

Fourth Facet

Improved Reactor: You have 10 augment points.

Fifth Facet★

Redesign: You have 14 augment points.

Sixth Facet

Mark III: You have 18 augment points.

Seventh Facet★

Perfect Design: You have 23 augment points.
Hotswap: You may change your augmentations with 1 minute of effort.

Augments

Targeting Systems(2 AP): The range of close range weapons may be increased by 6.

Bionic Legs(X AP): + X speed. Maximum is 2 per facet of this track.

Jetpack(6 AP): You gain Flight.

Deep Bond(X AP): You gain a bonus artifact worth X pts (max of your highest facet in this track). This is integrated in your body and always available. This augment may be taken multiple times to get multiple artifacts.

Superjump Legs(X AP): You can jump X hexes once per round. Maximum is 2 per facet in this track.

Reflex Enhancements(2 AP): You may take an additional REACTION each round

Cloaking System(4 AP): You may turn INVISIBLE 4 once per round.

Installed Weapon(1 AP): Pick one weapon you possess. This becomes a natural weapon and may always be wielded.

Scanner(X AP): You gain SCANNER out to $X \times 6$

Extra Senses(2 AP): You are immune to [SENSELESS].

Fireproofing(1 AP): You are immune to BURNING .

Extendable Arms(2 AP): Once per round, you may extend or retract your arms. While extended, your maximum and minimum reach increases by 1.

Emotion Supression(2 AP): You are immune to [FEAR].

Rocket Punch(1 AP): Once per encounter, you may attack a hex within 12 hexes as if it were in your melee range.

Synthetic Biology (6 AP): You gain a monster tactical ability([pg. 267](#)).

Chapter 4

Features

Characters gain two Features at level 1, and an additional single feature at 2, 4, 6, 8, 10, 12, and 14 for a total of nine features.

Features are abilities that are useful tactically or

combatively. By default, they can be taken only once. Some features can be taken more than once, and will specify a greater effect.

Name	Prerequisites	Effect
Accelerator	-	Gain speed each round
Allyport	TELEPORT Ability	You can target allies with a teleport
Ancestral Weapon	Bound Item(Weapon)	Make a Bound Weapon more powerful
Arcane Blade	Non [W]eapon ability	Use spells with a weapon
Artillery	-	Save an AoE later
Attuned Item	Possess an Artifact	Bind and upgrade an Artifact
Aura	-	Turn BARRIER HIT POINTS into AREA BARRIER HIT POINTS
Battlespell - Clear Space	-	Remove afflicted hexed
Battlespell - Dimension Door	-	TELEPORT across the battlefield
Battlespell - Elemental Protection	-	Protect an ally from ENERGY EFFECTS
Battlespell - Enlarge Person	-	Make an ally larger
Battlespell - Natural Power	-	Give ally a 4 in an attribute
Battlespell - Protective Ward	-	Protect an ally from an enemy
Battlespell - Wall of Force	-	Create a barrier to impede movement
Bayonet	-	Take reactions against charge with distant weapon
Benefactor	-	Healing you receive you may pass to an ally instead
Bound Item	-	Extra 2pt Artifact that you always have
Breakneck Pace	-	+3 speed
Bull Rush	-	Push enemies with your charge
Burning Mastery	-	Inflict alternative conditions with BURNING
Convenient Obstacles	-	Create difficult terrain
Cowboy style	-	Use finesse to use combat maneuvers at range
Cursed Aura	-	SLOW enemies around you
Dancer	-	DASH 1 hex per round
Distracting Shot	-	Let allies flank against your ranged attacks
Dominating Presence	-	Raise your TP when you attack
Echoed Power	-	Makes AoEs hit again
Elusive Summons	-	Lower your summons TP
Evade Notice	-	1/enc, make yourself less of a target.
Exit Stage Right	-	Spend a minor to move
Expanded Knowledge	-	Ask two questions about your enemies
Extraction	-	Move an injured ally when you heal them
Eye of the storm	-	Use AoEs on yourself
Familiar	-	Gain a familiar
>Arcane Familiar	Familiar	Cast spells through your familiar
>Distracting Ally	Familiar	Familiar inflicts OFF BALANCE
>Elemental Familiar	Familiar	Inflict an ENERGY EFFECT with your familiar
>Sneaky Familiar	Familiar	Your familiar has a lowered target priority
>Transposition	Familiar	Swap locations with your familiar

Name	Prerequisites	Effect
Flanking Master	-	DISABLE enemies you flank
Flashstep	-	TELEPORT yourself around
Frantic Brawl	-	Protection from ranged attacks while in melee
Freezing Mastery	-	Inflict alternative conditions with FROZEN
Fusion	-	Fuse with an ally
Goad	-	Choose which enemy acts next
Guardian	-	Protect an ally
Hammerspace	-	Pull weapons out of thin air
Harrier	-	Enemy must attack you or you move towards them
Hostile Teleport	TELEPORT ability	TELEPORT an enemy
Infuse Weapon	-	Turn ability into RIDER
Insignificant	-	Lower enemy target priority when you WEAKEN them.
Insult to Injury	-	Allies may dash after you penalize enemy
Interceptor	-	Take a hit for an adjacent ally
Into the Breach	-	TELEPORT your ally
Iocane Powder	-	Gain an immunity
Knife Play	Wield weapons	Surprise opponents with nimble weapons
Lawn Gnome Dart	Large	Throw allies
Leaper	-	Jump easily
Major Telekinesis	-	1/rd, move a creature 1 hex
Marching Orders	-	Spend STEPS to move allies
Momentum Defense	-	Trip enemy who charge you
Outdraw	-	Go before an enemy
Pick Target	-	Ignore TP for damaged enemy
Piggyback	-	Allies can MOUNT you
Point Man	-	Move allies at beginning of encounter
Poisoned Steel	-	Turn damage into ONGOING
Pugilist	-	Your fists are deadly weapons
Quarry	-	Track enemy for entire encounter
Rally	-	move allies closer to you
Reactive Heal	-	heal ally when attacked
Ready to Go	-	Regain attribute uses when healed
Reaver	-	Terrify foes when you make a kill
>Flight or Flight	Reaver	Alter your target priority with reaver
>Focused Killer	Reaver	Gain reaver points when focusing on one target
>Killing Intent	Reaver	Stun enemies with reaver
Recall Point	-	Set a point you can always return to.
Sacrificial Heal	-	Damage yourself to increase your healing
Sacrificial Summons	Summoning	Raise summon's target priority
Scanner Array	-	Gain SCANNER range 12
Selective Shockwave	AoE Ability	An ally in your aoe can DASH 2 out of it
Self Preservation	-	1/enc heal yourself
Shocking Mastery	-	Inflict alternative conditions with SHOCKED
Spellguard	[R] or [RM] ability	Protect a single ability from provoking
Stable Flier	-	Extend your range while flying
Switcharoo	TELEPORT Ability	You can swap the position of two allies
Take The Grenade	-	Take the brunt of AoE damage to spare your allies
Take Your Burden	-	Transfer your allies conditions to yourself
Teacher	-	Grant a feat to your ally
Telepathic Extension	-	Link your senses to a telepathic network
The Look	-	Turn your boost into penalties
Trackformer	-	Swap between two specified TRACKS
Urban Camo	-	Lower your target priority at long distance
Vacuum Blade	-	Make ranged attacks with melee weapons
Wake	-	Shove people by running by
Wild Growth	-	Grow a trail of difficult terrain
YOU SHALL NOT PASS	-	Prevent enemies from moving past you

Monster Tactical Abilities

At level 1 only, you can spend your two starting features to get a single monster tactical ability (pg. 267) to help represent a more capable character concept, such as a powerful race.

Features

Accelerator

Be the fastest thing alive

Each round, your speed increases by 1, to a maximum of +6

Allyport [Teleport]

You go instead

Prerequisite: A TELEPORT ability

You may use an ability that would allow you to teleport yourself to teleport an adjacent ally instead

Ancestral Weapon

You have a deep bond with your weapon, allowing you to unlock more power.

Prerequisite: A bound item with a weapon chosen

Your bound weapon may be remade with 2 more points.

Arcane Blade

Direct Channeling

Prerequisite: A single target non weapon ability

You may add the [W]eapon tag to any single target non weapon abilities you have, or any you acquire later. Any defense rolls the ability requires are now attack rolls. The modifier for the defense rolls is subtracted from the attack rolls.

Artillery

What goes up, must come down. Eventually.

When using a ranged AoE, (Note: most lines are not ranged) you may instead launch it into the air. This doesn't target anything, but at any point after this during the encounter you may place the AoE anywhere within its current range and gain its effect.

Attuned Item

You unlock an items hidden power

Prerequisite: Possess an artifact

Pick an artifact you own. This artifact is now bound to you, and you can upgrade it with an additional 2 points, which can be used to add new enchantments, remove modifiers or add modifiers to that artifact.

Aura

Protective shielding

When you gain BARRIER HIT POINTS, including any BARRIER HIT POINTS you start the encounter with, you may instead have your hex and all adjacent hexes gain AREA BARRIER HIT POINTS. These effected hexes move with you. This AREA BARRIER HIT POINTS only protects you and your allies. If you grant an ally BARRIER HIT POINTS, you may instead grant AREA BARRIER HIT POINTS in the same manner.

Battlespells

See (pg. 229) for information on using battlespells.

Battlespell - Dimension Door[R]

Through the cracks of reality

Cast a battlespell. If successful, you can WARP to any hex within 12 hexes.

Battlespell - Elemental Protection[R]

Asbestos in a can

Cast a battlespell. If successful, you can grant one ally within 6 hexes immunity to a ENERGY EFFECT of your choice for the rest of the encounter.

Battlespell - Enlarge Person[R]

Instant Growth Spurt

Cast a battlespell. If successful, you can make one ally within 12 hexes large for the encounter. If they are already large, they become huge. You can only have one ally enlarged with this and they cannot be enlarged twice with it. You may end this effect on your turn.

Battlespell - Natural Power[R]

Strength of Bear, Grace of Cat

Cast a battlespell. If successful, you may grant an ally within 12 hexes a 4 in an attribute of your choice for the rest of the encounter.

Battlespell - Protective Ward[R]

You shield an ally from harm

Cast a battlespell. If successful, you may ward an ally within 12 hexes against a specific enemy. That ally has a lowered target priority to attack that enemy, and that enemy cannot violate target priority to attack that ally. This effect ends if that ally attacks that enemy.

Battlespell- Wall of Force[R]

You create a barrier of force that is hard to pass through

Cast a battlespell. If successful, you may afflict 6 consecutive hex edges in a straight line within 12 hexes. These edges cost an extra 2 STEPS to cross.

Bayonet

Prepare for the charge

While wielding a distant weapon, you may take a reaction against enemies who charge you.

Benefactor

You are able to pass along healing to others.

Whenever you would be healed by any effect, you may forgo that healing to heal an ally within 12 hexes the same amount.

Bound Item

You are deeply linked to a magical item.

Design a 2 point artifact. You gain and always have the benefit of this item.

Breakneck Pace

Gotta go fast.

Your speed increases by 3. Special: You may take this feature twice. Its effects stack.

Bull Rush

Unstoppable force

When you use charge, after making your attack, if your opponent fails a defense roll you can continue moving in a straight line for the remainder of your movement, and FORCE your opponent to move with you.

Burning Mastery

Deeper fire control

When you inflict BURNING on an enemy who is not immune to it, you may instead inflict one of the following effects

- **Heat Weapon:** If the target is still wielding their current non-natural weapon at the end of their turn, they take C damage. They may drop the weapon for free.
- **Flare:** The target must either immediately close their eyes and become BLIND 0 until their turn or become BLIND 9 for the rest of the encounter. If they are already BLIND and they do not close their eyes the radius of their BLIND decreases by 1.

Convenient Obstacles

The battlefield is in your favor

At the beginning of each encounter, you may choose 6 hexes within 12 hexes of you. Those hexes become difficult terrain.

Cowboy Style

Fancy shooting has its uses.

You may spend finesse uses to use Trip, Hamper, and Push on an enemy you hit with a ranged attack. You may use finesse an extra 2 times per encounter.

Cursed Aura

Your presence is soul sucking

At the beginning of your turn, each creature within 3 hexes becomes SLOW 1 for 1 round.

Dancer

Graceful as a swan

Once per round, you may DASH one hex.

Distracting Shot

I'm not touching you

When you attack an enemy with a ranged weapon, you count as providing flanking to that enemy from the hex where your line of effect entered their hex.

Dominating Presence

Don't ignore me

Whenever you attack a target, your target priority for them increases. If they attack other people in violation of your target priority you may take a SURGE against them.

Echoed Power

ECHO Echo echo echo

When you use an AoE, you may choose to have it echo. If you do, 2 rounds later it effects the same hexes again. This effect is obvious to everyone. You may only have 1 AoE echoing at a time, starting a new echo will end any current echos. If an AoE consists of multiple shapes, such as firing 2 lines, only one of these shapes can be echoed. These echoes affect your allies as well, even if the original ability does not.

Elusive Summon

Your summons are your fur babies

Prerequisite: Summon ability

When you summon a creature, you may lower its target priority. Attacking it in violation of this priority will incur a 25% miss chance.

Evade Notice

Don't mind me, I'm not important.

Once per encounter, you may lower your target priority for 1 round. You cannot be attacked if there is a higher priority target available.

Exit Stage Right

Time to skedaddle

Once per encounter, as a minor action, you may gain 6 STEPS and be ON GUARD 2.

Expanded Knowledge

You are well versed in your opponents weaknesses.

You may ask 2 additional questions about your enemies during an encounter as if your Understanding attribute was 2 higher.

You may take this feature an additional time. If you do, you may instead ask 4 additional questions.

Extraction

Need evac, now!

Once per round, when you heal an ally, if they are under half health you may DIRECT them 3 hexes.

Eye of the Storm

Close range explosions

When you use an aoe, you are immune to its effects, and if you are in the area the ability does not have the [R]eckless tag if it had it.

Familiar

This creature may not be the most impressive ally, but you find it useful.

You gain the companionship of a small creature with 1 tactical ability from the monster tactical ability list. It has a speed of 6, moves on your turn, never provokes from moving, and can share hexes with other creatures. You may draw LINE OF SIGHT from its hex. It has $2 \times C$ HIT POINTS and is BONDED to you, but it is immune to AoEs while it is adjacent to an ally. It may MOUNT you or an ally. If it is killed, you may replace it between encounters.

You may select this feature multiple times. Each time after the first, instead, you may increase the HIT

POINTS of your familiar by up to $2 \times C$, and it gains an additional ability from the monster tactical ability.

> Arcane Familiar

Spell channeling ally

Prerequisite: Familiar

You may draw line of effect and line of sight for non weapon attacks through your familiar. Your familiar gains $2 \times C$ more HIT POINTS.

> Distracting Ally

Bird in your face

Prerequisite: Familiar

Your familiar can move into enemy hexes. When sharing a hex with an enemy, that enemy is OFF BALANCE. Your familiar has $2 \times C$ more HIT POINTS.

> Elemental Familiar

Pet firebird

Prerequisites: Familiar

Choose an ENERGY EFFECT . Once per round, you may have an enemy in the same hex as your familiar or adjacent to your familiar gain that ENERGY EFFECT ELEMENTAL CONDITION. Your familiar gains $2 \times C$ HIT POINTS.

> Sneaky Familiar

The itty bitty spider crawled up the water spout.

Prerequisite: Familiar

Your familiar has a lowered target priority. Attacks that violate this target priority have a PENALTY. You may negate any effects that would raise this target priority. Your familiar has $2 \times C$ more HIT POINTS.

> Transposition

You use your familiar as a focus point to teleport

prerequisite: Familiar

You may WARP to your familiar's hex and WARP your familiar to the hex you left behind at the start of your turn. Your familiar gains $2 \times C$ more HIT POINTS.

Flanking Master*Kidney Strike*

When you attack an enemy that you are flanking, inflict DISABLED on that enemy.

Flashstep [Teleport]

In an instant, you are across the battlefield.

Once per encounter, you can exchange STEPS to TELEPORT hexes equal to the amount of STEPS you've exchanged.

You can select this feature a second time. If you do, you may use this ability any number of times per encounter.

Frantic Brawl*Chaos of melee*

When you are in melee with an enemy, ranged attacks at you from outside melee have a 25% MISS CHANCE. If this causes the attack to miss it instead hits an enemy that is in melee with you. This lowers your target priority for ranged attacks.

Freezing Mastery*Deeper ice control*

When you inflict FROZEN on an enemy who is not immune to it, you may instead inflict one of the following effects

- **Freeze Weapon:** By encasing their non-natural weapon in ice, you make it hard to use. They gain DISABLED until they switch weapons.
- **Numbness:** The creature takes a -2 penalty to an attribute of your choice for the rest of the encounter.

Fusion

In times of desperation, you can combine your essence with another's

When you use last stand, you may pick an ally to fuse with. If an ally uses last stand, you may choose to fuse with that ally.

When you fuse, you become one character and share a space. This new character retains the invulnerability of last stand, but you and your ally both skip your next turn. The fusion character has the combined HIT POINTS of both characters, and access to all of the characters' tracks, items, and features. It can take two turns each round if both allies can take normal turns. When attacked, it only uses one counter ability. Upon fusing, it gains $8 \times C$ HIT POINTS, 2 REFRESHES, and can remove all lesser conditions effecting it.

Special : If the character you fuse with also has this feature, your fusion form may either have 2 extra features or a monster tactical ability, specific to the pairing of your two characters. If you have a feature

in common which cannot be taken multiple times, you may gain an additional bonus feature in the fusion form. If the fusion form has trackformer, it may change it's major or minor track when it is formed.

Goad*Hey batter batter*

At the end of your turn, you may pick which enemy acts next, from the available options. This overrides the current selection of which enemy acts next.

Guardian*Angelic or otherwise*

At the beginning of each encounter, choose an ally. If an enemy attacks that ally when they could target you without violating target priority, they receive 2 penalties on the attack. You cannot be a guardian of someone who is your guardian, or a guardian of your guardian, etc.

Hammerspace*You form weapons out of nothing.*

You may draw any normal weapon, even if you do not have it on you. If you have Bound or Ancestral weapon, the weapon enchantments granted by them can be applied to any weapon you draw in this way. If you have an enchanted weapon, you can always draw it, summoning it to your hand if necessary.

Harrier*You shall always pursue them*

One per round, select an enemy. If they don't attack you on their turn, you may immediately DASH 3 hexes towards them.

Hostile Teleport

You have increased your control over your teleportation and can force it on others.

Prerequisites: Having access to a TELEPORT ability.

When you would use an ability that allows you to TELEPORT an ally, you may TELEPORT an enemy as if they were your ally. That enemy may make a defense roll. If the defense roll succeeds, they may choose the destination of the TELEPORT, otherwise you choose. The radius of the TELEPORT is as defined by the base ability, which is still treated as used when you use this ability.

Infuse Weapon

Feel my power

Once per round, pick a non weapon ability you can use. You may infuse that into a weapon your ally within 12 hexes is wielding, granting that ally a rider that inflicts any lesser conditions your ability would directly inflict, with the same defensive targeting (i.e. if the ability requires a failed defense roll to inflict its effect, so does the rider). If the ability has a limited number of uses this counts against that limit.

Insignificant

You make an enemy seem insignificant

When you inflict the WEAKENED condition on an enemy, you may reduce their target priority by up to 2 for the rest of the encounter.

Insult to Injury

too slow

Once per round, when you give a creature a PENALTY, the next time they attack a creature that target can DASH 2 hexes after the attack resolves.

Interceptor

You bodily insert yourself between your ally and danger.

If an ally adjacent to you is targeted by an ability that does not also target you, you may move into the nearest hex in the ability's range and have it target you instead.

Into the Breach

Once more we sally forth

As a minor action, you may TELEPORT an ally within 12 hexes to another hex within 12 hexes that is more than 6 hexes away from their current hex. They may take a surge.

Iocane Powder

Inconceivable

Pick one condition from the following list. You are immune to that condition: SLOW, STOPPED, PRONE, DIZZY, GRAPPLED, BLINDED, BLEEDING, STUNNED, BURNING, SHOCKED, FROZEN.

Knife Play

This is a knife

Prerequisite: Wield weapons

Once per turn, when you switch to a nimble weapon, or as a STEP while wielding a nimble weapon, you may render an opponent in your melee

range OFF BALANCE. Drawing a nimble weapon never provokes.

Lawn Gnome Dart

tossing allies for fun and profit

Prerequisite: Large or larger

You may throw any ally smaller than yourself within your melee range to a new hex by spending 1 STEP for every 2 hexes away it is. The ally is in air during this movement and remains in air until the end of their turn or they decide to land, as if they had jumped. This is FORCED movement.

Leaper

Leap, leap, leap

You may jump 3 for no action cost while on the ground.

Major Telekinesis [R]

The power of your mind can shove other creatures around.

Once per round, you can FORCE a creature within 12 hexes other than you one hex by spending one STEP.

Marching Orders

Step to the beat

You may spend STEPS to DIRECT allies 1 hex per STEP. Any given ally can only move up to their speed from uses of this ability each round, regardless of source.

Momentum Defense

Use their momentum against them

Whenever an enemy uses charge against you, you may knock them PRONE at the end of their movement.

Outdraw

Itchy trigger finger

Prerequisite: Wield weapons

On the first round of combat, you may swap your turn with the enemy that would have gone before you. If you do, you must draw and use a ranged weapon,

Pick Target

Nothing will sway you from your prey

When you deal damage to an enemy, you may ignore target priority for that target for the rest of the encounter.

Piggyback*You carry allies around on your shoulders.*

Whenever an ally is in a hex adjacent to you, you may spend a STEP to put that ally on your back or that ally may spend a STEP to hop on your back. That ally becomes MOUNTED, and you are the MOUNT.

Point Man*Utilize scouting for a better position*

At the start of the encounter, all allies may DASH 6 hexes. If they already moved due to this ability, you may instead increase the distance they dash by 2.

Poisoned Steel*Poison dripping from my blade*

When you deal damage, you may halve the damage dealt and make it into ONGOING damage for 3 rounds. This still triggers counters.

Pugilist*Float like a butterfly, sting like a bee***Prerequisite:** Wield weapons

Your unarmed attacks count as being armed with a nimble weapon that is capable of making reactions. If you have a bound weapon, your unarmed attacks may be the weapon that receives the enchantment.

Quarry*No evil shall escape my sight*

Once per encounter, select a creature. You always treat that creature's target priority as one step higher and have scanner to that creature. There is no range limit on that scanner ability. This lasts till the end of the encounter.

Rally*To me, my allies*

At the start of your turn, you may DIRECT all allies within 6 hexes of you 3 hexes towards you.

Reactive Heal*You are just waiting for an opening to heal your ally*

Once per round, you may lower the target priority of an ally until the start of your next turn. Violating that target priority heals the ally $2 \times C$.

Ready to Go*Invigorated and Revitalized*

When you are healed, you may regain a use of an attribute that is not at full.

Reaver*Your kills terrify your foes*

When an enemy is dropped, if you attacked it during your most recent turn, gain a reaver token. At the start of each enemy's turn, If you have LINE OF SIGHT to an enemy and at least 1 reaver token, they are [FEAR] SLOW 1. A defense roll negates this unless one of the creatures they can see gained a reaver token this round.

At the start of an enemies turn, If there is an enemy with at least 2 reaver tokens which they do not have LINE OF SIGHT to, they become [FEAR] DIZZY 1.

If you have at least 3 reaver tokens, you gain SCANNER X for any enemy that has been affected by this ability, where X is 4 times the number of reaver tokens you currently have, and can ignore the penalty from cover for such creatures

> Fight or Flight*Fear is power***Prerequisite:** Reaver

When you gain a reaver token, you may modify your target priority by up to 2 for 1 round. If an enemy violates this target priority, you may take a SURGE against them.

> Focused Killer*You are unrelenting***Prerequisite:** Reaver

If you attacked one and only one target last round, you gain a reaver point if you attack that same target and no one else this round.

> Killing Intent*You set your eyes on your next target and their blood runs cold***Prerequisite:** Reaver

By spending 3 reaver tokens, you inflict [FEAR] STUNNED on every enemy with LINE OF SIGHT to you. A defensive roll negates this effect. If an enemy has cover to you, they may ignore this effect for as long as they stay behind cover.

Recall Point*You teleport back to a designated location.*

Once per encounter, at any point in an encounter, you may set a hex you're on as a Recall Point.

Unlimited times an encounter, on your turn, you may spend your remaining STEPS to return to that hex as a WARP TELEPORT.

Sacrificial Heal

Take my power

Once per encounter, when you heal an ally, you may deal $4 \times C$ damage to yourself to heal that ally by an additional $4 \times C$. You cannot use this if you would be WOUNDED by it.

Sacrificial Summons

Summon cannon fodder

Prerequisite: Summoning ability

When you summon a creature, you may raise its target priority. If this target priority is violated it may take a SURGE against the violator.

Scanner Array

You can sense where opponents are.

You gain SCANNER 12. Optionally, you may type your ability as [GROUND] or [MENTAL] to add +12 to the base range.

You may take this feature any number of times. Each time you do, you may either increase the range by 12, or remove the [GROUND] or [MENTAL] tag.

Selective Shockwave [R]

Your skill with explosives is so great you can knock allies away without harm.

Prerequisite: an AoE ability

When you use an AoE, you may have one ally in the area DASH 2 hexes before it takes effect

Self Preservation

Staying alive, Staying alive

Once per encounter, as a major action, you may heal yourself $4 \times C$ and lower your target priority for one round. If you are attacked in violation of this target priority, you may make a SURGE against the attacker.

Shock Mastery

Deeper electrical control

When you inflict SHOCKED on an enemy who is not immune to it, you may instead inflict one of the following effects

- **Shock Weapon:** The target has a 20% miss chance on their next weapon attack unless they switch weapons or use a natural weapon.
- **Magnetize:** You may raise or lower the target priority of your target by 1.

Spellguard

You have practiced with a specific technique enough to guard yourself while using it

Prerequisites: An ability that provokes Reactive Strike

Pick one ability you possess from any TRACK or facet that is tagged as [R]eckless or [Rm]eckless melee(See the TRACKS chapter). This ability no longer has that tag. If you gain a new facet in the TRACK/ from the ability you select, you can choose to have Spellguard remove the [R]eckless or [Rm]eckless melee tag from that ability instead as a permanent switch you choose every time you gain a new facet in that TRACK.

You may take this feature any number of times. Each time you do, you may select an additional ability.

Stable Flier

Your aim while in air is remarkable

Prerequisite: Flight

When in air, your range is no longer halved, but you have a maximum range of 12 hexes.

Switcharoo [Teleport]

Bait 'n Switch

Prerequisite: A TELEPORT ability

When you would TELEPORT an ally, you can TELEPORT them into a hex occupied by an ally within that TELEPORT ability's targeting. If you do so, those creatures instead swap places.

Take the Grenade

You are willing to sacrifice yourself to protect your allies.

When you would be affected by an enemy's ability that also affects your allies, you may become subject to that ability an additional time. If you do, your allies are unaffected by that ability.

Take Your Burden

Self sacrifice

When you heal an ally, you may remove all restorable conditions affecting them. You are affected by these conditions instead.

Teacher

Your sage mentorship aids your allies in combat

Pick a feature you have. At the beginning of each encounter, grant that feature to an ally that meets its prerequisites.

Telepathic Extension

You receive more than just words from your ally's telepathy.

You can communicate telepathically with all allies within range 24. Once per encounter, you can extend your senses across telepathic sources to draw LINE OF SIGHT from an ally in telepathic communication for the rest of the encounter.

The Look

You stare into your enemy's eyes and shake them to their core

Pick a target within 12 hexes. You may lose any number of your BOOSTS to inflict that many PENALTIES on that target. If you spend at least 4 BOOSTS in this way, your target is STUNNED.

Trackformer

You are able to change your combat style.

Select two tracks that are the same action cost. (for example, sniper and human shield. Both are sized Major.) One of these tracks must be a track you already possess. This is a permanent choice. Out of combat and at the start of a combat encounter, you may switch between these tracks. This can be the same track selected twice by this feature with different choices made within that track in each instance. You only gain a Perk Point from a track per facet if both aspects would give a Perk Point at that facet. You may select this feature multiple times. Each time you do you must select a new pair of two tracks with the same action cost. If overall more than two tracks are selected for a given action cost; then all tracks selected must give a Perk Point to gain one upon gaining that facet.

Urban Camo

You make it hard for enemies to spot you while under fire

When you attack an enemy that is more than 12 hexes away from you, your target priority is lowered for that target until the end of their next turn. Attacking you in violation of this target priority incurs a 25% miss chance.

Vacuum Blade

You swing your weapon so hard the air from its movement damages enemies

You may treat your melee weapons as close range weapons when attacking.

Wake

The speed of your passage knocks people away

Once per round per opponent, if you enter and leave a hex adjacent to them you may FORCE them one hex in any direction.

Wild Growth

You are so in tune with the forest that plants sprout out from your footsteps

Whenever you leave a hex, you may spend an additional STEP to make it into difficult terrain. You are immune to difficult terrain.

Special: You may take this feature a second time. If you do, you no longer need to spend the extra STEP to create the difficult terrain.

YOU SHALL NOT PASS

Fly you fools

Enemies that enter your melee range on their turn cannot move further away from you than your melee range on that turn.

Chapter 5

Details, Roles, and Skills

Details

When you are creating your character, the GM will provide you with a list of details you need to define for your character. This captures miscellaneous details about your character that the GM expects to be relevant to your campaign, and can help you flesh out your character. Some common details include

- Where are you from?
- What is your gender?
- What is your age?
- What is your species?
- What is your social class?
- Where did you go to school/receive training?
- Do you have any notable physical features, such as tattoos or scars?

Depending on your details, people may react to you differently, and you may have different sets of world knowledge, extra skills, and it can influence how easy various disguises are for you. The GM may ask you additional questions during the game which would give you additional details to record.

Roles

A role defines what skills and knowledge your character has. A role is a description of both your role in the party and in the world. For instance, Phantom Thief Fox, “Retired” Toad Clan Ninja, and Royale Assassin would all be roles with a similar function, but suggest different shades of how they fit into the world. A role should describe your character, but you and the GM should both agree on what types of things the role would enable you to do. For instance, if you wanted to pick someone’s pocket, the Thief role would definitely be applicable, while it may not be covered by Assassin, but either would be able to pick a lock or sneak around undetected.

Each character starts with 6 role ranks. They may spend a point to get a new role at rank 1, or to increase the rank of an existing role by 1, to a maximum of 5.

Details may also grant skill ranks, like roles do, though typically only at rank 1. Such skill ranks should be relatively minor and not overshadow the actual roles of the character. For instance, a detail may indicate you have some basic knowledge about a location, but a person with the historian role will still know more about the place’s history.

Advancement

Every even level, you gain +1 role rank. This can be used to gain a new role at +1, or increase an existing role by 1 rank, up to a maximum of 5.

Skill Mechanics

Skill Ranks

When a character takes an action that requires the application of a specific skill to succeed at, the gm will determine the difficulty rank of that task. This difficulty rank is compared to the skill rank of the player; if they have an equal or higher skill rank, they have the skills to perform the task, and are successful. If they do not, they fail.

If a player has an appropriate role, their skill rank is the value of that role. If they have additional roles that would also be appropriate, they take the highest rank, and add 1 for each additional applicable role, to a max of 5.

It is possible to try to improve your skill rank for the task at hand, potentially allowing you to succeed at a task you otherwise wouldn’t, or to get an even better outcome than normal. To do so, make a skill check; if successful, your skill rank is counted as 1 higher.

The skill ranks are as follows:

- 0 - Everyday things that literally anyone can do
- 1 - Simple tasks, anyone may be able to figure it out
- 2 - Skilled tasks, requires proficiency
- 3 - Professional tasks, requires competency
- 4 - Specialist tasks, requiring a specific expertise
- 5 - Expert tasks, requiring a world-class expert
- 6 - Nearly impossible, a true challenge even for the best of the best

Knowledge

Knowledge works just like skills- the information is assigned a rank based on how obscure it is, and whether or not it's known is determined by the character's skill ranks.

Before You Roll

You don't invoke roles to solve problems; instead, you state what your character is doing, and your role may help you achieve it. When necessary, your GM will ask you to make a role check. For example, you want to get through a locked door.

Wrong - Player: "I use my thief role to unlock the door".

Right- Player: "I try to pick the lock." GM: "That will use your Thief role."

Determining Role and Attribute

Once you have determined that you are rolling a role check, the GM determines which role and attribute would be used. If none of the character's roles are applicable, then they receive no bonus to the role and do not get the skill rank bonus to their role. The chosen role is the Relevant Role. If multiple Roles could be applicable, the one with the highest modifier is used.

Skill Checks

Skill checks are used to push your performance beyond the norm; to do things beyond what is easy and comfortable. First, the gm will select an attribute relevant to the task at hand. If you have time to prepare, you may get a +1 bonus for every time frame past the time frame the tasks takes you spend preparing, starting at +1 for taking an equal amount of time, up to a max of +5. To make the check, roll $1d20 + 2 \times \text{attribute} + \text{preparation}$. If it is 15 or greater, it succeeds and your skill rank counts as 1 higher.

Additionally, someone else with an appropriate role can help you, granting a +2 bonus on the skill check, and access to appropriate resources, such as a library while trying to gain knowledge, can either be deemed necessary to prepare, or decrease the needed timestep for a given bonus by 1.

Opposed Skill Checks

First, compare the Skill Ranks of both characters, after any skill checks. If one character has a higher rank, they win. If their ranks are tied, both make an additional skill check, with the same bonuses that would have gone into the check to determine their rank; the winner of this roll wins the opposed check.

Greater Successes

If a skill is succeeded with a greater rank than the difficulty rank, you can improve the quality of the success by 1 for each rank you beat it by. Some example improvements (others may be granted by the gm, based on context)

- **Speedy** - Decrease the time step by 1
- **Quality** - Produce a higher quality outcome
- **Efficiency** - Uses fewer resources.
- **Easy** - Can perform the task for additional time step
- **Trailblazing** - Decrease the difficulty rank by 1 for others attempting the task
- **Sneaky** - The difficulty rank of noticing the task being performed increases by 1
- **Performance** - Make the task seem to be more or less difficult to onlookers by 1 rank.

Each role may be assigned an approach, chosen from the list of Greater Success Improvements. If you use that Improvement when selecting greater successes, its twice as effective the first pick. If you used multiple roles, you may choose the approach from any of them to be used.

Making a role check, step-by-step

Step 1: Gm declares a role check is necessary.

Step 2: GM determines relevant role and attribute.

Work with the GM to decide which attribute is most relevant to this task, and which, if any, of your roles are relevant.

Step 3: GM determines base timeframe

Is this something you can do in a few seconds? Will it take a few minutes of work? hours? Will it take weeks or months to complete? Work with the GM to clearly establish the expected timeframe.

Step 4: GM determines Skill Rank

The gm determines what skill rank required is for the task, and informs the player.

Step 5: Skill check The player decides if they wish to perform a skill check to boost their skill rank.

Step 6: Results First, the gm determines if the net skill rank is enough to succeed. If it is not, the character lacks the skills to perform the task. If it is, they determine how many greater successes they get. The player then chooses how to spend those successes, including any additional bonuses from their approach.

Time Steps

There is a scale of how long things take, divided into steps. Many effects will allow something to take longer, be quicker, last longer or shorter, etc. This often moves the tasks a number of steps along this chart.

Time Steps: Instant → 1 Second → 10 seconds → 30 seconds → 1 minute → 5 minutes → 10 minutes → 30 minutes → 1 hour → 2 hours → 4 hours → all day → 2 days → 4 days → 1 week → 2 weeks → 1 month → 3 months → 6 months → 1 year → 2 years → 5 years → decade → 2 decades → 4 decades → century

Common Skill List

A skill is a common application of a role. These skills are very common, and serve as examples as to how skills work and provide some more specific rules for common cases.

Charm

This skill lets you get into good graces in most social situations. See the Social Encounters (pg. 245) chapter for more information.

Detect Magic

Detect Magic allows you to see and analyze existing magical effects, such as telling if something is enchanted, what types of magical auras are upon something, or the potency of an enchantment. It also allows you to read magical writing, such as a scroll or bewitched text.

Detect if something is enchanted : Rank 1 Identify strength of enchantment: Rank 2 Identify type of magic: Rank 3 Identify general effect of the magic: Rank 4 identify exact wording of the effect: Rank 5

Disguise

Disguise is used to hide your details, pretend you have a detail you don't have, or impersonate specific individuals.

To start, each detail is assigned a level of obviousness. 0- Invisible: This detail has no trace on your looks or behavior, and nobody would know you have it unless you say so. 1- Behavioral: You can identify the detail from how you move: The soldier with good posture and a wary eye on the exits, the cowboy who has a bow legged stance, etc. 1- Audible: The detail implies an accent of some sort, or you use a regional dialect. It's obvious what the background is when you speak. 2- Attire: Your manner of dress reveals something about you, whether its a uniform, your mage's robes, your expensive clothing... 2- Minor Morphological: The detail has physical signs, whether its pointy ears, tattoos, odd colored eyes, overly thick eyebrows, pointy teeth, or other small details. 4- Major Morphological: Your entire body makes your detail obvious. A dragon, a humanoid wolf, a giant, a tentacled space alien, a cyborg, covered from head to toe in tattoos...

When you interact with someone, they are aware of your morphological and attire traits immediately, and your audible details if you speak. Behavioral details are apparent if they look for them while observing you act.

You can make a disguise check to either mask or replace these detailed. A masked detail is covered up, but you aren't trying to project another detail instead. A replaced detail is covered up, and people will see a different detail instead.

Stature: You should declare your height to the nearest foot. This is your stature. You can disguise yourself within the same stature without any extra difficulty. Disguising yourself as a different stature decreases your disguise modifier by 1 per stature.

Disguise Rank: Your skill rank + disguise modifiers

If a skill check is used to increase your skill rank, this is rolled once when you put on a disguise. It is rolled by the GM and its value is hidden; you are never sure how good your own disguise is. The best indicator is whether your allies can recognize you, but since they probably have a higher relationship mod than your opponents, this only tells you if your disguise is excellent.

Masking Value: Disguise Check - obviousness This value indicates how hard it is to discern your original details. DC is your disguise check, and its modified by how obvious the details you are masking are.

Replacement Value: Disguise Check - difference + supporting details

Replacing a detail goes beyond masking it to emulate another detail. The detail you are projecting must be the same type as the detail you are masking, i.e. if you are trying to be a different species, have to replace your current species, or replace your actual nationality with a false one. The difficulty of this check is based on how different the detail you are emulating is from basic detail. If it has nothing in common, then the difficulty is that of masking the original detail plus the obviousness of the new detail. If they have something in common, then it can be the differences between them. It's easier to disguise a giant as a troll than to just hide that he is a giant, but its especially hard to make him look like a spider.

Acquiring a relevant prop, such as an actual uniform, or an item that only someone with that detail would normally have, offers a bonus.

Supporting details can also help sell the illusion. If your details are congruous with the replacement detail, or you have other replacement details which are congruous, you get a +1 to the disguise rank

Disguising multiple details at once

To disguise multiple details at once, a single check is made. Its roll uses the sum of all of the differences of each individual detail.

Alertness: Skill rank + relationship modifier

This value represents how hard it is to fool someone with a disguise. The skill rank can be from any role that would have a reason to be familiar with the original character, what they are disguised as, or a general experience dealing with disguises. It is compared to the replacement value first, if it is used. If it is lower than the replacement value, they are fooled by the disguise. If it is higher, they can tell that the detail is fake. If there is no replacement value or they beat the replacement value, this is then compared to the masking value. If it is lower than the masking value, they cannot discern your true identity nor the masked detail. If it is higher than the masking value, they can discern your true details, and identify you if they know you.

The relationship modifier is how well they know you, and is the absolute value of their relationship to you by default. The more time you have spent with them and the bigger an impression you made, for good or ill, the more likely they will spot you.

Hiding your Identity

When your goal is primarily to hide your true identity, what constitutes a success varies. Simply masking your identity can be sufficient if you are trying to avoid people learning your identity in the first place.

A ski mask when performing a robbery can be sufficient, even though it is clear you are wearing a disguise. Any traits they DO learn about you, though, can aid in later identifying you. However, if someone knows your identity and is looking for you, merely masking a detail may be insufficient. A ski mask won't help a wanted fugitive cross the border, the fact they have a mask will draw further scrutiny. When someone is looking for you, they will know a set of your details. This may be all of them if they have a detailed description or have met you before, or just a few if they have less information to go on. They gain a bonus to their awareness of +1 for every detail that is the same between you and their description of you, but take a -1 for each one that is not present. If you are not disguised and people are operating off an incomplete description of you, your effective disguise check is the obviousness of your details

Timeframe the base timeframes vary based on what is being done and how. Putting on a ski mask may be a matter of seconds, while applying makeup to change our skin color may take half an hour, and extensive prosthetics may take hours. Try to set base timeframes on the bare minimum needed to achieve the given transformation, and give prep time bonuses for going past that. A elaborate disguise is likely to have a lot of prep time going into it.

Insight

Untrained

Used to get a sense of a person. See the Social Encounters(pg. 245) for more information.

Persuasion

Untrained

This skill covers convincing someone of something. See Social Encounters(pg. 245) for how to determine the DC to use.

Search

Untrained

Search lets you find things that are hard to find, either intentionally or unintentionally, including concealed traps.

Find hidden traps: See the Traps section for specific uses

Find hidden passages or secret doors on a single hex: skill rank = varies, T: Minutes. (See Traps)

Find Waldo: skill rank 3, T: Minutes

Find a needle in a Haystack: skill rank 5, T: Hours

Sneaking

Untrained

This skill covers moving silently and knowing the most concealed routes to take.

Determine a given routes stealth and cover status : DC = Varies, T: Minutes

Avoid casual detection : DC = Opposed Roll, T: reflexive

Mask a single hex with environment appropriate disguise : DC = Opposed Roll, T: Minutes

Chapter 6

Perks and Spells

Perks are thematic utility abilities of characters that they can often do with no roll; akin to a caped crusader's utility belt or a detective's ability to instantly survey a crime scene.

