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CHAPTER 1

Tracks

Tracks come in a variety of different forms, however, a lot of common features can be noted. All tracks are either Major, Minor or Passive, and either Offensive, Defensive, Mixed or Varies. In this section, we give an overview of each type of track.

Major tracks determine how you use your major action. These tracks offer powerful options to use in place of basic attacks. Each character requires one of these. Examples include Compensator, 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 give you your triggered strikes and may provide boosts to your charge attacks. As your major action is worth more than your other actions, these tracks often are about twice as powerful as other tracks, in exchange for requiring the use of your major action.

Minor tracks determine how you use your minor action. These tracks offer options to use in place of default minor actions. Each character requires one of these. Examples include Breath Weapon, allowing you to breath fire or other elements, and Shield, which allows the player to block incoming damage.

Passive tracks generally do not use actions, but may influence your movement. Once again, each character requires one of these. 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.

Offensive tracks are generally focused on damaging your enemies, however, they can also amplify the damage-dealing abilities of your allies. Each party should have several players with at least one offensive track, however, a character without any offensive tracks is viable as a support character. Examples of offensive tracks include Elementalist, which allows you to throw powerful magic at your enemies, Two Weapon Fighting, which allows you to make off-hand attacks, and Fire Elemental, which burns creatures around you.

Defensive tracks are generally focused on keeping you and your allies alive. This can be done by giving you more HP or recovering HP you lose, or by reducing the ability of enemies to damage you. In some occasions, it can negate an enemy attack entirely. It is highly recommended that a player has at least one defensive track. A character with 3 defensive tracks is viable, however, they will exist mostly as support. Major defensive tracks will often also deal damage as well as provide defenses, however, they should not be the only form of damage that the party can deal.

Mixed tracks are tracks which contain some combination of offense and defense. While other tracks provide pure offense or pure defense, mixed tracks allow the player to adjust to the specific situation, generally at the cost of the more tactical abilities. Examples include the polymorph track, which allows the player to take on forms with potent offensive or defensive abilities as the situation requires, the potions track, which gives access to a wide variety of potions such as potions of might, potions of healing and potions of haste. A mixed track is not required. More experienced players can combine multiple mixed tracks to form a valid combination of offense and defensive, however, this is a difficult character to play well, and may often find himself dealing insufficient damage, or having insufficient ways to protect himself.

Varied tracks are tracks that have permanent choices that change the role or function of a track - unlike Mixed, they can't adapt to the situation, but typically can cover their chosen role at full potency. A character can use a varied track as an offensive or defensive track by taking abilities that are mostly offensive or mostly defensive.

Brawler

Major Offensive

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

Adaption

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

First Facet^(P)

One-Two [WO]: Your unarmed attacks count as being armed with a melee weapon. As a major action, make two pool attacks dealing $10|13|17|20 \times Lvl$.

Boost: Gain a +3 bonus to hit.

Flying Tackle [HO]: As a major action, dash up to your speed in a straight line and attack an adjacent opponent at the end of your movement with a +2 to hit. This deals $3 \times C \times Lvl$ 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 $2 \times C \times Lvl$ to the target regardless of whether or not you hit. **Boost:** You deal an additional $\frac{3}{2} \times C \times Lvl$ damage if you hit.

Jab [W]: When you use a surge, make a single attack dealing $10|13|17|20 \times Lvl$ damage. This counts as a single attack with One-Two.

Second Facet^(P)

Give 'em the Chair! [WO]: As a major action while wielding an improved weapon, make a single attack with a +1 to hit that deals $6 \times C \times Lvl$ 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]: 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 $4 \times C \times Lvl$ damage.

Boost: Deal an additional $C \times Lvl$ damage.

Third Facet^(P)

Disorienting Blows: One-Two and Give 'em the Chair inflict [Senseless; Off Balance].

Fourth Facet^(P)

Steel Grip: The defense roll to escape your grapples has +2 potency.

Fifth Facet^(P)

Terrain Rip: 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^(P)

Throw: Suplex may move the opponent to any unoccupied hex within range 3.

Seventh Facet^(P)

Concussion: 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 blinded effect by 1.

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.