Player Characters can use their Perks in a lot of situations that don't involve fisticuffs, but by the time fisticuffs have started and parley has been thrown out the window, it's usually too late for a Perk to be applied. A clever use of a perk during a combat encounter can certainly have amazing results, but it's not their primary purpose.

Perks are presented as lists of 'Perk Trees' in which they're grouped by the archetypal theme they fall under. You don't have to take more than one perk from any given tree unless it specifies a prerequisite for it, these are ways to help you understand and sort through your options. Perks cost a certain amount of Perk Points according to their power. A basic perk costs 2 points, while a simple perk only costs 1, and an advanced perk costs 3.

Player Characters begin with 3 Perk Points, and gain additional Perk Points when you gain a facet marked with a ★ (including the 1st facet). Specific perks such as Metamagic may allow you to invest more perk points for greater effect, and those points may be invested after the perk is purchased.

Perks and Spells are ideal candidates for quest-based rewards, as well. This is discussed more in Book 2; talk with the GM!

Spells use the same resource - Perk Points - but where Perks are standalone abilities, Spells are presented as part of a spellcasting system. The same Player Character can select from both Spells and Perks freely, they are not mutually exclusive.

Unless otherwise mentioned, spells and perks cannot be taken more than once.

Perks

Name	Prerequisites	Description	Cost
Clue Perks (pg. 186)			
Contact the Authorities	CSI, Personal Clues, Interrogations	Convince the authorities that the bad guys are bad.	1
Crime Scene Reconstruction	CSI	Replay the crime scene in your head.	2
CSI	-	Examine the area to gain Clues.	2
Interrogation	-	Use Clues to get a bonus on interrogations.	2
No Place like Holmes	3 Clue Perks	Use Clue perks in $\frac{1}{10}th$ the normal time.	1
Personal Clues	-	Examine someone to gain Clues.	2
Pinboard	CSI, Personal Clues, Interrogations	Build of web of points to bring your case to a close.	3
Disguise Perks (pg. 186)			
Age Defying	-	Disguise between young child to elderly.	1
Altered Stature	-	Make yourself taller or shorter.	1
Doubtfire	-	Disguise yourself as a different gender.	1
Infiltrator	-	Disguise yourself as a specific group.	1
Replacement	1 Disguise Perk	Disguise yourself as a specific other individual.	1
Secret Identity	-	Have a second identity.	1
Species Blender	2 Disguise Perks	Disguise yourself as a different species	1
Empath Perks (pg. 187)			
Deep Dive	Touch Telepathy	Read deep thoughts telepathically.	3
Heighten Emotion	Telepathy ability	Magnify an emotion.	1
Ranged Telepathy	Touch Telepathy	Establish telepathy at range.	2
Null Emotion	Telepathy ability	Dispel an emotion.	1
Touch Telepathy	-	Read a touched persons surface thoughts.	2
Transfer Feeling	Telepathy ability	Move an emotion from one person to another.	1
Transfer Thoughts	Telepathy ability	Communicate via telepathy	2
Hunter Perks (pg. 187)			
Bone Carver	-	Make an item from a creatures corpse.	3
Selling Skins	-	Prepare skins for selling.	2
Immortal Perks (pg. 188)			
Breathless	-	You no longer breathe.	1
Functional Immortality	Lvl 10, special	Instead of dying, you defy death.	3
Shared Loka	Functional Immortality and Shared Awakening	Share Swarga Loka with allies.	3
Trance	-	You no longer sleep.	2
Item Perks (pg. 188)			
Crazy Prepared	-	Buy something on the fly as if you've always had it.	2
Cyborg	-	Integrate items into your body.	2
Disguised Gear	-	Make your special gear look mundane.	2
Tinker	-	Create a trinket at a discount, given time.	3
Wealthy	-	Have more money.	X
Language Perks (pg. 188)			
Polyglot	-	Speak any language.	2
Rosetta Text	-	Read any language.	1
Minion Perks (pg. 188)			
Animal Companion	-	You have a loyal pet.	2
Butler	-	Your servants take care of the easy stuff.	2
Manifest	Summon Spirit, Necromancy	Manifest a Summoned Spirit as a ghost.	1
Necromancy	-	Create Skeletons, Zombies, Ghosts, or Winged Zombies.	2-5
Remote Control	Any Minion Perk	Control a minion directly.	2
Silversong	-	Summon your MOUNT to you.	1

Name	Prerequisites	Description	cost
Nature Perks(pg. 189)			
Call Animals	Wild Empathy	Call creatures to you.	2
Create Tools	-	Can always make simple tools.	1
Improvised Ingredients	-	Make a meal with the most meager of materials.	1
Sure Footed	-	Regular overland travel through bad terrain.	2
Talk to Animals	Wild Empathy	Talk with animals freely.	2
Wild Empathy	-	You may Persuade and Convince animals to do simple tasks.	2
Skill Perks(pg. 190)			
Favoted Spell	-	Cast a single spell	X
Jack of All Trades	-	Can use any role at rank 1	3
Seriously Skilled	-	Gain a role rank	2
Varied Approach	-	Gain a second approach for a role	2
Social Perks(pg. 190)			
Commissioner of Oaths	-	Create magical binding contracts	3
Deadly Flex	-	You're extra threatening in the Risk vs Reward scale.	2
First Impressions	-	Start out any first meeting as a Trusted Ally.	2
Intuition	-	Know the highest Objection in a social encounter.	2
Spirit Perks(pg. 190)			
Channel Dead	Summon Spirit	Channel a Summoned Spirit.	2
Newsfeed	Personal Advisor	You and your Advisor know the local news related to your Advisors Knowledges.	1
Personal Advisor	-	Gain an advisor who has expert knowledge.	3
Seance	Summon Spirit	Talk to Summoned Spirits.	1
Shared Awakening	Spirit Walk	Bring your allies on Spirit Walks.	2
Spirit Quest	Summon Spirit, Spirit Walk	Find spirits in the area while spirit walking to gain ties to them.	2
Spirit Walk	-	Control your Spirit Form.	3
Summon Spirit	-	Call forth a deceased persons spirit.	2
The Shortest Journey	Spirit Walk	End a Spirit Walk and bring your body to your current spot.	3
Strength Perks(pg. 191)			
Inhuman Endurance	-	Run and run and run...	1
Weightlifter	Toughness 3+	Lift superheroic weights.	2-4
Telekinetic Perks(pg. 191)			
Telekinetic Adept	-	Move things with your mind.	2
Telekinetic Mastery	Telekinetic Adept	Move multiple things at once.	1
Telekinetic Reach	Telekinetic Adept	Lift from farther away.	1
Telekinetic Strength	Understanding 3, Telekinetic Adept	Lift massive amounts of weight telekinetically.	1-2
TELEPORT Perks(pg. 192)			
Dungeon Dirge	-	TELEPORT your group the the nearest exit.	2
Homeward	-	TELEPORT your group Home.	3
Time Perks(pg. 192)			
Fairy Tale	-	See the past.	1
Timesense	-	Sense a things age.	1
Tracking Perks(pg. 192)			
Big Game Hunter	-	Hunt down a species normal area(s).	2
Create Bait	-	Create targeted bait to catch specific creatures.	2
Eagle Eyed	-	See clearly.	1
Follow Teleporter	-	Read a recent TELEPORT to learn it's destination.	2
Scent	-	track without a physical trail.	2
Trackless	-	Do not leave a physical trail.	1
Political Perks(pg. 192)			
Call The Council	-	Call a council to shift an areas stance.	2

Name	Prerequisites	Description	cost
Festivities	-	Throw parties!	1
Special Envoy	-	You're always welcome everywhere.	2
Weather Perks (pg. 193)			
Clear Tone	-	Create an anti-fog pocket.	1
Weather Witch	-	Change the weather and make it stick.	2
Worship Perks (pg. 193)			
Detect Worshipper	Declared Deity	Determine if someone is in your flock.	1
Locate Temple	Declared Deity	Determine where your nearest place of worship is.	1
Prayer	-	Ask a Yes/No question once a day.	3
Other Perks (pg. 193)			
Elemental Matter Creation	-	Create handfuls of fire, earth, air, or water.	1
Trapsense	-	Detect traps in half the time, or sometimes automatically.	2

Clue Perks

Clue Perks are investigative in nature, and generally use Clues. Different perks allow you to use or gain Clues to allow greater effects. Clues are tied to the case they gained from and cannot be used with a different case; the Murder of Miss Murdok is a separate case from the Billionaire's Broken Butler. You can have multiple cases at once.

Contact the Authorities - 1

Prerequisites: CSI, Personal Clues, or Interrogation.

You may use Clues as evidence to help convince local law enforcement that the bad guys are the bad guys. This is moves their believability assessment 1 point in your favor per Clue.

Crime Scene Reconstruction - 2

Prerequisites: CSI

By spending an additional hour, you can reconstruct a precise sequence of events after using CSI. You can put together a narrative account of what everyone at the scene did, all attacks made, where people moved, etc. This does not tell you the identity of the participants, but can give broad descriptions, like height and attack methods.

CSI - 2

You can spend time to examine an area, typically about half an hour. You will find at least 1 Clue hinting at what happened there if it is relevant to you, and may find up to 3 Clues if the GM thinks this is particularly relevant. Some of the Clues will be apparent up front, others you have to send to the lab before their meaning is given. Using this will also reveal hidden passages and compartments in the area. If used in the aftermath of a battle you were in, the Clues will help you track down the opposition. Once per day, you may spend a Clue to make a connection to another place of relevance. i.e. the matchbook dropped by the thug is from a certain club, or to identify a person of interest.

Interrogation - 2

If you interrogate someone related to your case, you gain Clues. In a social encounter, each piece of relevant new information gained in an interrogation gives you a Clue. You may spend a Clue to automatically succeed on an Insight check in the interrogation.

No Place like Holmes - 1

Prerequisites: 3 Clue Perks

Your analytic capability is legendary. You may use Clue Perks in $\frac{1}{10}th$ the normal time.

Personal Clues - 2

By spending 5 minutes examining a person relevant to you, you find at least 1 Clue telling you about them, their habits, or where they have been. You may spend Clues to gain a +3 bonus on Insight checks per clue.

Pinboard - 3

Prerequisites : CSI, Personal Clues, or Interrogation.

You can spend a Clue to try to validate a Connection between two Points of a case. A Point can be a fact, a piece of evidence, a reasonable assumption ('Their beliefs make them a vegetarian'), an event, or a person. The GM will tell you if there is a connection between the two Points and what the connection is. You can connect any Point to any other Point; for example you can connect one Point (a person) to five other points and Validate each connection. You must already know what both Points are when attempting this.

Disguise Perks

Disguise Perks are abilities that give you mastery over certain aspects of appearing as someone besides yourself. See (pg. 181) for details on the normal rules. If you have an appropriate perk, you don't have any penalty on the check based on the relevant details, but you do gain any bonuses.

Age Defying - 1

You may make your apparent age anything from a young child to elderly, if you can meet the stature for such an age.

Altered Stature - 1

You may adjust your apparent height by 50% in either direction.

Doubtfire - 1

You may disguise yourself as a different gender. Details you change for the purpose of changing your gender give no penalty to your disguise check.

Infiltrator - 1

You may disguise yourself as a member of a specific organization or faction. You have access to any uniforms, id, etc. needed and details you change for the purpose of changing to this organization give no penalty to your disguise check.

Replacement - 1

Prerequisites: 1 disguise perk

You may disguise yourself as a specific individual, as long as you can meet the other requirements for such an individual (gender, species, etc). You need to have seen them close up in person or seen detailed reproductions of them to pull off the look, heard them speak to mimic their voice, and observed them act to take on their mannerisms.

Secret Identity - 1

You have another identity that has no links between any of your identities. Actions you perform while using this identity are not connected back to your other identity, unless someone witnesses you switch identities.

Species Blender - 1

Prerequisites: 2 Disguise Perks

You may disguise yourself as a member of another species, if you can meet their stature requirements.

Empath Perks

Empath Perks deal with emotions and the basics of telepathy.

Deep Dive - 3

Prerequisites: Touch Telepathy

You may touch a willing person to read their deep thoughts, and you may allow them to read yours, as well. If they are not willing, you must succeed in an Insight check vs them.

Heighten Emotion - 1

Prerequisites: Telepathy ability

You may take an emotion that someone you're in telepathic contact with is feeling and magnify it, making it the dominant emotion.

Ranged Telepathy - 2

Prerequisites: Touch Telepathy

You may establish telepathic contact with someone you are aware of within 12 hexes by concentrating.

Null Emotion - 1

Prerequisites: Telepathy ability

You may take an emotion that you or someone you are in telepathic contact with is feeling, and make it the least dominant emotion.

Touch Telepathy - 2

You may touch someone to read their surface thoughts and current emotions, and you may allow them to read yours, as well.

Transfer Thoughts - 2

Prerequisites: Telepathy ability

When you are in telepathic contact with someone, you can send them words and images they can understand, and they can send you words and images as well

Transfer Feeling - 1

Prerequisites: Telepathy ability

You may take an emotion that you or someone you are in telepathic contact with is feeling, and transfer it to yourself or someone you are in telepathic contact with at it's current intensity.

Hunter Perks

Hunter Perks revolve around making the most out of your prey after you catch it.

Bone Carver - 3

Whenever you encounter an animal or magical beast, you can assess it to determine what trinkets or depletable trinket you can use that creature's corpse to make. After that monster has been defeated, you can spend a minute to turn that monster's corpse into that item. You can use that item as a description for Big Game Hunter. (e.g. you can ask for the nearest animal or magical beast that you can turn into a specific item) The item should be worth approximately 1.25x the value you would have gotten from Selling Skins.

Selling Skins - 2

People will pay for monster bits. You can exchange a monster's corpse for IU in a town. In a rich campaign, you receive IU equal to 4 times the monsters level. In a poor campaign, you receive IU equal to monsters level. In an average campaign, you receive IU equal to 2 times the monsters level.

Immortal Perks

Those who leave behind the limits of the flesh, in part or in whole, are found here.

Breathless - 1

You do not need to breathe.

Functional Immortality - 3

Prerequisites: Level 10. When you take this perk, choose one of the following effects:

➤ **Deathless:**

Prerequisites: 2 Immortal Perks

When you would be killed, you are instead unconscious for 1 hour.

➤ **Lichdom: Prerequisites:** Necromancer Perk

You create a phylactery. When you are killed, you may reform a new body near that phylactery in 1 day.

➤ **Warp home:**

Prerequisites: Teleport Perk

When you would be killed, you are instead TELEPORTED as if you used your teleport perk

➤ **Swarga Loka:**

Prerequisites: Spirit Walk

Instead of dying, you can use Spirit Walk to pull your entire body into a spiritual state, safely removing its physical presence from the world. While there, your spirit form can continue to walk the earth and maintain a presence with the party, and your physical body repairs itself over the course of 1 day. When your body is whole, you do not have to return it to the world immediately, you can enjoy your vacation.

Shared Loka - 3

Prerequisites: Shared Awakening and Functional Immortality: Swarga Loka

If an ally would die, you can rescue an ally as if they had Swarga Loka.

Trance - 2

You no longer need to sleep.

Item Perks

These perks cover creation and different ways of implementing items.

Crazy prepared - 2

You may invest any amount of money in a preparedness fund while you have access to buying trinkets. At any point, you may pull out an item you never bought by spending twice its cost from the preparedness fund.

Cyborg - 2

You may make any of your trinkets part of your body. They are hidden and cannot be removed.

Disguised Gear - 2

You may make any of your Trinkets or Artifacts, and any weapons you possess, look like a mundane item.

Tinker - 3

A Tinker has significant experience assembling and disassembling things; and can make a trinket at half-cost with a week of effort, or a depletable trinket with a day of effort.

Wealthy - X

You have an extra 500 IU for every perk point spent on this perk.

Language Perks

These perks deal with the constructs of communication in all its forms.

Polyglot - 2

You may speak any language.

Rosetta Text - 1

You can automatically read any text that you can see, regardless of language.

Minion Perks

Minion Perks give you useful allies, human or non-human, though they do not come with any fighting ability.

Animal Companion - 2

You have a pet as a minion. It obeys basic commands. Its Understanding score is -3 and the other 4 stats add up to 5. Additionally, it gains the native ability, the ability to fly, the ability to burrow, 3 extra STEPS, or an additional 2 points to a stat other than Understanding. It has a +4 Role of the type of animal it is. At the beginning of each day, you can swap it out for a new one. If you have the companion Track or the familiar Features, you can have this pet as your companion or familiar. If you do so, you cannot swap it out unless you could also swap the companion Tracks abilities or familiar Feature. Otherwise, it counts as an Extra in combat, and if killed must be replaced the next day.

Butler - 2

You have a servant of high caliber that handles all the mundane stuff that's below your station. Stuff like transportation, cooking, booking rooms, starting the campfire, etc. Optionally, you can stat them for more definition using an Attribute array of 2/1/0/0/-1, and the regular Role and Knowledges of a level 1 PC. They are an Extra in combat, and if killed must be replaced with a day of effort in civilization.

Manifest - 1

Prerequisites: Summon Spirit, Necromancy with 4 points invested.

You may manifest the summoned spirit as a ghost, as per necromancy. This ghost has the roles and knowledges of the summoned spirit, and the Social, Understanding, and Focus attributes of the original spirit.

Necromancy - 2

You may spend 15 minutes with a corpse to create an undead minion. You may have a total of 1 undead minion plus 1 undead minion for each extra point invested. The first time you take this perk, you may only create skeletons. Each Perk Point you invest this perk after the initial purchase, you gain access to the next minion from this list. Undead minions are treated as Extras in combat. If destroyed, you can re-animate their corpse for the same time investment, but they must remain the same type of undead.

- **Skeletons - 2:** You have an army of skeletons who follow you around. They do stuff for you, at your explicit request and can understand your orders. They are treated as having Social and Understanding each at -1, and Toughness and Finesse adding up to 4, and focus of 0.
- **Zombies - 3:** You can transform a corpse into a zombie. The corpse must be from a creature who died within the last 48 hours. The zombie will act on your instruction and looks as the person did in life for a week after the zombie is made. The zombie has the Social, Toughness, Understanding, Finesse, and Focus of the original creature, with a -1 modifier each, but does not have any other abilities.

➤ **Ghosts - 4:** You can animate a ghost. Ghosts are INVISIBLE 1 and have PHASING and flight, and have Social, Toughness, and Understanding of 0, and Finesse of 4, and Focus of 1

➤ **Winged Zombie - 5:** You can animate the zombie of a creature that could fly. It acts as transport for you and your party. It has Social, Toughness, Understanding, Finesse, and Focus scores of -1/ 4/ -1 / 1 / -1 .

Special: You may invest up to 3 additional Perk Points into this Perk.

Remote Control - 2

Prerequisites: Any Minion Perk

Choose a minion you control. You may take control of that minion directly, it can speak while you do this, and you can see what it can see. You may only control one minion this way at a time, but you can switch which one you control at any point.

Silversong - 1

If you spend a minute on this chipper tune, your MOUNT will show up in 1-5 minutes no matter where you are. You must have a designated MOUNT - it's not just any horse, it's your horse or your flying carpet or laser panther. If you do not have a designated MOUNT, you can designate one you're riding to be thereafter your designated MOUNT. If you lose your designated MOUNT, you can set a new one by the same method.

Nature Perks

Everything you need to be a Man of the Land.

Call Animals - 2

Prerequisites: Wild Empathy

You may call any creature or creatures you could use Wild Empathy on within 2 miles. They will travel to you if not hostile.

Create Tools - 1

A outdoorsman knows the value of a good tool, but they also know you cannot rely on having one handed to you. You may construct simple tools out of whatever materials you can find at hand, whether it's sticks and rocks or old scraps of metal and brick.

Improvised Ingredients - 1

You can make a meal with the most meager of materials. Wherever you and your allies are, you can take an hour to feed everyone, even if ingredients aren't available. Whatever you cook, it always tastes amazing.

Sure Footed - 2

You don't need to pick your way carefully through the underbrush anymore. You and your party can ignore difficult terrain for overland movement.

Talk to Animals - 2**Prerequisites:** Wild Empathy

You may converse with any animal in their own language. You may use Persuasion on animals.

Wild Empathy - 2

You understand the motives and drives of animals, and understand their animal forms of communication. You can use Charm and Insight on animals. You can direct animals that have a positive relationship with you and are not angry at you to do simple tasks that can be done with animal intelligence.

Skill Perks

These perks are for those more adept at the usual stuff than their counterparts.

Favored Spell - X

Create a spell ((pg. 194)). You may cast this one spell twice a day with a casting time of 1 minute. This costs 1 perk point for a rank 1 or 2 spell, 2 perk points for a rank 3 or 4 spell, or 3 perk points for a rank 5 spell.

Jack of all Trades - 3

You can treat any possible role as if it was rank 1.

Seriously Skilled - 2

You gain an additional role rank, as if you gained it from leveling up. Special: This may be taken multiple times.

Varied Approach - 2

You may give a role a second approach. You may use either approach when using that role.

Social Perks

Social Perks cover Convincing, Insight, Charm, and general social interaction.

Commissioner of Oaths - 3

You know the arcane art of writing Magically Binding Contracts. These contracts are always fully legible, regardless of language used, and identifiable as a magically binding contract to the persons involved in it. The basic form of these contracts is "If A Person meets a Condition, they gain a Reward. If they do not meet that Condition, the Failure Clause is invoked."

A single contract can have multiple clauses and can bind multiple parties, including the one writing the contract, provided all parties agree. The nature of what is expected, the gains and failure clauses vary depending on who writes the contract and who it is written for. In a social encounter, the Reward is an additional Incentive, while the Condition and the Failure Clause are additional Objections. The ranks of each are determined by the NPC. Failure Clauses:

- Cease gaining the Reward.
- Be permanently branded as a Contract Breaker.
- Become unable to use trinkets.
- Lose a Role.
- Reduce a Roles rank.
- Reduce a Stat or multiple Attributes.
- Cannot travel away from a pre-defined destination.
- Can not enter a predefined location or leave a set area.
- Gain a PERSISTENT PENALTY at strength 1 or 2. (See Persistent Rewards)
- Death.
- Other. Come up with something not on this list, pending GM approval.

Deadly Flex - 2

If you threaten someone in a social encounter, you do not need a persuasion check to convince them you are able and willing to do them bodily harm. Indirect threats, such as against their family, gain a +4 believability. Mooks automatically give in when you threaten them.

First Impressions - 2

When you meet someone for the first time you can make a Charm check with a time of Instant, that has no penalty for failure.

Intuition - 2

Once per social encounter per party, in a social encounter, you can use this perk to know the highest Objection in play for that party at that current moment.

Spirit Perks

For matters of spirits and souls, O Enlightened One, seek here, first.

Channel Dead - 2**Prerequisites:** Summon Spirit

When using summon spirit, you may elect to channel them. You gain access to one of the spirits roles or specialization. This requires you to maintain concentration, and so ends if combat starts or you have to perform an unrelated task. When this ends, you cannot channel the same spirit for a month.

Newsfeed - 1**Prerequisites:** Personal Advisor

Your advisor tells you about local events. You and your Personal Advisor automatically know if there's any significant activity and the states of affairs related to their Roles near you.

Personal Advisor - 3

Create a nonpresent NPC only you can interact with, and assign them a Role, which they can only use for knowledge checks. For example, this can be a nuclear expert on an encrypted radio, a spirit totem only you can see, a scientist from the future trapped between worlds, or a spirit that was never alive to begin with. They have a +4 in their role, and you and them can talk and trade information. Their sources of information are limited to what you can provide. Optionally - you can upgrade a familiar, companion, or minion with this. They gain the Role, and gain the familiar, companion, or minions senses as well.

Seance - 1**Prerequisites:** Summon Spirit

You may speak to the summoned spirit and hear it's replies.

Shared Awakening - 2**Prerequisites:** Spirit Walk

You can help your allies discover their spirit form, so they can share in your journeys. They gain the ability to use Spirit Walk once a day, while under your instruction.

Spirit Quest - 2**Prerequisites:** Summon Spirit, Spirit Walk

While spirit walking, you may seek out spirits in the area. These spirits are those who have died nearby, whose corpses reside nearby, or who had a strong tie to the location in life. Finding a spirit in this manner gives you a tie to them that allows you to summon them later.

Spirit Walk - 3

You can control your spirit form. You can enter spirit form as a minute-long ritual trance. While in spirit form, your spirit can walk around invisibly and intangibly as a ghost, and cannot affect anything that is not also in spirit form. Your physical body is inert while you're traveling, but when your spirit journey ends by force or by choice, you are returned

to your body. Your physical body being disturbed or hurt will also end your trance early. Supernatural protections and defenses are effective against your spirit form. You may converse with spirits while in this form.

Summon Spirit - 2

You may call forth the spirit of a deceased creature. You must possess a tie to this creature, such as one of their possessions or a piece of their body. The presence of one of the deceased loved ones can also work. The summoned spirit can cause minor disruptions to the world around you, like shaking tables, blowing wind, and flickering candles. It can hear what is said and react to it.

The Shortest Journey - 3**Prerequisites:** Spirit Walk

When ending Spirit Walk, you can bring your body to where your spirit form is instead of your spirit form returning to your body, as a WARP. You can freely exit 5 hexes per level from your current position, every 5 hex beyond that renders this ability unusable for an hour each. If that would be longer than a week, this ability is unusable for a week instead.

Strength Perks

These perks are for the strongest of the strong.

Inhuman Endurance - 1

When traveling overland, you may run indefinitely.

Weightlifter - 2**Prerequisites:** Toughness 3+

You can lift extreme amounts. You can lift an amount according to the table below, based on how many points you invest in this perk.

- 2: 1 ton, about the weight of a car.
- 3: You can lift 10 Tons, about the weight of a Semi-Truck.
- 4: You can lift 100 Tons, about as much as a Cargo Jet.

Special: You may invest multiple Perk Points into this Perk.

Telekinetic Perks

These perks allow you to use your mind over matter.

Telekinetic Adept - 2

You may perform Toughness-based actions without needing physical contact; you may instead do them at a range equal to your Focus + 2.

Telekinetic Mastery - 1**Prerequisites:** Telekinetic Adept

You may manipulate 2 objects at once with Telekinetic Adept. **Special:** You may invest additional perk points in this perk, to a maximum equal to your Focus. Each point increases the number of objects you can move at once by 1.

Telekinetic Reach - 1**Prerequisites:** Telekinetic Adept

You may use Telekinetic Adept at twice the normal range. **Special:** You may spend additional perk points on this perk, to a maximum equal to your Focus. Each point doubles the range again.

Telekinetic Strength - 1**Prerequisites:** Understanding 3, Telekinetic Adept

You can lift the weight listed below, according to how many Perk Points you've invested into this Perk.

- 1: You can lift 1 ton with Telekinetic Adept.
- 2: You can lift 10 Tons.

Special: You may invest 1 additional Perk Point into this Perk.

Teleport Perks

Wherever you're trying to go, you're already there.

Dungeon Dirge - 2

You may WARP yourself and your team to the nearest entrance or exit from your current location.

Homeward - 3

While you are in a location, you may declare it to be your home. At any time, you may TELEPORT yourself and your party to your home with 5 minutes of effort.

Time Perks

These perks deal with the ages.

Fairy Tale - 1

You know a haunting, cheerful ditty that brings back the best of the past. This tune shows the best of what the place used to be, and can be directed to show significant historical events to that location, allowing you to view moments from the past.

Timesense - 1

The amount of history and time something or someone has is visible to you; you know how old just about anything is.

Tracking Perks

These perks give abilities that revolve around tracking down your targets.

Big Game Hunter - 2

Given a description of an animal or magical beast, you can determine the regions that creature are in, and when in the region, you can track down the nearest creature that meets that description. The description can only determine species. (e.g. You can ask for details on the nearest dog, or lion, or quadruped, but you can't ask for the location of Lassie the dog)

Create Bait - 2

You can create bait to lure out specific creatures with animal intelligence. You can use the food to draw in a monster that meets a description that you and your GM come up with. This description can be varied each time. (This description can be as specific as an individual member of a species, or as vague as "has fur" You can specify monster abilities if you wish.)

Eagle Eyed - 1

You can see with perfect detail as far as you can see.

Follow Teleporter - 2

You can trace teleport lines, and know where a given TELEPORT leads to if you can examine it within one minute of it's effect.

Scent - 2

The difficulty rank of tracking a creature doesn't increase if there are no physical traces left.

Trackless - 1

When traveling, you've learned how not to leave a trail to be followed.

Political Perks

These perks are something only the rich, powerful, or cool can do.

Call The Council - 2

You call a council, gathering the leaders of an area to gather their wisdom in one spot. You can declare an Agenda, to gather information on that agenda, or declare a Call To Action within your area. Anything the Council will know on the agenda, you know afterwards. A Call To Action will shift the entire areas stance on something.

Festivities - 1

You can host parties and celebratory events for just about anything, to informally gather a lot of the movers and shakers. You can get a feel for the populace, start rumors, hear the rumors, or meet the local VIPs. Or maybe just throw a party for your dog's second birthday.

Special Envoy - 2

As long as you obey the local laws, you always have a room or seat at the building of power in an area, and you can seek an audience with the local ruler.

Weather Perks

These perks control the weather.

Clear Tone - 1

This soft hymn creates pocket of clear, safe air while traveling in thick fog, or even magical fog, as a circle with radius 50 centered on you. This does not work on [afflicted] hexes, just large, environmental effects. It lasts for five minutes unsustained, but is easy to sustain.

Weather Witch - 2

You may manipulate the weather to alter your local environment. It takes an hour long ritual to start this, and after that, the weather changes an hour after that - once this change happens, you may sustain it against dispersing naturally. Unsustained, the weather change will be subject to the local weather cycle again - storms will be blown away, blizzards will ebb, etc.

Worship Perks

Many of these perks require a declared deity. This means you have declared yourself as a worshiper of a specific deity, and must follow their tenets.

Detect Worshiper - 1

Prerequisites: Declared Deity

You can spend a minute talking to someone to determine if that person is a worshiper of your deity.

Locate Temple - 1

Prerequisites: Declared Deity

You can spend a minute to become aware of the distance and direction to the nearest temple devoted to your deity.

Prayer - 3

Once per day, you can take a minute to ask a Yes/No question. You get the answer immediately after that minute. This cannot be used to predict the future.

Other Perks

These perks are standalone perks that have their own effect, that are not under a larger theme as above.

Elemental Matter Creation - 1

Pick Fire, Earth, Air, or Water. You can create handfuls of it at a time. If you select this Perk more than once, you gain an additional element you can create. Your GM may allow additional forms of Elemental Matter suitable for the campaign.

Trapsense - 2

You may locate traps in half the normal time, and always get a check to locate a trap before triggering it even if not actively searching; this must spot the trap in 1 second to work. You always act as if you have a +4 relevant role when searching for traps.

Spells

Some roles can also be used for magic, or similar setting-appropriate abilities. First, the player declares that one of their roles is a magic role. This role should be fairly specific about the type of magic it covers - Wizard is too broad, as any form of magic could fall under its umbrella, but something like "Plant mage", or "weather witch", "Cleric of Finiigan" could work. Then they work with the GM to define some benchmarks for what spells look like for each rank, from 1 to 6, 1 being the most basic and simple spells, and 6 being spells that the most capable spellcasters would struggle with. At this point, the role can be used to cast really basic magic that is mostly for flavor - cleaning oneself with magic, lighting a campfire, creating a small light, basic things that could be done non-magically. These don't have any use restrictions like more powerful spells.

Then, they must buy the following perk:

Spellcaster - 2

Prerequisites: Half your level, rounded up, must be equal to the rank gained

Pick a magic role you have. You may cast spells appropriate to that role of 1 rank higher than before, to a max of that role's rank. A skill check to increase your effective rank can still be used. Special: You may take this perk multiple times

After that, you must pick a casting style from the following list, which will detail how you cast magic.

Casting Styles

Ritual Caster

A ritual caster performs magic by undertaking a complex, time consuming ritual. This takes 10 minutes for a rank 1 spell, and 1 additional time step for each rank above 1 that the spell is. If the ritual is interrupted, it fails.

Prepared Caster

A prepared caster spends time to set up a spell ahead of time, but can use it quickly in the moment. The total spell ranks prepared is the sum of the spell rank of each spell prepared. The total spell ranks a prepared caster can have are equal to twice their level, and the highest rank spell they can prepare is half their level rounded up. In order to prepare a spell, the caster must first declare what effects the spell may have. When preparing spells, they can discard any currently prepared spells. It takes a day and a night of rest to re-prepare all of your spells. It takes 1 minute to cast a prepared spell.

Spontaneous Caster

A spontaneous caster can make up magic on the spot, but find the entire process draining. They have an amount of mana (though this can represent some other form of endurance), and casting a spell consumes some of this mana. It takes 1 minute to cast a spontaneous spell, as well as 1 mana per rank of the

spell. A spontaneous caster has a maximum mana equal to half their level, rounded up, plus 1, which they regain over the course of 2 days, at a consistent rate (so if you have 4 max mana, you gain 1 every 12 hours)

Beseeching Caster

A beseeching caster doesn't directly cast their own magic, but instead requests it from an outside source, which may or may not grant it. The GM should have an understanding of this entity, and understand if there are any situations where it would always or never grant it's benefits, which can include it's attitude towards the caster, which may be based on their actions, including how, and how much, they have been using this power recently. If no clear reason exists either way, the gm may decide with a die roll.

Additional Costs

The GM may declare that certain uses of magic will require additional costs. The simplest of which is a cost in IU, which can mean actual money was involved, or just that there are components of the spell which can be purchased for that amount. Another requirement could be something like a connection to the target of the spell, such as an item they have, or a piece of their body. The GM may also allow magic users to find or purchase items that grant them more spells. A mana crystal may restore a spontaneous caster's mana, or a scroll may allow access to a specific spell effect. A beseeching caster may be able to make a sacrifice or perform some other ritual that will improve their standing with the source of their magic. The price and availability of these are up to the GM based on the needs of their own campaign.

Greater Successes in Magic

Casting a spell of a lower rank than you are capable of allows you to apply greater successes to the spell. The normal greater successes can apply - a sneaky spell can be harder for people to notice you casting, a speedy spell can be cast faster (though no faster than 10 seconds), an efficiency spell may consume less additional costs, etc.

In addition, there are a few greater successes that are generally magic specific. These can be taken as an approach for a magic base role:

- **Encompassing:** the spell effects a larger area, or more targets
- **Persistent:** the spell effect lasts for an additional time step.
- **Distant:** the spell effects something further away than normal.

GM Sidebar:

This style of magic is fairly open, with a lot of burden on you to keep it in check. The ranks associated with each spell are the starting point of this, and the modifiers on top of that are guidelines of how things may be improved. The beseeching casting style makes this more obvious, as it explicitly puts the controls over the magic onto your shoulders.

Chapter 7

Weapons, Wealth, and Items

Loot. Loot never changes.

If it's a piece of coin, an item to use, a potion to quaff, or a weapon to wield, this chapter covers all the various sorts of stuff that a Player Character can end up with.

Weapons

Get Equipped: Melee and Ranged weapons

Any PC with a [W]eapon ability other than the Basic Attack starts with three weapons they can change between, 1 melee weapon, 1 ranged weapon, and 1 weapon of either type. Feats and abilities may modify that. Weapons do not have separate damage ratings - they instead define the ranges, defensive trends, and opportunistic capitalization that goes with attacks delivered with that weapon.

Damageless Weapons

Weapons in this system don't define your damage - how often does Superman check his unarmed damage to see how strong his punch is, and how often does a wizard check to see if their fireball gets an item bonus? A paladin's smiting effectiveness is determined by the smite, not the weapon, as well.

You may make a REACTION against enemies in your melee range with a melee weapon.

- **Ranged:** Ranged weapons vary in how far you can attack with them, and how they provoke REACTIONS; please see the ranged properties for details.

Melee properties

:
Your melee weapon may have any number of the following properties.

- **Reach:** You can attack 1 hex beyond melee range, but cannot attack hexes adjacent to you. Example Reach Weapons are Spears, halberds, or even weaponized fishing poles.
- **Nimble:** If you start your turn outside of someone's melee range, you don't provoke any reactions from moving from that person. However, you may not take REACTIONS with this weapon. Example Nimble Weapons are parrying daggers, or a shield paired with a weapon.

Weapon Types

:

- **Unarmed:** Unarmed attacks attack in your melee range, cannot make REACTIONS, and provoke REACTIONS when used.
- **Improvised melee weapons:** You can find an improvised weapon by spending 1 movement point. Improvised melee weapons are used to attack in melee range, and cannot make REACTIONS.
- **Improvised ranged weapons:** Improvised ranged weapons may be thrown within 12 hexes, but doing so provokes, and you cease to wield the weapon afterwards.
- **Melee:** Melee weapons can attack in your melee range, which defaults to adjacent hexes.

Ranged properties

:
Your ranged weapon must have one of the following ranges, which also affects its interaction with Reactions:

- **Close:** You may attack anywhere within 12 hexes. You provoke a REACTION when firing this weapon, unless you are within the target's melee range. Example Close weapons are pistols, crossbows, shotguns, or wands of blasting.
- **Long:** You may attack anywhere within 24 hexes. You always provoke a REACTION when firing this weapon. Example Long weapons are bows or rifles, and weapons that must be aimed to be effective.

Changing and drawing wielded weapons

You can swap between your available weapons, to cease wielding one and begin wielding a different one, for 1 STEP. This provokes a REACTION. If you are wielding a Melee weapon, you can Defensively Swap for 3 STEPS, instead. This does not provoke a REACTION. If you draw a weapon without having one wielded, (such as the start of an unexpected fight or being forcibly disarmed), you do not provoke a REACTION. This costs 1 STEP. If you are granted a SURGE

or action that uses a weapon when it is not your turn, you may switch weapons as part of that action. This does not provoke a REACTION.

Natural Weapons

Some abilities grant a natural weapon. You can swap to a natural weapon without spending a STEP, and doing so never provokes a reaction. Switching to a non natural weapon from a natural weapon still takes a STEP, or 3 to do so without provoking.

Provoke Table By Weapon Type

	Range	Provokes?	Can take REACTIONS
Unarmed	1	Y	N
Improvised Melee	1	N	N
Improvised Ranged	1-12	Y	N
Melee	1	N	Y
Melee (Reach)	2	N	Y
Melee (Nimble)	1	N, also not on move	N
Melee (Reach & Nimble)	2	N, also not on move	N
Ranged (Close)	1-12	Y if target is outside of melee	N
Ranged (Long)	1-24	Y	N

Wealth and Item Units(IU)

The Adventurer Economy is fairly straightforward - you use wealth to get better gear or rare and expensive services. The Wealth and Item Unit system presented here is a distilled version that covers that and is expandable to include whatever rare and expensive services - or perhaps mundane ones - that the setting or campaign may call for.

The basic measure of a PC's Wealth is an Item Unit - these can be traded in at appropriate vendors for items or services of equal value. What it is actually called in-universe can vary - in a fantasy setting, it can be rupees, gold, or gil, in a modern setting it can be dollars, and in a sci-fi setting they can be called credits instead.

Different things may affect the base cost of something, such as rarity, locational scarcity or surplus, legality, or relative usefulness compared to the setting baseline, at the GMs call. Generally, if something would come to a cost above 1000 IU, it is not purchasable via normal means.

Items

Item Types

- Mundane Items (pg. 199) are run of the mill basic stuffs, such as cloths, regular rope, food rations, and other basic, day to day sundries.
- Trinkets (pg. 215) are generally useful and relatively common items. They can be reused over and over, or never stop working
- Depletable Trinkets (pg. 219) are similar to Trinkets, except that they have a limit on their total uses.

- Artifacts (pg. 199) are rarer than Trinkets and useful in combat. They will last forever, and are permanent unless lost.
- Depletable Artifacts (pg. 212) are like Artifacts, but have a limit on their use. It may be a total number of uses, a timespan, or some other limit.
- Consumables (pg. 214) are a single use. They are potent and can give a significant edge in combat. They do not take an action, but only 1 can be used per round.

Magic and Technology

Trinkets and Artifacts can represent magical items, or the effects of advanced technology, or sometimes both, depending on the setting.

Parceling Artifacts Out

The suggested rate to give players new items is one Artifact point per player per levels.

In addition, Depletable Artifacts can be granted at a similar rate.

Both of these rates can be adjusted to suit the needs of a campaign. Giving fewer can make the items more rare and special. Any items granted by the player's abilities should not be considered when determining how many they find. They are bonus items, above and beyond what they will get normally.

Consumables are a way of adjusting the difficulty for the players. A steady supply of consumables can make things much easier, while having a few on hand can help get the players out of a tough spot. Grant them according to the needs of your group.

Starting items

How many items a party starts with is completely up to the gm, but it often makes sense to align it with the expected artifact rate for the campaign. Following the suggestions here would mean that they start with 1 artifact point per level.

Acquiring Items

The default assumption is that Artifacts are hard to come by. Even if you are wealthy, you can't just go down to the store and buy a ton. If you wish to make them easier to acquire, you can consider the Artifact Slot system (see below) to limit how many can be utilized. Items can be found as loot in dungeons, or from significant enemies being defeated. They may also be gifted by a benefactor. Players may also come across opportunities to buy artifacts; the traveling merchant may not have every item around, but they may have a particular one they will try to sell. Opportunities to trade items may also present themselves.

Generating Loot Lists

There are three basic ways of picking which items the players receive.

The first is to ask them what they want ahead of time, and make the item they find "just happen" to be what they are interested in.

The second is to pick items randomly. You can roll on a table and see what they get.

The third is to pick items yourself. This may be to introduce an item you think will be interesting, or to give a player something you think they will like.

All have advantages and disadvantages, and you should use the method, or methods, which work best for your GMing style and party.