Adaption

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]: As a major action, you may heal an ally within twelve hexes for $2 \times C \times Lvl$. When you do so, you may add one bonus to them. **Boost**: Heal an additional $C \times Lvl$.

Energiser: You start with the energiser bonus. When you use this bonus, the target of your cure wounds is [Energized $2 \times C \times Lvl$].

Inflict Wounds [RmS]: As a major action, choose an enemy within 12 hexes. That enemy makes a defence roll. If they fail the defence roll, deal 1d4 damage for every level you possess, multiplied by your caliber to that enemy. 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 $C \times Lvl$ damage. This damage is not halved on a successful defence roll.

Weakening Influence [O]: You start with the weakening influence hindrance. When you use this hindrance, the target of your inflict wounds is [Weakened X], where X is the amount of damage dealt by the inflict wounds ability.

Surge [Rm]: As a surge, you may use the inflict wounds ability. You may not add a hindrance when using it this way.

Second Facet[Ⓟ]

Relief: When you use cure wounds on an ally, you may also choose a [Restorable; Lesser] condition affecting that ally. If you do, end that condition.

Extended Protection: If you heal a damaged ally to more than their maximum hit points, the excess becomes temporary HP.

Flaming Sword: You gain the flaming sword bonus. When you use this bonus, choose an [Energy Condition]. The target of your cure wounds may attach a rider to the first major action they take during their next three turns. This rider deals $C \times Lvl$ damage on a hit and the target receives the chosen [Energy Condition]. If the rider misses, the target of the attack still takes half damage.

Vampiric [O]: You gain the Vampiric Wounds hindrance. When you use this hindrance, you heal yourself an amount equal to the damage dealt by inflict wounds.

Third Facet[Ⓟ]

Protective Aura: 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.

Doom: You gain the Doom hindrance. When you use this hindrance, the target of your inflict wounds ability gains [Persistent $2 \times C \times Lvl$] if they fail the defense roll.

Fourth Facet[Ⓟ]

Vengeance: 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 gain the Parasite hindrance. When you use this hindrance, the target of your inflict wounds ability gain an equipped effect with $2 \times C \times Lvl$ non-bonded HP. While the equipped effect remains alive, the affected creature is [Slowed 3].

Fifth Facet[Ⓟ]

Desperate Cure: You may use cure wounds as an immediate major action.

Quick Death: You may use inflict wounds as an immediate major action.

Healing Surge: You gain the Healing Surge bonus. When you use this bonus, the target of your cure wounds ability may take a minor action.

Hammer: You gain the Hammer hindrance. When you use this hindrance on an enemy, if that enemy is making an attack, make an attack with a -2 penalty to hit. If hit hits, the enemy is moved 1 hex per odd circle before their attack (potentially wasting their action). If the attack 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 hp, they are no longer wounded.

Damage Aura: You gain the Damage Aura bonus. When you use this bonus, the target of your cure wounds ability deals $\frac{1}{2} \times C \times Lv$ 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 gain the Weakening Burst hindrance. When you use this hindrance, the target of your inflict wounds and each enemy adjacent to them is [Weakened $-| -|7|8 \times C \times Lv|$].

Seventh Facet[Ⓟ]

Lifelink: 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 gain the Ethereal bonus. When you use this bonus, the target of your cure wounds has [Phasing] and a lowered target priority for one round, and they gain two boosts. Attacks against this target for one round that violate target priority receive a penalty.

Binding: You gain the Binding hindrance. When you use this hindrance, the target of your inflict wounds is [Slowed 3] for one round 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.

Adaption

This track is, by default, flavoured as mixing ingredients, however, it can instead be fluffed as making your own spells.

First Facet^(P)

Recipes: At the beginning of each encounter, make a number of recipes equal to your Caliber. Each recipe consists of either two main components, or a main component and a secondary component. You begin the encounter with those recipes prepared. The list of components can be found on page 7.

Mystery Mixture [RmOS]: 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. **Boost:** If you use this ability on an ally, that ally becomes [Energized CLvl]. If you use this ability on an enemy, that enemy becomes [Vulnerable $C \times Lvl$].

Fetch Components: You may re-prepare each recipe that you have used this encounter by spending 3 movement points. 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.

Second Facet

Ingredients: 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 to that recipe. The available ingredients can be found on pages 8.

Third Facet^(P)

Alchemical Ammunition [RmOS]: As a major action, you may choose one of your recipes and an adjacent ally. The next time that ally deals damage with a weapon 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: When making a recipe, you may use two ingredients from your ingredients list in-

stead of one. You cannot choose the same ingredient twice.

Fifth Facet^(P)

Reckless Recipe: When making a recipe, you may use an additional main or secondary component. When you use that recipe, you become [Vulnerable $2 \times C \times Lvl$].

Sixth Facet

Incredible Infusion: 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^(P)

Spontaneous Preparation: 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 people's 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 $2 \times C \times Lvl$].
- **Potion of Perception:** The next time that the target of this effect would make an overwhelming 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-overwhelming attack that has a 50% miss chance or less, ignore that miss chance.
- **Rapidity Root:** During the target of this effects next turn, they may use a surge as an additional action.

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 $2 \times C \times Lvl$ hit points. Any hit points healed above their maximum are converted to temporary HP.
- **Refreshing Restorative:** The target of this effect gains a refresh.
- **Common Cure-all:** The target of this effect selects one [Restorable; Greater] effect currently affecting them. That effect ends.
- **Drink of Defense:** The target of this effect receives [Persistent Guarded 1] 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 [Restorable; Lesser] 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 round.
- **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 by two stages. 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 by two stages. 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 [Ongoing $C \times Lvl$] for 3 rounds.
- **Distilled Disadvantage:** The target of this effect becomes [Persistent Off Guard 1].
- **Vial of Vulnerability:** The target of this effect becomes [Vulnerable $2 \times C \times Lvl$].
- **Supplement of Solitude:** The target of this effect becomes [Battered $3 \times C \times Lvl$].

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 $2 \times C \times Lvl$].
- **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 [Blinded 5] for one round.
- **Tad of Torment:** The creature affected by this ability becomes [Vulnerable $C \times Lvl$] to the next reactive strike made against them.
- **Grounded Gravity:** At the end of the affected creature's next turn, that creature loses the ability to fly for one round and cannot gain the ability to fly for one round.

- **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.
- **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 for one round 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 ally's target priority as elevated for that action, and treats all other ally's target priority as lowered for that action. That enemy cannot violate target priority with that attack.
- **Splash of Subtlety:** Allies may treat the affected creature's target priority as elevated or lowered, at their discretion.

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.

Adaption

This track is written to represent summoned creatures, but can also represent short-lived automatons or mobile spell effects.

First Facet

Summon: You may create a list of possible creatures to summon. It has 1 creature plus 1 creature per circle on it. Each summon has $2 \times C \times Lvl$ HP and defense and offense values matching your own. Each one knows two mook major abilities. Additionally, it may either have a natural weapon or a wielded weapon and a spare weapon.

Link: When one of your summons would be healed, you may choose to have that healing affect you instead.

Summoning Style: Choose either Fixed Duration Summon or Variable Duration Summon. This choice is permanent:

- **Fixed Duration Summon [R]:** As a major action, summon forth a creature from your list. When you summon it, and at the beginning of your next turn, if the creature is still alive, it may move up to 6 hexes and use one of the mook major abilities that it knows. After those two attacks, the summon is dismissed. It can use its mook major abilities as a triggered strike. **Boost:** When you boost this ability, the summoned creature gains a boost on its next attack.
- **Variable Duration Summon [R]:** As a major action, summon forth a creature from your list. When you summon it, it may move up to 6 hexes and use one of the mook major abilities that it knows. At the beginning of each of your turns, 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. **Boost:** When you boost this ability, the summoned creature gains a boost on its next attack.

Point-blank Summoning: When you summon a creature, 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 an attack against an enemy. If you hit, that enemy becomes [Vulnerable 5|7|8|10 \times *Lvl*] to the next attack made by a summoned creature you control.

Second Facet

Customised Summons: Each summon on your list gains a tactical ability or two features.

Extended Summons: If you possess the Fixed Duration Summon ability, when you would use a surge that is not a reactive strike, instead, choose a summon you have active. That summon gains $2 \times C \times Lvl$ THP, 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 make a triggered strike that is not a reactive strike, instead, choose a summon you have active. That summon gains $2 \times C \times Lvl$ THP, and at the beginning of your next turn, do not check if that summon disappears that turn.