Player Choices

For the player who needs That Specific Item and is having trouble getting it. You may not want to just arbitrarily let players pick the items they will stumble across. In such a case, there are still avenues for a player to control their item selection.

The first is to pick an ability that grants an item, such as the Bound Weapon feature. This is useful for things that are specifically important to a character, and are integral to their concept.

The second is to undertake a project to acquire the desired item. This may lead to knowledge about a dungeon containing it, somebody who has it and

may be willing to sell it or trade it, or it may result in the item itself, depending on what the GM desires.

The third would be to undertake a project to create the desired item.

The fourth is to be an Artificer, which gives a much greater control over your item selection as part of its benefits. They have specific skills directed towards creating items that can avoid the need for a project.

Optional Rule: Artifact Slots

If you wish to make items even more common and easily acquirable without increasing their impact on combat, then you can use slots as an alternative system.

A character must spend time to attune an Artifact before they can use it, and each attuned Artifact takes up a slot for each point. They gain a slot at every level, starting with 2 slots. Artifacts may be unattuned to make room for a different Artifact. This can represent needing to channel magical power to use them.

Optional Rule: Requisitions

If the PCs work on behalf of a group, association, or powerful patron, Requisitions is a method that assigns a set budget that will be granted to the PCs. Purchasable, permanent, consumable, and depletable items have a certain budget.

An example budget would be 500 IU and one Consumable for each member of a team, for a low level group. For a high level group, the budget could be 2000 IU, two Artifacts, 2 Depletable Artifacts, and 3 Consumables.

At the end of every mission, all permanent and unused items are turned in; the budget is reset, and the PCs are allowed to refill their gear from the budget for the next mission.

Mundane Items

Sometimes necessary but oft overlooked; these are the basic sundries of day to day life that only come up when a campaign cares about such things.

Consumable mundane items; such as rations, oil flasks, or paper, are 1 IU each.

Permanent mundane items, such as clothes, rucksacks, a good coil of rope, or basic weapons, are 5 IU each.

The campaign, world, or setting may have other services available that cost IU.

Artifacts

Artifacts relatively rare items that grant their user greater combat capabilities.

Rarity

There are four rarities of items, Common, Uncommon, Rare, and Legendary, which are worth 2, 4, 6, and 8 points each, respectively.

Rarity determines how hard it is to come across it. Common can be found in general loot, uncommon

would be in a significant place, like on a boss, rare would be a centerpiece of a high level dungeon, and legendary items can have an entire quest devoted to their acquisition.

Each rarity has a max point allotment. Feats and abilities that grant items grant a specific rarity. There is no such thing as a 0 point item.

Points can be used to select various effects, and modifiers can be applied to change the cost.

Building an item

First, select a goal rarity. This will determine the number of points available to the item. Then select a combination of enchantments and modifiers that meets that goal. A magic weapon can select from the general and weapon enchantment lists, and should also specify its base weapon type. A magic armor can select from the general and armor enchantments. Any other artifact selects from the general enchantments list. Enchantments may be selected multiple times for the same cost. A modifier cannot be applied if it won't have a meaningful effect, such as a 1/encounter limit applied to something which is only usable once.

Continuous vs activated

A continuous effect always applies. An activated effect must be chosen to be activated. If an item has multiple activated effects, they all activate together. An item can only be activated once per round.

Obtaining items

The gm has a lot of latitude in how they handle items. They can offer more items, let players design or pick items, or even not have items, but this is the default way to handle items that we feel has a good balance for their impact on a game.

Players do not normally design and select their own items freely. If they want some specific items they can use the bound item feature or the artificer track.

On average, each player finds 1 points worth of items per level. This need not occur on every level, and every party member doesn't need to get items simultaneously, this is just a rough guide for how frequently items should be found. You can batch up multiple points of items into larger items, which can help make the items more special and impactful. Try to select items that the party can make use of, but it doesn't need to be perfectly tailored to each character.

Common items can be included in typical loot. It can be interesting to have an enemy wield it as an addition to their normal strength. Uncommon items are more appropriate as loot from bosses, which once more the boss may be using, or as a quest reward. Rare items are good quest rewards and loot from very special encounters, or may have a dungeon dedicated to them. Legendary items are, well, legendary and can be the focus point of an entire

quest to acquire, but should generally have something very specific to them, as well as tie into the lore of your world.

Occasionally presenting players with choices about which items to get can be helpful too. Especially if the party has an item that they don't seem to appreciate, giving them a chance to barter or trade it for a new item they like better is helpful. If they truly are not using it, you can also just give a new item to make up for it.

Example party loot progression

This is for a party of 4, and is a progression for the entire party. This is only an example.

Lv	Items
1	4 common items (starting wealth)
2	-
3	1 uncommon item
4	1 uncommon item
5	-
6	2 rare items
7	
8	2 uncommon items
9	
10	
11	2 rare items
12	
13	
14	1 artifact

Cursed items

There are two types of cursed items.

The first are temptation items. These provide powerful effects, but come with a high narrative cost. Such items can have up to 8 additional points, depending on the curse. For instance, a cursed dagger may require your to kill an innocent to gain its power, or an item may give one the appearance of a demon, along with the associated reaction from npcs.

The second are attaching cursed items. These items are difficult to get rid of once acquired, either resisting being physically removed, magically reappearing on the user, or otherwise making conventional removal difficult. An appropriate role check can reveal the method of removal, which typically requires meeting some criteria or accomplishing a task.

There are also naked curses, which function like attaching cursed items, but there is no physical item. They may be applied by an enemy spellcaster, be triggered by violating a tomb, etc.

The effects and methods of removal should be designed for the specific campaign by the gm. These are very narrative heavy items so there isn't a concrete list of what they can do.

Enchantments

These are the enchantments available to create artifacts with.

General Enchantments

Block Teleport: 1 pt

When activated, the user gains a RIDER that prevents the target from using TELEPORT or WARP abilities for 2 rounds.

Extra attribute uses: 1 pt

Pick an attribute. This item grants its user 2 extra uses of that attribute each encounter.

Ignore difficult terrain: 1pt

The user of this item can ignore movement penalties from difficult terrain.

Lesser Scanner: 1pt

The user of this item gains SCANNER 6.

Levitating: 1pt

The user can hover.

Lightfooted: 1pt

Increase the user's speed by 1.

Natural weapon: 1pt

Grants a natural weapon. This weapon can be enchanted for an appropriate cost.

Protection from afflicted: 1 pt

The user of this item can move through afflicted hexes without being affected by them.

Swimming: 1pt

The user of this item can move at full speed underwater and can breath underwater indefinitely.

Afflicting: 2pt

When activated, you may afflict 1 hex within 12. Creatures entering this hex are SLOW 1 for 1 round. You may increase the area to a 1 hex spread for 2pt. You may increase the duration of SLOW for 1 round per point, or turn it into an ENERGY EFFECT for 1 point.

Anchoring: 2pt

When activated, become immune to FORCED movement for 1 round.

Create cloudy: 2pt

When activated, you may make a 1 hex radius burst within 12 hexes cloudy.

Evoking: 2pt

This can be chosen to do either a 1 hex burst within 12 hexes, a 6 hex cone, or a 12 hex line. Choose an ENERGY EFFECT. 1/encounter, as a major action the user of this item may create the chosen aoe that does $3 \times C$ damage to everyone in the area and inflicts the ENERGY EFFECT. A successful defense roll halves this damage and negates the ENERGY EFFECT.

Grant feature: 2 pts

Select a feature. This item grants that feature to its user.

Heartbonded: 2pt

Choose an ally. You are immune to that ally's attacks.

Jump: 2 pt

The user of this item can jump 3 while on solid ground.

Monster: 2pt

Once per encounter, you may use a specific monster major or minor ability for its associated action cost.

Pulling: 2pt

When activated, you may FORCE an enemy with 6 hexes 3 hexes towards you. A defense roll negates this effect. If this is made [FEAR] or [MENTAL], it becomes DIRECT instead of FORCE.

Quick: 2pt

Increase the user's speed by 3.

Repelling: 2pt

Enemies within 3 hexes of you must spend another STEP to approach you. This is a SLOW, FORCED effect.

Scanner: 2pt

The user of this item gains SCANNER 12.

Soulbonded: 2 pt

Pick an ally. You can always target that ally without needing LINE OF EFFECT.

Spellcaster: 2pt

Once per encounter, when activated, the next battlespell is cast instantly.

Summon Creature: 2pt

Design a creature. It has $2 \times C$ HIT POINTS, base 6 speed, knows two mook major abilities, has a Monster counter, a monster tactical and either has a natural weapon or wields a weapon and a spare weapon. It attacks on the round it is summoned, and on the round following, after which it is dismissed. Once per encounter as a major action this creature can be SUMMONED on the ground within 12 hexes.

Unbalancing: 2 pt

When activated, the user gains a RIDER that inflict OFF BALANCE on a hit.

Barrier creation: 3pt

Once per encounter, when activated at the start of your turn, you may make 6 consecutive hex borders within 12 hexes of you in a straight line blocking obstacles for the rest of the encounter.

Bleeding: 3 pt

When activated, the user gains a RIDER that inflicts BLEEDING C on a hit.

Blinding: 3 pt

When activated, the user gains a RIDER that inflicts BLINDED 6 for 1 round on a hit.

Disintegrating: 3pt

When activated, you may destroy 1 destructible obstacle within 6 hexes.

Dizzying: 3pt

When activated, the user gains a RIDER that inflicts DIZZY 2 on a hit.

Fear aura: 3 pt

Enemies who start their turn within 3 hexes of the user of this item are [FEAR] SLOW 2.

Invisibility: 3pt

When activated, the user of this item becomes invisible 6.

Monster tactical: 4 pts

Select a monster tactical (pg. 267). This item grants that ability to its user.

Stunning: 4 pt

Once per encounter, when activated, the user gains a RIDER that makes the target STUNNED on a hit.

Weapon Enchantments**Corrupted: 1pt**

This weapon does C less damage on each attack, but the target is also CORRUPTED 1. If the attack would deal less than C damage before this exchange, the damage is not reduced and the target does not gain CORRUPTED.

Extradimensional: 1pt

The owner of this weapon may attune himself to it with a 5 minute ritual. While attuned, this weapon can always be drawn, no matter where it is.

Fickle: 1pt

If you roll a 19-20 with an attack roll with this weapon, it deals an extra C damage. If you roll a 1-2 with an attack roll with this weapon, you take C damage. Each effect can only happen once per round.

Forceful: 1pt

Push attempts while wielding this weapon give the target a -4 penalty on the defense roll to resist it.

Grappling: 1pt

Grapple attempts while wielding this weapon give the target a -4 penalty on the defense roll to resist it.

Hampering: 1pt

Hamper effects while wielding this weapon give the target a -4 penalty on the defense roll to resist it.

Indomitable: 1pt

When an attack with this weapon would have a PENALTY, the user instead takes C damage per PENALTY.

Morphing: 1pt

This weapon can convert itself to any other mundane weapon.

Tripping: 1pt

Trip attempts while wielding this weapon give the target a -4 penalty on the defense roll to resist it.

Wingbinder: 1 pt

When you attack a flying creature with this weapon, they lose flight for 2 rounds.

Blowback: 2pt

Melee only. Activate this item to add a RIDER to an attack with this weapon. If it hits, the target is FORCED back 2 hexes.

Electrified: 2pt

When you use this weapon in a STRIKE, you may activate it to cause the target creature to become SHOCKED.

Explosive: 2pt

This weapon has the option of targeting everyone in a 1 hex burst when using a non-[S]pecial ability. When used this way, each attack has 2 PENALTIES

Flaming: 2pt

When you use this weapon in a STRIKE, you may activate it to cause the target creature to start BURNING .

Harpooning: 2pt

When you make an attack with this weapon, the target becomes TETHERED to you with a distance equal to this weapons range, or 12 if its a melee weapon. A defense roll negates this effect.

Icy: 2pt

When you use this weapon in a STRIKE, you may activate it to have the target creature become FROZEN.

Lasering: 2pt

This weapon has the option of targeting everyone in a 12 hex line when using a non-[S]pecial ability . When used this way, the attacks have 2 PENALTIES.

Parrying: 2pt

While wielding this weapon, you have the following counter: Parry[C]: As a COUNTER, gain a 35% dodge chance. This is 20% against [O]verwhelming attacks. You may take a PENALTY to double the dodge chance before it is rolled.

Poisonous: 2pt

All damage dealt with this weapon is halved and converted to ONGOING for 3 rounds. This still triggers COUNTERS.

Shockwave: 2 pts

This weapon has the option of targeting everyone in a 6 hex cone when using a non-[S]pecial ability . Each targeted creature can make a defense roll with a -2 modifier to negate the attack.

Spellstoring: 2 pt

Once per round, any ally can pick a non-[W]eapon ability they can use. They may infuse that into this weapon, granting you a RIDER that inflicts any

lesser conditions that this ability would directly inflict, with the same defenses targeting (I.e. If the ability requires a save to inflict it's condition, so does this RIDER). If the ability has a limited number of uses this counts as a use against that limit.

Neutralizing: 3pt

When you use this weapon in an STRIKE, you may activate it to have the target creature become DISABLED 1.

Samurai: 3pt

When attacking a creature with this weapon, you may use a specific combat maneuver on them.

Armor Enchantments**Heavy: -2pts**

Your speed is halved while wearing this armor.

Damage Resisting[C]: 1pt

As a COUNTER, you may reduce the damage by C.

Energy storing: 1pt

Whenever you are attacked, you gain 1 STEP on your next turn.

Guarding: 1pt

You may take a PENALTY to be ON GUARD .

Life drinking: 1pt

If you would gain BLOODLUST , you may instead heal by that amount.

Steadfast: 1pt

If you have a boost, you may spend it to heal C damage.

Spiked[C]: 1pt

As a COUNTER against a melee attack, you may deal C damage to your attacker.

Bracing: 2pt

You may spend up to 6 STEPS to charge this armor. On a later turn you may gain these STEPS back.

Immune: 2pt

Pick one condition from the following list. You are immune to that condition: SLOW , STOPPED, PRONE, DIZZY , GRAPPLED, BLINDED , BLEEDING , STUNNED, BURNING , SHOCKED, FROZEN.

Freedom: 3pt

You can activate this item to avoid provoking a reaction.

Retaliatory: Xpt

Select one of the enchantments that lets you gain a RIDER when activated. You may inflict this effect on an enemy that attacks you from within their melee range..

Modifiers**Rate limited: $\frac{1}{2}$ cost**

The ability only works once per encounter or for 1 round. If you are applying this to a group of enchantments, you add them together before halving. If you end with a fractional pt total, round up

Restricted: $\frac{1}{2}$ cost

Granted ability is only usable with other ability(such as giving STEPS that can only be used with a certain ability) - half cost of that ability.

Bane: -4pt

Only works against a certain type of enemy. GM discretion as to what types of enemies are applicable to campaign.

Equipped: -2pt

This item has $4 \times C$ HIT POINTS and is EQUIPPED to the user.

Halting: -2pt

When activated, you are STUNNED.

Spell triggered: -2pt

In order to activate this item, you must successfully cast a battlespell.

Add descriptor: - 1pt

The conditions inflicted by this are either [MENTAL], [FEAR] or [GROUND].

Flanking: -1pt

The associated enchantment only takes effect if used against a target that you are flanking.

Painful: -1pt

When activated, you gain one of the following conditions. Can also be used to trigger when a destructible item is destroyed. An ENERGY EFFECT , PRONE, DIZZY 2.

Chaotic: 0pt

As flexible, but which effect is used is chosen randomly each time.

Grant extra use: +1pt

If it can only be used a limited number of times per encounter, you can add another use per point.

Flexible: +1pt

If this item has activations, it may have 2 more options for activations with the same point total and total number of uses. Each if these activations is under the same total limit, and only gets one of the possible effects.

Sample Artifacts

These artifacts represent a selection of example artifacts that can be made. This can be used as a quick list to pull items from, as examples of how items can work, or inspiration for creating your own items.

2pt Artifacts

Acidophobic Robes

These bright pink robes are lined with Bizmuth.
Grants immunity to grappled from oozes, ignores one reaction from oozes each round, and may reduce damage taken by oozes by C as a counter.

immunity(grapple)(2) + freedom(3+)damage reducing(1) + bane(-4)

Backbiter

This dagger leaps forward to strike flesh.... even your own, if you aren't careful.

This is a nimble weapon. If you roll a 19-20 with an attack roll with this dagger while flanking it deals an extra C damage. If you roll a 1-2 with an attack roll with this dagger while flanking you take C damage. Each effect can only happen once per round. When a flanking a target, this dagger halves it's damage to deal ONGOING for 3 rounds.

fickle(1) + poisonous(2) + flanking(-1)

Bag of Animals

This small bag contains a collection of small figurines.

Once per encounter, as a major action, you may draw an animal out of this bag and throw it on the battlefield. It instantly grows to full size and attacks. What animal you get is random.

Eagle - $2 \times C$ HIT POINTS, can fly and use the mook version of Basic Attack or Eye Gouge.

Bear - $2 \times C$ HIT POINTS, is large and can use the mook version of Slugger or Rend.

Rhino - $2 \times C$ HIT POINTS, has Improved Charge and can use the mook version of Disorientating Blow or Trample.

Mouse swarm - $2 \times C$ HIT POINTS, doesn't provoke from moving, and can use the mook version of Swarm or Drain.

Snake - $2 \times C$ HIT POINTS, has Wall Walker, and can use the mook versions of Blinding Spit or Improved

summon(2) + chaotic(0)

Bag of Devouring

This bag can expand to contain nearly anything, but it doesn't like giving it back.

Once per encounter, as a major action, you may use Swallow Whole.

monster(swallow whole)(2)

Bag of Tricks

This bag contains a wide variety of small critters.
Once per encounter, create a familiar with a random tactical ability.

grant feature(familiar)(2) + chaotic(0)

Banner of Inspiration

This banner inspires your allies to greatness.

Once per encounter, as a battlespell that is cast instantly, you may grant an ally within 12 hexes a 4 in an attribute of your choice for the rest of the encounter.

(spellcaster(2) × limited to use with this item($\frac{1}{2}$)) + (grant feature(natural power)) × limited use($\frac{1}{2}$)

Bayoneted rifle

This rifle has a small blade mounted to its barrel.

This distant weapon allows you to take reactions against enemies who charge you.

grant feature(bayonet)(2)

Butterfly knife

This weapon unfolds in a peculiar way that is hard to follow.

This is a nimble weapon. Drawing this weapon never provokes, and once per round, when you switch to this weapon, or as a STEP while wielding it, you may render an opponent in your melee range OFF BALANCE.

grant feature(Knife Play)(2)

Caltrops

This bag can be upturned to spew an area with spikes.

Once per encounter, you may afflict a 1 hex spread within 12 hexes. Creatures entering these hexes are SLOWED 1 for 3 rounds. This is a [GROUND] effect.

(afflicted(2) + larger size(2) + increased duration(2)) × limited use($\frac{1}{2}$) + ground(-1)

Charge Potion

Oh yeah, it also tastes like fruit.

For 1 round, you may charge twice as far, ignore the effects of difficult terrain while charging, and can charge through destructible terrain that has less HIT POINTS than your charge damage.

(monster tactical(greater charge)(4)) × limited use($\frac{1}{2}$)

Clockwork wings

These mechanical wings attach to your back and allow you to fly.

Can fly while worn. They are equipped to you with $4 \times C$ HIT POINTS.

monster tactical(flight)(4) + equipped(-2)

Cowboy's pistol

A six-shooter of immaculate craftsmanship.

This close weapon allows you to spend finesse to use Trip, Hamper, or Push on an enemy you hit. You may use finesse an extra 2 times per encounter.

grant feature(cowboy style)(2)

Dancer's shoes

These ballet slippers were once worn by a ballerina cut down in her prime, and can grant her grace to those who wear them.

To activate, you must use a battlespell. You no longer provoke when moving once active

monster tactical(4) + battlespell(-2)

Demonsbane

This white, crystalline sword is made of solidified heavenly light.

While wielding this melee weapon you have SCANNER 12 that detects demons, and whenever you attack a demon with this weapon they are DISABLED 1 and cannot TELEPORT for 2 rounds.

scanner(2) + neutralizing(3) + block teleport(1) + bane(-4)

Dragonfall Crossbow

This bow is made of dragonbone. It may not sound like a proper material for a bow, but regardless....

This is a long range weapon that, when used against a dragon, grants a RIDER that inflicts STUNNED and removes the dragon's ability to fly for 2 rounds on a hit, but knocks the user PRONE. Additionally, your target priority is reduced by 1 to the dragon for 1 round if you attack from farther than 12 hexes away. Attacking you in violation of this target priority incurs a 25% miss chance.

stunning(4) + wingbinder(1) + painful(prone)(-1) + grant feature(urban camo)(2) + bane(-4)

Elemental focus

This headband has 3 crystals, a ruby, a sapphire, and a topaz. Each contains a trapped elemental.

Once per encounter, you can use the effect of Burning Mastery, Shocking Mastery, or Frozen Mastery to modify your ability.

(grant feature(burning mastery)(2)) × limited use($\frac{1}{2}$) + flexible(frozen mastery, shocking mastery)(1)

Frogsuit

This green suit with flippers may be a fashion faux pax, but its unmatched underwater.

While wearing this suit you can move and breath underwater without penalty and can jump 2 once per encounter.

swimming(1) + (jump(2)) × limited use($\frac{1}{2}$)

Golden Spurs

These golden spurs can incite any creature to greater speed.

While wearing these spurs, any creature you MOUNT gains +6 speed.

monster tactical(speedy)(4) times restricted($\frac{1}{2}$)

Gorgon's head

The eyes on this decapitated gorgon head are glazed over in death, but still have their power.

Once per encounter, as a major action you may use Paralyzing Gaze.

monster(paralyzing gaze)(2)

Gravity Anchor

This heavy anchor holds everything down.

Twice per encounter, you become STUNNED, become immune to FORCED movement, and enemies that enter your melee range on their turn cannot move further away from you than your melee range for 1 round.

(anchoring(2) + grant feature(you shall not pass)(2)) × limited use($\frac{1}{2}$) + extra use(1) + halting(-2)

Iron Shell

This armor is an imposing wall of iron.

This heavy armor halves your speed, and is EQUIPPED to you with $4 \times C$ HIT POINTS. While wearing it, you may reduce incoming damage by C as a COUNTER, and each time you are attacked you get a STEP. You may become immune to FORCED movement each round and are immune to SLOW.

Damage Resisting(1) + energy storing(1) + anchoring(2) + immune(2) + equipped(-2) + heavy(-2)

Lesser Omnimental Blade

Wisps of elemental energy spark wildly from this sword.

Once per round, when you use this weapon in a STRIKE, the target creature becomes BURNING, SHOCKED, or FROZEN, chosen randomly.

(flaming(2)) + chaotic(electrified, icy)(0)

Lifeblood armor

This armor is riddled with veins that fuse with the wearer, allowing their blood to flow through it.

If you would gain BLOODLUST, you may instead heal by that amount. If you have a boost, you may spend it to heal C damage.

Steadfast(1) + lifedrinking(1)

Psionic Gem

This small crystal is mounted on the forehead by a silver chain.

Once per encounter, you may gain a RIDER that inflicts [MENTAL] DIZZY 2 BLIND 6 for 1 round on a hit.

(dizzying(3) + blinding(3)) × limited use($\frac{1}{2}$) + mental(-1)

Staff of Loki

This staff is topped by the symbol of a trickster god, and one is never quite sure what it will do.

Twice per encounter, you can cast a battlespell. If successful, roll a die and get the effect of the indicated battlespell.

1. clear space
2. dimension door

3. elemental protection
4. enlarge person
5. natural power
6. protective ward
7. wall of force
8. Reroll

(grant feature(clear space)(2)) × limited use ($\frac{1}{2}$) + chaotic(dimension door, elemental protection, enlarge person, natural power, protective ward, wall of force) + extra use(1)

Totem Beads

These small beads are tied to your spirit animal.
They allow you to cast a battlespell that summons a small spirit animal as a flying familiar with $4 \times C$ HIT POINTS. You can draw LINE OF SIGHT from it and LINE OF EFFECT for non [W]eapon abilities.

grant feature(familiar)(2) + grant feature(arcane familiar)(2) + battlespell(-2)

Wand of Lesser Destruction

Its potent magics must be focused to bring to bear.
This close ranged weapon deals C less damage and inflicts CORRUPTION 1, and may destroy a nearby destructible obstacle after casting a battlespell.

disintegrating(3) + battlespell(-1) + corrupted(1)

Windup Drill

This drill takes some work to get going, but chews through rock easily.
As a battlespell, you may gain Burrowing for the rest of the encounter.

monster tactical(burrowing)(4) + battlespell(-2)

Wranglers Saddle

This saddle can be adjusted to a variety of sizes.
Whoever or whatever wears this saddle can be mounted by other creatures.

grant feature(piggyback)(2)

4pt Artifacts

Armor of Holding Ground

This armor consists of interlocking crystal plates.
You may spend up to 6 STEPS to charge this armor. On a later turn you may gain these STEPS back. When activated, become immune to FORCED movement for 1 round.

bracing(2) + anchoring(2)

Blinking Eye

This ring features a single eye.
Once per encounter, you can have the eye blink, increasing your speed by 6 for one turn and all your movement is TELEPORT for that turn.

(increase speed(4) + monster tactical(blinker)(4)) × limited use ($\frac{1}{2}$)

Bloodthirsty Bow

This bow has teeth along its length.

When activated, this bow gains a RIDER that inflicts BLEEDING on a hit. When you deal damage to an enemy with this bow, you may ignore target priority when targeting them with this bow for the rest of the encounter.

bleeding(3) + (grant feature(pick target)(2)) × limited to this item($\frac{1}{2}$)

Boots of Mercury

These winged boots were worn by a god.

The boots give their wearer +3 speed and 4 extra uses of Finesse.

quick(2) + extra finesse(2)

Chaomorphic Extremititis

This is a severed limb from a chaos elemental, and it transforms into other monster parts when prompted.

As a battlespell, you gain the ability to use a random monster major or minor ability for the associated cost once per encounter, and you gain a random monster tactical for the rest of the encounter.

monster(2) + grant tactical(4) + battlespell(-2) + chaotic(0)

Diggers Dirk

This jagged dagger is always ready to strike, but only against the unwary.

When you attack an enemy that you are flanking, inflict DISABLED and add a RIDER that inflicts DIZZY 2.

grant features(flanking master)(2) + dizzying(3) + flanking(-1)

Defender's Blade

This sword leaps to block attacks, practically of it's own accord.

If an adjacent ally is targeted by an attack that does not target you, you may move into the nearest hex in the attack's range and have it target you. As a COUNTER, gain a 35% dodge chance. This is 20% against [O]verwhelming attacks. You may take a PENALTY to double the dodge chance before it is rolled.

grant feature(interceptor)(2) + parrying(2)

Deluxe Flying Carpet

This carpet has an intricate pattern woven into it, and levitates smoothly through the air.

You can roll out this flying carpet and fly on it. While flying, your range is not halved, to a maximum of 12 hexes. However, it is EQUIPPED for $4 \times C$ HIT POINTS effect.

monster tactical(flying)(4) + grant feature(stable flier)(2) + equipped(-2)

Earthbreaker Plate

This armor is heavy enough to shatter the very ground you walk upon.

This armor leaves a trail of difficult terrain, and

grants immunity to difficult terrain, STOPPED, and STUNNED, but halves your speed.

grant feat(wild growth(2)1+immune(stopped)(2) + immune(stunned)(2) + heavy(-2)

Everice Shard

This shard of ice can form itself into any weapon.

This morphic weapon inflicts FROZEN when used. The wielder gains two uses of toughness per encounter.

morphing(1) + icy(2) + toughness(1)

Exterminator

This spray is highly lethal to bugs.

You have SCANNER 12 that detects vermin, and whenever you attack vermin with this weapon they are TETHERED 12 to you, the damage is halved and converted to ONGOING, and may be fired in a cone with a defense roll at -2 to negate.

scanner(2) + harpooning(2) + poisoned(2) + shockwave(2) + bane(-4)

Flamespitter

This weapon has two tanks that attach to your back, and a handheld nozzle to spew fire.

Close range weapon that inflicts BURNING, and can be fired in a 6 hex cone, with a defense roll at -2 to negate the attack when used this way.

flaming(2) + shockwave(2)

Geomancer Staff

The earth moves at your command.

At the beginning of each encounter, you may choose 6 hexes within 12 hexes of you to become difficult terrain. Once per encounter at the start of your turn, you may make 6 consecutive hex borders in a straight line blocking obstacles.

grant feature(convenient obstacles)(2) + (barrier creation(3)) × limited use($\frac{1}{2}$)

Hellfire Chain

These chains are infused with raw hellfire.

This reach weapon inflicts [FEAR] BURNING when attacking and allows you to grapple the target

flaming(2) + fear(-1) + samurai(3)

Hunter's Cloak

This olive green cloak doesn't look like anything special, but it puts its wearer into a predatory mindset.

The wearer of this cloak may ignore difficult terrain and gains 2 additional uses of Finesse. Once per encounter, you may select a creature. You always treat that creature's target priority as one step higher and have scanner to that creature regardless of range. This lasts until the end of the encounter.

ignore difficult terrain(1) + grant finesse(1) + grant feature(quarry)(2)

Juggernaut Armour

This armor is massive, and hard to stop once it gets moving.

While wearing this armor, you can ignore difficult terrain while charging. You charge twice as far when charging, and you can charge through destructible terrain with less HIT POINTS than your charge damage, destroying that terrain. When you move adjacent to an enemy, whether or not you are charging, you may move that enemy 1 hex. You do not provoke reactions from those creatures. This is an EQUIPPED effect with $4 \times C$ HIT POINTS.

monster tactical(pushy)(4) + monster tactical(greater charge)(4) + equipped(-2) + heavy(-2)

Lodestone Shield

While using this shield, you can draw attacks to you.

If an adjacent ally is targeted by an attack that does not target you, you may move into the nearest hex in the attack's range and have it target you. If you are affected by an enemies ability that also affects your allies, you may be affected an additional time to allow your allies to be unaffected by that ability.

grant feature(take the grenade)(2) + grant feature(interceptor)(2)

Molten Umbrella

With a twirl of this umbrella, you drop lava all around.

Your hex and all adjacent hexes becomes afflicted, such that creatures entering those hexes becomes BURNING. Additionally, you and each creature adjacent to you begin BURNING.

afflicting(2) + one hex burst(2) + energy condition(1) + painful(-1)

Omnimental Blade

Elemental energy shifts from form to form around this sword.

When you use this weapon in a STRIKE, you can activate this weapon to have the target creature becomes BURNING, SHOCKED, or FROZEN, at your choice. Once per encounter, you can add a rider that FORCES the target back 2 hexes on a hit.

(flaming(2)) + variable(electrified, icy)(1) + blowback(2) × rate limited($\frac{1}{2}$)

Spellfist Ring

When casting Fist doesn't quite cut it.

You may choose any single target non[W]eapon abilities you have and add the [W]eapon tag to them. Your unarmed attacked count as nimble weapons that can make reactions.

grant feature(pugilist)(2) + grant feature(arcane blade)(2)

Sprinters Armor

This armor is light and brightly colored.

Every round, your speed increases by 1, to a maximum of +6. You may spend up to 6 STEPS to charge

this armor. On a later turn you may gain these STEPS back.

grant feature(accelerator)(2) + bracing(2)

Staff of the Magus

This staff is encircled with various runes and glyphs.

Once per encounter, you can cast Clear Space, Dimension Door, Elemental Protection, Enlarge Person, Natural Power, Protective Ward, or Wall of Force.

(grant feature(clear space)) × limited use($\frac{1}{2}$) + flexible(dimension door, elemental protection)(1) + flexible(enlarge person, natural power)(1) + flexible(protective ward, wall of force)(1)

Suspended Comet

This burning rock floats slightly above the surface it rests on, twisting in the air.

Once per encounter, as a major action, you may toss this stone in the air. At any point after this, you may create a 1 hex burst within 12 hexes that does $3 \times C$ damage to everyone in the area and inflicts BURNING. A successful defense roll halves this damage and negates the BURNING. An ally within this area may dash 2 out of it.

(great feature(artillery)(2) + grant feature(selective shockwave)(2)) × restricted to this ability($\frac{1}{2}$) + evoking(2)

Sword of the Firehawk

This flamberge has the emblem of a burning bird on it's hilt.

This melee weapon causes BURNING when you attack. Once per encounter, as a major action you can summon a firehawk. It has $2 \times C$ HIT POINTS, can fly, and can use the mook versions of Blaster and Evoker.

flaming(2) + summon(2)

Veil of Thorns

Twisted brambles cover this armor.

The user of this armor may deal C damage to those who attack them in melee as a COUNTER, and may inflict C BLEEDING on anyone who attacks them in melee.

retaliatory(bleeding)(3) + spiked(1)

Warp Spider

While fierce looking, this extradimensional spider is quite friendly and can be your friend.

You gain a speedy familiar with $4 \times C$ HIT POINTS that you can swap locations with.

grant feature(familiar)(2) + grant feature(transposition)(2)

Wisp Lantern

This small lantern doesn't give off much light, but is strangely alluring.

You may DIRECT an enemy within 6 hexes toward you 3 hexes as a [MENTAL] effect, and have scanner out to

6 hexes. Additionally, once per encounter as a standard action, you may summon a Wisp. It has $2 \times C$ HIT POINTS, can hover, has speed 9, and can use the mook versions of Lure and Drain.

pulling(2) + mental(-1) + lesser scanner(1) + summon(2)

6pt Artifacts

Cloak of Vines

This cloak is woven from living vines.

Enemies within 3 hexes must spend an additional STEP to move away from you. This is a SLOW effect. Whenever you leave a hex, you may spend a hex to make it difficult terrain. You are immune to difficult terrain.

monster tactical(entangling)(4) + grant feature(wild growth)(2)

Cross of Sanctification

This cross is imbued with healing runes and holy symbology.

You may pick an ally, you can always target that ally. When you heal an ally, you may remove all restorable conditions effecting them and become effected by them instead. Once per turn, you may lower the target priority of an ally until the start of your next turn. Violating that priority heals the ally $2 \times C$.

soul bonded(2) + grant feature(take your burden)(2) + grant feature(reactive heal)(2)

Crown of the Immaterial

This ornate crown is studded with pearls, but doesn't seem to be fully there.

You have phasing, can hover, and have SCANNER 6.

monster tactical(4) + levitating(1) + lesser scanner(1)

Duelone

A plain blade with a ghostly chain that rewards those who like close fights.

It gives the target of all of your combat maneuvers a -4 penalty to resist, and hitting with this weapon makes the opponent TETHERED 12 to you.

tripping(1) + forceful(1) + hampering(1) + grappling(1) + harpooning(2)

Dweomer of the Mindstrong

This Dwarven helm gives it's wielder telepathic powers.

You may communicate telepathically with allies within range 24, and draw LINE OF SIGHT through them. You may spend a STEP to FORCE a creature within 12 hexes other than you one hex. You may grant an ally within your telepathic network the same ability.

grant feature(telepathic extension)(2) + grant feature(major telekinesis)(2) + grant feature(teacher)(2)

Eldritch Limb

This otherworldly appendage should not be growing out of there.

An otherworldly presence forms around you, which you can use as a natural weapon. Damage dealt with this weapon is C less but inflicts CORRUPTION 1. Enemies within 3 hexes are [FEAR] SLOW 1. You may activate this item to force an enemy with 6 hexes 3 hexes towards you and gain a RIDER that prevents the target from using TELEPORT or WARP abilities. A defense roll negates this effect. You may use social and additional 2 times per encounter. This is an EQUIPPED effect with $4 \times C$ HIT POINTS.

natural weapon(1) + corrupted(1) + grant feature(cursed aura)(2) + pulling(2) + block teleport(1) + social(1) + equipped(-2)

Firelords Halo

This unstable crown of fire imbues the user with the power of flame.

When the wearer of this crown leaves a hex, they leave a trail of fire that lasts for 1 round and afflicts the hexes, inflicting BURNING on creatures who enter them. Additionally, twice per encounter, as a major action the user of this item may create a 1 hex burst within 12 hexes that does $3 \times C$ damage to everyone in the area and inflicts a ENERGY EFFECT, and gain a RIDER that inflicts BLIND 6. However, the crown is EQUIPPED for $4 \times C$ and inflicts BURNING when destroyed.

monster tactical(fire trail)(4) + evoking(2) + (blinding(3)) \times limited use($\frac{1}{2}$) + extra use(1) + equipped(-2) + painful(-1)

Giant's Braid

This braid from a giants head is worn as a necklace. You become Large and may throw an ally smaller than yourself within your melee range to a new hex by spending 1 STEP for every 2 hexes away it is. The ally is in air during this movement and remain in air until the end of their turn or until they decide to land, as if they had jumped. This is FORCED movement.

monster tactical(large)(4) + grant feature(lawn gnome dart)

Glacial Steps

These heavy boots look like icebergs but breathe like silk.

You can spend a STEP to make 2 hexes within 6 hexes into fast terrain. You can use one STEP to move over three fast terrain hexes. You are immune to afflicted and difficult terrain.

monster tactical(frosty)(4) + afflicted immunity(1) + difficult terrain immunity(1)

Godlions Claw

These gloves are tipped with claws from a Neiman lion.

Grants a melee natural weapon. 2/encounter, you may activate it to pounce. This let's you jump 2, not provoke by moving for 1 round, and knock back an enemy 2 hexes when hit by this weapon.

natural weapon(1) + (jump(2) + grant tactical(nimble)(4) + blowback(2)) \times limited use($\frac{1}{2}$) + extra use(1)

Greater Wand of Destruction

Its potent magics flow freely.

The wielder of this wand can channel power through it as though it were a close ranged weapon. Damage dealt by this weapon is reduced by C but inflicts CORRUPTED 1. While wielding this wand, you can destroy destructible objects within 12 hexes of you. 1/encounter, as a major action the user of this item may create a 1 hex burst within 12 hexes that does $3 \times C$ damage to everyone in the area and inflicts a chosen ENERGY EFFECT. A successful defense roll halves this damage and negates the ENERGY EFFECT.

corrupted(1) + disintegrating(3) + evoking(2)

Healsink Armor

This armor doesn't look like anything special, but when everything is quiet, you can hear it's plea; "heals plus".

When you are healed, you may regain the use of an attribute that is not at full. When you gain bloodlust, you may instead heal yourself for that amount. If you have a boost, you may use it to heal yourself C damage. Once per encounter, you may use the Heal Self monster ability as a minor action.

grant features(ready to go)(2) + life drinking(1) + steadfast(1) + monster(heal self)

Indestructible Juggernaut Armour

This armor is forged of pure adamantium and is so massive nothing will stop it once on motion.

You can charge twice as far, and ignore difficult terrain while charging, and can charge through destructible terrain that has less HIT POINTS than your charge damage. When you move adjacent to an enemy, you may move them 1 hex, and you do not provoke reactions from creatures you use this on. You gain +3 speed, but then half your speed.

monster tactical(pushy)(4) + monster tactical(greater charge)(4) + heavy(-2)

Nymph Essence

This perfume bottle contains nymph pheromones and is guaranteed to make you far more attractive.

You may use the Lure monster ability once per encounter as a major action. Enemies within 9 hexes must spend an additional STEP to move away from you. This is a [MENTAL] SLOW effect.

monster(lure)(2) + monster tactical(seductive)(4)

Ring of Invisibility

This ring reveals evil writing on it's inside when heated.

You start each encounter with STEALTH 0. You may activate this item to become INVISIBLE 6 and DIZZY 2.

monster tactical(disguised)(4) + turn invisible(3) + painful(-1)

Royal Gravitas

This royal robe seems to distort gravity.
 Enemies within 3 hexes must spend another step to move closer to you. This is a SLOW FORCE effect. Once per encounter, you may gain a RIDER that inflicts STUNNED on a hit and use the Repulse monster ability as a major action.

repelling(2) + (stunning(4))×limited use($\frac{1}{2}$) + monster(repulse)(2)

Skyraptor Headdress

When wearing this ornate headpiece, you sprout wings allowing you to fly.

You can fly and your range is not halved while flying, up to a maximum of 12

monster tactical(flight)(4) + grant feature(stable flier)(2)

Slipstream Sandals

These sandals are made of woven air.
 You never provoke from moving while wearing these dainty sandals and have +3 speed.

monster tactical(nimble)(4) + quick(2)

Vampiric Blade

This Gothic sword is elegant in it's cruelty.
 Once per encounter, as a major action, you may use the Vampiric monster ability. Once per encounter, after being attacked and while under 50% HIT POINTS, you may gain STEALTH 0 and remove all of your lesser removable conditions.

monster(vampiric)(2) + monster tactical(vanisher)(4)

8pt Artifacts**Bleeding Armor**

The wicked spikes on this suit of armor eternally drip with blood.

When you wear this armor, you are rendered immune to BLEEDING, gain a RIDER each round that inflicts BLEEDING C on a hit, and if you would gain bloodlust, you may instead heal by that amount. Additionally, the spikes on the armor function as a natural melee weapon with the Fickle property.

immunity(bleeding)(2) + bleeding(3) + life drinking(1) + natural weapon(1) + fickle(1)

Colossi Chest

This armor is engraved with tales of victories its past owners won.

You may take a PENALTY to be ON GUARD. If you have a boost, you may spend it to heal C damage. Your target priority raises at the beginning of each turn, and creatures with a lower target priority cannot be attacked as a [MENTAL] effect. You may block C damage as an COUNTER. You may use focus two additional times per encounter.

guarding(1) +steadfast (1) + monster tactical(center of attention) (4) +damage resisting (1) + focus(1)

Excalibur

This elegant longsword was wielded by an ancient king.

Once per round, the target attacked with this sword is DISABLED. It may be used to attack everyone in a 12 hex line by applying two penalties to the attack. Its true owner can draw it at any time regardless of distance. Once per encounter, as a major action, you can heal yourself $4 \times C$ and lower your target priority until the start of your next turn. If you are attacked in violation of this priority you may take a SURGE against the attacker.

neutralizing(3) + lasering (2) + extradimensional(1) + grant feature(self preservation)(2)

Greater Omnimental Blade

This blade hums with power, and flickers between elemental energies.