Third Facet^P

Natural Power: 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 $C \times Lvl$ 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 [Restorable; lesser] 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] on a hit.
- **Energy Attacks:** When a summon gains this ability, choose an energy status. When you summon this creature, you may attach a rider to its next attack that inflicts the chosen elemental status.

Fourth Facet

Evolution: Each summon on your list gains a tactical ability or two features.

Fifth Facet^(P)

Enhanced Body: Each summon on your list gains one of the following abilities:

- **Elemental Body:** When a summon gains this ability, choose an elemental status. The first time that this summon is damaged by an enemy adjacent to it, that enemy gains the chosen elemental status.
- **Retributive:** When this summon falls below 0 HP, each enemy within 2 hexes of it become [Prone].
- **Fear Aura:** Whenever an enemy would move into a hex adjacent to this summon, that enemy must spend an additional movement point. This is a [Fear; Slow] effect.
- **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 round.

- **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 [Restorable; lesser] effect, if that effect is also a [Fear] effect, there is a 25% chance that that effect is negated.

Sixth Facet

Evolution: Each summon on your list gains a tactical ability or two features.

Seventh Facet^(P)

Master Summoner: 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*)

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.

Adaption

This is a very general concept which can be used in many ways. Besides the obvious characters with 2 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 1-2.

First Facet^(P)

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]: You may attack an opponent at +1 to hit. This deals $3 \times C \times Lvl$ damage on a hit.

Offhand Strike: You may use a surge with your offhand weapon.

off attackers while you work your magic You do not provoke reactions from foes you target with your offhand weapon by using reckless abilities. Additionally, as a minor action you may strike everyone in melee range for $2 \times C \times Lvl$ damage on a hit.

- **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

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] tag. **Boost:** You may boost this major action.
- **Two Melee Weapons [W]:** *You can create an opening for your attack.* As a minor action, your target takes a penalty against your major action, and [Vulnerability] to your attacks equal to your $C \times Lvl$.
- **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*

Third Facet^(P)

Dual Strike: 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 $2 \times C \times Lvl$ damage.

Matched Pairs : 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 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: If you wield 2 nimble weapons, you may avoid a reaction from moving even if you started in an enemy'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:** Your offhand blow may also be a push, grapple, trip, or disarm attempt in addition to its damage.
- **Ranged:** The target of your off-hand blow is [Flat-footed]

Fifth Facet[Ⓟ]

Rend: *The combined fury of your weapons leaves your opponents bleeding* Your offhand blow inflicts [Bleeding $C \times Lvl$] 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 $2 \times C \times Lvl$ damage on a hit
- **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 $0.5 \times C \times Lvl$ damage per hit, and each target hit gains [Ongoing $C \times Lvl$]

Sixth Facet

X Defense: *You brace your weapon against your offhand weapon to steel yourself from oncoming attacks* As an immediate minor action, you may gain $2 \times C \times Lvl$ barrier hp.

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 $C \times Lvl$] and [Slow 2] on a hit.

Acrobat

Minor Mixed

While others may prefer to use armour or magic to protect them from weapons, you prefer not to be where the enemy's weapon is.

Adaption

This track can be used to represent anything that is highly nimble and capable of dodging attacks.

First Facet^(P)

Get Outta Dodge: As an immediate minor action when an enemy goes to attack you, you can dash up to 2 hexes +1 hex per facet and become [Guarded]. Your base dodge chance is 10. Roll a d20; if you roll your dodge chance 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 [Overwhelming], you don't become [Guarded].

Distraction: As a minor action, you can distract 2 enemies within 12 hexes. They are [Off balance] and gain a penalty to their next major action. If the next major action they take is against you, you gain a +3 to your dodge chance against that action.

Second Facet^(P)

Instinctive Dodge: You may use Get Outta Dodge while [Off Balance]. **Evasion:** 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 [Vulnerability $\frac{1}{2} \times C \times Lvl$]. If the effect targets an area, you instead gain $\frac{1}{2} \times C \times Lvl$ temporary hp.