Once per round, when you use this weapon in a STRIKE, the target creature becomes BURNING, SHOCKED, or FROZEN, chosen randomly. You also leave a trail that inflicts the condition for 1 round depending on the condition you inflict, you may use Shock, Freezing, and Burning Mastery on the conditions inflicted by this weapon. You are immune to the hexes you afflict with this weapon.

flaming(2) + chaotic(shocking, icy)(0) + monster tactical(fire trail)(4) + chaotic(shocking trail, icy trail) + grant feature(burning mastery)(2) + chaotic(shocking mastery, frozen mastery)(0) + immunity(burning)(2) + chaotic(frozen immunity, shocking immunity)(0)

Heavenly Blade

This flaming sword was forged in heaven and can summon an angel.

Once per encounter, as a major action after a successful battle spell, you can summon an angel. You can fly with angelic wings while using this weapon. At the beginning of each encounter, you may pick an ally to guard. If an enemy attacks that ally when they could attack you without violating target priority, they get two penalties on the attack. The angel has $2 \times C$ hit points, flight, and can use the mook versions of Restoration and Touch of Death.

flaming(2) + summoning(2) + battlespell(-2) + monster tactical(flight)(4) + grant feature(guardian)(2)

Helm of General Groback

This rough orkish helm was once possessed by one of the finest military minds on the world.

You can communicate telepathically with all allies within range 24, and draw LINE OF SIGHT from any of them. At the start of your turn, you may DIRECT all allies within 6 hexes of you 3 hexes towards you. You may spend STEPS to move allies 1 hex per STEP, and you gain +6 STEPS each round that can only be used in this manner.

grant feature(telepathic extension) + grant feature(rally) + grant feature(recon) + quick×2(4)×restricted use($\frac{1}{2}$)

Herakles Bracers

While wearing these gauntlets, You tap into colossal strength.

You have the powuseerhouse track in place of your major track, and can cast a battlespell to become Huge.

grant feature(trackformer(powerhouse))(2) + monster tactical(large)(4) + monster tactical(huge)(4) + battlespell(-2)

Hypercube

This cube seems to exist in extra dimensions.

You gain a pool of 6 teleportation points each round (unspent teleportation points do not carry over), and you may spend steps as though they were teleportation points. You may use any number of teleportation points to teleport yourself or an adjacent creature 1 hex for each teleportation point spent this way. You cannot teleport adjacent enemies more than 12 hexes with this ability. Enemies teleported in this way may make a defense roll, if they succeed they can control the destination, within the distance they would be teleported.

monster tactical(blinker)(4) + (quick×2(4) + grant feature(allyport)(2) + grant feature(hostile teleport)(2))×tied to ability($\frac{1}{2}$)

Mjolnir

A hammer suitable for a God of thunder.

The true owner of this hammer can summon this hammer to his hand, no matter where the hammer is. It inflicts SHOCKED once per round on someone attacked with the hammer. Once per round you can add a RIDER to its attack, if it hits the target is FORCED back 2 hexes. Once per encounter, can summon a lightning bolt as a standard action that targets everyone in a 24 hex line for $3 \times C$ damage and inflicts SHOCKED. A defense roll halves the damage and prevents SHOCKED. Gives 2 extra toughness uses per encounter.

extradimensional(1) + shocking(2) + blowback(2) + evoker(2) + toughness(1)

Mortal Coil

This coiled bracelet cuts your ties to the mortal realm.

Depletable Artifacts

The items listed here are not comprehensive, and the availability are merely starting suggestions. The GM should feel free to ban or add new items as appropriate to better suit their campaign.

Depletable Artifacts are tactically powerful, and have limited uses. While they don't increase raw power, the extra tactical options they provide can turn the tide of a battle if used smartly.

Depletable Artifacts are as varied as Artifacts. They are generally more powerful and specific than magic items and more useful in combat situations.

By default, they are not normally available for purchase, and must be attained by other means.

While using this item, you are no longer bound to the mortal realm. You can fly and phase like a ghost.

monster tactical(flight)(4) + monster tactical(incorporeal)(4)

Phobos Mask

This mask has a fierce expression that inspires Fear in all who view it.

While wearing this mask, it's wielder gains the Reaver feat, and takes on a demonic appearance. At the beginning of each of your turns, each creature within 3 hexes of you becomes SLOW 2 for 1 round as a [FEAR] effect. Additionally, enemies within 3 hexes of you must spend an additional STEP to move closer to you as a SLOW FORCED effect. Finally, you gain demonic claws as part of this appearance, which can be used as a natural melee weapon.

grant feature(reaver)(2) + fear aura(3) + repelling(2) + natural weapon

Pick of Destiny

Only for the most tenacious.

This pickaxe is a melee weapon that allows you to burrow. You also get another 2 uses of every attribute, but these uses are all [GROUND] effects

monster tactical(burrowing)(4) + social(1) + toughness(1) + understanding(1) + finesse(1) + focus(1) + ground(-1)

Reaver Scythe

This scythe was wielded by the grim reaper himself.

The wielder of this scythe gains the Reaver, Killing Intent, Focused Killer, and Fight or Flight features.

grant feature(reaver)(2) + grant feature(killing intent)(2) + grant feature(focused killer)(2) + grant feature(fight or flight)(2)

Tiger's Wood

This strangely shaped club seems ideal for hitting things far away.

This is a melee that, on a hit, forces the target back 2 hexes. Can do a push where the target takes a -4 penalty on the defense roll. If either of these work, you may spend a step to force them back an additional hex. You may use toughness an additional 2 times per encounter.

samurai(3) + forceful(1) + blowback(1) + (grant feature(major telekinesis)(2))×tied to ability($\frac{1}{2}$) + toughness(1)

Making Depletable Artifacts

Additional depletable artifacts can be made like normal artifacts, with a few alterations. limited use items can be made to have a limited total number of uses rather than per encounter limits. This should generally be 5 times the base number of uses. They can also have total duration limits for things which are always active, which would be a total 5 rounds in most cases. You can also have ammo by adding a use limit to a weapon enchantment, which can be stacked on top of existing enchantments.

[Ammo] / Temporary Weapons

These may be used with another weapon, but no more than one per round. They typically come in sets of 5.

Depletable Artifacts

Name	Effect	Uses
Arrow of Obstruction [Ammo]	Leave a path of difficult terrain.	5
Blasting Charge	Quickly destroy an obstacle.	6
Booster Pack	DASH 3-12	1-4
Cloaking Device	Become INVISIBLE 3	5
Diviners Water	Draw LINE OF SIGHT from farther away	4
Elemental Arrow[Ammo]	Leave an elemental effect along the shots path.	5
Flaming Arrows[Ammo]	Add BURNING to a hit	5
Gravity Tether	Become immovable	4
Hoverpack	Gain flight	5
Infusion Kit	Lower your HP, raise an ally's HP	1
Necklace of eyes	TELEPORT 4	5
Smoke Bomb	Create a cloudy smokescreen	3
Smoky Arrows[Ammo]	Leave Cloudy in the arrows wake	5
Soapbox	Remove an affliction from a hex	3
Sprinters	Increase your speed by 3	30
Teleportation Arrow	[Ammo] TELEPORT to any hex in the LINE OF EFFECT	5
X-Ray Specs	Draw LINE OF SIGHT through barriers	5

Arrow of Obstruction [Ammo]

When you make a ranged attack, each hex along its LINE OF EFFECT becomes difficult terrain.

Blasting Charge

Comes in a set of 6. Each charge may be used to destroy an adjacent destructible obstacle

Booster Pack

A booster pack that's got one use left; but it's a whammy. You can DASH 12 hexes before it's depleted. If you activate this you must DASH at least 3 hexes, and each 3 hex increment must be in a straight line. You can use all of its remaining hexes in one use.

Cloaking Device

You may turn yourself INVISIBLE 3 for a total of 5 rounds

Diviner's Water

The water poured from this pitcher shows another place. You may draw LINE OF SIGHT from any square within 12 hexes. After 4 uses the pitcher is empty.

Elemental Arrow [Ammo]

When this item is made, it has an elemental effect associated with it. When you make a ranged attack, each hex along its LINE OF EFFECT becomes afflicted. The first time each round that a creature enters a hex afflicted this way, that creature gains the chosen elemental effect.

Flaming Arrows [Ammo]

When used with a ranged weapon, causes C Burning on a hit

Gravity Tether

When activated, you may become immovable, and cannot be FORCED out of your hex. This can function for a total of 4 rounds.

Hoverpack

You may gain flight for a total of 5 rounds

Necklace of Eyes

This necklace has 5 eyes. 5 times, no more than once a round, you may have one blink, and TELEPORT 4 hexes. This does not cost an action.

Smoke Bomb

Comes in a set of 3. Each one can render a 1 hex radius circle of hexes cloudy for 2 rounds

Smoky Arrows [Ammo]

When you make a ranged attack, each hex along its LINE OF EFFECT becomes [Cloudy].

Soapbox

you may remove an affliction from up to 3 hexes within 3 hexes of you 3 times before this box is empty

Infusion kit

Between encounters, choose an ally; You may lower your max hit points by any amount, and your ally will gain the same amount of additional max hit points. Only one ally can be chosen at a time. This lasts until the next rest.

Sprinters

While wearing this boots, your speed increases by 3 hexes, to a max of 30 extra hexes moved

Teleportation Arrow [Ammo]

When you make a ranged attack, you may TELE-PORT to any hex along the LINE OF EFFECT.

X-ray Specs

For a total of 5 rounds, you may draw LINE OF SIGHT through barriers that block LINE OF SIGHT.

Consumables

The items listed here are not comprehensive, and the availability and costs are merely starting suggestions. The GM should feel free to recost, ban, or add new items as appropriate to better suit their campaign. Consumables are powerful items with very limited uses. They have enough power to them to make a difficult encounter easier all by themselves. You can use 1 Consumable per round without using an action. Unless otherwise specified, each Consumable only has a single use. By default, they are not normally available for purchase, and must be attained by other means.

Handing out Consumables:

The number of consumables you hand out can be used to adjust the difficulty of encounters. No consumables are assumed by the system, so you can ignore them entirely if you wish. Each consumable you give you can make an encounter easier. It can take many consumables to deal with an encounter of a higher power level, but against an otherwise balanced encounter they can make a big difference.

Consumables

Name	Description
Bottled Lightning	Gain a SHOCKED RIDER with medium damage.
Danger Magnet	Take a hit for an ally, and reduce the blow
Ectoblade	Gain ENERGIZED , and create ectoplasmic weapons
Firebird Feather	Revive a WOUNDED ally
Form Blazing Sword	Take a SURGE, and add BURNING to all your SURGES.
Healing Elixir	Heal yourself
Imminently Shatterable Mirror	Your attacker takes PENALTIES and debuffs.
Instant Defender	Create a Bodyguard next to you
Potion of Restoration	Remove greater and lesser Restorable effects.
R-Tank	Gain a REFRESH
Steel Halo	Gain RESISTANCE, and then a BLEEDING aura.
Stolen Minute	Take an extra Major w/backlash
Stolen Second	Take an extra Minor action.
Strength Boost	Gain a BOOST and ENERGIZED . Your next hit adds DIZZY
Venom	Add a WEAKEN and SLOW RIDER to your next attack.

Bottled Lightning

Using this item will give you a RIDER that deals 8|10|13|15 damage and inflicts SHOCKED. A successful defense roll halves the damage and negate the SHOCKED.

Danger Magnet

The next time an ally would be attacked within 6 hexes of you, you may DASH to the nearest hex within range of that attack. That attack is made against you instead of your ally, and receives two PENALTIES.

Ectoblade

Create a mundane weapon of your choice from ectoplasm; and gain ENERGIZED $2 \times C$. For the duration of the encounter you cannot be disarmed, and if you are ever not wielding a weapon you can create a new one from leftover ectoplasm.

Firebird Feather

You may heal an adjacent ally $2 \times C$ hit points while they are WOUNDED. Their target priority re-

mains lowered until the end of your next turn, and attacks cannot be made against that ally that would violate target priority.

Form Blazing Sword

For the rest of the encounter, when you use a SURGE, the attacked creature becomes BURNING $2 \times C$, regardless of whether it hits or not. You may immediately take a SURGE after using this item.

Healing Elixir

Consuming this potion will heal $2 \times C$ hit points and removes a lesser restorable condition from yourself.

Imminently Shatterable Mirror

Hold out a mirror as bad luck for your next attacker to break. They become OFF GUARD and a gain a PENALTY.

Instant Defender

Invoking this token creates a creature next to you. They have $2 \times C$ hit points and speed 6. They have a natural melee weapon and can take REACTIONS, and can only make a Combat maneuver attempt on their turn. The maneuver is chosen when you SUMMON it, and must be a trip, disarm, GRAPPLE, or push. When they take a SURGE, this creature uses the default monster SURGE.

Potion of Restoration

Choose up to one greater restorable effect currently affecting you and up to one lesser restorable effect currently affecting you. End those effects.

R-Tank

Popping open this blue bottle provides you with a REFRESH

Steel Halo

Gain $2 \times C$ RESISTANCE; if this is depleted; you gain a steel halo from it's shattered remnants that or-

bit you, causing all targets (friend and foe) you become adjacent to at any point during the encounter to become BLEEDING C . The steel halo lasts as many rounds as the RESISTANCE took to be depleted.

Stolen Minute

You may immediately take a major action. If you do, you become VULNERABLE $2 \times C$.

Stolen Second

You may immediately take a minor action.

Strength Boost

You gain a BOOST, and ENERGIZED C . The next attack you make gains a RIDER. If that RIDER hits, the struck enemy becomes DIZZY 2.

Venom

You gain a RIDER to your next attack. That RIDER has a +1 bonus to hit, and if it hits, the struck creature becomes WEAKENED $3 \times C$ and is SLOWED 2.

Trinkets

The items listed here are not comprehensive, and the availability and costs are merely starting suggestions. The GM should feel free to recost, ban, or add new items as appropriate to better suit their campaign.

Trinkets have unlimited uses or an ongoing effect. They come in two general categories; useful, expected things to get, and quirky, odder items that can do interesting things. These have applications during general adventuring, but would be difficult to utilize effectively in combat.

Starting IU

: As with artifacts, how many trinkets a group starts with can vary, but 100 IU/level is a decent baseline.

IU per Level

Its easiert not to worry about tying IU to the parties level. It can be given out as needed as loot from encounters, treasure hordes, quest rewards, or other places in the campaign. Most items cost 100-500 IU, which is a decent price range for a minor reward. A major reward can have that much per person, while an amazing reward would be 500-1000 per person.

Name	Effect	Cost
Animal Totem	Speak with the specified creature	150
Compass	Locate linked location	**
Daravons Opera Box	Put a room to sleep	500
Death Note	Check against the list of the dead	250
Diving Helmet	Sealed helmet	125
Dream Amulet	Share your dreams	250
Enchanted Amethyst	Prevents from getting drunk	100
Everburning Implement	Glow continuously	150
Ever Shifting Robes	Robes that freely change their color and conceal user	400
Foglight Trinket	Protect against Fog exposure	150
Folding Screen of Speedy Outfitting	Change instantly behind it	100
Grapppling Hook w/Launcher	Grapple line to a location.	$20 \times range$
Gravity Bounders	Set "down" to something else	**
Hat of Disguise	Change your appearance	200
Hipokrit's Writing Utensil	Writing only the writer can read	125
Immovable Rod	It stays put, no matter what.	350
Invisibility Pad	Sets things upon it invisible	200

Name	Effect	Cost
Jar of Endless Cookies	Press button, get cookie	100
Ladder to Infinity	Ladder that can extend infinitely high	500
Magic Matchbox	Guaranteed to light, no matter what.	200
Many Footed Pole	Resizable Pole	400
Map of the Lawless	Map what you shouldn't see	800
Map of the Lawful	Map what you should see	400
Memory Scanner	Invasively invade someone's brains	**
Mindmarriage Rings	Link it's wearers mentally	1000/pair
Mirror of Disgust	Looker looks hideous	100
Mood Rings	Color code your mood	100
Mug of Midas	Transmute any potable liquid	300
Personal Raincloud	Constantly rains on you	**
Psychic Paper	The perfect pass to procure passage anywhere	750
Riftwisers	Know which way a specified Rift is	100
Robotic Stilts	Increase your Height by 1	250
Rope of Binding	Hard to escape rope	$10 \times DC$
Shrieker Balls	Destroy glass and crystal, loudly	125
Sonic Multitool	Ranged hacking	350
Stealth Suit	Stealth Bonus without armor	150
Stimulator	Sleep needs reduced by 75%	500
Stuffsack	Extradimensional Backpack	200
Swiss Army Knife	The perfect finger-sized tool	100
Telescope	See very far	100
Tunneler	Drill through attuned material quickly	200
Universal Changer	Change something into anything, or change anything into something	**
Vacuum Suits	Survive in extradimensional space	200-400
Vault Key	Deposit or withdraw from the Astorian Bank	**
Wand of Light Healing	Heal a target slowly	100
Warner Stone	Glow when it's trigger is near	150

** These items are not normally available for purchase, and must be attained by other means.

Animal Totem

250 IU

These bestial figurine necklaces allow you to communicate with the type of beast it represents.

150 IU

Compass

The world has no true north - at least not anymore. However, this compass still points to something. Sometimes these are a place, such as a favorite port for a ship, and are marked as such, but often-times what they point to is totally unknown until you follow it to what it points to.

Not for common sale

Daravons Opera Box

This music box isn't inherently magical, and neither is the opera recording on it. It's simply that boring. When left playing in a room, everything with hearing in that room that can hear this cannot help but fall asleep over the course of several minutes.

500 IU

Death Note

This book will only allow you to write the names of the dead in it. All other names and types of writing will erase themselves.

Diving Helmet

This oversized clear helmet blocks out non-damaging liquids and all gases. Often paired with Instant Oxygen Chips.

125 IU

Dream Amulet

This amulet, when worn, makes it's wearers dreams communal. Sometimes used to help troubled individuals, sometimes used to spy on someone's dreams, and sometimes used to just give the wearer more control of their dreamworld.

250 IU

Enchanted Amethyst

A popular derivative of topical antipoisons. When placed in alcohol, it prevents the drinker from getting further drunk from that drink.

100 IU

Everburning Implement

It never goes out, 'nuff said. It provides [Light] for it's hex and 2 beyond. It can count as an improvised

melee weapon. Alternatively, this can be added to an existing weapon, as a magical weapon that always glows.

150 IU

Ever Shifting Robes

Deep, concealing robes that are in a constant state of flux, as if a caught in a breeze they can't escape. The breeze always seems to come from the Rift of Chaos. It completely conceals its wearer, it can freely change its color, and it can turn rigid enough to be self-supporting at a thought.

400 IU

Foglight Trinket

These protective trinkets allow the mutative effects of the Fog to be mitigated, allowing its wearer to spend 10 times the time in the Fog before mutations start. Larger versions of these are mounted on airships that protect an entire area at once.

150 IU

Folding Screen of Speedy Outfitting

A portable folding screen 6 feet high, when setup, you can change outfits while behind it instantly.

100 IU

Grappling Hook w/Launcher

A favorite of the Nocturnal Ninja and the Integrated Steamtech Commando. Effective range depends on quality, but common models are range 12. You can fire it to latch onto a solid point within line of effect. The entire hex must be solid to be an anchor. You can retract the line to pull the launcher to the other hex if it's anchored, or pull something small back to the launcher. If you hang on to the launcher, you are pulled with it, and you're in air during this movement, and move at one hex per STEP spent. These lines can be destroyed by an effective attack. If the other point is destroyed, the line is retracted.

20*range IU

Gravity Bounders

When activated, this amulet sets "down" to a different direction than what's actually down for its wearer. What that direction is is set when the amulet is created. It can be "up", "left", "right", "70 degrees clockwise", etc. Classically they're found aligned for reverse gravity, but other alignments exist.

Not for common sale

Hat of Disguise

This audacious hat allows its wearer to change everything about how they look except for their size, what they're holding, and that they're wearing a hat. This is an ILLUSION effect.

200 IU

Hipokrit's writing utensil

This magical pen can take the form of any tool used for writing and when used to write in any language the writing becomes unreadable after 10 minutes to everybody other than the writer. This writing may not be understood by non-magical means and can easily be mistranslated.

125 IU

Immovable Rod

If you hold down the button and hold the rod in one spot for one continuous minute, this otherwise ordinary metal stick does not move and is indestructible. It cannot be moved by gravity, FORCED movement, attacks, TELEPORT or WARP effects, or anything else.

350 IU

Invisibility Pad

This very visible floorpad renders whatever is set upon it invisible while it remains there. They come in varying sizes.

200 IU

Jar of Endless Cookies

This jar has one button on the side, and is empty inside. When you click on the button as a minor action, a delicious, edible cookie pops out. There seems to be no end to them.

100 IU

Ladder to Infinity

This ladder grows, up and up and up. It can shrink down to one rung for transport as an instant effect, and it can add a rung to its top, over and over and over with no limit. 10 rungs equal height 1, and every 10 rungs thereafter add another height. It can grow at the rate of one minute per height. Without sufficient support, the ladder is unclimbable above certain heights.

500 IU

Magic Matchbox

It never runs out of matches, the matches never run out of flame, they always light on the first flick. They even work where flame can't normally work, like underwater.

200 IU

Many Feeted Pole

This pole can resize itself anywhere from one foot to forty feet as a minor action.

400 IU

Map of the Lawless

This parchment, when invoked, draws out a map of the empty spaces and hidden areas of the surrounding area, up to range 20 centered on its physical location, over the course of a few minutes.

800 IU

Map of the Lawful

This parchment, when invoked, draws out a map of the solid public structures of the surrounding area, up to range 200 centered on its physical location, over the course of a few minutes.

400 IU

Memory Scanner

A garish looking combination of long, thick needles, and a viewing screen. Through a series of painful direct stabs into the brainy parts of the victim, you can see what they remember. This allows you to search someone's memories - it's not open access, searches must be directed and pointed to get useful results. The act of implanting this tends to be lethal without competent magical healing to assist in the emplacing of this. It still works just fine on dead brains, however, up to a week after they deceased. If the victim is alive, they can resist this by winning an opposed Understanding roll vs you, and no information can be read.

Not for common sale

Mindmarriage Rings

These rings always come in a set of two. They allow the wearers of a linked set to share their thoughts and feelings with each other. Some call it telepathy. Others call it love.

1000 IU

Mirror of Disgust

When looking at oneself in this mirror, they appear hideous to themselves.

100 IU

Mood Rings

When worn, they turn the color closest to your mood. And since these are magic, they actually work.

100 IU

Mug of Midas

This mug is enchanted to transmute any potable liquid into any other non-magical potable liquid. Water to wine, wine to water. It fails to work if something besides, or in addition to a potable liquid is placed within it, like poison or dirt.

300 IU

Personal Raincloud

It follows you around, hovering 2 height above your hex and moving with you, constantly raining. Once activated, they're only able to be given to someone if they've had a worse day than you and you've made it even worse, or by traveling to the Eternal Storm in Elysion and releasing it there. They've proven to be amazingly resilient to all but the most powerful of magical dispellants.

Not for common sale

Psychic Paper

This blank piece of paper is a free pass to anywhere you want, so long as they believe it. It can appear to be any type of credentials you desire. The details are filled in within the minds of the reader, however it will appear consistent to multiple readers. This is a [MENTAL] effect.

750 IU

Riftwisers

These discs have different colored sides - one black, and one colored the Rift they're attuned with, and can only be created at the Rift they're attuned to. The side that is closer to the Rift will always be that color, and the black side will always be away from it. The colored side will increase the richness of it's color the more centered it is on it's associated rift. Experienced airship crew will have a complete series of these, and can look at all over the Rift indicators to know exactly where they are once they've traveled enough.

100 IU

Robotic Stilts

These extremely well crafted poles, made in the realm of Law, raise your height to Height 1. Once you fall a few times it's very natural to move around with them like they were your normal legs.

250 IU

Rope of Binding

This rope, when knotted, resists most attempts to break or escape from loops made from it (however sloppy), forcing a DC roll to escape. The DC depends on the potency of it's magic, ranging from 10-25.

10*DC IU

Shrieker Balls

A metal sphere with many uneven circles engraved into it's surface. Upon touch, it's humming. If violently jolted, it emits a loud, shattering screech that destroys glass and crystal within earshot.

125 IU

Sonic Multitool

There were once thousands of these, until the factory that made them went out of business - now they're very scarce to find. This curious wand, instead of a magical charge, has a series of dials that adjust themselves based on your thoughts. It allows you to attempt to unlock or lock physical, magical, or technological locks, or read data from devices, as if by magic, at range 6, instead of range 0. It also provides a +2 Item Bonus to Lockpicking.

350 IU

Stealth Suit

This slippery, sleek, skinsuit seems sort of see-through. When worn without armor, it gives an Item Bonus +2 to Sneaking.

150 IU

Stimulator

This metal tattoo attaches to the flesh of its wearer. It's mostly sticky, and peels on and off with some effort. While attached, this delivers a constant influx of vital energies and alertness, reducing the amount of sleep its wearer needs by 75%. The designs of the tattoos vary, many are utilitarian, but the tribes of the Wilds use them as a clannal identifier sometimes.

500 IU

Stuffsack

This sack can hold all of your stuff, because it's bigger on the inside. Isn't extradimensional storage neat?

200 IU

Swiss Army Knife

This versatile tool contains the perfect tool for what's at hand, as long as the tool is smaller than a finger. If the tool will work despite its small size, you gain a +2 Item Bonus to a role that uses that tool.

100 IU

Telescope

You can see really, really far.

100 IU

Tunneler

At the base, these are large drills that bore through material. They come in more potent, focused versions that are keyed to certain materials, such as stone or metal. If keyed to a material, these magical

drills can clear a solid hex a minute of that material, far faster than the usual rate.

200 IU

Universal Changer

Typically set into the form of a glove with the active side outwards, this item comes in two versions. The much rarer one allows you to change anything into something, the other allows you to change something into anything. The "something" is defined when the item is created. Classic examples include anything to gold, or a frog into anything.

Not for common sale

Vacuum Suits

These bulky, completely sealed suits allow its wearer to survive in places with no atmosphere, such as extradimensional space, and ignore the existing atmosphere, such as a poison air cloud or underwater. Common models simply have a limited air supply, but magical ones generate enough to sustain its wearer indefinitely.

200 or 400 IU

Vault Key

The Royal Bank of Astoria's Vaults use highly secure extradimensional storage, that cannot be accessed without the key. A Vault Key allows you to withdraw or deposit items into or from your extradimensional vault from any location with a short, minute long ritual, and are magically coded to only be usable by you. Procuring one is an exclusive process of the banks that requires an in person visit and an attuning process, as well as a hefty deposit.

Not for common sale

Wand of Light Healing

This wand, when applied to a person, can heal that targets HIT POINTS by their level each minute. While adventurers often have many personal means of picking themselves up after a fight, this one can work on NPCs and wounded civilians you run across, as well.

100 IU

Warner Stone

This plain stone is enchanted to glow when something within 20 hexes of it is present. They can be utilitarian, for "clean water", warning, for "fog", or more danger specific such as "kobolds are nearby." The nature of the enchantments require that the condition to be very precise, "monsters" will not work but "carnivore rats" will work.

150 IU

Depletable Trinkets

The items listed here are not comprehensive, and the availability and costs are merely starting suggestions. The GM should feel free to recost, ban, or add new items as appropriate to better suit their cam-

paign.

Depletable Trinkets are basically trinkets that have limited uses or work once and then are consumed.

Name	Effect	Cost
Antidote Dose	Counters Poison	50*modifier
ArrowMail	Delivers message	10
Barrel of Snakes	A swarm of snakes	25
Demolition Charges	Explode to clear terrain	25
Earworms	Can only hear a specified tune	10
Eternal Lock and Key	One-time unbreakable lock	50
Fire Sphere of Persistent Light	Light up an area	10
Grey Goop	Repair an item	10/lb
Headband of the Wise	Temporarily gain a Knowledge	100
Inflammable Wand	Put out fires	50
Instant Campfire	Instantly create a roaring campfire	25
Instant Castle	Instantly create a castle	**
Instant Hut	Instantly create a hut	100
Instant Oxygen Chips	Fill a container with fresh air	1/min
Instant (Almost) Tree	Quickly create a Tree	50
Invisible Grease	Make a wall clear	60
Kindler	Raise someone from the dead	**
Litmus	Tell if someone is lying or truthful	50
Long Lasting Trail Rations	What it says on the tin	10
Master Key	Unlock a single lock	50
Masterwork Components	+2 bonus to select roles	100
Monocle of Apparent Reality	TELEPORT once	25
Parachute	Slows your fall	25
Perfect Paint	Paint exactly what you had in mind	50/gallon
Permanent Paint	Unremovable paint	75/gallon
Pocket Trap	Seal a fallen foe	50
Poison Dose	Weaken a targets attributes	25 × <i>modifier</i>
Recall Token	WARP to the designated area	25
Scroll of Historical Identification*	List the history of an item	100
Smoke Grenade	Cover an area in smoke	10
Stone Solvent	Dissolve stone	50/ounce
Universal Solvent	Dissolve anything	200/ounce
Water of Eternal Youth	Gain youth back	**

** These items are not normally available for purchase, and must be attained by other means.

Antidote Dose

25 IU.

Reverses Poison Dose effects at the antidotes strength (+1 to +3).
50 × *strength* IU.

ArrowMail

This very accurate messenger arrow does no physical damage, but receiving one is a pain nonetheless. This arrow is enchanted to always hit it's named target from no matter where in the world it's fired from, and can carry a wrapped message or something up to several ounces in weight. They explode into confetti after hitting their target.

10 IU.

Barrel of Snakes

This barrel, when open, has snakes peeking out from it, but not escaping from it. If the barrel is broken or destroyed, the snakes escape and cover the floors of an entire building.

Demolition Charges

Artificers make them, therefore they explode! They can be used to destroy destructible terrain within a radius 2 aoe, or destroy one hex of non-destructible terrain. When used as part of a trap, they do damage according to the Evoker table by level (see the monster ability section, and yes, this means give them a level if they're going to be used against a creature), and creatures caught in them are deafened until they make a successful Recovery Roll at dc10+charges level, or the damage received is fully healed. More potent charges have a higher level. They are built with several safeguards; they take a minute to set and arm; and another minute to detonate.

25 IU.

Earworms

They go in your ears, and block out all sound except the tune they provide. Used as implements of torture or therapy, depending on the tune.

10 IU.

Eternal Lock and Key

This lock comes with a single, matching key. When placed, this lock is unbreakable and cannot be shattered or removed. When unlocked by its matching key, both lock and key disappear in a puff of vapor.

50 IU.

Fire Sphere of Persistent Light

A small orb that roils with the color of red. When crushed, it shoots straight up, and creates an enduring globe of illumination high in the sky that can be seen by anyone while it lasts, which can be designated by the user for up to an hour.

10 IU.

Grey Goop

An artificer standby, this goop repairs any mundane material by matching and turning into it, at an equal mass exchange.

10 IU per pound.

Headband of the Wise

Designate a role, this is permanent and decided when the item is created. When put on and tied, the wearer may use this role for knowledge for the space of an hour, after which it is merely a normal headband.

100 IU, worn.

Inflammable Wand

This specialized wand holds charges that put out fires. It can put out six hexes worth of fire before it is expended, at range 12.

50 IU, wielded.

Instant Campfire

When unactivated, it is a pouch the size of a fist. When you sprinkle water on it, it instantly turns into a full-sized roaring campfire, with enough logs and fuel to last through a night. Smores not included.

25 IU.

Instant Castle

When unactivated, it is a seed the size of a fist. When you sprinkle water on it, it instantly turns into a full-sized castle that can serve as a Headquarters. Magical servants to run it not included.

Not for common sale

Instant Hut

When unactivated, it is a pouch the size of a fist. When you sprinkle water on it, it instantly turns into a full-sized cabin, large enough to hold six. Instant Campfire(tm) not included.

100 IU.

Instant Oxygen Chips

A blue pill the size of a breath mint. Instant air, just add water - it provides five minutes of oxygen if bottled. Often paired with underwater apparatuses.

1 IU per Minute's Dose

(Almost) Instant Tree

This miniature tree, when planted as a major action in suitable soil, turns into a full sized tree the same type as the miniature over the space of three rounds.

50 IU

Invisible Grease

It comes in a vaguely fist shaped blob and smelling of chicken. When rubbed against any solid wall, it renders it transparent.

60 IU

Kindler

When placed upon the body of the dead, it can be lit to rekindle the soul that normally resides there, and removes dead. These are normally made from rare and expensive materials - their availability is not guaranteed, and up to the GM.

Not for common sale

Litmus

When asking a question of someone, you may crush this cube the size of your thumb during their answer. If they lie when they answer, the cube is hot when crushed. If they tell the truth when they answer, the cube is cold.

50 IU

Long Lasting Trail Rations

A little goes a long way - these very bland food wafers, consumed at an appropriate pace, can last for months.

10 IU

Master Key

This key can open any mundane lock, once. It snaps once used, leaving its remains jammed in the keyhole until cleaned out. 50 IU

Masterwork Components

These high quality ingredients and components give a +2 Item Bonus to one task performed with them, and are set to a specific role.

100 IU

Monocle of Apparent Reality

When looking through this, you can see yourself as if you were on another hex. If you blink while looking at that hex through this monocle, you TELEPORT to that hex, and the monocle is destroyed.

25 IU

Parachute

When deployed, this spider-like magical webbing significantly slows your fall. You can descend as if you had Hover.

25 IU

Perfect Paint

This brush and bucket paint exactly what you had in mind, whether or not you're any good at painting.

50 IU per gallon

Permanent Paint

This liquid is impossible to clean up without universal solvent, and comes in all colors. Popular for graffiti.

75 IU per gallon

Pocket Trap

This extradimensional space serves as a one-time catch and release prison, commonly used by the local law to capture defeated prisoners. This does not work on someone who can resist it, a target must be WOUNDED. Once engaged, it slowly forms a magical energy cocoon that engulfs it's target, and then dematerializes. If this is interrupted, poked, moved, or interfered with at all, it collapses. If you use this item in combat, it takes two rounds to work. It can be activated again after catching a target to release them.

50 IU

Poison Dose

A single dose of poison can weaken it's drinker, with varying effects. Typically, they reduce the drinkers targeted Attribute by the strength of the poison (-1 to -3), and can only affect a target once per

day. Anything stronger than that is typically an Ability, as more potency in speed or strength as to be combat capable is better represented there. $25 \times \text{strength IU}$

Recall Token

This septagonal disc, the size of a hand, always shows a picture of where it will transport you to on its faces. If you snap it while holding it, you WARP to the area it designates. If you merely bend it, you get a sense of the weather and conditions of where you're going to WARP to.

25 IU

Scroll of Historical Identification

When laid upon an item, this empty scroll fills itself with text about the history of the item it is placed upon, its previous owners, historical significance, where it was created and by whom, and where it has traveled. Sometimes they just spontaneously catch on fire instead, though.

100 IU

Smoke Grenade

By tossing or placing the smoke bomb, it fogs up the area over two rounds into a radius 2 cloud of smoke, that grants concealment to everything within it's effect. It dissipates in three rounds.

10 IU

Stone Solvent

This liquid can dissolve natural stone, as a lesser concentration of Universal Solvent. It is often used for decorating stone by etching it directly.

50 IU per ounce

Universal Solvent

This liquid can dissolve anything physical, and can only be transported by an immaterial container made of magical energy. It only comes in small doses, apply carefully.

200 IU per ounce

Water of Eternal Youth

When drunk, this makes someone physically younger by one year per potion. Don't overdose. Not for common sale

Chapter 8

Capstones

When a character reaches level 14, instead of gaining a new facet in a TRACK, they gain a capstone. Capstones are abilities of immense power.

Capstones

Name	Description	Type
Alacrity	Take extra actions each round.	Varies
Beast Mode	Gain monster abilities	Varies
Displacer Field	Teleport nearby enemies	Defense
Flying Brick	Fly, punch hard, and resist damage	Mixed
Healing Factor	Regenerate constantly	Defense
Innately Superior	Gain an extra innate track	Varies
Legendary	Blast things with energy	Offense
Omega Barrier	Gain a forcefield	Defense
Omniscient	See everything	Defense
Reaper	Become an avatar of death	Offense
Ryleh's Favor	Summon C'thulu	Offense
Shock Troopers	Receive a stream of backup	Offense
Spatial Mastery	Warp everywhere	Mixed
Timestop	Freeze time	Varies

Alacrity

Act with amazing alacrity.

You may take an additional minor action each round. Twice per encounter, no more than once per round, you may take an additional major action.

Beast Mode

RAWR

Pick a non-unique innate monster ability, two monster tacticals, two non-unique monster major actions, and a non-unique monster minor action. Each round, you may elect to use the mook form of one of one of your monster majors or your monster minor for free or forgo it. If you forwent it last round, you may use the full form of one of your monster major for free instead. Pick an attribute. You may use the in combat use of this attribute for free once per round.

Displacer Field

There and here and everywhere.

At the beginning of each enemy's turn, if that enemy is within 6 hexes of you, it is **TELEPORTED** to a random hex within 6 hexes of you. To quickly select the new position; roll a d6 for the direction,

and another d6 for the distance. 8 times per encounter, when an enemy within 6 hexes of you would go to attack you or an ally, you teleport that creature 1d6 hexes in a random direction. They have a 50% chance to get their attack in before you **TELEPORT** them, if they fail the attack is negated. If the attack is [O]verwhelming, it requires 2 uses of this ability. Every round, you gain 2 more uses of this ability. If the attack would drop you and you have remaining uses, you may use additional uses to roll again. **Refresh:** You may use a **REFRESH** to gain another 2 uses of this ability.

Flying Brick

Faster than a falcon, and tougher than a tank.

You gain flight, and may ascend with no penalty. You are **ENERGIZED** 12 at the beginning of each of your turns. Whenever you damage an enemy while you have **ENERGIZED**, they begin **BLEEDING** 8 and are **DIZZY** 3. You gain 48 **RESISTANCE**. You take no damage from using smash through, and are immune to [SICKENING], **DIZZY**, **BLEEDING**, and **BURNING**. **Refresh:** You may use a **REFRESH** to gain 12 **RESISTANCE**. **Shrug Off[C]:** As a **COUNTER**, You may reduce the damage taken by C.

Healing Factor

Can't keep a good bub down.

You have 48 extra HIT POINTS, and regain 12 HIT POINTS each round, even while WOUNDED. If this would heal you above max HIT POINTS, the excess becomes ENERGIZED. You cannot die from HIT POINTS damage, though more negative HIT POINTS still takes longer to heal from. You may remove a lesser restorable condition each round when this triggers. You are immune to [FEAR]. **Counter**[C] : As a COUNTER, you may gain a BOOST as you allow the attack to land and give yourself an opening.

Innately Superior

Better than the rest.

You may pick a second innate TRACK that you do not already have and gain all of its benefits. You do not get perks from this TRACK unless your current Track does not grant a perk at that facet. Every round, you gain a REFRESH. This may be applied to either innate track.

Legendary

Every round you may use a legendary ability. Twice per encounter you can use an extra 2 legendary abilities in one round. You gain access to the following legendary abilities.

- Deal 6d4 damage to all enemies in a radius 2 burst within 12 hexes. These enemies are STUNNED unless they succeed on a defense roll.
- Create a pillar of energy within range 24 that has infinite height and damages everything in it's pillar for 18 damage and makes them DIZZY 2.
- Gain a RIDER that deals 12 damage and FORCES the target 3 hexes in any direction.
- Deal 6d4 aoe damage to every enemy within 2 hexes, and either FORCE them to move adjacent to you or FORCE them 3 hexes away from you.
- Become ENERGIZED 12 and gain 6 speed
- Gain 12 BARRIER HIT POINTS and negate the next lesser condition you would take.

Omega Barrier

Engaging Giant Forcefield!

You gain 48 BARRIER HIT POINTS at the start of each encounter, and 12 BARRIER HIT POINTS at the beginning of each round. Enemies must spend an additional STEP to move into hexes within radius 3 of you. Additionally, while you have BARRIER HIT POINTS from this effect, you are immune to SLOW, STOPPED and FORCED movement. **Refresh**: You may use a REFRESH to gain 12 BARRIER HIT POINTS.

Omniscient

You see everything. Yes, everything. Yes, including the other side of the world.

You may know the TRACKsand level of every creature in the encounter when knowledge checks are rolled, have an unlimited range SCANNER, and LINE OF SIGHT to everything. Yes, everything. Four times per encounter, you may automatically dodge an attack against you. It requires 2 uses of them to block an [O]verwhelming attack. You gain another use of this each round. **Refresh**: You may use a REFRESH/ to gain another use of this ability.

Reaper

The bell tolls for thee.

You start each encounter with 48 reaper points, and gain 12 reaper points each turn. Whenever you deal damage, you can spend an equal number of reaper points to double that damage. Any BLOODLUST you gain can become reaper points. You may also spend 6 reaper points to negate your target's COUNTER. You can phase and hover, are immune to [FEAR], and gain all of the reaver features.

Ryleh's Favor

Third time's the charm.

You open a rift to eldritch realms at the beginning of each combat. This allows Cthulhu to be placed on the board. He is large and cannot be harmed or hindered, and will destroy any destructible terrain he moves through. He can do 18 [MENTAL] damage to a target within LINE OF SIGHT, or STRIKE all enemies within 2 hexes of him for 14 damage. He moves with speed 6. If you are WOUNDED, he is desummoned and the hexes he is in are rendered impassable for the encounter. Targets damaged by him are [FEAR] DIZZY 2 for 1 round. Twice per encounter, he can seize control of an enemy, forcing them to use a major action as he decrees. This does not take up the action from their turn. This is a [MENTAL] effect that bypasses [MENTAL] immunity.