Third Facet^(P)

Backflip: 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: If you dodge an attack with Get Outta Dodge, the attackers is [off balance]

Fourth Facet^(P)

Vertical Dodge: You may jump 2 when using Get Outta Dodge

Fifth Facet^(P)

Sidestep: If an opponent would make a reaction against you, you may spend 1 mp to dash 1 hex before they can target you.

Sixth Facet

Slip Through the Shadows: Once per encounter, Get Outta Dodge may be a [Teleport].

Counter: Once per encounter, when you using Get Outta Dodge ability, 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^(P)

Cheaters Dodge: 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 [Guarded 2] instead of 1 unless it's against an [Overwhelming] ability.

Lawbearer

Minor Mixed

You set the law and you enforce it.

Adaption

This track can be used to represent ??.

First Facet[Ⓟ]

Set 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] as having a target priority one stage higher.

- **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 adjacent creature. The chosen creature cannot enter the chosen hexes, and cannot draw line of sight through those hexes.
- **Mirror:** Choose a [Restorable; Greater] and a [Restorable; Lesser] effect currently you. The chosen creature gains those effects.

Punish Lawbreakers: As a minor action, you can use two surges against a [Lawbreaker]. That creature is no longer a [Lawbreaker].

Shackle Lawbreaker: 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 $2 \times C \times Lv$ HP, 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 $2 \times C \times Lv$].

Debt Repaid: When a [Lawbreaker] becomes [Wounded], you gain a refresh.

Second Facet[Ⓟ]

The Watchful Eye of the Law: You gain [Scanner 12], however, all creatures gain immunity to this. Whenever a creature becomes a [Lawbreaker], that creature loses this immunity for the rest of the encounter.

Third Facet[Ⓟ]

Escape Fee: For each enemy, once per encounter, when that enemy would stop being a [Lawbreaker], you may choose a [Restorable; Lesser] effect currently affecting you. You lose that condition, and that enemy

gains that condition with the remaining duration. **Strict Guidelines:** Once per encounter, as a minor action, choose an enemy. That enemy may immediately make a triggered strike or take a minor action with all decisions made by you. If they do not, they become a [Lawbreaker].

Fourth Facet[Ⓟ]

Criminal Record: 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 round.

Fifth Facet[Ⓟ]

Police Brutality: Once per encounter, choose an enemy within 12 hexes. You may spend a minor action to have that enemy become [Unguarded 2] and their target priority increases by two stages. That enemy may choose to negate this by becoming a [Lawbreaker].

Sixth Facet[Ⓟ]

Leniency: 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.

Seventh Facet[Ⓟ]

Profiling: Once per encounter, as a minor action, choose an enemy within 12 hexes. That enemy becomes a [Lawbreaker].

Hunter's Marks

Passive Offense

You combine reactants which, individually, may be weak, but together, combine for a flexible array of powerful effects.

Adaption

This track is, by default, flavoured as mixing ingredients, however, it can instead be fluffed as making your own spells.

First Facet^(P)

Magic Markings: At the beginning of each encounter, you gain four hunter's marks. At the beginning of each round, you may choose a creature within radius 24. That creature becomes [Marked] for one round, and becomes [Vulnerable $2 \times C \times lv$] to the next damage they receive from a creature with the [Hunter] tag. Additionally, creatures with the [Hunter] tag ignore target priority when attacking creatures with the [Marked] tag. This ability ignores target priority. Refresh: you gain a hunter's mark and may apply an extra one on your turn.

Magic Hunter: At the beginning of your turn, if none of your allies have the [Hunter] tag, you may choose an ally within radius 24. That ally receives the [Hunter] tag until they become [Wounded] or until they choose to end the status.

Hunter's Traps: When a creature with the [Hunter] tag leaves a hex, they may spend an additional movement point. If they 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: When an ally with the [Hunter] tag would become [Wounded], you may spend any number of hunter's marks. For each hunter's mark spent this way, the enemy that last damaged the ally with the [Hunter] tag becomes [Vulnerable $2 \times C \times lv$] to the next source of damage dealt by an ally with the [Hunter] tag. Additionally, you may spend a single hunter's mark after doing this. If you do, the ally with the [Hunter] tag may a surge on the creature who last damaged them.

Second Facet^(P)

Prowling Hunter: Allies with the [Hunter] tag gain an additional two movement points each turn.