Shock Troopers

Chaaarge!

Start an encounter with two SUMMONS with 12 HIT POINTS each. Each knows two mook major abilities (pg. 255). They also have one ability from the monster tactical list (pg. 267). At the beginning of each of your turns after the first, there is a 50% chance that your SUMMONED creature disappears. If it does not, the summon can move up to 6 hexes and use one of its mook major abilities. Every other round, you gain an additional SUMMON, as above.

Spatial Mastery

Punch them into next door.

All movement you make is WARP. Every round, you gain a RIDER that deals 15 damage on a hit, half on a miss. If it hits, it inflicts BLIND 1 and BURNING 8 and can WARP the target 3 hexes in any direction. Four times per encounter, when attacked, you may WARP

3 hexes and have the attack completely miss you. If the attack is [O]verwhelming, it requires 2 uses of this ability. **Refresh:** You may gain another use of this ability.

Timestop

Time waits for no man, except for you.

Once per encounter, you can instantiate a timestop. During it, you get 4 moments. You can use a minor ac-

tion for 1 moment, or a major action for 2 moments. You can prime actions, but cannot use any action that affects someone other than yourself. You can also spend twice your speed in STEPS without provoking. You may use innate abilities as if two turns passed if they do not target others. Once per round you gain 2 time freezes. You can spend a time freeze to give an ally a 50% DODGE CHANCE against an attack by freezing the attacker momentarily. If this is [O]verwhelming, it requires 2 time freezes.

Chapter 9

Combat Mechanics

Allies and Enemies

Allies are people on your side of the combat, enemies are people you are fighting against. You are your own ally. You can treat an enemy as an ally if they allow you to do so.

Attacks and Defenses

Attack Rolls are $1d20$, and succeed on a 9+. These are used for attacks that are dependent on the attacker, such as weapon attacks. An ability that says 'on a hit' or that specifies using a STRIKE requires an attack roll. They always hit inanimate objects.

Defense Rolls are $1d20$, and succeed on a 13+. These are used for attacks that are dependent on the defender to react, such as avoiding the center of a fireball. Inanimate objects always fail a defense roll.

Abilities that do not have an attack roll or an attack value automatically hit.

If an ability would deal a fractional amount, such as after a half on miss effect, round in favor of the players.

The Basic Attack

Even when you don't have access to your awe-inspiring powers, or perhaps you just wanna go easy on someone, everyone can throw some basic haymakers. The Basic Attack is a default attack that anyone can do, even if it's just with their fists, but its better with a weapon. This is a basic ability that does not grant weapons at character creation.

The Basic Attack is a major action to make two STRIKES that deal $(4 \times C) - 1$ damage. **BOOST:** +4 to hit.

It is a [W]eapon ability.

Hit Points, Wounded, and Death

HIT POINTS (HP) represent a combination of your ability to mitigate attacks, endurance, and will to keep fighting, as well as raw ability to absorb damage and keep going.

If you are reduced to 0 HIT POINTS, you are WOUNDED.

A WOUNDED character is too hurt to fight. WOUNDED characters can still be conscious, but are unable to take actions or maintain abilities. Their Target Priority is set to Lowered, and their Target Priority cannot be raised above that while WOUNDED. A WOUNDED character cannot be healed unless the ability specifies otherwise. You can continue to take damage after 0 HIT POINTS to put you into negative HIT POINTS - if you reach your negative maximum HIT POINTS, you are dead.

Mooks and SUMMONS do not have a WOUNDED status; if they would become WOUNDED they are instead dead.

By default, remaining HIT POINTS are known to all participants in the fight- if playing on a virtual board, enemy health bars would be visible, if playing in person, the players or GM can ask at any time 'What is that target's remaining HIT POINTS?'

For the GM: Transparent HP and fudging

Transparent HIT POINTS reduces the fudge ability on your part - but if the fight is a foregone conclusion, read the End of an Encounter section and consider declaring victory early!

Dropped

When you are reduced to 0 HIT POINTS and are unable to fight, you are dropped. This term covers characters being killed, WOUNDED, or desummoned.

Lethal vs Nonlethal

There is not a difference between lethal and non-lethal damage. Against regular foes, there is no accidental death; as it takes some significant effort to move a foe beyond WOUNDED to Dead. Mooks and SUMMONS are foes more frail, and you can choose whether to kill or wound them when defeating them, depending on if you take BLOODLUST from their defeat.

Bloodlust

If you make an attack against a single target, and that attack reduces them to dead, you gain an

amount of BLOODLUST equal to the you dealt above what was required to kill them. BLOODLUST functions like ENERGIZED . If you choose to gain BLOODLUST from defeating them, SUMMONS and mooks are killed at 0 HIT POINTS. If you choose to not gain BLOODLUST , they are WOUNDED at 0 HP. Twice per round, when you gain BLOODLUST , if you have at least $2 \times C$ BLOODLUST , you can lower BLOODLUST by $2 \times C$ to make a SURGE.

Last Stand

Once per encounter, a single PC in the party can resist incapacitation. If that PC would be reduced to below 1 HIT POINTS in an encounter, they are instead at 1 HIT POINTS and cannot be damaged further and have lowered target priority until their next turn. Furthermore, their target priority cannot be increased in any form until their next turn, nor can they use any abilities that force themselves to be targeted.

Action Types

Unless otherwise stated, you're free to take your available actions in whatever order you chose. For example, you can move two STEPS, make your minor action out of provoke range, spend two more STEPS, make your major action as an attack versus a target, then spend your last two STEPS to advance towards your next target, if you wish.

Your major and minor actions aren't substitutes for each other at a different speed. They are levels of power, not an abstraction of time, and are assumed to take the same speed. As such, you cannot substitute one action for the other. A free or immediate action is certainly quicker, however.

Major

Major actions are your dominant action for the round - they're your biggest effect or most significant thing during a round. Major actions do more damage than minor actions and often have more powerful effects within the same role versus other action types.

Major Tracks generally use your Major Action. Other things that use your Major Action are:

The Run action (See movement below)

Converting your Major action this turn to a Primed major action.

Minor

Minor actions are your standard secondary action for the round - they're your extra bang, a heal on the side, or a quick barrier. Minor actions can often do the same things as major actions but at a lesser scale.

Minor Tracks generally use your Minor Action.

Free

Free actions are instant, non-costed actions that represent a very, very small investment of time or low importance.

Innate Tracks generally use free actions for activatable abilities.

Movements

STEPS are used for general mobility and sub-actions that are too small to be a regular action, but take enough that they're not a free action. They can be used individually - one STEP at a time, or all at once. Each STEP spent sequentially without another action interrupting it is a set of movement. By default, characters have a speed of 6, so they gain 6 STEPS each round.

STEPS can be used to move 1 hex per one STEP into normal terrain, and 1 hex per 2 STEPS for difficult terrain. You can move through a hex that is occupied by an ally, but not stop on it. You cannot enter a hex that is occupied by an enemy.

Movement that does not provoke REACTIONS is a DASH.

If you need further movement, everyone has access to the Run action:

Run - As a Major Action, all your movement this round is a DASH and all STEPS spent to move are worth double.

Other things that use STEPS are:

Jump (see (pg. 235)) (varied)

Change wielded weapon (1)

Draw a weapon without one wielded (1)

Defensively swap wielded weapon from a melee weapon (3)

Cancel PRONE (varied)

Immediate Actions

Immediate Actions are actions that can happen anytime, not just on your turn. Immediate actions are not their own actions - they are a major, minor, or free action. If an Immediate action uses a major or minor action, it sacrifices your next action of that type on your next turn unless you're Primed. If you have a Primed Action available you may instead expend the Primed action instead of losing the action from your next turn. You can only sacrifice your next turn's action once per type of action. If you use an immediate action during your turn, it cannot consume an action from your following turn, and can only use a primed action if its in response to an attack .

Per Attack Effects

While not exclusive to immediate actions, some effects trigger for or against a specific attack. This specific effect has priority over more general effects. For instance, if you gain a BOOST on a specific attack, that BOOST would apply before any normal BOOSTS you happen to have. BARRIER HIT POINTS against a specific attack would be depleted before any normal BARRIER HIT POINTS, etc.

Primed Actions

Primed Actions are prepared actions 'primed' to spring on an instant's notice. Like Immediate actions, Primed actions are not their own - they are a major or minor action. You may only have one Primed action of each type at a time and can normally only be used to fuel Immediate Actions.

Seek Opening

You prepare yourself to wait for a safe moment to make a clear strike. You may delay your turn when you do not have an enemy in range that you can attack without provoking with any of your available weapons, that is not behind concealment. If you delay your turn, you may only delay your turn until you can make an attack an enemy outside of concealment without provoking. If this would require you to swap weapons, you may spend the necessary STEPS from your next turn. If you delay after that, lose the delayed turn. If you delay until your next turn, lose the delayed turn and take your next turn as normal. You cannot use a [H]eavy ability on a delayed turn. If the ability would move you or an ally from their current hex, that ability cannot be used without suspending that part of that ability. that melee weapon against If you are wielding a melee weapon when taking your readied action, you can make an attack with someone attacking you with a melee weapon even if their melee range exceeds yours.

Readied Actions and untargetable enemies

Readied actions can be used to counteract a wide variety of enemy tactics. If they are doing anything to keep themselves from being targeted easily, whether it is stealth, a smoke-screen, or just running behind a handy wall, readying an action to attack them when they are exposed can be a huge benefit.

Attribute Actions

Attribute Actions are free actions on your turn that are specific combat uses of your 5 Attributes.

You can use each once per encounter per value of the Attribute. For example, if your Understanding is 2, you can ask two questions. If your Finesse is 3, you can get up to six extra STEPS per fight.

Social: You can use your Social attribute to raise or lower your target priority for one enemy by 1 until the start of your next turn. If you raise it; you can take a SURGE on someone who violates this target priority. If you lower it, you get a 25% dodge chance if they violate this target priority.

Toughness: You can use your Toughness attribute to use a free Combat Maneuver against an enemy in your melee range.

Understanding: You can use your Understanding attribute to ask one piece of information about one target on the field within LINE OF SIGHT. It must be a yes or no question; or it must be a question who's answer is a specific ability or Track. If you ask about their major or minor action options, you can learn

about up to 2 actions in the corresponding category with 1 use.

Finesse: You can use your Finesse attribute to gain 2 STEPS. This ability is [H]eavy.

Focus: You can use your Focus attribute to avoid provoking a REACTION. It only stops 1 REACTION from 1 enemy at a time, and only works for 1 action or 1 hex of movement. If multiple enemies threaten you, you may spend multiple focus to guard against each one.

Battlespells

You can only use one battlespell per round. To cast a battlespell, you must be stopped for one turn. If you did not take damage before your next turn, you get the listed effect. A creature can use a use of Understanding to learn what battlespell is being cast. Certain abilities, such as battlespell feats, require a successful battlespells cast but without such abilities they do nothing. You declare what use the battlespell will have before casting it, though it is not known to other creatures without the understanding spend.

Reckless Strike

Anyone may become OFF GUARD in order to gain a BOOST. You may not use this while OFF GUARD.

Windup

A character can also choose to windup their attack. If they do so, they do not gain the effect of their action immediately, and instead get to use it on their next turn. If they were not attacked in between winding up their attack and it activating, the attack ignores COUNTERS. If you were attacked, you still get the action, but it does not ignore COUNTERS. You must take the wound up action before using the corresponding action for the new round.

Combat Encounters

A Combat Encounter (commonly referred to as just an Encounter) is the big fight, the inevitable altercation, the bit of time where seconds count in the scale of mortal peril, and every split-second decision feels like an eternity, but when it's over, it's only been a minute or two. It's also known as Combat Time where turns and order have extreme importance.

Initiative

When it comes to who goes first in a fight, it goes to those who boldly seize the initiative. Whoever acts first, by initiating a fight with a Combat Action ("Enough of your words, I'm going to stab you now!"), goes first. Combat actions include the usual direct attacks, but also include combat-grade buffs, such as charging a shield, or taking a potion to increase your combat effectiveness.

Teams will have a designated First Turn Character - if a combat encounter is initiated and the PCs don't

have time to prepare, that PC will get the first turn on their team.

In case of a lack of a decisive first action, (“Both of the teams juggernauts charge at each other at the same time!”), a coinflip determines who goes first.

Turn orders are alternating between teams, PC → Enemy → PC → Enemy → etc, until there is only one team left.

If the teams are of uneven size, the leftover turns for the larger team are folded into current turns for the larger team, adding to the lastmost turn with the smallest numbers of creatures acting.

5v3 example: BaBBaBBa.

4v14 example: aBBBaBBBaBBBBaBBBB.

4v4 example: aBaBaBaB.

At the end of their turn, the character who's turn just ended declares which of their allies goes next, on their teams next turn. This declaration is how you indicate your turn is over. They cannot select someone who has already acted this round, unless they are the last person on their team, in which case they pick who goes first next round. Once all participants have gone once, that ends the round and starts a new one.

Ambushed!

If there is a Surprise Round, determine who can act in the surprise round. Ambushers and characters who can act in the surprise round do regular initiative declaration, and characters who cannot are placed at the end of the initiative order, who do their own regular initiative declaration.

After the Surprise Round is over, proceed to determine regular initiative, and then proceed as a regular encounter.

If you use a non-combat TELEPORT, such as from a trinket or Perk, any NPCs or PCs already on site can choose to start the encounter while the other party is TELEPORTING in, and Ambush them.

Fatigue

FATIGUE can be invoked during a fight to bring it closer to an end when a winner is not yet clear. Typically, Round 5 is a good time to invoke it for normal fights, however each encounter is different and it may be invoked earlier or later as dramatically appropriate or necessary. A long running boss battle will want this to be invoked much later, or perhaps never, for example. If no side is making meaningful progress on damaging the other, FATIGUE should be invoked.

Once invoked, FATIGUE will start appearing on all combatants at the start of their turn. This will start at FATIGUE 1, and increase by that 1 per turn, up to a maximum of FATIGUE 12.

FATIGUE X: The first time each round a creature with FATIGUE takes damage, it takes additional damage equal to $X \times 2 \times C$. This does not remove the fatigue.

FATIGUE makes combatants affected by it take extra bonus damage when hit, and cannot be removed except by the end of an encounter recovery.

FATIGUE represents the initial surge of adrenaline and instant reaction times, and those reaction and

energy levels being unsustainable over time. All combat abilities and activated abilities from TRACKS are assumed to have some hard edge of focus or drain that prevents them from being used continuously without FATIGUE.

If you have reached FATIGUE 12, you are too drained to further use combat abilities or activated abilities from Tracks.

Implied Ability Durations

Tracks are made with encounter-length abilities in mind. They may grant a bonus that has no explicit duration, or let you do something with no restriction on its frequency outside of its action cost. This does not mean they last indefinitely or that it can be used nonstop without breaking a sweat. It only means that they last long enough that you don't need to worry about it within an encounter, but not much longer than that. Unless otherwise stated, abilities from tracks cannot be used repetitively outside of combat. There may be use limits, it's too exhausting or costly to perform without a good reason, or whatever reason the player or GM feels is appropriate. (Using combat abilities outside of combat too much is a good reason to start accruing FATIGUE !) Anything that says you begin an encounter with it implies that it can be replenished between encounters, such as when taking a quick rest. This does not mean that there is some in world meaning to being in an encounter vs. outside of it, it is a convenience for running the game.

The End of an Encounter

End of encounter recovery is something that every PC does at the conclusion of a fight. Whether they have a medical kit that takes time to apply, they take some time to channel passive magic into a healing spell, a refreshing martial arts technique, or mixing together a healing brew for the party, they have a way of getting back up and brushing themselves off, ready for the next challenge!

This need not be an item they have on them or an ability - this is something any PC can do because they're PCs, how they express it is up to the PC.

This takes one minute of uninterrupted rest for every point of FATIGUE you have, plus an additional minute. If you are interrupted early, each full minute of rest prior to the interruption reduces FATIGUE by 1, but does not restore any HIT POINTS or abilities. Any interruption should be considered a continuation of the previous encounter.

The PC party will remove all Conditions except Death, or conditions that explicitly last beyond an encounter, and heal back to full HIT POINTS. All their per-encounter abilities will recharge. Any expendable resources granted by a track refills to full.

Generally, this applies to NPCs as well. Whatever sort of medical aid the PCs possess will heal most HP-based maladies, thought maladies that are not HIT POINTS based still need someone with the correct Role, such as Doctor or Healer.

Surrendering and Lame Duck Considerations

If a fight is deemed unwinnable by one side or the other, surrendering or otherwise cutting short to the foregone conclusion is okay! The Stuff of Legends fights are supposed to be interesting and matter, if it gets to a point where you're just going through the motions, consider a victory or defeat declaration as an alternative to dragging it out.

GLORIOUS VICTORY!

You won! Awesome!

The bloody struggle is over, and you are the ones still standing. You have an opportunity to decide what to do with the opponents. Are you going to capture them? Kill them? Leave them lying there? Steal their money? Pin a warning to their shirt? Deliver them to their boss's doorstep? Or something else entirely? Whatever you choose, they won't forget how badly you just trounced them.

HUMILIATING DEFEAT!

Defeat doesn't have to mean death. The PCs can be taken prisoner, traded for other prisoners, or may be bound to a service or act. PCs are powerful tokens - killing them can set back a PC's efforts, but they oftentimes have options that mean death or severe wounding is less a setback to them as to other people in the world, and savvy antagonists will recognize that. Trading a captured PC or party back to their sponsor in exchange for a prisoner trade or a significant boon can be more valuable to the antagonist than forcing a fatality. Likewise, a PC bound to perform a service or act for the victor is a powerful servant that often outperforms the 'usual help' an antagonist can get. This is hardly a complete list - a savvy GM or player will use these to great effect or create new defeat guidelines, as well. And, of course, defeat can still mean death.

Attack Actions : Strikes, Surges, and Charge

Attacks

An attack is any action that targets an enemy. If a character has multiple actions that can attack the same enemy, treat each major, minor, and SURGE action as it's own separate attack action.

Strikes

STRIKE are attacks that require an attack roll, such as weapon attacks or eye lasers. They are listed as "Take # STRIKES". If a single action grants multiple identical STRIKES, treat them as Pool Attack.

Pool Attacks are attacks are made in a pool of attacks - order doesn't matter. Roll all attacks at once, and the number of hits are multiplied by per-hit damage.

Statuses, RIDERS, and other conditions that are contingent 'on a successful attack' made during

an attack take effect after the attack pool is resolved. If a Pool Attack is [O]verwhelming, the entire pool must be aimed at a single target to keep it's [O]verwhelming tag. While it is permissible to split your attacks against multiple targets, keep in mind that this will have a disadvantage in that you will hit multiple COUNTERS. Use judiciously.

SURGES

SURGES are bonus abilities that can be used in certain circumstances. They can be used as a REACTION, such as exploiting a provoked opportunity, and some Tracks will grant uses of the SURGE.

Charge Attack

Melee weapons can use their momentum as part of their attack. Once per turn, as part of making a melee attack, you may move six STEPS above your usual movement before making an attack. If you do so, you cannot move after completing your charge, and you must consider every target you could move to and attack with the charge movement when resolving target priority.

Resolving an Attack

This is the sequence of events when someone attacks someone else, whether it involves an attack roll or not. If all elements, such as dodge chance, are not present, this can be streamlined.

First, the attacker declares their target. Any immediate actions against this attack are used, unless that action specifies otherwise. The target may then choose to activate any DODGE CHANCE they have that is not from a COUNTER. If the DODGE CHANCE succeeds, the attack does nothing, the attacker keeps their BOOSTS and PENALTIES, and the defender does not activate any COUNTERS.

Then the attack and COUNTER happen, even if one of the characters is dropped in the exchange. COUNTERS apply whenever the attack is capable of doing hit point damage, even if the attack misses. If the defender has more than one COUNTER, they pick which one to use.

If the COUNTER is a DODGE CHANCE, it is rolled. If it succeeds, the attacker keeps their BOOSTS and PENALTIES, and the attack is negated.

If all of the DODGE CHANCES have failed, the attack goes through and the counter is applied, and any BOOSTS or PENALTIES used by the attack are consumed.

Summary:

1. Declare attack
2. Immediate actions
3. Dodge chance
4. Pick counter
5. Dodge chance counter
6. Attack
7. Other counters

When neither immediate actions or DODGE CHANCES are being used, this can be simplified to

1. Declare and roll attack
2. Apply counter.

Combat Maneuvers (CMs)

Everyone can hit something, but these are advanced techniques that are also available to some for more technical and robust strife. All CMs allow the target to make a defense roll to negate their effect, and occur in melee range unless otherwise specified

Trip

A successful Trip makes your target PRONE.

GRAPPLE

A successful GRAPPLE attempt makes the target GRAPPLED by you.

Push

A successful Push FORCES your target one hex in any direction, and you can move with them if you choose.

Hamper

A successful Hamper inflicts DISABLED. They may spend a STEP to remove this DISABLED.

Reactions

A REACTION is an ability to attack an opponent to capitalize on an opening. When you take a REACTION, you can use a SURGE against the creature who provoked the REACTION.

Taking REACTIONS

You can take one REACTION per round. You can only take REACTIONS with a weapon you've made an attack with in the last round, that you are still wielding, unless you did not have a major action last round, in which case a weapon you are wielding will work.

While you're flanked or OFF BALANCE, you can't take REACTIONS.

Provoking REACTIONS

When you provoke, you only provoke one REACTION. If multiple opponents can deliver the REACTION, that team chooses which one attempts it.

List of things that Provoke REACTIONS

- Non-DASH movement. Each hex of movement counts as a new, separate provoke, but the same enemy cannot take a REACTION against you for non-DASH movement more than once a round.
- Using a [R]eckless ability within someone's melee range.

- Using a [Rm]eckless Melee ability on someone who's not in your melee range within someone's melee range.
- Using a distant weapon within someone's melee range.
- Using a non-distant ranged weapon on someone who's not in your melee range within someone's melee range.
- Changing your currently wielded weapon unless you defensively swap with a melee weapon.
- Standing from PRONE, unless you spend an extra STEP.

In Melee

You are considered being in melee with an enemy if that enemy is within your melee range or you are within that enemy's melee range, and either one of you have a melee weapon equipped.

Flanking & Flanked

When two or more combatants are not Off-Balance and have the same opponent directly between them and in their melee range; that opponent is considered flanked. If you are flanking an enemy, you gain one free BOOST per turn to attacks versus that enemy. If you are flanked, you are OFF BALANCE. If you start your turn flanked, you remain OFF BALANCE until you are no longer flanked. If a character moves such that its ambiguous whether they are flanking or being flanked, such as moving so that the arrangement is ABAB, the flanking arrangement favors the active character.

Target Priorities (TP)

Every foe on a battlefield has a Target Priority. Abilities can be used to raise or lower your Target Priority.

Target Priorities go from Lowered < Basic < Elevated. By default, it is basic. If you are already elevated and your target priority increases, you are still just elevated. If you are already lowered and your target priority lowers, you are still just lowered.

If you have multiple available targets you can select from that are not behind concealment, and they have differing target priorities, you may be restricted from selecting anything but the highest available, or may have to accept a drawback for attacking an enemy with a lower target priority than the highest available to you depending on the abilities used. Abilities that target multiple opponents, such as area of effect abilities; use the highest target priority of those targeted by that ability.

If targeting an enemy would provoke a REACTION, you can ignore its Target Priority as long as the action you do take does not provoke a REACTION.

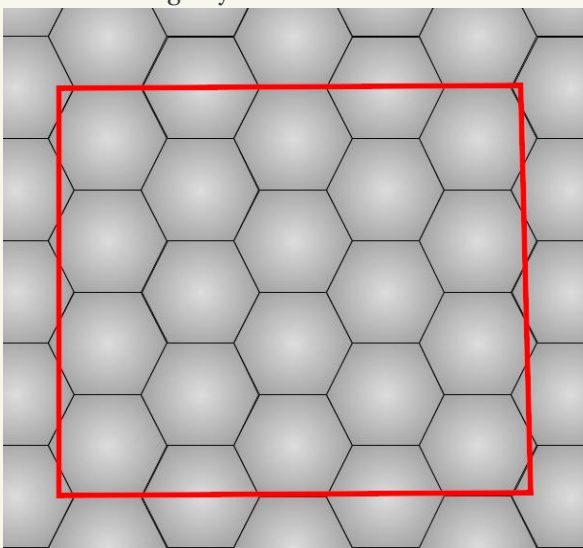
Chapter 10

Maps and Movement

The Map

Hex Grids

Terrain is a crucial component of any battle. It affects the tactics of all involved. The Stuff of Legends uses a hex grid to lay out the battlefield. This simplifies many things compared to a square grid. There is no diagonal movement on a hex grid; everything is face to face, so the complexities of calculating distances with diagonals is gone. Areas of effect are also much easier to visualize, with a basic circle becoming a hex where you count your desired distance from the center point. The biggest disadvantage is representing square shapes on the grid. The easiest way to do so is to align it such that one edge of the rectangle goes along the flat edges of the hexes. This will split every other hex in half, and you can count it as being blocked unless adjacent to another half hex. The sides of this rectangle should then be aligned such that they fall between the zigzag of the hex edges. This makes it clear where each hex lies without blocking any.

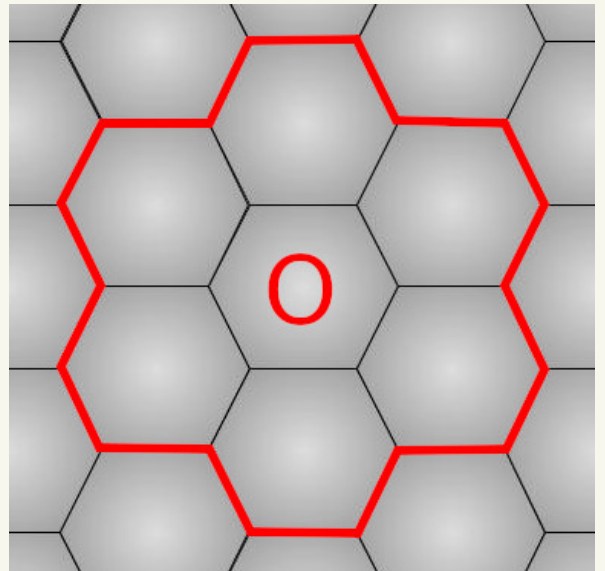


Areas of Effect

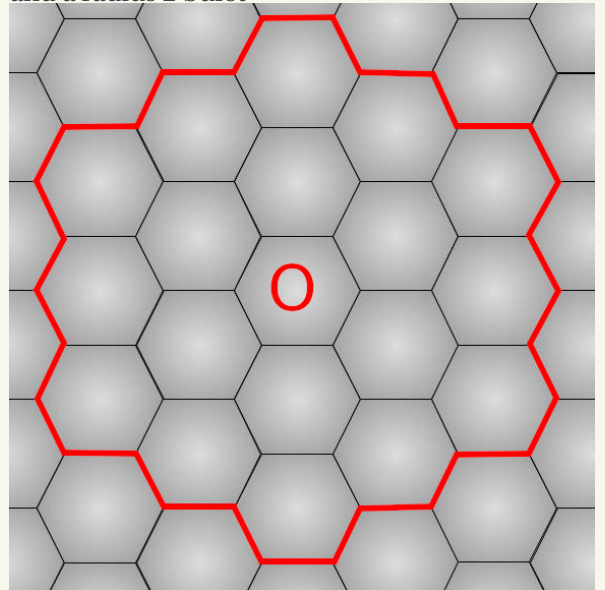
Areas of effect, aka AoEs, are abilities which affect all targets within a given set of hexes. These come in a few common forms.

The first is the burst, which effects all hexes within

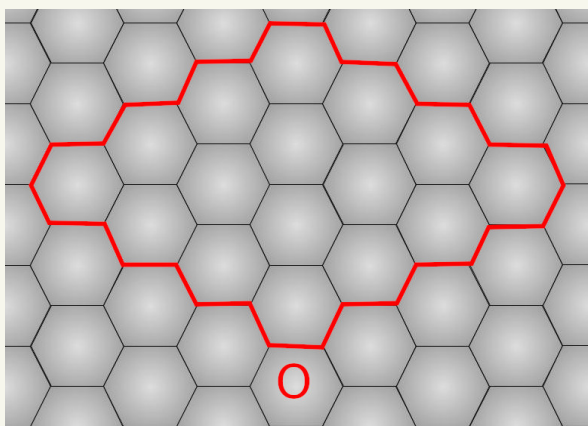
a certain radius of the targeted hex. Here is an example of a radius 1 burst



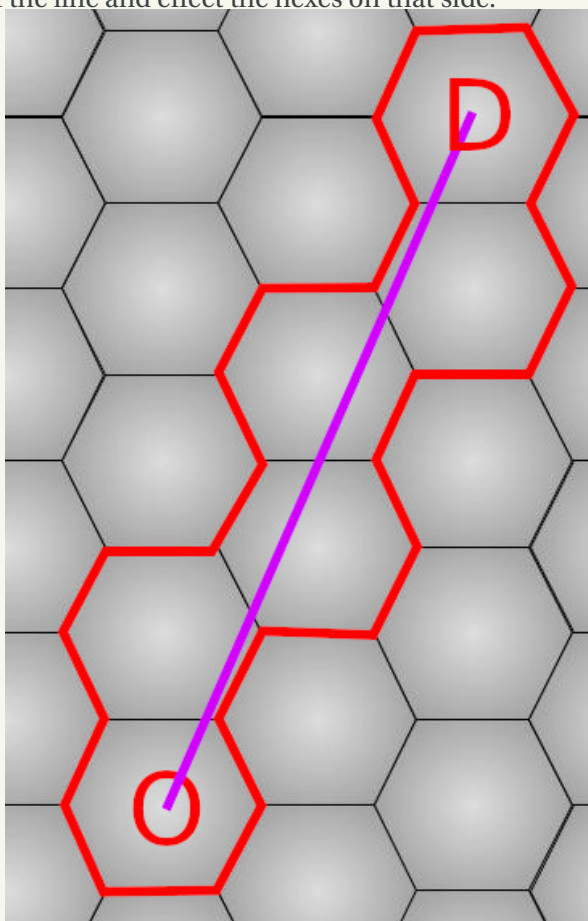
and a radius 2 burst



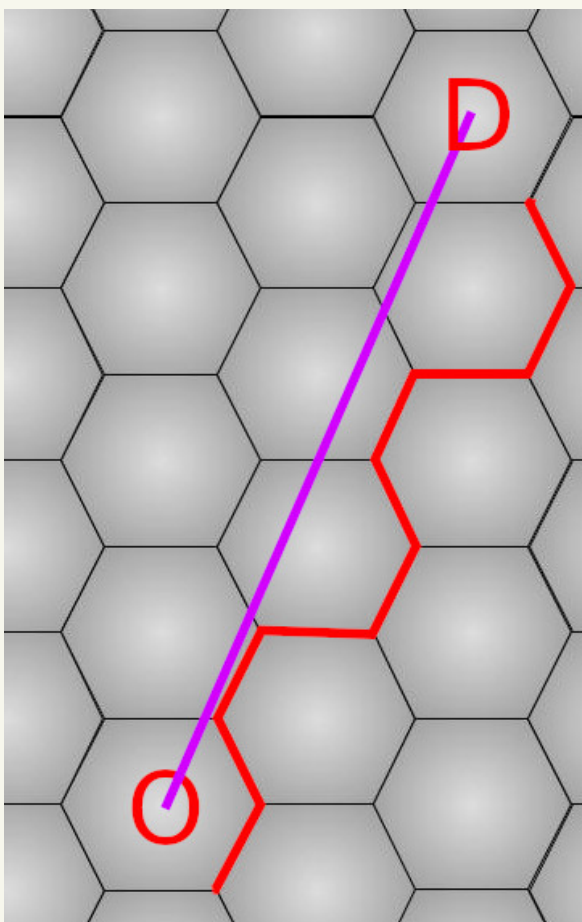
Cones effect a subsection of a circle, and generally originate from the user. You select a direction to fire it in, and it hits the first hex in that direction. Then you extend it out from the 3 hex edges that are on the opposite side, going out the radius of the cone. Here is an example of a radius 4 cone



A line extends between two hexes, where the destination hex is within the line's length of the origin hex. This origin hex may be the user's hex if not otherwise specified, in which case it does not include the hex itself. Draw a line (or use a string or other straight-edge) between the center of the origin hex and the destination hex. Each hex the line passes through is affected. This does not include hexes that are only hit on the corner or edge. If the line passes directly through the edge of two hexes, you can choose a side of the line and effect the hexes on that side.



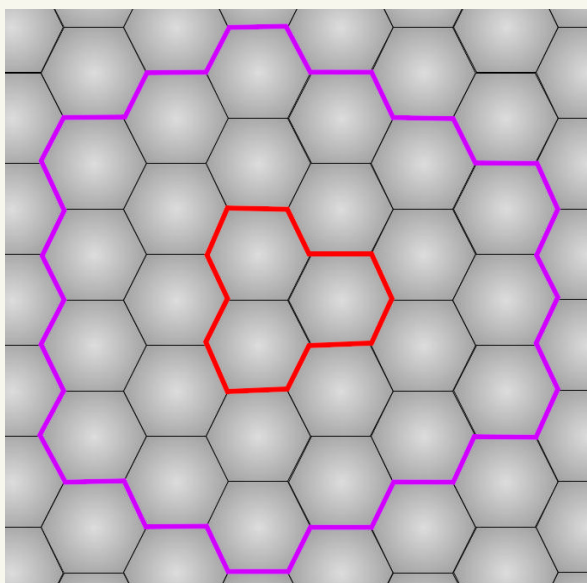
Some abilities effect the hex edges in a line. Determine which hexes would be effected by a line, as above, but then select hex edges along one side of this to be effected, up to the number listed



If you need to deal with the 3d effects of an AoE, consider factor the height into the distance from the origin the hex in question is. There must also exist LINE OF EFFECT from the origin of the AoE to any effected hex for that hex to be effected by it. A creature that has cover from the origin on the AoE has cover from the AoE.

Larger Characters

Some characters or monsters will be Large or Huge. These take up more space on the battlemat and have a longer reach. A large character takes up space like this, with the purple indicating their reach. They can slide 1 hex as their normal movement, or choose a hex they are in and rotate their footprint around it to achieve a new orientation as a step.



A huge character takes up the same footprint as the 1 hex radius burst.

Square Grids

If you are using a square grid map, ranges stay the same. Diagonal movement is possible and is equivalent to moving one hex.

Theater of the Mind / Mapless

If no gridded map is available or simply not desired, we suggest using Range Zones. The Stuff of Legends has the concept and utilization of ranges tied heavily into it's system design, it is not recommended to totally ignore them. Ranged Zones come in three categories : Melee, Near, and Far. Any two combatants are in one of those categories to each other.

Melee range should be used for range 1, Near should be used for ranges 1-12, and Far should be used for ranges 12+. In some sparing circumstances multiple instances of Far should be used, such as Far (x3). Weapon and ability attack ranges should be translated into Melee, Near, or Far per above. You can move one category per turn: Melee to Near, Near to Far, etc. If two allies are in Melee of a single enemy, they flank. If any character moves out of someone's Melee zone, they provoke as normal. Melee Attacks with extended range such as Reach (etcetcetc)...

Caution should be used with this approach, as many abilities will be much less useful without the fine grained grid. Character choices should be considered accordingly.

Movement Abilities

Aerial Movement

Three dimensional movement is an easy way to demonstrate tactical superiority; so to allow this, we provide rules for moving in the air, either under your own power or being thrown there with no helpful way of controlling your fall. A creature who is above the ground is in air by some number of hexes.

While in the air, the range of all non melee abilities is halved. This can occur in one of four ways.

A creature may be able to fly. A creature with flying can increase their altitude by one hex by spending 2 STEPS, or can decrease their altitude by spending one STEP. Additionally, a flying creature can choose to fall, returning them to the ground at the end of their turn. Flying creatures can move horizontally while in air at the normal rate.

A creature may be able to hover. A hovering creature cannot gain altitude, and at the end of every turn, if they are in air by two or more hexes, they decrease their altitude by one hex. Hovering creatures can move horizontally while in air at the normal rate.

A creature may be able to jump. When a creature jumps, they become in air by an amount specified by the ability. Multiple jump abilities may be used simultaneously to combine their height. They can move horizontally while in air at the normal rate, and fall at the end of their turn, or after moving as many hexes horizontally as their jump height, unless otherwise specified, returning them to the ground. They may choose to end the jump prematurely, returning to the ground as normal before the end of their turn. All movement made while jumping must be in the same direction. Any creature may spend a STEP to jump 1 while on solid ground. When a creature jumps this way, they fall after moving 2 hexes or at the end of their turn, whichever occurs first.

Finally, a creature may be thrown into the air, or be pushed off an edge, causing them to be above the ground as a result of someone else's actions. A creature who is in air this way is juggled. At the beginning of a juggled creature's turn, they fall, causing them to return to ground level. When a creature falls this way, they make a recovery roll. If they fail the recovery roll, they become PRONE.

Falling Damage

Within combat, falling shouldn't deal damage unless the fall is long enough to effectively remove them from combat. Out of combat, the GM may assign penalties to longer falls, up to and including death. Midrange falls may cause injury that results in persistent penalties.

Any fall within the scale of a combat will reach the ground effectively instantly. Longer falls may have a duration, but if so they are effectively removed from the combat.

Burrowing

Similar to air movement, burrowing is based on how many hexes you are from ground level. In this case, distance is kept track by how many hexes you are below the ground. While burrowing, movement costs are doubled, although tougher materials may have an even higher cost.

Creatures that are underground do not have LINE OF SIGHT or LINE OF EFFECT to any other creature, and LINE OF SIGHT and LINE OF EFFECT can not be drawn to the underground creature.

If you are underground and lack the burrow ability, you can dig to the surface by spending 3 movement points for each hex.

In-combat Stealth

This section only covers stealth in combat, and presumes the chaos and dynamics of battle. For the rules for sneaking around outside of combat, see (pg. 182).

At the end of your turns, if you did not target an enemy with an action and no enemy has LINE OF SIGHT to you, or you have cover or concealment against the enemies that do have LINE OF SIGHT, you may gain STEALTH with a radius equal to one greater than the number of hexes you have moved this turn. When you move by an effect other than TELEPORTATION or WARP, increase the radius of your STEALTH by one for every hex you move. When you TELEPORT or WARP, increase the radius of your STEALTH by one, regardless of how far you TELEPORTED. When you take a major action, increase the radius of your STEALTH by 12. When you take a minor action, increase the radius of your STEALTH by 6. If you target an enemy with an action, the STEALTH effect ends.

Stealth Modifiers

Action	Stealth effect
Moving	+1 to stealth radius per hex moved
TELEPORTING	+1 to STEALTH radius
Minor action	+6 to STEALTH radius
Major action	+12 to STEALTH radius
Target Enemy	STEALTH ends

If you end your turn in STEALTH, you may reset the radius to one greater than the number of hexes you have moved that turn. You must still qualify for activating STEALTH at this point.

You can't be targeted by a creature who establishes line of sight from outside of radius X of you, where X is the radius of your STEALTH ability. A creature is OFF BALANCE to attacks made from creatures who are concealed from them.

Fluid/Swimming

Some hexes will be filled with a fluid, such as water or lava. Creatures in such a hex are treated as having flying, but all movement through such hexes cost double the usual number of STEPS. Creatures native to the environment ignore this additional cost.

TELEPORTATION

TELEPORTATION is movement that moves you straight from your start to end point without traversing the middle; it requires LINE OF SIGHT to the destination from the start, but not to any points in between.

Once you add WARP to TELEPORTATION, it no longer requires LINE OF EFFECT or LINE OF SIGHT. Generally these abilities have their own conditions on where you can TELEPORT to, however.

TELEPORTING and WARPING away from a hex that is threatened by a melee attack provoke REACTIONS based on its activating abilities tags. If you TELEPORT with an ability with the [R] tag, or with something that modifies your regular movement, then

this TELEPORTATION provokes REACTIONS only from the hex you TELEPORTED from.

DASH

DASH is like regular movement, except that it does not provoke REACTIONS. Otherwise, it has the same benefits and limitations as your usual movement.

PHASING

PHASING is like regular movement, except that it can move through hexes that are otherwise unenterable. Otherwise, it has the same benefits and limitations as your usual movement.

Recovery Rolls

Recovery Rolls are a character's chance to protect themselves or an ally from the effects of hazardous terrain, be it lava, an electric fence, or falling off a steep cliff. If successful, they've prevented the effect by a quick roll, grabbing the edge of a cliff, or they've rescued a falling ally just in the nick of time before that ally would trip face-first into molten lava.

The Recovery Roll is $1d20 + Level$.

The base DC for any environmental hazard is 15, specific effects may declare a different DC.

Terrain Features

Whole Hex Effects

Each hex of terrain on the battlefield may contain a terrain feature. By default, a hex is open. Creatures can move through it without penalty, and it does not block LINE OF SIGHT or LINE OF EFFECT.

The following is a list of common properties of terrain features:

> Difficult Terrain

Difficult terrain costs an additional STEP to enter. Unless otherwise noted, difficult terrain is a [GROUND] effect.

> Fast Terrain

Entering a hex of fast terrain allows you to move an additional hex onto fast terrain without spending an additional STEP. Fast terrain overrides difficult terrain.

> Obstacle

An obstacle does not allow creatures to move into the hex, or through a hex border if its on the border.

> Obscuring

An obscuring terrain feature blocks LINE OF SIGHT through it.

> Blocking

A blocking terrain feature blocks LINE OF EFFECT of effect through it.

➤ **Solid**

A solid terrain feature is an obscuring, blocking obstacle.

➤ **Destructible**

A destructible terrain feature can be destroyed if enough damage is directed at it. Each piece of destructible terrain has a damage threshold. A creature that does more than the threshold to the terrain feature in 1 round will destroy it, turning the hex into difficult terrain.

➤ **Dense**

A dense terrain feature has enough things in it to block **LINE OF SIGHT**, but not enough to do so under short distances. Dense terrain will have a maximum sight distance. A creature cannot draw **LINE OF SIGHT** through more hexes of dense terrain than this sight distance.

➤ **Slope**

The altitude changes in this hex. By moving in the indicated direction, you end up at a higher altitude.

➤ **Cliff**

The altitude abruptly changes between 2 hexes. The edge between them is a wall.

➤ **Dark**

The hex is not illuminated. **LINE OF SIGHT** cannot be drawn into the hex without a source of light, but it can be drawn through the hex.

➤ **Pushing**

The hex has some force in it that pushes creatures. This has a direction. A creature moving in this direction may move an additional hex without spending a **STEP**. A creature moving in the opposite direction must spend an additional **STEP**.

➤ **Toggleable**

This is attached to another property. That property can be toggled by a given trigger. This may be at the hex itself, or at a designated remote location.

➤ **Fluid**

The hex is filled with a fluid, such as water or lava. A creature may move upwards in a fluid as if they had flying, but all movement in the fluid costs double **STEPS**. Specific fluids may have additional effects. Water, Lava, and Acid are merely common fluids and not an exhaustive list.

- Fluid (Water)
Creature in a water hex lose **BURNING** and are immune to **BURNING**.
- Fluid (Lava)
Creatures in a lava hex begin **BURNING** (see hazards) and cannot remove **BURNING**.
- Fluid (Acid)
Creatures in an acid hex gain **ONGOING** (see hazards).

Hex Borders

A hex border may also have terrain features. For instance, a wall may exist between hexes and block movement between 2 hexes but not along it. The top and bottom borders of a hex can have features as well; a floor and ceiling are the most common forms of this.

Example Terrain Features:

- Wall: destructible, solid
- Glass/window: destructible, obstacle, blocking
- Chain Link Fence: destructible, obstacle
- Door: destructible, solid. It is toggleable by spending 1 **STEP** while adjacent
- Remote Door: destructible, solid. It is toggleable by spending 1 **STEP** at a control panel
- Remote Locked Door: destructible, solid. It is toggleable by spending 1 **STEP** while adjacent. This toggleability it itself toggleable by spending 1 **STEP** at a control panel
- Force Field: obstacle, blocking. It is toggleable by spending 1 **STEP** at a control panel)
- Forest: Difficult terrain, dense 6, destructible 26
- Wooden Ramp: destructible, slope
- Heavy Iron Gates: solid: it is toggleable by spending 5 **STEPS** while adjacent
- Tree: Destructible 26, solid
- Overgrowth: difficult terrain, obscuring
- Dark Room: darkness, toggleable for 1 **STEP** by a lightswitch
- Rubble: Difficult terrain
- Icy Pond: destructible, fast terrain. Hexes below are water.
- Giant Boulder: solid
- Water: Fluid
- Fog bank: Dense

Terrain Hazards

Some forms of terrain are an active hazard which can injure a creature. These are not attacks, and hence the combat abilities of a creature do little to protect them from it.

Example Hazards:

- Lava pit: Fluid, creature in it take 12 BURNING .
- Acid: Fluid, creatures in it take ONGOING or 3 rounds.
- Quicksand: Difficult terrain, The first time each round a creature starts in the quicksand they must make a recovery roll or be stopped for 1 round.
- Tar pit: Fluid, The first time each round they start in or enter a tar pit, they gain SLOW 2 until they leave the tar pit. This stacks with other instances of SLOW from the tar pit, and ignores the normal limit on SLOW stacking.
- Boiling tar pit: As a tar pit, but also deals 6 damage each round to creatures in it.
- Hot coals: 6 damage as a [GROUND] effect.

Destructible Terrain

Not all structures survive being smashed around by meteors, meteoric slams, and earthquaking attacks from powerful beings. Similarly, a wooden door may be an appropriate barrier for livestock, but not a hulking behemoth. This destructibility of the battlefield structures is represented by Destructible Terrain. This section provides guidelines on the relevant strength of various types of obstacles and structures.

Below are a set of examples for the damage thresholds of various objects. Note that the walls listed are relatively thin walls that would exist on a hex edge. A wall that fills an entire hex is often too tough to be destructible. This is not a comprehensive list, but a general overview of common materials that are expected to be encountered.

Destroying Terrain: Any given obstacle that can be destroyed will have a Damage Threshold. If it does not have a damage threshold, it is not destroyable in a way that is meaningful - for example, a wall of solid rock can't be destroyed, as it's rubble would fill the same space. If something takes that damage equal to or above it's Damage Threshold from one source in one round, it is destroyed. If the damage is below it's Damage Threshold, the obstacle is unharmed. You cannot miss terrain.

Smash Through: Any character can Smash Through a destructible obstacle in an attempt to destroy it. If they have more than three times the HIT POINTS (RESISTANCE, TEMPORARY HIT POINTS and BARRIER HIT POINTS included) than the obstacle's damage threshold, they destroy it, but take three times that much damage in return. If they have less HIT POINTS, they bounce off and the movement is wasted.

Example: I dive through the glass window. I take 3 damage from the shards and keep on trucking.

Example: In a moment of desperation, I charge through the wooden wall to escape, taking 60 damage and lots of splinters in the attempt.

Common Destructibles

Name	DT
Glass	1
Wooden Crates	12
Wooden Wall	20
Bulletproof Glass	21
Metal Crates and Barrels	22
Common Cars	24
Trees	26
Stone Walls	28
Concrete Walls	30
Armored Vehicles	33
Really Thick Trees	35
Metal Walls	38
Reinforced and Magical Metal Walls	40
Past here, not destructible	
Solid Rock	

Traps

Tricky traps are a staple of any well designed evil lair. There are three phases to a trap: Finding it, triggering it, and bypassing it. Finding a trap is identifying that it is there, by spotting it ahead of time, or haplessly triggering it. Triggering a trap causes it to invoke its effect, and bypassing a trap lets you continue on with your day.

Choose Your Search Speed: Paranoid, Aware, or Daring. Generally while traversing a dungeon, it's easier to assume a certain level of cautiousness in your movement and searching. Here are the recommended basic speeds. The Quick, Reliable, and Prepared Attribute Approaches apply here as well and synergize with the different speeds. A Prepared Paranoid searcher will get larger bonuses for the time spent, and a Quick Daring searcher will check their areas almost instantly. You can roll the check ahead of time, and it will apply against the first trap you would walk into.

Trap Altness

SS	Movement	Mod
Paranoid	1/4	+4
Aware	1/2	0
Daring	Normal	-4

Detecting traps

To find a hidden trap, declare the hexes you will search and the time you wish to devote to it until you give up. Then make a skill check. If it fails, or there is no trap, it takes the declared amount of time and you find no trap. If it succeeds, check the time it would have taken to find the trap. If its longer than the declared amount of time, you find no trap and it takes the declared amount of time. If it's less than the declared time, it instead takes the time the skill check says and the trap is identified. Identifying a trap tell

you its trigger, its effect, and the hexes the effect will affect.

Multiple hexes may be searched at once; make a single roll. If there is a trap and it succeeds, you take the declared amount of time for each hex leading up to the trapped hex, plus the time to find the trap in that hex, as above. If a trap is found, the rest of the hexes are not searched, and a separate attempt may be made to search them. Often, failing to find a trap in this case means you trigger it when searching the next hex, but this is equivalent to not finding it in a single hex and walking through that hex.

Trying again on a failed check is generally inappropriate; you have declared how much time you are spending on it, and can't decide to spend more time because you rolled low. If you want to be more careful, declare more time upfront. The exception here is if the search is interrupted, in which case you may finish the remaining time of the search if you get a chance to resume it. This still does not get a new roll, but instead allows the existing roll to succeed by granting more time.

GM notes: if they declare a longer timespan than the traps take, give them the bonus for taking extra time on a task, including bonuses from care if their initial check was not sufficient. If this allows them to find it, give them the time needed for them to get an adequate bonus.

Typically, a trap in someplace people to travel through is only going to be a few seconds to find. Taking 10 seconds per hex is traveling very cautiously, taking a minute to cross a span they could normally cross in a few seconds.

A trap on something that must be interacted with, such as a lever, chest, or removing an item from a pedestal, can be much better hidden, and take minutes to find as base time.

In general, traps should have something indicating it's worth searching for them. You don't want the entire game bogged down with them searching every hallway for traps. A chest on a pedestal in the middle of the room is an obvious enough place that they can expect to search it, for instance. Traps should be obstacles to overcome, something for players to keep an eye out for, not random slaps of death with no warning that drive players to paranoia.

Obvious Traps: Obstacles

Obstacles work exactly like traps, except they are plainly visible. No searching is needed to identify an obstacle. All further details apply to obstacles the same as traps.

Avoiding a trap

Once you have detected that a trap is present, you must figure out how to bypass it. The player must declare the action they will use to bypass it. "I disarm the trap" is not an appropriate attempt; a method of dealing with it must be proposed. Depending on the trap and the action, it may automatically succeed, or it may require a skill check against the trap's DC. Other actions may simply fail outright, and either be ineffectual or trigger the trap based on the trap. (There is a wall of fire. I walk through it. Well, you

get burned) (There is a rolling boulder. I put chewing gum on it. That does nothing). Being clever and finding ways to negate traps is to be rewarded; don't be afraid to let them neutralize a trap with some clever thinking, but don't feel the need to have anything they attempt work or be automatic if it doesn't make sense. Reward cleverness, don't give an A for participation.

Triggering a trap

The character has either blundered into the trap unaware, set it off while trying to disarm it, failed to sneak past it, or otherwise messed up. The trap goes off.

Triggering a Trap has two parts : Reaction, and Roll. A reaction is a instant question posed to the player, 'you've triggered a trap, what do you do?' without giving them any new information, except possibly the trigger mechanism; such as as an obvious pressure plate or an open tripwire.

a) Reaction : If the trap is not revealed, without telling them what the trap is, only that a trap has been triggered; the player should say how they respond. "Jump back", "use my Shielding power," "throw myself left", "Parry a projectile out of the air", etc. Consider the reaction and how it relates to the trap; A good reaction will give a bonus to the hazard roll; or may even completely avoid the effects of the trap, a bad reaction will give a penalty or make the trap automatically succeed. A Revealed Trap follows the same rules, however more information about the trap is known when the Player declares their reaction.

b) Roll : The trap may make an attack roll, or require a defense roll. If the reaction provides a modifier to the roll, insert it as appropriate. In some cases a roll is not necessary, as the reaction has turned it into an automatic success or failure.

It makes its designated attack in the designated area (which will generally be the triggered character or an area covering the trigger, but exceptions may exist), dealing whatever damage and effects specified. A single-trigger trap is rendered useless after being triggered once, while a repeating trap can be triggered multiple times, though not more than once per round for a given creature. Triggering a trap always reveals it.

Combat Traps

Some traps are not actually built into a structure properly, but are jury rigged after the fact. All traps granted by abilities fall into this category. When hidden, these traps are not immediately visible, but can be spotted quickly if care is taken. A creature may spend a STEP to check an adjacent hex for traps. Any combat traps in that hex are immediately revealed. If searched for outside of combat, these traps are found in 1 second automatically.

Designing Traps

A trap consists of 2 parts, the trigger and the effect. The effect will have a given set of hexes that are

affected by it, and 2 traps cannot have the same affected hexes.

Traps and Levels

Traps have a level rating for the purposes of determining how strong they are. By default, traps should be the level of either the trap's creator, or of the area's level range. The DC for a trap is $10 + 3 \times$ their tier. If determining the exact level is too intensive, an alternative method to quickly assigned level is select what tier they are and use the midpoint level of that tier. For example, Tier 1 traps would be level 2, Tier 2 traps would be level 5, Tier 3 traps would be level 10, and Tier 4 traps would be level 13.

Triggers

- Tripwire: Exists along some number of hex edges in a straight line. Triggers when a creature crosses the hex edge. Single Use.
- Pressure plate: Triggers when a creature enters a hex. [GROUND] effect.
- Laser Trigger: Exists along some number of hex edges in a straight line. Triggers when a creature crosses the hex edge. Does not trigger on INVISIBLE creatures.
- Runes: Triggers when a creature reads it. Can define minimum distance to be legible.
- Motion Sensor: Triggers if a creature moves more than 3 hexes a round in the given area. Senses a cone from the sensor.
- Teleport Sensor: Triggers if a creature TELEPORTS into/out of a given region.
- Smart Trigger: Can be attached to any other trigger. Creatures possessing a certain talisman (such as a security badge) do not set off the trigger.
- Weight Trigger: triggers when a weight is removed from it. Often used to detect if an item is removed.
- Trapped Lever: a lever, button, doorknob, or other plain control may trigger a trap.
- Opening trigger: Triggers if a given door or window is opened or destroyed.
- Automatic trigger: The trap goes off at a preset schedule, such as once a round, no matter what. These are always obstacles, as they cannot be hidden.
- Pit: A given region of the floor drops away, leaving a pit for intruders to fall into. The bottom is X hexes below the surface. [GROUND] effect to cause creatures in the affected hexes to fall in. A successful recovery roll can allow a creature to move 1 hex to a stable hex, if one exists. Once a pit is activated, they stay open.
- Spike pit: Like a pit, but those who fall in take damage according to the table below from the spikes at the bottom
- Water-filled pit: Like a pit, but the bottom is full of water. How much water can be varied, but its generally left at least 1 hex below the top to prevent easy escape.
- Lava-filled pit: Like a water filled pit, only it's lava.
- Acid-filled pit: Like a water filled pit, only it's acid.
- Explosion*(b): up to a 3 hex area explodes, doing the damage per Row B below to all creature in the area. A defense roll halves the damage. Single use.
- Attack*(d): The trap makes a single attack, such as a single swinging blade, at a creature in a given hex. May be either single use or repeating. That creature takes damage according Row D on the bottom table on a hit.
- Multiattack*(a): This trap attacks with a lot of attacks, like a volley of arrows. It makes 4 STRIKES against creatures in a given hex, doing 1d6+damage from Row A on the bottom table.
- Poison(e): The trap STRIKES with poison at a single target. That target takes E ONGOING damage for 3 rounds according to the table below on a hit.
- Poison Cloud(f): The trap releases a cloud of poison in a given area, dealing E ONGOING damage for 3 rounds according to the table below. A defense roll halves the ONGOING .
- Autodamage*(c): The trap simply deals damage per Row C to a creature in the given hex.
- Flame jets*(b): Creatures in the given hexes take damage according to Row B on the bottom table, half on a miss. On a hit, they also start BURNING for twice the traps level.
- Tripping: The creature triggering the trap falls PRONE.
- Grappling: The trap grabs hold of a creature in the given hex. It makes an attack roll, and on a hit the creature cannot move or take immediate actions or REACTIONS until it breaks free. On each round, the trap may make another attack roll to continue this effect.
- Shoving: The trap makes an attack roll against all creature in the affected hex. on a hit, they are moved a preset distance up to 6 hexes in a preset direction. If this triggers any additional traps, they go off after the movement is finished.

Effects

- Alarm: The trap does not attack intruders directly, but instead alerts others in the location. Can be a silent alarm, alerting specific individuals discreetly, or have klaxxons and flashing lights and such.

- Teleporting: The trap TELEPORTS all creatures in the affected hex to a preset destination.
- Crushing walls: Once triggered, The walls on either side of this room move 1 hex closer together each round. Alternatively, the ceiling may lower by 1 hex each round. A creature in the hex the wall moves through is moved 1 hex in the direction the wall moved. If the walls meet, all creature in between them take damage according to the break threshold of the walls, as if they used burst through. If this does not wound a creature, the walls break.
- Water filled room: Each round, water rises in the room by another hex. If the room is compromised so it can't hold water, the water will not rise above the hole. The trap can only unleash enough water to fill the room. Typically combined with lock door to make the room watertight.
- Smoke cloud: When triggered, the trap creates a cloud of smoke in the given hexes, rendering them [Cloudy].
- Giant boulder*(d): The boulder rolls 12 hexes down a preset path each round. What this path is will be apparent, and the boulder doesn't start rolling for 1 round. The boulder may be 1-3 hexes wide. If the boulder passes over a creature, it deals damage equal to Row D from the table below and renders them PRONE as it rolls them over.
- Lock Door: This may be added to any other trap. When the trap is triggered, the given door or doors slams shut and locks itself.
- Delays: A trap's effect can be delayed for a set number of rounds after triggering them.

Trap Effect Damage By Type and Tier

Traps

Tier	Champion	Hero	Immortal	Myth
A	3	5	7	9
B	18	24	31	37
C	15	20	25	30
D	25	33	42	50
E	10	13	17	20
F	7	9	11	13

GM tips: Using traps effectively

Traps, like everything else, are a tool for making an interesting experience. It's really easy to misuse traps and have them not contribute well. Imagine a scenario where the party walk down a corridor. They spring a trap, and a blade swings out of the wall and cuts one of them. They stop, heal the wound, and walk on. Not much is added to the adventure. A trap alone is not a meaningful challenge. If instead they walk down the hallway, trigger a trap, and it decapitates someone, killing them instantly, it's now a meaningful challenge, but it's not a good one. It just becomes a random arbiter of death. Traps work best in conjunction with other things. Say, they trigger a

trap, and it wounds them, then nearby enemies attack while they are still harmed. Now the trap has disadvantaged them for this combat, a meaningful setback, but one they can respond to. Or if the trap opens a trap door, and drops them to a different part of the dungeon. Now it's altered their route through the dungeon, and it's meaningful. A trap can also live up the battlefield for an encounter. Putting out a ton of hidden traps tends to be more arbitrarily punishing than rewarding; there is not time to check everyplace for traps in the middle of combat. However, obstacles can become a key part of a room's tactics. Also consider traps that reveal obstacles for combat. It's more interesting to run up to the enemies and have the floor in front of you drop away into a lava pit than to run up to the enemies and be randomly dunked in lava. If the traps present are supposed to be a significant contributor to the battle, count a trap in a place likely to be triggered as half a character of its level (like a mook), and a trap in an unlikely place as a quarter character (2 such traps are like a mook). Certain traps, like closing walls or the room filling with water, can be used to put a time pressure on the party. By itself, it's not likely an interesting experience, but it can be used to make a separate challenge even more intense. Alarms and locked doors can present punishments for blundering into traps without directly causing harm, esp. where stealth was desired. Time pressures can make the amount of time spent searching for traps a key decision. Too little time, and they will hit you too often, too much time and you run out of time.

Chapter 11

Non-Combat Rules

General Noncombat Flow

When out of combat, players are free to declare actions for their characters as they wish. There is no order, no turns, though the GM may focus on certain characters as the situation demands. The GM describes the current situation, the players describe their characters actions, and the GM dictates the results of those actions. Many actions the characters take are simply automatic. You greet someone on the street, walk down to the bar, open the door to go in, order a drink, and sit down at the table, all without any complications. Others require specific abilities on the part of your character. The most common form for this to take is a role. Many actions that require a role are simply automatic, given that role. A farmer is not going to have a problem milking a cow, though a street rat from the city may find it a daunting task. Other actions are challenging, even for people who know what they are doing. At this point, a successful role check may be needed to succeed at a task (pg. 179). Other actions may simply be impossible, and will fail outright. Other actions will require special abilities on the part of the characters, but if they have them then it just works. It is recommended that players try to operate in terms of actions rather than roles. You should remain aware of your character's capabilities so you know what types of actions are reasonable, but you should try to pick the lock with a hairpin, which your thief role gives you the skill to pull off, rather than open the door with your thief role. A role or skill is not a verb. You don't use sneaking to hide from the guard, you duck behind a bush, or blend in with the shadows, or brace yourself against the top of the wall so you are above his head, etc. then your sneaking skill tells you if you succeeded.

GMs, if your players do try to invoke skills directly, try asking them exactly what they are using the skill to do.

The Utility of Perks

Perks are a collection of abilities that are a collection of 'utility belt' powers - they work in various situations and help further define your capabilities.

They, along with Roles and Attributes, are the bulk of your out of combat utility powers.

Practical Utility

Using Combat Abilities Out of Combat

Practical utility is using the abilities you have in practical, expedient ways. If you have a Fire Elementalist TRACK, why can't you start the campfire by careful, controlled applications of flame? If you're a healer, your practical utility of using magical mending means on the hurt NPC and his broken ribs is very easy to justify.

If they are combat abilities, they cannot be used indefinitely, however.

Combat Abilities are a higher degree of intensity than noncombat abilities and cannot be maintained, if a Combat Ability is used out of combat successively it will start the FATIGUE Timer (See Combat Mechanics/Fatigue). If you reach FATIGUE 12 you cannot use any further combat abilities. After you are done using combat abilities you may use Post Encounter Recovery if you are not in an encounter to restore your resources and energy.

Other Subsystems

While the above description covers the majority of what players will do over the course of a campaign, some situations benefit from more specific rules. We offer rules here for social encounters, assassinations, projects, chase scenes, and performance.

Projects

What are the players doing in between epic quests, saving the world, or those stretches of relative calm in which nothing is catching on fire?

Some aren't up to much, just living day to day, but others, others have goals. Plans. ... Projects.

Projects are a means of adjudicating what players can do with the spare time they have in between quests, filling a spot in between summarizing large swatches of time that are 'I work on this for two months' or 'and one year later...'

A PC may be building their own tavern - a Project of a few months, to gather parts, draw up plans, and put it all together. Alternatively, they may be working on an Adventuring Manual for the Plane of Radioactive Wastes, a gigantic tome that covers all the conceivable questions for traveling there, which can take several years to research and write. Or they just want to build a robot butler as a servant. Enterprising mad geniuses may try for satellites, laser-armed and non, a Wizard may build their Ivory Tower, or a landowner may found a carnival.

- **Step 1:** The player should determine the scope of the project. The Grand Idea and Ultimate Goal; build a golem, craft a flying castle, train a battalion-sized army.

- **Step 2:** The GM and the player determine the phases of the project. While the GM should have ultimate veto here, the players should be proposing the phases. Each phase should be a distinct process with a clear goal. Some phases may have prerequisites, including that other phases be finished beforehand. (e.g. you need to have completed the phases "obtain a power supply for your golem" and "obtain a body for your golem" before you can begin the phase "hook the golem's power supply up to the body of the golem").

Building a Tavern or an Ivory Tower would have similar phases:

Gather Materials

Design the Building

Gather Manpower

Once all three are completed, which may be completed concurrently or sequentially, then the final phase, Assembling The Structure, can be attempted.

- **Step 3:** The player needs to complete the phases. A phase can be completed in a variety of ways. Some examples are listed below, but this is not a complete list.

- **Phase Completion Method A:** A skill check. See Time/Success, ??? (e.g. Building a power supply for a mighty golem, on the Weeks timetable) If the skill check fails, then the project gains a complication of the player's choice. If you succeed by 5 or more, you can obtain a benefit of your choice.

Example complications:

- Phase requires additional resources to complete and requires more time.
- Final product has a flaw related to this phase.
- Later phase has higher DC and requires additional resources.
- An additional benefit from an earlier related phase is lost.

Example benefits:

- Phase requires less resources than expected, leaving you with a surplus, as well as requiring less time.
- Final product has an additional benefit related to this phase.
- Later phase has a lower DC and requires less resources.
- A flaw from an earlier related phase is overcome.

Other benefits and complications can be arranged with DM consultation.

- **Phase Completion Method B:** A sidequest. (e.g. Find a mighty golem and take its power supply to use in your own). If a player wishes to do this, he should give the GM advance notice so that the GM has time to organize such a sidequest. Of note, sometimes a sidequest can be completed at the same time as other quests. (e.g. The players were already looking at getting past a mighty golem anyway). This can be a convenient/happy accident, or it could be the reason the PCs are doing the project in the first place (e.g. "Hey! That golem was cool! Let's scrap it for parts and build our own!")

- **Phase Completion Method C:** Outsourcing (e.g. Get someone else to build the power supply for you). Another PC can do this, in which case, resolve this as a skill check as normal, except that the other PC makes the roll and uses their modifier. Alternatively, an NPC can do this, in which case, it is successful, but the NPC will request compensation, either in the form of a sidequest, or monetary payment.

- **Phase Completion Method D:** Subproject (e.g. Build a really complicated golem heart.) Sometimes, a step in the project is involved enough that it becomes it's own smaller project. It is typically recommended to avoid doing this, but for some projects it may be necessary. Sometimes the plans for this subproject can be delayed until it is time to do this subproject.

- **Step 4:** After each phase other than the final phase, it is recommended that you have an interaction with NPCs involved if the phase was resolved without much interaction. This can be discussion with anyone outsourced, or with people involved in the project (e.g. recruits in an army being raised), or important NPCs in the sidequest. This step is not mandatory, but helps indicate how the situation is changing over the course of time. It could also involve the player showing off their progress to others, such as the party or someone interested in the outcome

- **Step 5:** Once the phases are complete, the project is finished. Any unresolved complications will result in an inferior result (e.g. the golem might have an obvious weakness).

Social Encounters

Sometimes, a conversation is just a simple conversation, or it's insignificant enough that a single check is all that's needed to succeed. Other times it's an intense debate that carries a lot of narrative stake. This subsystem is intended for that latter case.

It works by giving the GM a model of the NPC's mind and a way to modify it based on what the PCs say. This also helps inform the players about what types of statements will help them.

The NPC has a series of objections, reasons why they don't want to do what the PCs say. The PCs' arguments will create incentives, reasons for them to cooperate, and change the priorities of objections and incentives, in order to swing their decision around.

Objections and Incentives

First, establish what the players are trying to accomplish. Then list out the reasons the NPC would not help them. These are objections. Also list any reasons the NPC has to help the players. These are incentives.

Each objection and incentive are not equally important. They are split into levels based on how important it is to the NPC.

1. **Minor effect.** Short term effects, simple pleasures or discomforts. Minor injuries, like cuts and bruises, which are inconvenient and painful but not terribly important. Small efforts, loss of 'face', possible embarrassment, minor usage of resources, annoyances, time-wasting.
2. **Major effect.** Long term, but probably not permanent effects. Illness, long time commitments. Broken bones, sprains, injuries that take time to heal and are somewhat incapacitating until they do. Effects that use a lot of the NPC's resources, contradicts their ideals, and will cut off opportunities with other people.
3. **Life changers.** Permanent effects, major life goals, financial ruin, lost jobs, crippling injury.
4. **Life or death.** Own life.
5. **Willing to die for.** Well-being of family members. Strong ideals. Fate of the world. Fates worse than death.

The Debate

The PCs and the NPC engage in a normal conversation. During the conversation, the players may learn about the NPC's objections, offer new incentives, or move objections or incentive up or down a tier. This is not done by declaring your intended effect, but by making a relevant argument. Depending on what is said, the player rolls an insight, persuasion, or charm check, and if successful they succeed with their statement. The PCs may also make progress in the conversation through

less direct means, such as ingratiating themselves to the target to increase their relationship, convincing them of facts which will lay groundwork for future statements, or which will indirectly change their evaluation of their objections, gather information, etc.

Each incentive counters an objection of the same tier, and visa versa. If the highest tier has an objection, they still refuse. If the highest tier is an incentive, they concede. If it's a tie, the NPC will concede if they have a positive relationship with the PCs.

PC vs PC Social Encounters Don't do it! These rules are for adjudicating NPC reactions. A player should decide how their character reacts to any given statement, whether it's a NPC or another PC making the argument.

The Skills

There are 3 commonly used skills in social encounters: Persuasion, Insight, and Charm.

As with all roles, the attribute used can vary based on context, it's not always social. An intimidation attempt based on your sheer physical presence may be Toughness based, playing with a butterfly knife could be Finesse, describing the anatomical details of torture could be Understanding, etc. A very logic based argument may require Understanding while someone in a might makes right mindset may use Toughness. A Charm attempt based on judging and magic tricks could be based on Finesse.

Persuasion is used to convince someone else your statement is true. Even if you threaten them, they may consider it a bluff. The rank is modified by the believability of your claim, from -2 for something completely obvious to +2 for something completely unbelievable. On top of that, your relationship with the person is another modifier, from -2 to the most intimate of lovers to +2 for the fiercest of enemies.

The Ring of Truth - If what you are trying to convince someone of is true, your opponents insight and savvy can work in your favor. Their skill check will decrease the dc.

Insight is used to determine if the opponent is lying to you and figure out what their objections are. The rank is modified by the time known, from -2 for someone you don't even know exists, to +0 for someone you just met, to a +2 for someone you have known for a lifetime.

Charm is used to improve your relationship with the other person. The rank is modified by the absolute value of your current relationship modifier.

Lasting Consequences

Some of the actions taken during a social encounter may last beyond the encounter. Threatening to kill someone may be an easy way to create

a tier 4 incentive, but once you are gone they may try to retaliate, such as by calling the cops. Leaving an encounter on a positive note could foster a future ally. If they discover they have been lied to, it may harm their opinion of the PCs. Oftentimes, how a social encounter was won is just as important as whether it was won.

Failure

A social encounter is failed when the NPC is no longer willing to listen to the PCs. This can occur after a certain time limit, a certain number of failed checks, or after the PCs have exhausted their supply of new arguments.

Example

The party wants to get into the nightclub, so they can confront its evil owner who runs a slave trafficking ring. The bouncer at the door doesn't want to let them in.

The bouncer has a tier 3 objection to letting them in: he will lose his job, which is his livelihood.

This encounter could play out in a variety of ways.

- The party pulls out weapons and threatens him. They make their persuasion check be-

cause it's very believable that they will use the weapons. This creates a tier 4 incentive, as he wants to stay alive, so he lets them past. However, as soon as they are out of sight, he calls the boss and warns him.

- The party tries to bribe him. They offer him \$20, which he refuses, as that would only be a tier 1 incentive, and doesn't overcome his tier 3 objection. They then up it to \$500, which becomes a tier 2 incentive. They then try to convince him that nobody would find out, and they succeed their persuasion check. He drops his objection to tier 2, but he is still on the fence. The cute rogue flirts with him a bit, and passes a charm check, and so he decides to let them in.
- The party tries to convince him that his boss is evil. They tell him about the boss's evildoings, and present evidence they have gathered about it to make it more believable. They pass their persuasion check, and he believes them. He has a strong moral stance against sex trafficking, so this forms a tier 3 incentive. At the same time, he finds working for a slave trafficker distasteful, so his objection based on being fired drops to 2. He not only lets them in, he escorts them to the boss's private elevator.

Rank Modifier Tables

Table 1. The Relationship Modifier.

The Relationship Modifier is how well the NPC likes the PC in question. This is a fluid, changeable value that takes many factors into account. How long they've worked together, doing favors for the NPC or perhaps even saving their life can all affect this. If they are a member of an organization, your standing with that organization will influence their starting relationship. This includes an organization you are both in together. Known details about you can also change this, either positively or negatively, depending on their opinion of those details.

Pick a relationship modifier, according to the following scale. Nothing can bring this below -2 or above +2

Total	Name	Example
-2	Intimate	Someone with whom you have an implicit trust. Example : A lover or spouse.
-1	Ally	Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.
+0	Just Met	No relationship whatsoever. Example: A guard at a castle or a traveler on a road.
+1	Enemy	Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.
+2	Nemesis	Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.

Table 2 : Believability Judgement

The believability of the issue being proposed. This is judged according to the person's being persuaded judgements, and may be unrelated to the actual reality of the situation. Someone in rags proclaiming they are the king is hard to believe, even if it is actually the king. How much the person wants to believe the fact is also a strong factor. People are more likely to ignore an inconvenient truth to favor a comforting lie. Having supporting evidence (real or fabricated) can increase the believability as well. Nothing can bring this below -2 or above +2

Modifier	Name	Description
-2	Obvious	The fact is plain to see, and they want to believe it. Convincing someone you are the king after they are escorted through your castle to your throne room, where you sit on the throne in full regalia and attendants.
-1	Reasonable	The topic at hand seems rather plausible. Example: Telling a general that the enemy is going to attack at dawn.
+0	Uncertain	They honestly can't tell if you are being honest or not. It may be true, but they have no particular reason to think it is.
+1	Unreasonable	It seems pretty unlikely that you are telling the truth. Claiming to be a celebrity.
+2	Unbelievable	There is no conceivable way the issue could be true. Telling someone a solid gold castle just appeared outside full of maidens who are calling their name.

Table 3 : Time Known Modifier

Nothing can bring this below -10 or above +10

Modifier	Name	Description
-2	Unmet and unknown	A trained criminal psychologist trying to understand an unknown killer.
-1	Unmet and very little known	They have a reputation that precedes them, or have a record that was looked up. Knowing only that they have a modus operandi, or seeing a consistent pattern in their actions.
+0	Just Met	First time meeting, face to face.
+1	Known for over a year	A close friend or acquaintance you see a lot.
+2	Known for a lifetime (or more!)	Family members. Destiny linked reincarnations across cycles.

Performances

Performances are used when 2 or more party members are acting together for a performance. This could be performing a song, a dance routine, a play, or similar presentation.

If done for its own sake, the final score determines the quality of the performance. It can also be done in a competition, in which case the team with the highest final score wins.

Preparation: Each of the skill checks in a performance must be prepared for individually. A section is generally 5 minutes or more, depending on the performance.

Performances are in rounds. Each round, everyone performing in a team rolls an appropriate role check. *Special:* When using the Quick approach, you may gain a +2 bonus to your rolls if you don't have a preparation bonus.

They may choose a modifier from the list below, then describe what this section of their performance is like. Any given modifier may only be chosen once per performance.

The highest roll plus the lowest roll is the final score for the round.

The score for each round is added to the total. If in a competition, each side gets a turn to perform for each round. After 5 rounds, the final total is used to determine victory.

Modifiers

- **Cover the Weakness:** Drop the lowest roll, and add the second lowest to the score instead.

- **Duet:** Pick any character's roll and consider it to be the lowest value. The same roll can't be both the highest and lowest value.
- **Solo:** Pick any roll to use as both your highest and lowest result.
- **Renegade:** Everybody rerolls.
- **Build Up:** Discard current rolls entirely. Next round, all rolls get a $\times 2$ multiplier.
- **Carry Forward:** Pick a player. Their roll doesn't count for this round, but they get the same roll next round.
- **Challenge:** *Competition only.* Write down your raw score for the round, but keep it hidden. Until your next turn, opponents may use accept challenge. If no one else beats your score with accept challenge before your next round, gain an extra 20 pts.
If the competition would end before every opponent may accept challenge, then this cannot be used.
- **Accept challenge:** *Competition only. Can only be used after someone else uses challenge.* Write down your raw score for this round. If it is higher than the challengers score, you get 20 points instead of them.

Scoring results

- **Horrible Performance.** Expect thrown fruits and violence from the crowd.

- **???: Bad Performance.** Nobody liked it and will tell people it sucked
- **???: Forgettable Performance.** It was okay, you guess.
- **???: Enjoyable Performance.** The crowd liked it, and would see it again
- **???: Phenomenal Performance.** The crowd will tell their grandchildren about this performance.
- **???: Divine Performance.** Angels weep at the beauty of this performance. Men who viewed it will be forever changed

Chase Scenes

Chase scenes are a staple of a good adventure. Whether it's a car chase, running down a suspect on foot, a high octane speeder chase through the woods, running away from the giant monster, or chasing down a fleeing foe, chase scenes are important.

The Distance Track

This is used to represent the relative distance of the various members of the race. A typical track will have 10 spaces, though more or less may be used depending on the circumstances. The creature(s) being chased are called chaseds, and the ones doing the chasing are the chasers. If a chased is 10 slots ahead of the nearest chaser, they get enough of a lead to escape. If a chaser ends up 10 slots behind the chased, he falls out of the chase. If a chased would move off the end of your track, you may instead move everyone backwards.

Starting the Chase

Place the chased with an appropriate lead. This may be one space ahead on the track if they started nearby, such as enemies fleeing a combat, or several spaces if the chase starts while they are far away.

Chase Speed

The chase speed of each character is determined by dividing their combat speed by 6. A character with a higher chase speed often has a distinct advantage if given space to run clearly, but can also suffer greater setbacks if things go wrong.

Vehicles

Each vehicle (or MOUNT) is a character for the purposes of a chase. Its chase speed is determined by the speed of the vehicle, and all characters on the vehicle move with it. A character may choose to leave a vehicle, in which case they are placed on the chase track next to the vehicle and become their own character again. Similarly, if next to a vehicle on a chase track, they can get on it and use it. The time it takes

to do so is determined by the GM, see Adjudicating Actions.

Turn Order

Each round, the chased(s) go first, followed by the chasers.

Scenarios

A chase will travel between several scenarios. A scenario is a section of the scenery which has an influence on the chase. A crowded market is a different scenario than some dark back alleys, which is different from a forest, which is different from a dark cave, etc. The scenario determines what types of actions are available, and the consequences of them. A chase through a city may allow someone to climb up to the rooftops and chase from up high, but that action is meaningless in a cave. The more detailed a scenario is, the better. Even within the same type of terrain, scenarios can vary a lot. A forest may have an area of thick undergrowth, a clearing, a cliff, a river, or a swamp as different scenarios, for instance. A chase in a cave may go through mines, over a chasm, past lava pools or hot springs. Scenarios can also switch between terrains entirely, with an appropriate transition. Running out of the city gate may take the chase into the desert. A chase through the forest may lead to a cave, or a cave may lead to an opening back to the surface.

The GM decides what scenarios are involved. The more creative these are, the more interesting the chase will be.

Chased

On the chased's turn, their first choice is where to run to. Most of the time, each round will go through one scene, and lead to a new scene on the next round. The GM will tell the chased which scenarios are available for them to run to. This may only be the one they are currently in, if it's a long scenario that will take multiple rounds, or a choice of several new scenarios. 2 is a good number of options, but more can be presented if desired. For instance, the chased comes upon an intersection. To their left is a crowded market, and to their right is the abandoned warehouse district. They can choose where to go, and hence can steer the chase to advantageous scenarios for themselves.

If there are multiple chasees, they can choose their scenario differently. If so, see Splitting the Chase.

Next, they choose an action to interact with the scenario to their advantage. This is largely freeform. They can utilize their abilities, interact with the environment, try to shoot at the chasers, etc. See adjudicating actions for how to handle the results of these actions.

Chaser

After the chased goes, the chasers take their turns, starting with the person closest to the chased on the track. They are presented with the scenario that the

chased chose, and have to pick their action. This is also largely freeform, and is handled the same way as the chased actions

Adjudicating Actions

The members of the race have taken an action. It's up to the GM to determine if this action is possible in the given scenario, and to figure out the result of this action. Many actions fall into common groupings. The players should not be declaring which grouping it is, they should just declare the action. Actions which do not fall into these categories are still possible, but we have no specific suggestions for the outcomes.

By default, each character advances one on the chase track. A character taking no specific action does so.

Sprint: A character may sprint. They move an additional number of spaces equal to their chase speed. This can only be done if the scenario has clear space. They must make an endurance check against a DC 10, with a -3 modifier for each time they have already used it. If they fail, they tire themselves out, trip, run into something, etc, and are moved backwards by their chase speed.

Create Obstacle: A character may create an obstacle, such as knocking over trashcans behind them. Each character behind them must react to this obstacle appropriately, and make a role check if needed. A failure on the check or to react appropriately moves them back by their chase speed. Note that some scenarios have innate obstacles, and everyone, chased included, must deal with them.

Attack: A character may attempt to attack another character. An attack can target a creature 1 space away for every 6 of it's range. To do so, the attacking character must forgo it's space of movement. Make the attack roll. If it hits, the target loses 2 spaces. An attack with a lesser effect makes them lose 1 space on a miss. Effects that stop the target make them unable to take their movement next turn, and SLOW effects can drop their chase speed

Alternative Route: if the chased can predict the chased's destination, either through player deduction or character knowledge, they may attempt to find a shortcut. This brings them out of the race for several rounds, but they can reenter several spaces ahead of where they were when they return, at least 1-2 spaces per round. Bear in mind that leaving for a shortcut means they are not present to ensure the chased does not escape. A chased coming out behind on an alternative route doesn't necessarily mean it was slower; they could have come out ahead and the chased changed course to avoid them.

TELEPORTING: Most in combat TELEPORTS are not significantly faster than running, though they may be useful for bypassing obstacles. If they have a longer range TELEPORT, such as an out of combat TELEPORT, they will generally need to anticipate where to go, and is basically taking an alternative route.

Take the High Ground: whether it's climbing to the rooftops, swinging through the tree branches, or just flying, a character may want an alternative route through a scenario. This often takes a space

of movement to achieve, and may require a successful role check to accomplish. This gives the character a different perspective on a scenario, and may let them bypass obstacles, but may come with its own set of obstacles. Running along rooftops may avoid the overturned cart, but require role checks to avoid falling. A chased in the high ground may not be catchable by someone still on the ground. A scenario may force them out of the high ground, or they may choose to come down on their own. The high ground can also give a better perspective if the chased tries to hide.

Hiding: The chased may hide if they have enough of a lead. This takes a role check, as per the sneaking rules. If it succeeds, the chasers don't know where they went, and the chase itself tends to end, though they may be able to find the chased and resume the chase. A failure to hide lets the chasers catch up to 2-3 spaces away.

Ending the Chase

In addition to the chased getting too far ahead, the chased may reach their destination, or they may be caught. The destination occurs after a set number of rounds pass, often ten. Catching a chased occurs when a chaser reaches their space. At this time, the chased may fight, starting a combat. Other chasers start approximately 6 hexes away per space behind they are. A chased may also just surrender. If neither occurs, the chaser has to stop the chased. A trip or GRAPPLE attempt is the most basic way, but other abilities may be useful. *note about vehicles*

Splitting the Chase

If the chased go in different directions, each chaser must decide which chased to go after. Split them into their own chase tracks, and run both chases at the same time, doing a round of one then a round of the other. The chase can remerge if they go back to the same scene, such as when they are trying to get to the same goal

Races

A race is like a chase scene, except it does not end if someone catches up. Instead, the chased/chaser designations switch. The winner is the one who reaches the goal first. Depending on the race, different actions may be allowed. If there is a set course, the chased may not have a chance to choose each upcoming scene. If it's doing laps, a smaller set of scenes may be repeated several times. Shooting at other contestants may be fine in a death race, but in most races it's disallowed.