Hunter's Resistance: Allies with the [Hunter] tag ignore [Difficult Terrain].

Third Facet^(P)

Hunter's Strength: Allies with the [Hunter] tag are immune to [Slow].

Hunter's Presence: Enemies with the [Marked] tag are inflicted with [Fear; Slowed 1] for as long as they are [Marked].

Fourth Facet^(P)

Hunter's Endurance: Allies with the [Hunter] tag are immune to [Bleeding].

Hunter's Knowledge: Allies with the [Hunter] tag can spend an extra movement point before they enter a hex that is [Afflicted] and remove [Afflicted] from it.

Fifth Facet^(P)

Hunter's Gaze: Once per encounter, you may choose a creature with the [Marked] status. That creature becomes [Fear; Stopped] for one round.

Hunter's Concentration: Allies with the [Hunter] tag are immune to [Dizzy].

Sixth Facet

Hunter's Stealth: At the end of their turn, all allies with the [Hunter] tag are treated as [Stealth 2] to creatures that are [Marked].

Seventh Facet^(P)

Ultimate Mark: Once per encounter, choose a creature. You may ignore cover and concealment when using Magic Markings on that creature for one round. Allies with the [Hunter] tag may ignore cover and concealment when attacking that creature for one round.

Hunter's Poison: When you use Hunter's Trap, enemies who enter the [Afflicted] hex receive [Ongoing $C \times lv$].

Rage

Passive Offense

Characters with the rage aspect have learnt to master their rage and use it to annihilate their enemies.

Adaption

Oddly enough, in some ways, this track rewards a sense of “honour”. You attack people who attacked you first. As a result, this can be used to represent an honourable fighter.

First Facet^(P)

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 reactive strike 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.

Muscle Drain: You begin each encounter with no muscle drain. Once per round, if you have less than four muscle drain, you can use one of the following abilities. When you do, you gain a point of muscle drain after using the ability.

- **Angry Attack:** When you damage a [Victim], you may increase the damage by $2 \times C \times lvl$ and make a rider attack. If the rider attack hits, the [Victim] is moved two hexes away from you. This distance is reduced by one for every two points of muscle drain you have. If you damaged the enemy with a melee weapon, that [Victim] is instead moved four hexes away from you. This distance is instead reduced by one for every point of muscle drain you have.
- **Friendly Fury:** When you use an action that affects one or more allies, choose one of the affected allies, and an enemy who is currently a [Victim]. The next time that the chosen ally deals damage to that enemy, they may increase the damage by $2 \times C \times Lvl$ and make a rider attack. If the rider attack hits, the [Victim] is moved two hexes away from the ally. This distance is reduced by one for every two points of muscle drain you possess. If this ability was triggered by damage with a melee weapon, the enemy is instead moved four hexes away from the ally. This distance is reduced by one hex for every point of muscle drain you have.

Refresh: As a refresh, you may lose one point of muscle drain. If you have no muscle drain, prevent the next point of muscle drain you would gain. Additionally, you may use Angry or Friendly Fury an additional time during either your current or next turn.

Final Ferocity: When you would become [Wounded], you may use four surges against the last

enemy to deal you damage. For each point of muscle drain you have, you use one less surge with this ability. You may switch your weapon before each surge. When you do this, you gain one point of muscle drain for each surge you used.

Second Facet^(P)

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 four hexes and use a surge against them. The distance you can dash is reduced by one hex for each point of muscle drain you have. 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^(P)

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 X], where X is 4 minus the amount of muscle drain you possess. If they do not, that enemy becomes a [Victim] and becomes [Vulnerable $C \times lvl$] to the next attack made against them by you.

Fourth Facet^(P)

Moment to Rest: When you would use a surge from an ability outside of this track, you may instead lose one point of muscle drain.

Fifth Facet^(P)

Beg for my Freaking Forgiveness, Scum: *Enemies who have slighted you should be down on their knees, begging for your mercy.* When you use Angry Attack, you may also make a rider attack against that [Victim]. When you use Friendly Fury, the affected ally may make a rider attack against the chosen enemy. Either way, if the rider attack hits, that [Victim] becomes [Prone].