Assassinations

Sometimes your goal is to kill someone through subterfuge and conniving, rather than outright battle. If you can get your victim in a vulnerable position, killing them can be simple, without invoking combat rules for the attack. This generally means

finding the target in a position where they are not ready for combat, are unaware of the danger, and are not innately beyond human durability. Assassinating a dragon probably won't work, since a dragon is never particularly vulnerable by virtue of being a dragon, for instance. This could change if you found an item that your target is vulnerable to.

The actual process of performing an assassination is generally involved for any significant target. Approaching the target is a task in and of itself, whether it involves infiltrating their base and reaching their bedroom in the dead of night, integrating oneself into their inner circle of associates, or stationing oneself at a venue they will appear at. Gathering information and preparing for the approach ahead of time is likely necessary. The target's bodyguards and allies may also be vigilant against such attempts, and able to thwart them if noticed.

After the assassination is made, escape is likely necessary. This may involve sneaking away again, fighting their guards, reaching a pre-arranged extraction point, etc.

Putting it all together: a Heist

As an example of how everything plays together, let's examine a classic heist. There is a goal, either mandated by an external force or implicitly decided upon by the party. There are likely varying levels of success, such as stealing the gem without anyone being aware, stealing the gem while keeping your identities secret, stealing the gem and escaping with your identities exposed, stealing the gem and escaping only to have someone else steal it, stealing the gem and getting caught afterwards, etc.

There are several stages which tend to occur. This are not explicitly defined, but are just an observation about how players will tend to approach the problem, in the model of a classic heist movie.

The first stage is information gathering. Doing research in a library, scouting out the area from afar, bribing an employee for information, the point is to get as much forewarning about what will be faced as possible. This can involve projects to acquire certain types of information too. The GM can use this time to plan out what types of obstacles are present, and should be mindful of what level of information the players have and make sure what they will encounter is compatible with it. This doesn't mean all of their information has to be correct, but there generally shouldn't be anything that they should have learned about with their research but they didn't. A team that gathers a lot of information will face fewer surprises.

An obstacle in this sense is anything that may impede the party. It could be as simple as a locked door, a room full of guards, a surprise encounter with the baroness, anything that the party will need to deal with.

The second stage is planning. Based on what is known, the players come up with a plan on how to pull off their scheme. This mainly involves the players plotting and scheming. The GM can use these plans to further refine what he needs to plan. He

How much opposition exists will depend on the significance of the target. Different targets may have different levels of vulnerability. An easy target may walk around by himself at night commonly, a hard target may only be vulnerable when in his bathroom at the center of his fortress of doom after having removed his legendary armor, or can only be killed by the crimson blade of Azure which previously bound them to the underworld in ages past.

Assassinating PCs

Don't. Unless the victim is being written off intentionally, it doesn't work well for the game or story. It doesn't matter if the assassin logically got through a lot of challenge to pull it off, it just makes the players feel cheated. A failed assassination attempt can start an encounter, or act as an ambush, but instantly killing the target is meant to be the culmination of the PCs efforts, not a cheap way to end a PC.

may not have considered what the back alley would have contained, but when the party starts planning to use it, he can be prepared. This doesn't mean he should be countering the party's plans, just be prepared for the direction they will take.

The third stage is preparation. The party acquires any extra equipment the plan would require, practices any key skill checks to get a preparation bonus, and otherwise setting everything up ahead of time. There may be some projects involved for more elaborate preparations.

The fourth stage is the execution. At this point they will be faced with a series of obstacles, which they will overcome using their skills and abilities, and based on how they handle each one they move on to additional obstacles until they have succeeded or failed. Handling any given obstacle could involve sneaking, social skills, combat, or whatever other approach the party devised. Their solution may change what other obstacles they end up facing, based on the natural consequences of their actions.

Example Session

The party has decided they want the azure gem. They already know it is kept in the museum, so they decide to scout out the area. They get some tickets to the museum, and go on a tour to discover the general layout of the building, and see what kind of security devices they can spot. They also look out for guards and see what they are equipped with. Afterwards, they get a hotel room overlooking the museum, and watch the external security for several nights.

Then they start planning. They decide they will try to use a hang glider off their hotel roof onto the roof of the museum. From there, the party will send one person to another wing of the museum to create a distraction. From their knowledge of the guard patrols, they know the guard which will walk by the gem has a patrol that takes him into that wing, so he can be neutralized or delayed there to create a window of opportunity. While that is happening, they can open the skylight above the gem, and lower their

thief down towards the gem. They have identified a laser network above the gem, and so the thief will use their acrobatics to avoid touching them. Once lowered, they will swap the gem with a glass replica, and pull the thief back up. Sealing the skylight behind them, they will retreat to the back of museum and scale the wall in a gap in the guards pattern. If everything goes well, nobody will even realize the gem is missing!

They then extend their hotel reservation through the night of the heist, buy a hang glider, rappelling equipment, a glass cutter, sealant, black catsuits, and create the fake gem. Creating the fake gem ends up being a minor project, but is completed without difficulty. The thief sets up a dummy laser grid and practices moving through it safely. They also pack up some existing supplies, like civilian clothes to change into during the escape.

The night of the heist arises, and they gather on the roof of the hotel. After some surveillance to make sure there are no surprises, they hang glide off the roof. This is a tricky maneuver, so they make skill checks to land them where they need. One of them, Sally, fails the check, and overshoots the roof. They decide to adapt the plan and send Sally to distract the guard. Sally makes her way along the museum grounds to the other wing, using a successful sneaking check to avoid detection.

Improvising on the spot, Sally changes into her civilian clothes, and stashes her illicit gear in a bush. She then messes up her clothes some, works up some tears and smudges her makeup, making a disguise check to appear like a woman in distress. From there, she waits until the guard she is to distract approaches the area, and runs up to the door and starts trying to open it frantically and then starting pounding on it and screaming for help. This ends up being a convincing check with a high believability modifier, but she convinces the guard she needs help, and he rushes to open the door and let her in. She then provides a blubbery tale of a man trying to attack her, and suggests the guard go and find him. She convinces him of her situation, and the guard's

sense of justice creates an incentive to help her, but the objection of his duty to guard the museum is too strong for him to leave to do so. She tries to de-emphasize the objection by telling him that it's okay, nobody will think he did anything wrong, but fails her check. She then asks if he can just stay and protect her, then, which he agrees as it doesn't mean he has to leave. This successfully keeps the guard away from the gem.

Meanwhile, the rest of the party prepares for the rappelling. They discover the skylight doesn't open, so they cut the pane out, cutting as close to the outside as possible, and use suction cups to keep it from falling inwards. They set up the rappelling rig, and lower the thief down. This requires a skill check, but between the thief's high finesse, the high applicability of the thief role, and the preparation bonus, they make it easily. The thief then uses a lockpick to unlock the case, but doesn't quite roll well enough. Nervously, the thief takes extra time to get a bonus, hoping that they don't get caught, and managed to crack it before anyone notices. The thief swaps out the gem for the fake.

Meanwhile, back at Sally, the guard decides to radio in the situation, and ask someone else to swing by on his patrol route. Sally can't think of an argument to stop them, so discretely radios in that they will have company.

Closing the case, they pull the thief back up, and have to rush so they have a narrow time frame on avoiding the lasers again. With a lucky roll, the bonuses they have are just enough to do it in time, and the thief is out of sight by the time the guard's flashlight sweeps across the gem's pedestal. They place the skylight pane back, and use their sealant to cement it in place.

A set of sneak checks sees the party out past the wall without being detected. Sally decides to wait with the guard until morning, at which point she says she feels safe enough to go home. A quick detour picks up the pack she stashed in the bush, and soon after she has rejoined the party where they celebrate their successful heist.

Chapter 12

Monster Abilities and Creation

Every intrepid adventurer needs a dangerous, meaty wall of flesh to stand between them and their heroic deeds. Preferably interesting ones with exotic powers and strange, deadly abilities, so when they re-tell the tale later it's much more interesting than that *other* adventurer's stories about how they felled a horde of weak, puny monsters.

Here's a quick, powerful ruleset to build them, and keep your heroes at the top of the bragging pile.

Monster Generation Step-by-Step

1. Assign a tier, and then use the base stats by tier from the Basic Stats Table.
2. Assign attributes, with the following array: 4, 2, 1, 0, 0.
 - (a) **Social:** Each point of social lets you raise or lower your target priority by one for one enemy for round. If you raise it, you can take a SURGE on someone who violates this target priority. If you lower it, you gain a 25% DODGE CHANCE against attacks that violate this target priority.
 - (b) **Toughness:** Each point of toughness lets you make a combat maneuver as a free action once per encounter.
 - (c) **Understanding:** Each point of understanding lets the monster pick an additional primary major, secondary major, or minor ability.
 - (d) **Finesse:** Each point of finesse lets you increase your speed by two for one turn once per encounter.
 - (e) **Focus:** Each point of focus lets you avoid provoking a single REACTION from a single target for a single action or hex of movement.
3. Choose between:
 - (a) **Weaponless:** The monster has no weapons, and cannot take [W]eapon abilities. This must be chosen if they do not have any [W]eapon abilities.
 - (b) **Wield Weapons:** The monster possesses three weapons, and can switch between them, similar to a PC.
 - (c) **Natural Weapon:** The monster possesses a single natural melee weapon, and cannot be disarmed. It also gets a bonus major ability that can be used at range; this becomes [R]eckless.
4. Choose two major abilities, at least one of these abilities must be a primary major ability. Primary major abilities are suitable for a backbone ability, while secondary major abilities are intended for more occasional use, or as a backup if they can't use their primary major for whatever reason. It is strongly recommended that each monster have something it can use at range and in melee.
5. Choose one minor ability. Minor abilities are range 12 if not otherwise specified. In addition to this, all monsters gain the Rest minor ability for free.
6. If the monster has a Understanding attribute higher than 0, choose an additional primary major ability, secondary major ability or minor ability for each point that the monster has in understanding. You can't take the same ability multiple times.
7. Define SURGES.
 - (a) If the creature has no abilities that grant a SURGE, they can use the basic SURGE. If the creature has [W]eapon abilities, the basic surge is a [W]eapon ability, otherwise it is not.
 - (b) If the creature has multiple abilities useable as a SURGE, they can choose any of their available SURGES when making a SURGE.

- (c) Abilities with the [SURGE] tag can be used as a SURGE. If the minor ability attaches a RIDER, the target of the SURGE is targeted by the RIDER.
- (d) Surges granted by [W]eapon major abilities are themselves [W]eapon abilities.

8. Choose an innate ability.

9. Choose a COUNTER ability.

10. Determine tactical abilities.

- (a) Creatures gain 1 tactical ability per tier.
- (b) A creature may swap a tactical ability for the native ability if the situation warrants it.
- (c) A monster with one TRACK gets half the number of tactical abilities, rounded down. A monster with two or more TRACKS gains no tactical abilities.

Mooks

A mook is a weaker version of a monster, or just a weaker type of monster. Generating a mook works the same as generating a normal monster, but they use the lowercase version of any table entries where present, and cannot take tracks.

Extras

Extras are even weaker than mooks, and are little more than cannon fodder. See the extras section below for more details.

Basic Stat Array

Tier	Champion	Hero	Immortal	Myth
HP	48	64	80	96
hp	24	32	40	48

Summon Stat Array

Tier	Champion	Hero	Immortal	Myth
HP	6	8	10	12
hp	6	8	10	12

Swarm Stat Array

Tier	Champion	Hero	Immortal	Myth
HP	108	144	180	216
hp	54	72	90	108

Meatwall Stat Array

Tier	Champion	Hero	Immortal	Myth
HP	72	96	120	144
hp	36	48	60	72

Massive Meatwall Stat Array

Tier	Champion	Hero	Immortal	Myth
HP	96	128	160	192
hp	48	64	80	96

Basic Surge [W?]

As a SURGE, this creature may make 1 STRIKE, dealing **D** damage. **BOOST:** +**B** extra damage.

Tier	Champion	Hero	Immortal	Myth
D	15	20	25	30
B	5	7	8	10

Monster Abilities

Primary Major Abilities

Offense				
Auto-Damage	Basic Attack	Blaster	Binding*	Disorienting Blow
Flurry*	Improved Grab	Precise*	Rend*	Slug*
	Swarm	Touch of Death	Tripper*	Eye Gouge

Defense		
Drain*	Leech*	Vampiric*

Other - (V)aried and (M)ixed	
Hampering* (M)	Spawn (M)

Unique	
Major TRACK* (V)	

Offensive Primary Major

Blaster [O]

As a major action, this creature may deal **D** damage to a single target within range 12. A successful defense roll halves the damage. **BOOST**: Increase damage by **B**.

Tier	Champion	Hero	Immortal	Myth
D	19	25	31	38
d	11	15	19	23
B	4	5	6	8

Flurry [OW]

As a major action, this creature may make 5 STRIKES, dealing **D** damage each. A mook takes 3 STRIKES. **BOOST**: Take an additional STRIKE. **SURGE**: This creature may take 3 of these attacks as a SURGE. **BOOST**: Take an additional STRIKE

Tier	Champion	Hero	Immortal	Myth
D	5	7	8	10

Slug [OW]

As a major action, this creature may take 2 STRIKES at -2 to hit, dealing **D** damage each **BOOST**: +2 to hit. **SURGE**: This creature may make one STRIKE at -2 to hit dealing **S** damage **BOOST**: +3 to hit

Tier	Champion	Hero	Immortal	Myth
D	15	20	25	30
d	9	12	15	18
S	18	24	30	36

Precise [OW]

As a major action, this creature may make 3 STRIKES at +3 to hit, dealing **D** damage **BOOST**: **B** extra damage per hit. **SURGE**: This creature may make one attack at +3 to hit for **S** damage as a SURGE. **BOOST**: +5 to hit

Tier	Champion	Hero	Immortal	Myth
D	7	9	11	13
d	4	5	7	8
B	1	2	2	3
S	12	16	20	24

Basic Attack [OW]

As a major action, this creature may make 2 STRIKES, dealing **D** damage each. **BOOST**: +**B** extra damage.

Tier	Champion	Hero	Immortal	Myth
D	13	17	21	25
d	8	10	13	15
B	3	3	4	5

Swarm [O]

As a major action, for the remainder of the turn, this creature can move through occupied spaces, doesn't provoke REACTIONS, and if it ends its turn in the same hex as an enemy, it is attached to that enemy, and the enemy takes **D** damage. Until the next round, this creature has no melee range. If it shares a hex with multiple other creatures, split the damage evenly between them. If that creature is attacked while this creature is attached to it, the attack also targets this creature. While attached, this creature cannot be moved from its target's hex, and if the target moves this creature moves with it. The targeted creature may spend 1 STEP to unattach this creature from itself. **BOOST**: deal an extra **B** damage

Tier	Champion	Hero	Immortal	Myth
D	21	28	35	42
d	12	16	20	24
B	5	6	8	9

Binding [O]

As a major action, this creature may make 2 STRIKES within range 12 that deal **D** damage, and inflicts SLOW 2 on a hit. **BOOST:** +**B** damage **SURGE:** This creature may make 1 STRIKE that deals **S** damage and inflicts SLOW 1. **BOOST:** +4 to hit

Tier	Champion	Hero	Immortal	Myth
D	13	17	21	25
d	8	10	13	15
S	15	20	25	30
B	3	3	4	5

Touch of Death [O]

As a major action, this creature may make a melee STRIKE for **D** damage. **BOOST:** +**B** damage.

Tier	Champion	Hero	Immortal	Myth
D	25	33	42	50
d	15	20	25	30
B	5	7	8	10

Improved Grab [OW]

As a major action, this creature may make 2 STRIKES for **D** damage each. If they hit and are melee attacks, the target is GRAPPLED. **BOOST:** +**B** damage.

Tier	Champion	Hero	Immortal	Myth
D	13	17	21	25
d	8	10	13	15
B	3	3	4	5

Autodamage [RmO]

As a major action, this creature may deal **D** damage to a target within 12 hexes **BOOST:** +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	15	20	25	30
d	9	12	15	18
B	3	4	5	6

Tripper [OW]

As a major action, this creature may make 2 STRIKES for **D** damage each. If they hit, and a melee weapon is used, the target is knocked PRONE. **BOOST:** +4 to hit, or +**B** damage for mooks.

Tier	Champion	Hero	Immortal	Myth
D	13	17	21	25
d	8	10	13	15
B	3	3	4	5

Eye Gouge [OW]

As a major action, this creature may make 2 STRIKES for **D** damage each. If they both hit, and a melee weapon is used, the target is BLIND 6. **BOOST:** +4 to hit, or +**B** damage for mooks.

Tier	Champion	Hero	Immortal	Myth
D	13	17	21	25
d	8	10	13	15
B	3	3	4	5

Disorientating Blow [OW]

As a major action, this creature may make 1 STRIKE at -1 to hit which deals **D** damage. If it hits, the target is DIZZY 2. **BOOST:** +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	27	36	45	55
d	11	15	18	22
B	5	7	9	11

Rend [OW]

As a major action, this creature may make 2 STRIKE at +2 to hit which deals **D** damage. If both hit, the target is BLEEDING **D**. **BOOST:** +3 to hit. **SURGE:** This creature may make a STRIKE at +2 for **S** damage as a SURGE **BOOST:** +5 to hit

Tier	Champion	Hero	Immortal	Myth
D	11	14	18	21
d	6	9	11	13
S	13	17	21	26

Defensive Primary Major**Vampiric [OWS]**

As a major action, this creature may take 2 STRIKES that deal **D** damage to the target and healing them for **D**. Any excess healing becomes hp. **BOOST:** +**B** damage and healing. **SURGE:** This creature may make 1 STRIKE that deals **S** damage and heals them for **S**. Any excess healing becomes temporary HIT POINTS. **BOOST:** +4 to hit

Tier	Champion	Hero	Immortal	Myth
D	6	8	10	13
d	4	5	6	8
B	1	2	2	3
S	5	7	8	10

Drain [OWS]

As a major action, this creature may take 2 STRIKES, dealing **D** damage to the target and inflicting **D** WEAKENED. **BOOST**: +4 to hit, or +**B** damage and WEAKEN for mooks **SURGE**: This creature may make 1 STRIKE, dealing **S** damage to the target and inflicting **S** WEAKENED **BOOST**: +4 to hit

Tier	Champion	Hero	Immortal	Myth
D	6	8	10	13
d	4	5	6	8
B	1	2	2	3
S	5	7	8	10

Leech [RmOS]

As a major action, this creature may deal **D** damage to a target within 12 hexes, and heal for **D**. A successful defense roll halves the damage and healing. Any excess healing becomes temporary hp **BOOST**: +**B** damage and healing **SURGE**: This creature may deal **S** damage to a target within 12 hexes, + "and heal for **S**. **BOOST**: +**B** damage and healing

Tier	Champion	Hero	Immortal	Myth
D	9	13	16	19
d	6	8	9	11
B	2	3	3	4
S	6	8	9	11

Other Primary Major**Spawn [Rm]**

This creature may SUMMON a specific creature as a major action. That creature has **H** hp, 2 mook monster majors, a monster COUNTER, and a monster tactical. It acts on the round it was SUMMONED, and disappears after its second round. This cannot be taken by mooks.

Tier	Champion	Hero	Immortal	Myth
H	6	8	10	12

Hampering [OWS]

As a major action, this creature may take 2 STRIKES at -2 to hit, dealing **D** damage and a PENALTY to the target. **BOOST**: +**B** damage. **SURGE**: This creature may make a STRIKE at a -2 to hit, dealing **S** damage and a PENALTY. **BOOST**: +3 to hit.

Tier	Champion	Hero	Immortal	Myth
D	12	16	20	24
d	6	8	10	12
B	3	4	5	6
S	15	20	25	30

Unique Primary Major**Major Track**

This creature does not gain any major abilities. Instead, it may select a major TRACK.

Secondary Major Abilities

Offense			
Evoker	Cone	Line	Whirlwind
Trample	Blinding Spit	Arcane Projectile	Instill Fear
Repulse	Lure	Snatch	Cursed Blow
Fling Terrain	Build up	Earthquake	Empowering

Defense			
Slow Quarry	Paralyzing Gaze	Drain Life	Restoration
Shielding	Toughening	Improved Stealth	

Other - (V)aried and (M)ixed			
Swallow Whole (M)			

Unique			
Change Form (V)			

Offensive Secondary Major

Evoker [SR]

As a major action, this creature may create a 3 hex radius burst within 12 hexes which deals **D** damage. A successful defense roll halves this damage BOOST : +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	14	18	23	28
d	9	12	15	18
B	3	3	4	5

Cone [S]

As a major action, this creature may create a 6 hex cone originating from itself which deals **D** damage. A successful defense roll halves this damage BOOST : +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	14	18	23	28
d	9	12	15	18
B	3	3	4	5

Line [S]

As a major action, this creature may create a 24 hex line originating from itself which deals **D** damage. A successful defense roll halves this damage BOOST : +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	14	18	23	28
d	9	12	15	18
B	3	3	4	5

Whirlwind [S]

As a major action, this creature may STRIKE all enemies in its melee range for **D** damage. BOOST : +3 to hit, or +**b** damage for mooks

Tier	Champion	Hero	Immortal	Myth
D	18	24	31	37
d	12	16	19	23
b	3	4	6	7

Trample [SH]

As a major action, this creature can DASH up to 6 hexes in a straight line. They can move through enemy hexes during this movement, and deal **D** damage to each enemy adjacent to them at any point in this movement. A creature can only take damage from this effect once per use of this ability. BOOST : +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	11	15	18	22
d	7	9	12	14
B	2	3	3	4

Blinding Spit [RO]

As a major action, this creature can STRIKE an enemy within 12 hexes. On a hit, they take **O** ONGOING damage for 3 round, and are BLINDED 6 for 2 rounds. BOOST : +3 to hit, or +**b** damage for mooks

Tier	Champion	Hero	Immortal	Myth
O	10	13	17	20
o	5	7	8	10
b	3	3	4	5

Arcane Projectile [RS]

As a major action, this creature deal **D** damage to 3 different creatures within 12 hexes. **BOOST** : +**B** damage to one creature

Tier	Champion	Hero	Immortal	Myth
D	9	12	15	18
d	6	8	10	12
B	3	4	5	6

Instill Fear [Fear RO]

As a major action, this creature can give a creature within 12 hexes Offguard 4. Mooks give Offguard 2. **BOOST**: Increase the offguard by 1

Repulse [O]

As a major action, this creature can **FORCE** an creature within its melee range 6 hexes away, and deal **D** damage. **BOOST**: +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	15	20	25	30
d	9	12	15	18
B	3	4	5	6

Lure [Mental RO]

As a major action, this creature may **DIRECT** a creature within 12 hexes to move their speed towards them and become **VULNERABLE V**. The target may make a defense roll to negate this effect. **BOOST**: +**B** **VULNERABLE** .

Tier	Champion	Hero	Immortal	Myth
V	20	27	33	40
v	10	13	17	20
B	5	7	8	10

Snatch [RO]

As a major action, this creature may **STRIKE** a creature within 12 hexes to **FORCE** them 6 hexes closer to them, and make them **VULNERABLE V**. **BOOST**: +3 to hit, or +**b** **VULNERABLE** for a mook

Tier	Champion	Hero	Immortal	Myth
V	20	27	33	40
v	10	13	17	20
b	5	7	8	10

Cursed Blows [OW]

As a major action, this creature may make 2 **STRIKES** that deal **D** damage and 1 **CORRUPTION**. **BOOST**: +3 to hit, or +**b** damage for a mook

Tier	Champion	Hero	Immortal	Myth
D	8	10	13	15
d	3	3	4	5
b	3	3	4	5

Fling Terrain [RO]

As a major action, this creature may make a **STRIKE** against a creature within 12 hexes that does **D** damage and knocks the target **PRONE** on a hit. In order to do so, it must destroy a piece of destructible terrain in their melee range, or render a hex in their melee range difficult terrain. **BOOST**: +3 to hit or +**b** damage for mooks

Tier	Champion	Hero	Immortal	Myth
D	25	33	42	50
d	15	20	25	30
b	5	7	8	10

Build up [RS]

As a major action, this creature may double its movement for the following round, becomes **ENERGIZED E**, and becomes immune to **SLOW** and **STOPPED** for 1 round. **BOOST**: +**B** **ENERGIZED**

Tier	Champion	Hero	Immortal	Myth
E	12	16	20	24
e	6	8	10	12
B	3	4	5	6

Earthquake [Ground S]

As a major action, this creature deals **D** damage to all creatures within 12 hexes, and knocks them **PRONE**. A successful defense roll halves this damage. **BOOST**: +**B** damage

Tier	Champion	Hero	Immortal	Myth
D	11	15	19	23
d	8	10	13	15
B	2	3	3	4

Empowering

As a major action, this creature may energize a creature **E** **BOOST**: Increase the **ENERGIZED** by **B**

Tier	Champion	Hero	Immortal	Myth
E	12	16	20	24
e	6	8	10	12
B	3	4	5	6

Defensive Secondary Major**Slow Quarry [RmOS]**

As a major action, this creature may inflict **SLOW 1** for 3 rounds on a creature within 12 hexes. They gain a **PERSISTENT PENALTY** and a **PERSISTENT** offguard for 2 rounds as well. A mook inflicts a single **PENALTY** and offguard instead. **BOOST**: The target gains an additional **PENALTY** or offguard.

Paralyzing Gaze [ROS]

As a major action, this creature may paralyze a creature within 12 hexes. While paralyzed, the creature is STOPPED, WEAKENED **W** and VULNERABLE **W** at the beginning of each turn. At the beginning of the paralyzed creature's turn, before these effects take place, they may make a defense roll to stop being paralyzed. This does not stack with itself. **BOOST:** The WEAKEN and VULNERABLE increases by **B**

Tier	Champion	Hero	Immortal	Myth
W	5	6	8	10
w	2	3	4	5
B	1	2	2	2

Drain Life [ROS]

As a major action, this creature may inflict PERSISTENT WEAKEN **W** and PERSISTENT vulneranble **w** for 3 rounds to a cature within 12 hexes. A successful defense roll halves the WEAKEN and vulnerabilty **BOOST:** The WEAKEN and VULNERABLE increaes by **B**

Tier	Champion	Hero	Immortal	Myth
W	4	5	6	8
w	2	3	3	4
B	1	1	2	2

Restoration [S]

As a major action, this creature may heal a creature **H** damage and energize them **H**, and remove a lesser removable condition from it. Any excess healing becomes thp. **BOOST:** Increase the healing and ENERGIZED by **B**

Tier	Champion	Hero	Immortal	Myth
H	6	8	10	12
h	3	4	5	6
B	2	2	3	3

Shielding [S]

As a major action, this creature may grant a creature **H** bhp and energize them **H**, **BOOST:** Increase the bhp and ENERGIZED by **B**

Tier	Champion	Hero	Immortal	Myth
H	6	8	10	12
h	3	4	5	6
B	2	2	3	3

Toughening [S]

As a major action, this creature may grant a creature **H** RESISTANCE and energize them **H**, **BOOST:** Increase the RESISTANCE and ENERGIZED by **B**

Tier	Champion	Hero	Immortal	Myth
H	6	8	10	12
h	3	4	5	6
B	2	2	3	3

Improved Stealth [RS]

This creature may spend a major action to avoid STEALTH PENALTIES from moving this round; this action does not itself have a STEALTH PENALTY. They gain 2 BOOSTS and a 50% DODGE CHANCE against the next 2 attacks against them. If the attack is [O]verwhelming, it takes both uses. A mook only gains 1 use of the DODGE CHANCE and 1 BOOST. **BOOST:** Gain another use of the DODGE CHANCE.

Other Secondary Major**Swallow Whole [OS]**

As a major action, this creature make 2 STRIKES within its melee range. If either hits, the target is GRAPPLED. If both hit, the target is swallowed. A swallowed creature shares its space with this creature and moves with it. A swallowed creature cannot move without WARP, has no LINE OF SIGHT or LINE OF EFFECT to anything but the swallowing creature, and no creature has LINE OF SIGHT or LINE OF EFFECT to the swallowed creature. The swallowing creature is OFF BALANCE to the swallowed creature.

The swallowed creature targets the monster's Stomach HP (H), Which has a COUNTER that reduces the damage by C. If this is eliminated, they are no longer swallowed and are moved to an adjacent unoccupied hex. Any excess damage is dealt to the swallowing creature. The swallowed creature takes **D** damage each round on the swallows turn, including the round they are swallowed, ignoring COUNTERS. If the swallowing creature is dropped or the swallowed creature can leave its hex, the swallowed creature is no longer swallowed. While the swallowing creature has a creature swallowed, it takes 2 PENALTIES on its major action and cannot use Swallow Whole. **BOOST:** The first of the two STRIKES is made at a +3 bonus. **Special:** Mooks cannot have swallow whole.

Tier	Champion	Hero	Immortal	Myth
H	33	44	56	67
D	6	8	10	12

Unique Secondary Major**Change Form**

Pick a second set of major, minor, and tactical abilities. At the beginning of their turn, this monster may switch their major, minor, and tactical abilities for the other set.

Minor Abilities

Offense				
Breath Weapon	Line Weapon	Destructive Aura	Doom Aura	Fire attack
Ice Attack	Electrical Attack	Slash	Strengthen	Venom

Defense			
Ablate	Bubble	Drain Energy	Heal
Heal Self	Intimidate	Tumble	Web

Other - (V)aried and (M)ixed		
Rest (M)	Hasten (V)	Refresh (V)

Unique	
Massive	Minor TRACK*

Offensive Minor

Breath Weapon

This creature may spend 2 minor actions in a row to create a 6 hex cone that deals **D** damage. A successful defense roll halves the damage. **BOOST**: Increase the damage by **B** for all targets or **b** for one target

Tier	Champion	Hero	Immortal	Myth
D	14	18	23	28
d	9	12	15	18
B	3	3	4	5
b	4	5	6	8

Line Weapon

This creature may spend 2 minor actions in a row to create a 24 hex line that deals **D** damage. A successful defense roll halves the damage. **BOOST**: Increase the damage by **B** for all targets or **b** for one target

Tier	Champion	Hero	Immortal	Myth
D	14	18	23	28
d	9	12	15	18
B	3	3	4	5
b	4	5	6	8

Rush

This creature may DASH 3 hexes and gain 2 BOOSTS. **BOOST**: Become ENERGIZED **E**

Tier	Champion	Hero	Immortal	Myth
E	3	4	5	6

Destructive Aura

As a minor action, this creature may deal **D** damage to all enemies within 2 hexes. A successful defense roll halves the damage. **BOOST**: Increase the damage by **B** for all targets or **b** for one target

Tier	Champion	Hero	Immortal	Myth
D	9	12	15	18
d	6	8	10	13
B	3	3	4	5
b	4	5	6	8

Doom Aura

As a minor action, this creature may deal **D** damage to all other creatures within 6 hexes. A successful defense roll halves the damage. **BOOST**: Increase the damage by **B** for all targets or **b** for one target

Tier	Champion	Hero	Immortal	Myth
D	9	12	15	18
d	6	8	10	13
B	3	3	4	5
b	4	5	6	8

Fire Attack [Surge]

As a minor action, this creature may gain a RIDER that deals **D** damage and inflicts BURNING **C**. A successful defense roll halves the damage and prevents the BURNING. **BOOST**: Increase the damage by **d**

Tier	Champion	Hero	Immortal	Myth
D	8	10	13	15
d	4	5	6	8

Ice Attack [Surge]

As a minor action, this creature may gain a RIDER that deals **D** damage and inflicts FROZEN. A successful defense roll halves the damage and prevents the FROZEN. **BOOST**: Increase the damage by **d**

Tier	Champion	Hero	Immortal	Myth
D	8	10	13	15
d	4	5	6	8

Electrical Attack [Surge]

As a minor action, this creature may gain a RIDER that deals **D** damage and inflicts SHOCKED. A successful defense roll halves the damage and prevents the SHOCKED. **BOOST**: Increase the damage by **d**

Tier	Champion	Hero	Immortal	Myth
D	8	10	13	15
d	4	5	6	8

Slash [W Surge]

As a minor action, this creature may make a STRIKE for **D** damage. **BOOST:** +4 to hit

Tier	Champion	Hero	Immortal	Myth
D	15	20	25	30
d	10	13	17	20

Strengthen

As a minor action, this creature become **ENERGIZED E**. **BOOST:** Increase the **ENERGIZED** by **e**

Tier	Champion	Hero	Immortal	Myth
E	6	8	10	12
e	3	4	5	6

Venom [Surge]

As a minor action, this creature may gain a **RIDER** that does **ONGOING O** damage for 3 rounds on a successful attack roll. **BOOST:** Increase the **ONGOING** by **o**

Tier	Champion	Hero	Immortal	Myth
O	5	7	8	10
o	3	3	4	5

Defensive Minor**Ablate**

As a minor action, this creature may gain **R RESISTANCE**. **BOOST:** Gain **r** additional **RESISTANCE**

Tier	Champion	Hero	Immortal	Myth
R	6	8	10	12
r	3	4	5	6

Bubble

As a minor action, this creature may gain **B barrier HIT POINTS**. **BOOST:** Gain another **b** barrier **HIT POINTS**

Tier	Champion	Hero	Immortal	Myth
B	6	8	10	12
b	3	4	5	6

Tumble

As an immediate minor action, this creature can dodge an attack. They **DASH** 3 hexes and are not hit. If the attack is [O]verwhelming, they have a 50% chance of negating the attack. This creature can store 2 prepped minor actions. **BOOST:** The attacker receives a **PENALTY**

Drain Energy [Surge]

As a minor action, this creature may gain a **RIDER** that inflicts a **PERSISTENT PENALTY** for 2 rounds and **W WEAKENED** on a hit. Mooks only inflict 1 **PENALTY**. **BOOST:** Increase the duration of the **PERSISTENT PENALTY** by 1 round

Tier	Champion	Hero	Immortal	Myth
W	4	5	7	8
w	2	3	3	4

Heal

As a minor action, this creature may heal a creature within 12 hexes **H** hp. Excess healing becomes temporary hp. **BOOST:** Heal an additional **b**

Tier	Champion	Hero	Immortal	Myth
B	6	8	10	12
b	3	4	5	6

Heal Self

As a minor action, this creature may heal itself **H** hp. Excess healing becomes temporary hp, and it heals a lesser restorable condition **BOOST:** Heal an additional **b**

Tier	Champion	Hero	Immortal	Myth
B	6	8	10	12
b	3	4	5	6

Intimidate

As a minor action, this creature may cause a single enemy within 6 hexes to be **WEAKENED W**. **BOOST:** **WEAKEN** an additional **w**

Tier	Champion	Hero	Immortal	Myth
W	6	8	10	12
w	3	4	5	6

Web

As a minor action, this creature can create a 1 hex burst within 6 hexes which lasts until the end of the encounter. Any creature entering these hexes or starting their turn in it is **SLOWED 2** for 1 round and **WEAKENED W**. **BOOST:** increase the **WEAKENED** by **w**. This can also be fired at a single target, inflicting **S WEAKENED** on them. **BOOST:** increase the **WEAKENED** by **s**.

Tier	Champion	Hero	Immortal	Myth
W	4	5	7	8
w	2	3	3	4
S	6	8	10	12
s	3	4	5	6

Other Minor

Rest

As a minor action, this creature may gain a BOOST and heal **H**. Mooks don't gain a BOOST. **BOOST:** Heal an additional **H**.

Tier	Champion	Hero	Immortal	Myth
H	3	4	5	6

Hasten

As a minor action, this creature may gain a haste token. If it has a haste token, it may take a major action by spending a minor action and discarding its haste token. **BOOST:** The major will get a BOOST.

Refresh

As a minor action, this creature may gain a REFRESH. A mook must spend 2 minor actions in a row to gain a REFRESH. **BOOST:** Also become ON GUARD .

Unique Minor

Massive

This creature does not take minor actions. It gains **H** hp instead. If granted a minor action, it takes a SURGE instead.

Tier	Champion	Hero	Immortal	Myth
H	24	32	40	48
h	12	16	20	24

Minor Track

This creature does not gain any minor abilities. Instead, it may select a minor TRACK.

Innate Abilities

Offense				
Auto-Destroyer	Death Throes	Eldritch Body	Explosive	Hunter
	Rage	Retributive		

Defense				
Dodger	Invisible	Iron Skin	Meatwall	Regenerator
	Shielded			

Unique				
	Swarm Form	Splitting	Innate TRACK(V)	

Offensive Innate

Auto-destroyer

4 times per, this creature may enhance its major action. If this action is not [S]pecial, it targets every creature in a 2 hex radius, except for itself. If this is a melee attack, it only effects enemies. If its [S]pecial, it may use the major action twice, each with a PENALTY, targeting a different target each time. If this creature is dropped, it may take a SURGE for each unused use. **REFRESH:** Gain an additional use per encounter.

Death Throes

Once per encounter, when this creature is WOUNDED, it may take a turn before becoming WOUNDED. It gets 2 BOOSTS when it uses this ability. A mook only gains 1 BOOST. If it has more than 0 hp at the end of its turn, it is not WOUNDED. **REFRESH:** This creature may take an additional SURGE when they would become WOUNDED.

Eldritch Body

The first time each round a creature has LINE OF SIGHT to this creature, they take **D** [MENTAL] damage that ignores COUNTERS, are SLOWED 1, and gain an eldritch shared from this creature. A successful defense roll negates the SLOW. A creature with 4 shards from the same source is immune to this ability from that source, unless the source is a mook, in which case only 2 shards are necessary.

When this creature dies, it unleashes a psychic lash, dealing **E** damage that ignores COUNTERS to all creatures within 24 hexes. Each eldritch shard a creature has from this target reduces the damage by **D**. **REFRESH:** It takes an additional shard to be immune to this ability, and the damage taken when it dies is increased by **D**.

Tier	Champion	Hero	Immortal	Myth
D	2	2	3	3
E	6	8	10	12
e	12	16	20	24

Explosive

When this creature is WOUNDED, it explodes, killing the creature and dealing **D** damage to each creature adjacent to it. Creatures with this ability are immune to this damage. Additionally, that creature's hex and all adjacent hexes become difficult terrain. If no creature is damaged by this explosion, the creature's allies become livid, gaining 8 BOOSTS split amongst themselves. If this creature was a mook, they gain 4 BOOSTS instead. **BOOST:** This creature may spend any remaining BOOSTS to increase this damage by **R** for every 2 BOOSTS they have. **REFRESH:** The damage when this creature explodes increases by **R**. If no creatures are damaged by the resultant explosion, the number of BOOSTS given out is increased by 2.

Tier	Champion	Hero	Immortal	Myth
D	24	32	40	48
d	12	16	20	24
R	6	8	10	12

Hunter

This creature has 4 marks. Each round, this creature may place a mark on a target, making them VULNERABLE **V**, and allowing this creature to ignore target priority against that creature. If this creature is dropped while it still has marks, it may place all but 1 of the remaining marks on a creature and make a SURGE against it. **REFRESH:** This creature gains an additional mark. A mook places all but 2 marks.

Tier	Champion	Hero	Immortal	Myth
V	6	8	10	12
v	3	4	5	6

Rage

4 times per encounter, no more than once each round, this creature may become ENERGIZED **E**. This can only be discharged against creatures who attacked them in the last round. For each time this has not been used when they are dropped, it may make a SURGE against the creature who dropped it. **REFRESH:** This creature may use this an additional time this encounter.

Tier	Champion	Hero	Immortal	Myth
D	6	8	10	12
d	3	4	5	6

Retributive

This creature has 4 retributive charges. The first time each round this creature is hit within melee range, it may spend a retributive charge to deal **D** damage to their attacker. If they are dropped while they still have retributive charges, they may spend charges to heal **D** per charge. **REFRESH:** This creature gains an additional retributive charge.

Tier	Champion	Hero	Immortal	Myth
D	6	8	10	12
d	3	4	5	6

Vengeful

This creature has 4 Vengeance charges (2 for mooks). If one of its allies is dropped, it may spend a Vengeance charge to either be ENERGIZED **E** or gain 2 BOOSTS. If all of its allies is dropped, it may spend all of its Vengeance charges. If it has remaining Vengeance charges when it drops, it may spend all of them to grant an ally **E** ENERGIZED or 2 BOOSTS per Vengeance charge. **REFRESH:** This creature gains an additional Vengeance charge.

Tier	Champion	Hero	Immortal	Myth
E	6	8	10	12

Defensive Innate**Dodger**

This creature may gain a 60% DODGE CHANCE against any attack. A mook starts with 40%. Each time they use this, the DODGE CHANCE drops by 5%. An [O]verwhelming attack takes 10% to block. **REFRESH:** This creature gains 2 uses of a 50% DODGE CHANCE. An [O]verwhelming attack takes both uses to block.

Invisible

This creature is INVISIBLE 3. This does not end if they attack so long as all of the target creatures are within the invisibility radius. This creature has 8 invisibility tokens. It may spend one to get a 50% DODGE CHANCE against 1 attack. If the attack is [O]verwhelming, it takes 2 uses to dodge. **REFRESH:** Gain 2 invisibility tokens.

Iron Skin

This creature has **D** RESISTANCE. **REFRESH:** Gain **R** resistance.

Tier	Champion	Hero	Immortal	Myth
D	24	32	40	48
d	12	16	20	24
R	6	8	10	12

Meatwall

This creature has an extra **H** hp. **REFRESH:** Gain **R** temporary HIT POINTS.

Tier	Champion	Hero	Immortal	Myth
H	24	32	40	48
h	12	16	20	24
R	6	8	10	12

Regenerator

While injured more than **H**, this creature heals **H** hp at the beginning of their turn, with any excess becoming temporary hp. Each additional time it triggers, it heals half as much as the previous time. This healing applies even if this creature is WOUNDED, and the creature will cease to be WOUNDED if this brings it above 0 hp. **REFRESH:** Increase the healing by **R**. This increases the healing on subsequent rounds as if this was the normal AMOUNT healed

Tier	Champion	Hero	Immortal	Myth
H	12	16	20	24
h	6	8	10	12
R	3	4	5	6

Shielded

This creatures starts combat with **H** Bhp. **REFRESH:** They gain **R** barrier HIT POINTS.