Sixth Facet^(P)

Reckless Abandon: Once per round, when you take a major action that targets a [Victim], you may choose to gain a boost. If you do, you become [Vulnerable $C \times level$]. Once per round, when an ally who you have affected with Friendly Fury during your last turn takes a major action that targets a [Victim], that ally may choose to gain a boost. If they do, they become [Vulnerable $C \times level$].

Seventh Facet^(P)

You What, Mate?: Whenever an enemy takes an action within 12 hexes of you, you may have that enemy become a [Victim] until the end of your next turn.

Battle Bonds

Passive Varied

You and your partner can face any foe, as long as you're together.

Adaption

This track can be used to represent the power of true love, an oath to protect your partner, or linked twins.

Sidebar: 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: 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!: Twice per encounter, you can raise or lower the target priority of your partner by 1. If an enemy violates this target priority, they gain [Vulnerable $C \times Lvl$] to the next attack made by you or your partner.

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:** As a refresh, 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:** As a refresh, 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 $4 \times C \times Lvl$, or your ally may heal you by $4 \times C \times Lvl$. Excess healing becomes Temporary Hit Points. You do not gain a [Vengeance] ability. **Refresh:** As a refresh, you may heal yourself or your partner by $2 \times C \times Lvl$. Excess healing becomes Temporary Hit Points.
- **Shared Stoneskin:** At the beginning of each encounter, you and your partner each gain $4 \times C \times Lvl$ resistance. **Refresh:** As a refresh, you may gain $2 \times C \times Lvl$ resistance, or you may have your ally gain $2 \times C \times Lvl$ resistance.

Vengeance: 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 $2 \times C \times Lvl$]. While you are [Wounded], your partner may spend a [Partner] token to become [Energized $2 \times C \times Lvl$].

Second Facet[Ⓟ]

Share HP: Once per turn, you may take an amount of damage not exceeding a quarter of your current HP. 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 HP. You heal an amount equal to the damage they took this way.

Lockstep: You and your partner may spend double the movement points when entering a hex. If either of you do this, the other may move one hex in the same direction. Additionally, choose either Dizzy, Stop, 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: 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 pushes the enemy one hex.

Choose one of the following:

- **Pull It Together:** When you or our partner uses Share HP, choose a [Restorable; Lesser] condition affecting the creature healed through Share HP. End that condition.
- **Scissor:** 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 $C \times LvI$]. 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].
- **Take My Hand:** 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: 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: 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 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** Once per encounter, you may teleport to any hex within range 3 of your partner, or your partner may teleport to a hex within range 3 of you. Teleportation made as part of this ability has the [Warp] descriptor.
- **Fearless:** 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: 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: 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 HP increases to above 0, they stop being [Wounded].

Seventh Facet^P

Together Forever: You may spend a movement point to give your partner a movement point. Your partner may spend a movement point to give you a movement point. You and your partner may both move during both your turn and your partner's turn.

Choose one:

- **Tag Team** Once per round, during your turn, you may teleport to your partner's hex. When you do, your partner teleports to your hex without provoking reactions. Once per round, during your partner's turn, your partner may teleport to your hex. When your partner does this, you teleport to your partner's hex. All movement made with this ability has the [Warp] descriptor.
- **Harmonic Movement:** When you or your ally would take their turn, you may both take your turn simultaneously.

CHAPTER 2

Features

Characters gain two Features at level 1, and an additional single feature at 3, 6, 9, 12, 15, and 18, for a total of eight features.

Features are abilities that are useful tactically or combatively. By default, they can be taken only once. Select features can be taken more than once, and have greater effect according to the feature.

Monster Tactical Abilities

At level 1 only, you can spend your two starting features to get a single monster tactical ability to help represent a more capable character concept, such as a powerful race. (See Monster Generation)

Features

Ancestral Weapon

You have a deep bond with your weapon, allowing you to unlock more power.

Prerequisite: A bound item with a weapon chosen

You may pick a second magic weapon; instead of gaining a second magic weapon, your bound weapon will have the effect of this in addition to its existing effects

Armory

You can carry 2 additional weapons.

Artificier

You've got a keen eye for the magically potent leftovers of a fight.

After an encounter, you get one set of Artifact Scrap; either in the form of loot from your opponents, the detritus left after a fight, or materials from the monsters themselves.