Tier	Champion	Hero	Immortal	Myth
H	24	32	40	48
h	12	16	20	24
R	6	8	10	12

Unique Innate**Splitting**

When WOUNDED, this creature is replaced by 2 mooks of its level with half hp. They have no innate ability. **REFRESH:** The resulting mooks will start with a BOOST each. **Special:** Mooks cannot take this ability

Swarm Form

This creature has an extra **H** hp. They take double damage and ONGOING from aoes. **REFRESH:** Gain **R** temporary HIT POINTS.

Tier	Champion	Hero	Immortal	Myth
H	60	80	100	120
h	30	40	50	60
R	9	12	15	18

Innate Track

This creature does not gain any innate or COUNTER abilities. Instead, it may select an innate TRACK.

Counter Abilities

Defense				
DR	Dodge	Sapping Responsive Heal	Block	Barriered

Offense	
Anger	Retaliatory

Defensive COUNTERS

Barriered [C]

gain	B	barrier	HIT	POINTS
Tier	Champion	Hero	Immortal	Myth
B	3	4	5	6

Block [C]

Reduce the damage by **R**. If the attack dealt no damage before this reduction, the attacking creature takes a PENALTY

Tier	Champion	Hero	Immortal	Myth
R	3	4	5	6

DR [C]

Reduce the damage by **R**. If the attack dealt no damage before this reduction, this creature becomes ON GUARD

Tier	Champion	Hero	Immortal	Myth
R	3	4	5	6

Dodge [C]

Gain a 35% DODGE CHANCE against the attack. If its [O]verwhelming, get a 20% DODGE CHANCE instead. If its an area of effect, instead become ON GUARD .

Responsive Heal [C]

At the beginning of this creatures next turn, it heals **H**, even if WOUNDED.

Tier	Champion	Hero	Immortal	Myth
H	3	4	5	6

Offensive COUNTERS

Anger [C]

Become	ENERGIZED				E.
Tier	Champion	Hero	Immortal	Myth	
E	3	4	5	6	

Retaliatory [C]

If attacked within melee, deal **E** damage to the attacker. Otherwise, beomce ENERGIZED **E**.

Tier	Champion	Hero	Immortal	Myth
E	3	4	5	6

Sapping [C]

If attacked within melee, WEAKEN the attacker by **W**. Otherwise, gain **W** temporary HIT POINTS.

Tier	Champion	Hero	Immortal	Myth
W	3	4	5	6

Tactical Abilities

Tactical				
Speedy	Disguised	Flier	Incorporeal	Blinker
Scanner	Fearsome	Entangling	Seductive	Frosty
Pushy	Jumper	Hoverer	Wall Walker	Immunities
Burrowing	Nimble	Fire Trail	Ice Trail	Shocking Trail
Poison Trail	Greater Charge	Stench	Large	Huge
Living Nightmare	Center of Attention	Forgettable	Adaptable	Opportunist
	Vanisher	Seeker		

Tactical**Speedy**

This creature has +6 speed.

Disguised

This creature starts combat with STEALTH 0.

Flier

This creature can fly.

Incorporeal

This creature can PHASE.

Blinker

This creature can TELEPORT by spending 1 STEP for each hex TELEPORTED.

Scanner

This creature has SCANNER 12, can act in surprise rounds, and is immune to BLIND.

Fearsome [Fear Slow]

Enemies within 3 hexes of this creature must spend an additional STEP to move towards it.

Entangling [Slow]

Enemies within 3 hexes must spend an additional STEP to move away from this creature.

Seductive [Slow Mental]

Enemies within 9 hexes must spend an additional STEP to move away from this creature.

Frosty

This creature can spend a STEP to make 2 hexes within 6 hexes into fast terrain. They can use one STEP to move over three fast terrain hexes.

Pushy

When this creature moves adjacent to an enemy, it may move them 1 hex. A creature cannot be moved more than one hex each turn from this effect. This creature does not provoke REACTIONS for moving from creatures it uses this on. This creature also has +3 speed.

Jumper

This creature has +3 speed, and may jump 3 high with no action cost when it is on solid [GROUND].

Hoverer

This creature may hover, and has 3 additional speed.

Wall Walker

This creature has +3 speed and may walk on walls and ceilings.

Immunities

This creature is immune to 1 condition from the following list:

- [SENSELESS]
- [FEAR]
- [SICKENING]
- [MENTAL]

or 2 conditions from the following list:

- SLOW
- STOPPED
- PRONE
- DIZZY
- GRAPPLED
- BLIND
- BLEEDING
- FORCED movement
- STUNNED
- an ENERGY EFFECT

Burrowing

This creature can burrow.

Nimble

This creature never provokes REACTIONS from moving.

Fire Trail

When this creature leaves a hex, that hex becomes afflicted for 1 round. The first time each round a creature enters a hex afflicted this way, it begins BURNING *C*.

Ice Trail

When this creature leaves a hex, that hex becomes afflicted for 1 round. The first time each round a creature enters a hex afflicted this way, it becomes FROZEN.

Shocking Trail

When this creature leaves a hex, that hex becomes afflicted for 1 round. The first time each round a creature enters a hex afflicted this way, it becomes SHOCKED.

Poison Trail [Sickening]

When this creature leaves a hex, that hex becomes afflicted for 1 round. The first time each round a creature enters a hex afflicted this way, it gains **O** ONGOING damage.

Tier	Champion	Hero	Immortal	Myth
O	3	4	5	6

Greater Charge

This creature can charge twice as far, and ignores difficult terrain while charging, and can charge through destructible terrain that has less hp than their charge damage.

Stench [Sickening]

Creatures within 3 hexes of this creature without this ability are DIZZY 1 for 1 round.

Large

This creature occupies 3 hexes, is 2 hexes tall and has an additional hex of reach.

Huge

This creature occupies 7 hexes, is 3 hexes tall, and has 2 additional hexes of reach. It is immune to FORCED movement that doesn't originate from a huge creature. **Special:** This creature must already be large.

Living Nightmare [Fear]

This creature's target priority raises at the beginning of its turn. Allies with a lower target priority than it may not be targeted.

Center of Attention [Mental]

This creature's target priority raises at the beginning of its turn. Allies with a lower target priority than it may not be targeted.

Forgettable [Mental]

This creature may lower its target priority once per round for one round. It cannot be attacked if there is a higher priority target.

Adaptable

Once per round, this creature can either raise or lower its target priority by 1. Once per round, this creature can take a SURGE against anyone who attacks an ally with a lower target priority than then, and they have a 50% DODGE CHANCE against the first person who attacks them each round if there is a higher priority target available.

Opportunist

This creature may raise its target priority once per round for 1 round. If an ally with a lower target priority is attacked, it may take a **SURGE** against the attacker.

Pack Hunter

This creature gains a **BOOST** when it attacks for each adjacent creature with this ability, and takes a **PENALTY** if there are no adjacent creatures with this ability.

Vanisher

Once per encounter, after being attacked and while under 50% hp, this creature may gain **STEALTH 0** and remove all of its lesser removable conditions. Their target priority is lowered until their next turn.

Melee Monster

This creature can only attack within its melee range, but gains 2 other tactical abilities.

Seeker

This creature may ignore target priority when attacking.

Feature Complete

This creature gains 2 additional features.

Greater Telekineses

Once per round per target, this creature can **FORCE** a creature within 12 hexes other than itself one hex by spending one movement point. They may also spend a movement point to move a destructible obstacle within 12 hexes to another hex within 4 hexes of its previous location.

Special Tactical Abilities

These abilities are not part of the normal tactical ability list, but a monster can pick one of these in place of a tactical ability.

Clamshell turret

This creature cannot move or be moved, but all of its ranged abilities can attack at range 30, and it has +1 melee range. Its hex is immune to afflicted. If it has no targets in range on its turn, it may shut down, becoming untargetable. It may reactivate at the beginning of its turn.

Charging turret

This creature cannot move or be moved, but all of its ranged abilities can attack at range 30, and it has +1 melee range. Its hex is immune to afflicted. It may reactivate at the beginning of its turn. It may use a primed major action when it uses its major action to take a second major action, and a primed minor action when it uses its minor action to take a second minor action.

Mindless

This creature must always target the nearest enemy it can without violating target priority. It is immune to [FEAR] and [MENTAL].

Shield Wall

This creature gains **ON GUARD** each round if it starts or ends its turn adjacent creature with this ability, but it gains **OFF GUARD** if it doesn't.

Extras

Sometimes you want more bodies in a battle, but you don't want to overwhelm the party. This is where Extras come in. Extras represent creatures which are trying to fight, but aren't actually a real threat to the PCs on their own. What this means will vary based on setting and context.

Extras take up hexes, and block movement. They can provide flanking for their allies. They will be killed by damage from attacks and AoEs, and you can spend a STEP to kill an extra within your melee range. They are too weak to earn BLOODLUST from killing them, except as described below. If they are subjected to a greater condition, or are given a PENALTY or OFF GUARD, they are neutralized, and are effectively wounded. They don't change the general initiative order and aren't selected as characters to go next by their allies. They are sprinkled in throughout the initiative order, going in between normal characters in an evenly distributed manner.

You can give Extras a movement enhancing monster tactical if appropriate. If an Extra is flanking a PC, or if they are given a BOOST, they may attack them for $2 \times C$ damage.

Extras will either flee or be easily mopped up if the actual enemies in the encounter are WOUNDED or killed.

If you target a number of Extras with an ability, roll the accuracy for this ability as normal, then subtract C from the damage. This is the base BLOODLUST for the attack. You gain this much BLOODLUST for the action per Extra you target, max is either the number of STRIKES or 2 for AoEs, minus the number of non-Extra targets you hit. The Extras are hit by the ability regardless of this accuracy roll.

For instance, Jill throws out a fireball that hits 3 Extras and a normal enemy. It does 9 damage base with a C of 3. The ability is half on a successful save, so a save is rolled for the Extras. They succeed, so it has $5 - 3 = 2$ base BLOODLUST. She hits 3 Extras, so she counts the maximum 2 hit, then subtracts 1 for the normal enemy. This gives her 1 Extra worth of BLOODLUST, for a total of 2 BLOODLUST, and all 3 Extras are killed.

Extras are never considered to have a higher target priority than non-Extras and may be killed with STEPS regardless of target priority. Extras do not get attribute actions in combat.

Chapter 13

Encounter Design

Power Level by Tier

Tier	Power Level
Champion	18
Hero	24
Immortal	30
Myth	36
Capstone	48

Step 1: Determine Party Strength

Add up the party's power level by taking the value from table 1 for each party member, as well as any allies which may be in the combat. Level 14 characters are still Myth tier, but take the Capstone level due to the increased power offered by capstones.

Step 2: Determine Goal Challenge

A normal challenge has 75% same power level as the party strength. An easy one has about 50%, and a hard one 100%. These values may be adjusted based on the skill level of your players.

Players who desire a less intense challenge, are newer to the game, or who prefer to role play their combats rather than execute combat with ruthless efficiency may do better with weaker encounters, while veteran players who tackle combat with the effectiveness of generals may need harder encounters to satisfy them. If you don't know your group well, its recommended to start off with easy encounters and gradually increase the challenge until it feels right.

Step 3: Purchase Monsters

Pick a combination of monsters that will meet your goal challenge. A normal monster has a power level based on its tier equal according to the table above. Myth tier monsters may have a capstone, in which case they have the capstone ranking. Mooks have half of this value, and never have capstones. Additionally, add in the tier difference to the party to their power level. For instance, if the party is Hero tier, a Myth monster would have a base power level of 36, plus 2 for being 2 tiers higher, for a total value of 38. Monsters of a lower tier are discounted

in power level in the same manner. Capstone still counts as Myth tier for this purpose.

Its not recommended to put Myth tier monsters against Champion tier players, because they are capable of so much damage in one round that it is often unfun and swingy, even if the net challenge level works out. Staying within 1 tier above the party or lower is generally best overall.

Additionally, you can add in any number of Extras, as the situation demands. These do not count towards the power level of the encounter.

Player Advancement

Advancing player abilities is something that takes consideration - what advancement pace is right for your campaign? There are multiple schools of thought. Some are arbitrary level up moments, dictated by the GM or plot, others are a steady creep of advancement by a regular interval of sessions, others involve parceling out XP or other points to trade in for advancement.

Earned Experience is set to level up players quickly at first tier, even out at tiers 2 and 3, then slows down a bit in tier 4. Its set to 5 encounters per level. If you have 1 regular strength encounter a week, this will bring your players from level 1 to level 14 in 64 weeks, or just over 1 year. You can adjust this to be faster or slower based on your desires.

Here are a few sample advancement methods:

➤ Earned Experience - every time the PCs resolve an encounter, they get appropriate amounts of XP. Gather enough XP and they advance in level.

Experience (xp) is an optional system. If used, characters will level up when they get enough total xp according to the below table.

Upon defeating an enemy, the party gains xp equal to the total power level of the enemies, split evenly among the party members.

➤ Steady Advancements - at the end of every session, the PCs gain XP equal to 1/10 the amount needed to advance for their tier, with more

awarded if the session proves to be well played, interesting, or the end of a story arc. If this is the only method of XP gain in a campaign (no extra XP from fights or quests, etc), then double this.

- Quest XP - Reward XP for the completion of quests and other landmarks. These can be large rewards, or just the icing on the cake, depending on the gm's needs. This can be enough xp to level by itself, or a smaller amount depending on the pacing.
- Fiat Advancement - The GM simply tells the PCs 'level up now.'
- Mixed advancement: You can progress according to earned experience or steady advance-

ment most of the time, but augment it with jumps forward in level (from 6 to 9, for example) at specific points in the campaign. This can greatly speed up how fast you progress while still keeping the xp and incremental advancement.

Otherwise, leveling up can be handled by whichever method the GM wants, such as a pre-set schedule of advancement, leveling up at specific plot points, after a given quest, or forgo level based advancement altogether.

Tier	Xp to reach next level
Champion	72
Hero	120
Immortal	150
Myth	216

Chapter 14

Bosses

Bosses are climatic encounters with foes of unmatched power. They are typically more than just a monster of a higher level, and function as a singular opponent that is a worthy challenge in and of itself.

We have several ways to create bosses with different feels to them. Like any other monster, you can customize the exact abilities they have to create exactly what you want.

General

Most bosses have some form of boss resistance. This is an ability to shrug off tactical effects and power through hindrances.

If using power level to build the encounter, the boss's encounter should generally be 100% of the party's power level.

Progressive Boss

Progressive bosses start out immensely powerful, acting quickly to present a full body of offensive and defensive powers, but are worn down over the course of the battle.

A progressive boss has a max boss level M . M is an adjustable value that represents the number of normal monsters of a given tier that the boss can stand in for. Higher values will allow a boss to face a party on its own, while lower values or a lower tier will leave space for other monsters to fill out the encounter.

It has a current boss level N , which starts at M . It gets $16 \times C \times M$ HIT POINTS, and has M major abilities and M minor abilities. A progressive boss takes N turns a round, spaced as if they were the actions of N different monsters.

It also has a number of damage thresholds; Each one starts $16 \times C$ from the previous threshold. Taking damage that brings it below one of these thresholds weakens it. Whenever it crosses one of these thresholds, its N drops by 1 one round later (So it still gets a full round before it will lose its action). It also starts with a single innate ability, and each time it crosses one of these thresholds it gains a new one. It may trigger any effect that would function when WOUNDED when it crosses these thresholds. If the in-

nate ability grants extra HIT POINTS, it instead grants TEMPORARY HIT POINTS.

It has one tactical ability per tier, plus $N/2$. It also has a [C]ounter ability. If the boss is level 14, it has M capstone abilities. A progressive boss has a PL $M \times$ as much as a normal creature of its level.

Boss resistance: When hit by a FORCED movement effect or a lesser condition, the boss may roll a $d20 + N$. If that is 10 or greater, it ignores the effect.

Multipart Boss

Multi-part bosses consist of several components working together. Every component represents a clear part of the creature. These can be limbs and appendages, weak points, items, modules, or some over division of the monster which would give it abilities. Players can work on targeting these components to weaken the monster, stripping it of its abilities before they go in for the kill.

Which parts are target-able should be clear to the players. One of these components should be the body, or other foundational component. The body is highly recommended to have offense of its own, so if all other components are killed it is still a threat. Each part has a major, minor, innate, and [C]ounter ability, and tactical abilities according to its tier, and has stats according to a creature of its level.

Sum up the HIT POINTS of every component, including the body. This becomes the body's HIT POINTS. The other components are BONDED to the body.

Each component has its own turn in the initiative order, but only the first component each round generates movement points, which persist for the rest of the round if unused. Other parts may add to the STEP pool for the body to use if they have abilities to gain STEPS, or move it with special abilities, including charge. They may also spend unused STEPS from the round. Effects that target multiple components can only target 2 components at once. The first of those components is the body. The second is a body part of the boss's choice. However, the next time it is affected by an ability that targets multiple components, it must use the same body part, unless that body part is WOUNDED.

BARRIER HIT POINTS from different parts of the boss add together and form a single pool. TEMPO-

RARY HIT POINTS from different parts of the boss similarly add together. Abilities that allow the a part to move will move the entire boss, and abilities that mitigate or reduce attacks can be activated by any part of the boss when another part is attacked.

Each tactical ability from the parts is shared by the whole. When part is destroyed, the whole loses that tactical ability.

Any ability that only affects self can affect any other part of the boss instead.

A Multipart boss has a total PL equal to the sum of the PL of its parts.

Boss resistance: When hit by a forced movement effect, a lesser condition that effects the entire creature, the boss may roll d20+ its current number of parts. If that is 10 or greater, it ignores the effect.

Multibody Multipart Bosses

You can make a multipart boss that has some or all of its parts independant of the main body. This can be used for extra large bosses where the different parts can move around the battlefield into different positions. All of the parts are permanently TETHERED to each other, or the body, as makes sense for the boss, and cannot be moved past that distance, even with TELEPORT effects. The body of the boss is always considered larger than the components for the purpose of this tether. Independant parts do get movement points on their turn and can move freely withing their tethered range. If a multi-target effect does not target the body, it can target 2 independant components.

Example multipart bosses

Dragon part suggestions:

Body: Slug/ Blaster/ Healer/ Meat wall/ Outta my way

Wings: Flurry/ Slow quarry/ Fleet/ Death throes/ Flier

Maw: Vampiric/ Swallow whole/ Breath weapon/ Regenerative/ Scanner

Legs: Tripper/ Terrain fling/ Fleet/ Meat wall/ Speedy

Armored Plating: Trampler/ Restoration/ Ablative/ Shielded/ Fear

Tail: Whirlwind/ Instill fear/ Slash/ Death throes/ Immune to PRONE, DIZZY

Hydra:

Body: Flurry(claws or biteing with many double split heads)/ Restoration(self)/ Massive/ Regeneration

Head(add as many as you need): Slug(bite)/ Evoker(cone)/ dodger/ Splitter

Split head(starts with none): Slug(bite)/ Evoker(cone)/ Slash

double split heads(starts with none): Acts as an extra

Heads will regrow from regeneration, and when that fails split into 2 heads. The splits are not actually BONDED to the body. When a slit head is destroyed, create two double split heads, which in turn will spawn two new ones if destroyed. The heads can be made independant of the body to give more of a serpent neck effect.

Terrain Based bosses

Terrain based bosses are in an environment where the terrain is key to defeating them. Maybe they have a force field protecting them that needs to be dropped. Maybe the energy crystals are empowering them. in any case, there are structures in the environment that it would be prudent to destroy before the boss itself.

Build the base boss as you would any other type of monster, but leave extra PL for the pylons. Its boss resistance counts each undestroyed pylon as a part of itself or towards its *N*.

Then create the environmental pylons. They have the HIT POINTS of a monster of their level, but don't typically have STEPS. A mook version of a pylon can be made as well.

Each pylon has one of the following major abilities. They target the boss, regardless of LINE OF EFFECT:

- Restoration
- Shielding
- Toughening
- Empowering

And a minor ability, which also effects the boss, regardless of LINE OF EFFECT:

- Heal
- Bubble
- Ablate
- Refresh

And a innate ability:

- Shielded
- Meatwall

For each one, increase the boss's HIT POINTS by the their combined HIT POINTS and BARRIER HIT POINTS, and make them BONDED to the boss.

Multi-encounter Boss

Multi-encounter bosses are so extreme that they take up multiple encounters. Each encounter is its own boss, using one of the other templates, and once that boss is defeated, there is enough time before the next phase kicks in for people to stand back up, recover, reset encounter abilities, etc. The arena may be changed between encounters, through whatever means is thematically appropriate. Maybe the party chases the monster to the next area, maybe its transformation draws them into a psychotic dream realm, maybe the tranformation is so destructive that it reshapes the arena, get creative.

Another implementation is to give each phase a time limit, and a failure to defeat the boss within that time limit will trigger the transformation to the next phase. This can be used for things like the villain summoning a horrible monster; defeat them in time

and you stop the summon, fail and your task just got harder.

Multi-encounter bosses should not be used lightly,

are generally only suitable for the final boss, or other suitably key and epic points in the narrative.

Chapter 15

Conditions and Glossary

Stacking

Conditions from different sources stack; Energized, movement bonuses, temporary and barrier HP all stack.

Rules and Terms

x/dy: When you see something like 1d20, 3d6, or C d6, it means to roll x dice of size y. a d20 is a 20 sided die, a d6 is a common 6 sided die. So 3d6 would be 3 6 sided dice. C d6 means the number of dice you roll is equal to your caliber.

Attack: An ability which targets an enemy. May consist of several individual strikes or effects.

Damaging Attack: An attack that has the capacity to deal damage if successful.

Nondamaging Attack: An attack that does not deal HIT POINTS damage, even if successful.

STRIKE: Making a STRIKE against a target means rolling an attack roll to hit in order to achieve the stated effect.

Caliber (C): Caliber is a measure of your strength, used heavily in ability formulas. It is 3, 4, 5 or 6, depending on your tier.

RIDER Effects: When a creature possesses a RIDER, they may attach it to any action they take. If this action targets an ally, they may give that ally the RIDER. If this action SUMMONS an ally, that SUMMON may have the rider. If it targets at least one enemy, they may trigger the RIDER to target one enemy that was targeted. A RIDER may require its own attack roll or prompt a defense roll; this is its own roll, independent of the base ability. RIDERS do not trigger [C]ounters.

SURGE: A quick attack that a character can make when activated by specific abilities.

REACTION: The SURGE taken against an opponent who provokes.

REFRESH: When granted by abilities, allows a innate TRACK to recharge.

Area of Effect: An ability which targets every creature in a given set of hexes.

Radius: Areas of effect can be measured by radius; "an ability that affects radius X of a specified hex affects all hexes within X hexes of the specified hexes". Radius 0 = single hex aoe.

Disarm: If a character is disarmed, they are no longer wielding their current weapon. If not otherwise specified, it lands in their hex and may be picked back up as a STEP.

Ability Tags

[C]ounter[C]: An ability that works in response to a damaging attack. Only one [C]ounter may be used against any given attack. An opponent may use a boost to negate the counter on their target; this is in addition to the normal limit on boosts applied to an action.

[W]eapon[W]: An ability that uses a weapon. Its range is dependent on the weapon, and whether the attack provokes is determined by the weapon rules.

[O]verwhelming[O]: An ability that is good at penetrating certain defenses. The defense will list how it interacts with [O]verwhelming attacks, if applicable.

[R]eckless[R]: An ability that will provoke reactions when used.

[R]eckless melee[Rm]: An ability that will provoke REACTIONS when used, unless used against an opponent within their melee range.

[H]eavy[H]: An ability which cannot be used with readied actions.

[S]pecial[S]: An ability which requires extra focus and cannot be used with certain other abilities.

Boosts

BOOSTS: Some abilities can be BOOSTED; if you apply a BOOST you will get the heightened effect of that ability. You can have a maximum of two net BOOSTS on any given use of a major ability, or one net BOOST on a minor action or SURGE. BOOSTS can be saved, they are not expended until used. BOOSTS and PENALTIES cancel, so if you have a boost and gain a PENALTY, you instead lose the BOOST. A BOOST granted while a role is being used can grant a +1 to the roll, up to a max of +2 from 2 simultaneous BOOSTS.

PENALTIES: Some abilities will inflict PENALTIES, you must apply the opposite effect of a BOOST on any ability than can use a BOOST. You can have a maximum of two net PENALTIES on any given major action, or one net PENALTY on any minor action

or SURGE. Accrued PENALTIES do not expire until they are used or the encounter ends. PENALTIES and BOOSTS cancel, so if you have a PENALTY and gain BOOST, you instead lose the PENALTY. You must spend as many PENALTIES on each action you use as possible.

OFF GUARD X: If someone is OFF GUARD, anyone taking an action against them can gain a number of free BOOSTS equal to their OFF GUARD when targeting them, up to the maximum number of boosts their attack can gain, reducing the OFF GUARD by that much. OFF GUARD cancels with ON GUARD, so if you have OFF GUARD 1 and gain ON GUARD 1, it instead removes the OFF GUARD.

ON GUARD X: If someone is ON GUARD, anyone taking an action against them must take a PENALTY when targeting them for each ON GUARD they have, up to the maximum that attack can suffer, and reduce the ON GUARD by that much. For example, ON GUARD 4 would make the next two attackers with a major action both take 2 PENALTIES. ON GUARD cancels with OFF GUARD, so if you have ON GUARD 1 and gain OFF GUARD 1, it instead removes the ON GUARD.

Movement

See the Maps and Movement chapter (pg. 233) for more details, this section covers the key terms, but that chapter explains the entire movement system in detail.

DASH: Movement which does not provoke a reaction

DIRECTED Movement: DIRECTED movement will allow a creature to move, and respects the movement point costs and movement abilities of the creature. This can be ignored by allies, but against enemies it forces or tricks them into moving.

FORCED Movement: FORCED movement will move a creature a given number of hexes by force, and does not care about the STEP costs to traverse those hexes, though it is blocked by obstacles unless otherwise specified.

MOUNTED: When you become MOUNTED, a creature will become your MOUNT. You occupy the same hex as your MOUNT. If you stop sharing the same hex as your MOUNT, you stop being MOUNTED. Whenever your MOUNT moves, you move with it. When you become MOUNTED, your MOUNT loses 1 movement point for each hex you moved during that turn. When you stop being MOUNTED, you lose 1 movement point for each hex your MOUNT moved during that turn.

PHASING: Allows a creature to walk through solid barriers/terrain.

STEPS: STEPS are spent to move hexes and perform other quick actions. You get a number of STEPS equal to your speed at the start of your turn and use 1 STEP per hex moved.

TELEPORT: Allows a creature to move from one hex to another without passing through any hexes in between. Must have LINE OF SIGHT to the destination.

WARP: A TELEPORT that does not need LINE OF EFFECT or LINE OF SIGHT

Bonds

EQUIPPED: EQUIPPED abilities use your defenses, and are BONDED to you, but they have their own hit points. They are attached to you and can only move or be moved by you moving as well. They can be targeted by attacks, but are immune to area of effect abilities.

BONDED: a BONDED creature is linked to another; called the master. When a BONDED creature is WOUNDED, the master takes damage equal to the BONDED creature's max hit points. This damage does not bypass any defenses you have. If the master is WOUNDED, all of its BONDED creatures are also WOUNDED without further damaging the master

SUMMONED: A SUMMONED creature disappears when WOUNDED. They move their speed and attack on the turn of the controlling creature. Damage dealt by a SUMMON is considered damage dealt by the controlling creature. A SUMMONED creature must be SUMMONED on solid ground, or in the water if it can swim.

Vision and Illusions

LINE OF EFFECT (LoE): Drawn from any corner of the attackers hex to any part of the desired hex. If any corner of that hex cannot be reached by the line, it has cover and is ON GUARD against the attack. If none of them can be reached it is completely blocked. A creature always has LINE OF EFFECT to themselves.

Indirect LINE OF EFFECT (Indirect LoE): As LINE OF EFFECT, except you can curve the line arbitrarily when drawing between hexes.

LINE OF SIGHT (LoS): Drawn from any corner of the attackers hex to any part of the desired hex. If any corner of that hex can be reached by the line, you have LINE OF SIGHT and can see the hex. A creature always has LINE OF SIGHT to themselves. If you don't have LINE OF SIGHT to your target, you have a 40% MISS CHANCE unless you are using an Area of Effect

SCANNERX: This ability tells you where all targets are within your SCANNER range, which is X. This does not give LINE OF SIGHT or LINE OF EFFECT, but it does give the location to all creatures within that range. This allows you to target creatures using STEALTH and ignore INVISIBLE within your scanner range.

ILLUSIONS: ILLUSIONS alter the way the world appears. ILLUSIONS always seem real at first, but the first time on a creature's turn it enters LINE OF SIGHT, or the beginning of their turn if it is already within LINE OF SIGHT, it can make an defense roll to disbelieve an ILLUSION within LINE OF SIGHT; this is a reality check. A creature always disbelieves its own ILLUSIONS. Each ILLUSION specifies actions which are inconsistent with the ILLUSION. A creature that believes the ILLUSION may not take actions inconsistent with the ILLUSION. A creature that interacts with an ILLUSION in a way that is inconsistent with it gives all creatures with LINE OF SIGHT to that action

a +2 modifier on all future reality checks against that ILLUSION. This includes the illusionist breaking their own ILLUSION.

Players are generally aware of what things are illusions, and in fact their character may suspect something is an illusion as well; however, it still takes an effort of will to act as though the reality you see is false.

[MENTAL] ILLUSIONS: These are ILLUSIONS which exist in the mind of their target, not the world, and only affect the target. Other creatures performing inconsistent actions can still help break them out of their hallucination.

INVISIBLE X: Enemies outside radius X do not have LINE OF SIGHT to you. This effect ends if you use an offensive action. You start with INVISIBLE X, where x is determined by the granting ability. It increases by 6 if you take a minor action and by 12 if you take a major action, and increases by 1 by each hex you move without TELEPORTING. This number resets each round to the original value at the beginning of your turn.

STEALTH X: Enemies outside radius X cannot target you. This effect ends if you target an enemy. You start with STEALTH X, where x is one greater than the number of hexes you moved this round. It increases by 6 if you take a minor action and by 12 if you take a major action, and increases by 1 by each hex you move without TELEPORTING. See (pg. 236)

MISS CHANCE: If a target has MISS CHANCE against a given attack, roll a d100. If it's less than the MISS CHANCE, that attack misses completely. MISS CHANCE effects things even if they do not have an attack roll or if they are beneficial.

When rolling MISS CHANCE or DODGE CHANCE, you can use a d20 instead by dividing the DODGE CHANCE/MISS CHANCE by 5.

Defenses

DODGE CHANCE: If a target has DODGE CHANCE against a given attack, roll a d100. If it's less than the DODGE CHANCE, that attack and any partial effects on a miss all miss. DODGE CHANCE effects things even if they do not have an attack roll. If the dodged attack has BOOSTS, PENALTIES, or RIDERS, the attacker retains those BOOSTS, PENALTIES or RIDERS if the attack is successfully dodged. No [C]ounters can be used against an attack that is successfully dodged. If a character has more than one DODGE CHANCE, they can choose to use additional ones if their first ones fail, as long as they are not from the same ability.

HIT POINTS(HP): Your base pool of health. Damage subtracts from your HP, and when you have no more left, you are WOUNDED.

TEMPORARY HIT POINTS (THP): When a creature takes damage, it loses TEMPORARY HIT POINTS before real HIT POINTS. TEMPORARY HIT POINTS go away af-

ter a short bit, effectively going away between encounters.

BARRIER HIT POINTS (BHP): Damage, VULNERABILITY, and WEAKENED, all deplete at a 1:1 ratio before being applied to the target. If multiple are applied at the same time, the attacker may choose which ones apply first. BARRIER HIT POINTS go away after a short bit, effectively going away between encounters.

AREA BARRIER HIT POINTS(ABHP): This represents a barrier covering a region of the battlefield. Any time a creature not in the area attacks creatures or hexes protected by the AREA BARRIER HIT POINTS, first apply its damage, WEAKENED, and VULNERABILITY, to the AREA BARRIER HIT POINTS as if it was BARRIER HIT POINTS, then the remainder applies to the original target. If an area of effect hits the AREA BARRIER HIT POINTS, the barrier absorbs damage once, then the remaining damage targets the creatures under the AREA BARRIER HIT POINTS as above with the remainder.

RESISTANCE X: A creature with RESISTANCE blocks half the damage of attacks against them, until X damage has been blocked. If more damage would be blocked than remaining RESISTANCE, only the amount of the RESISTANCE is blocked. RESISTANCE resets to its base level after a short while, effectively resetting between encounters. If a blow would make a creature with RESISTANCE remaining WOUNDED, the RESISTANCE blocks additional damage until it is depleted.

Conditions

Conditions may be a single effect, like PRONE, or more complicated, such as [FEAR] SLOW 3, or a layered condition such as PERSISTENT ONGOING 10. Immunity to one of any of the effects is immunity to the whole thing; for reference, [FEAR] SLOW is nullified by either immunity to SLOW or [FEAR]. You can never be immune to self-inflicted Conditions, such as drawbacks to using feats. Conditions can be lesser, greater, and/or restorable, which can effect how other abilities interact with them.

Condition Descriptors

[SENSELESS]: Descriptive tag for sense-targeted effects.

[FEAR]: Descriptive tag for fear-based effects.

[SICKENING]: Descriptive tag for queasy based effects.

[MENTAL]: Descriptive tag for mind-based effects.

[GROUND]: Descriptive tag for ground-based effects. Flying creatures are immune.

Standalone Conditions

TETHERED X [Lesser]: A TETHERED creature cannot move or be moved more than X hexes away from the creature tethering it, unless it is larger than that creature or that movement is a WARP or TELEPORT effect. If it is larger than that creature, it will instead move that creature in the direction it moves whenever it would move more than X hexes away from it,

unless the creature cannot enter that hex in which case it cannot move. A creature being **TETHERED X** is likewise inflicting **TETHERED X** on the initiator. This dynamic holds even in air, such that a larger creature can fly with the smaller creature dangling beneath it, and the rope will prevent one from falling too far beneath the other creature. A **WARP** or **TELEPORT** effect to outside of the **TETHERED** range can end this effect. If either **TETHERED** creature is **WOUNDED**, the effect ends

GRAPPLED [Lesser]: When you become **GRAPPLED**, the creature that inflicted this status is the grappler. You are moved adjacent to the grappler if not already there, and you remain **GRAPPLED** while the grappler remains adjacent to you. At the end of each of your turns, you may make a defense roll. This defense roll has a +4 bonus if the grappler is a different size from the grapplee. If this defense roll is successful, you stop being **GRAPPLED**. While you are **GRAPPLED**, you and the grappler cannot attack any creature other than each other, and neither of you can take **REACTIONS** unless the other creature provokes them. While you are **GRAPPLED**, you cannot use **STEPS** to move. If either side successfully uses the Push CM against the other, they must move with them.

ENERGIZED X: The next time the creature successfully deals damage or provides healing, they may increase it by x . If the affected creature would damage or heal multiple creatures at the same time, it only applies to one of the targeted creatures, affected creature's choice. If the creature targets an ally with an ability, it may give it any **ENERGIZED** it has. Gaining **ENERGIZED** can cancel out an equal amount of **WEAKENED**.

BLOODLUST X: **BLOODLUST** is gained when killing mooks or **SUMMONS**. It functions like **ENERGIZED**, but you can also spend $2 \times C$ **BLOODLUST** to take a **SURGE**.

OFF BALANCE [Lesser]: Cannot take **REACTIONS** or use immediate actions. You automatically lose this status at the beginning of your turn.

PRONE [Lesser]: Can only use one **STEP** to move each turn, and are **OFF BALANCE**. Can spend 1 **STEP** to remove **PRONE** and provoke a **REACTION**. Alternatively, can spend half their **STEPS** or become **DISABLED** 2 to remove **PRONE** without provoking a **REACTION**.

FATIGUE X: The first time each round a creature with **FATIGUE** takes damage, it takes additional damage equal to $X \times 2 \times C$. This does not remove the **FATIGUE**.

PERSISTENT <status>: At the beginning of each of the affected creature's turns, that creature receives that status. This status is lesser, greater, and/or restorable based on the status it inflicts.

WOUNDED: A creature that is **WOUNDED** cannot be healed nor take actions

Lesser Restorable Conditions

Lesser negative conditions that can be removed
DISABLED X [Lesser Restorable]: Whenever a disabled creature would attempt to inflict a lesser condition or a **FORCED** movement effect, it instead reduces its **DISABLED** by 1. This applies even if the condition is dependent on a hit, failed defense roll, or similar trigger. If you have more than 5 disabled you

cannot voluntarily take on more. This effect stacks, if you are disabled 3 and become disabled again, you instead combine both to be disabled 4

SLOWED X [Lesser Restorable]: X of the affected creature's **STEPS** cannot be used, to a maximum $1/2$ of the available movement in the round, including any extra granted by abilities. This effect stacks, if you are **SLOWED** 2 and are **SLOWED** 1 these combine to be **SLOWED** 3.

STOPPED [Lesser Restorable]: The affected creature cannot use **STEPS** to move.

STUNNED [Lesser Restorable]: The affected creature is **STOPPED** until the end of their next turn or until they take a minor action to end this effect.

DIZZY X [Lesser Restorable]: At the beginning of that creature's turn it moves X squares in a straight line in a random direction. It loses a **STEP** for every hex that it moved this way, unless it becomes **DISABLED** for each hex. Movement from **DIZZY** doesn't provoke.

BLIND X [Lesser Restorable [SENSELESS]]: The affected creature treats all hexes that are X or more hexes away from their current position as concealed.

BLEEDING X [Lesser Restorable]: When a creature with this status spends more than half their speed in **STEPS**, they take X damage. If they do not move on their turn, this condition is removed.

ENERGY EFFECTS: **ENERGY EFFECTS** are a group or type of effects that reflect a given theme that are added onto an abilities effects. If an ability uses an **ENERGY EFFECT** it uses the entire type of effect, and specific immunities can be had from one, multiple, or all **ENERGY EFFECTS**.

➤ **BURNING X** [Lesser Restorable]: A creature with this status takes X damage at the end of its turn. They may spend a **STEP** or become disabled while **PRONE** to remove this condition. If the amount of **BURNING** is not specified, it is $2 \times C$

➤ **FROZEN** [Lesser Restorable]: The creature is **SLOWED** next round by the number of unspent **STEPS** they have at the end of their turn.

➤ **SHOCKED** [Lesser Restorable]: **PERSISTENT DIZZY** 1 for two rounds.

Greater Restorable Conditions

Greater negative conditions that can be removed. Removing a greater restorable condition may not always clear all of it.

VULNERABILITY X [Greater Restorable]: When the affected creature is damaged, it takes X additional damage. This removes the **VULNERABILITY**. Will often state a specific type or source of damage that will trigger it. When removed, $2 \times C$ **VULNERABILITY** is removed.

CORRUPTED X [Greater Restorable]: When this creature would be healed, **ENERGIZED**, or granted **TEMPORARY HIT POINTS** or **BARRIER HIT POINTS**, the amount is reduced by C and a corruption is removed. If they would receive a boost or on guard, they do not and the corruption is removed. At the end of their next turn, any corruption becomes **OFF GUARD**. When removed, 2 **CORRUPTED** is removed.

ONGOING X [Greater Restorable]: Take X damage each turn. When removed, C ONGOING is removed

WEAKEN X [Greater Restorable]: Prevent the next X damage or healing that the affected creature would deal. If the affected creature would damage or heal multiple creatures at the same time, it only applies to one of the targeted creatures, affected creature's choice. If the creature next deals less than X damage or healing, it instead reduces the WEAKEN by the amount dealt. If they target an ally, they must give that ally all of their WEAKENED. Gaining WEAKEN can cancel out an equal amount of ENERGIZED. When removed, $2 \times C$ weakened is removed.

Environmental

Afflicted: Descriptive tag for terrain affected by abilities (A hex may only be afflicted with one condition at any given time. If a new condition would afflict a hex, it replaces any existing affliction)

Cloudy: Hexes afflicted with this block LINE OF SIGHT through them, but not into or out of them.

Concealment: A hex with concealment blocks LINE OF SIGHT through it, and targeting through this hex incurs a 40% MISS CHANCE

Cover: Partially blocked LINE OF EFFECT and provides ON GUARD 1 to those behind it.

Obstacle: An obstacle does not allow creatures to move into the hex.

Obscuring: An obscuring terrain feature blocks LINE OF SIGHT through it

Blocking: A blocking terrain feature blocks LINE OF EFFECT through it.

Destructible: Destructible terrain feature can be destroyed if enough damage is directed at it. Each piece of destructible terrain has a damage threshold. A creature that does more than the threshold to the terrain feature in 1 round will destroy it, turning the hex into difficult terrain

Dense: A dense terrain feature has enough things in it to block LINE OF SIGHT, but not enough to do so under short distances. Dense terrain will have a maximum sight distance. A creature cannot draw LINE OF SIGHT through more hexes of dense terrain than this sight distance.

Slope: The altitude changes in this hex. By moving in the indicated direction, you end up at a higher altitude.

Cliff: The altitude abruptly changes between 2 hexes. The edge between them is a wall in one direction.

Dark: The hex is not illuminated. LINE OF SIGHT cannot be drawn into the hex without a source of light, but it can be drawn through the hex.

Pushing: The hex has some force in it that pushes creatures. This has a direction. A creature moving in this direction may move an additional hex without spending a STEP. A creature moving in the opposite direction must spend an additional STEP.

Toggleable: This is attached to another property. That property can be toggled by a given trigger. This may be at the hex itself, or at a designated remote location

Fluid: The hex is filled with a fluid, such as water or lava. A creature may move upwards in a fluid as if they had flying, but all movement in the fluid costs double STEPS. Specific fluids may have additional effects.

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