You can use five sets of Artifact Scrap to create a single Depletable Artifact (see Items).

Assisted Leap

You serve as an excellent base to propel someone else to new heights. An ally can jump off you or be thrown by you to 2 higher than they started as a Jump as part of their movement while adjacent to you. This includes vertical adjacency.

You can select this feature additional times; each selection increases the height by 2.

Benefactor

Whenever you would be healed by any effect, you may forgo that healing to heal an ally within 12 hexes the same amount.

Blinker

Once per encounter, you can exchange MP to teleport hexes equal to the amount of MP 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.

Bloody Cleave

When you would gain bloodlust, you may instead make an immediate weapon attack at -2 to hit that deals twice the amount of bloodlust in damage.

Bound Item

Pick one Major Item as a bonus item. You gain and always have the benefit of this item.

Breakneck Pace

You gain 3 additional movement points per turn.

Careful Advancement

You can spend double the movement points to move through an afflicted hex without triggering its effect.

Cause Overreach

Once per encounter, while you are flanked, if one of the creatures flanking you misses you with a pool attack or a strike, you may choose to have that attack hit you. If you do, another creature flanking also is hit by that attack.

Combat Mastery

Twice per encounter, you may use a combat maneuver, but no more than once per round. You can select this feature one additional time. If you do, you gain another two uses.

Combat Toss

Once per encounter, you may make an attack roll against an adjacent creature. If you hit, that enemy is pushed 3 hexes away from you.

Counterflip

Twice per encounter, when an enemy misses you with a melee attack, you may immediately use the Trip combat maneuver against them.

You can select this feature an additional time. If you do, you may use this ability any number of times per encounter, but only once per round.

Countershove

Twice per encounter, when an enemy misses you with a melee attack, you may immediately use the Push combat maneuver against them.

You can select this feature an additional time. If you do, you may use this ability any number of times per encounter, but only once per round.

Cowboy Style

Once per encounter, you may use the disarm combat maneuver with a ranged weapon

Defensive Fighter

When you take a major action, you may choose to take a penalty to that action. If you do, You become [Guarded 1]. You cannot use this if the action would already have 2 penalties

Desperate Dash

You may gain up to 6 extra movement points this round, but the round after you will lose the same number of movement points.

Elemental Nova

Prerequisite: An ability that delivers an [Energy condition].

Pick one ability you possess from any track or facet that inflicts an elemental condition. When you would inflict an [Energy condition] with the chosen ability, you may also inflict that elemental condition on each creature adjacent to that creature. You may reselect the ability associated with this feature when you gain a level.

Evade Notice

Once per encounter, you may lower your target priority for 1 [Round]. You cannot be attacked if there is a higher priority target available.

Expanded Knowledge

You may ask 2 additional questions about your enemies during an encounter as if your Brain attribute was 2 higher.

You may take this feature an additional time. If you do, you may instead ask 4 additional questions.

Extended Blitz

Once per Encounter, when you would make a melee attack, you may choose to make that attack a ranged attack against any creature within 6 hexes. This doesn't provoke.

Falling Dominoes

If you would move an adjacent enemy three or more hexes, if they are also adjacent to another enemy, you may instead knock both those enemies [prone].

Familiar

You gain the companionship of a small creature with 1 tactical ability from the monster tactical ability list. It has a speed of 6 and your AC, moves on your turn, and can share hexes with other creatures. You may draw LoS from its hex. It has $2 \times C \times Lvl$ HP 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 HP of your familiar by up to $2 \times C \times Lvl$, and it gains an additional ability from the monster tactical ability.

Flares [R]

Your attacks are bright! As an autohit rider, your attacks may add [Light] to the hex they target for the encounter.

Once per encounter, you may gain a rider that inflicts [Blinded 6] on a hit.

You may select this feature multiple times. Each time you do, you may use the once per encounter component of this feature an additional time.

Intersector

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 abilities range and have it target you instead.

Improved Charge

You can charge 2 extra hexes and ignore difficult terrain while charging or running.

Long Draw

Once per encounter, for two rounds, your melee reach is extended by 1 hex.

Major Telekinesis [R]

Once per round, you can Force Move a creature within 12 hexes other than you one hex by spending one movement point.

Minor Telekinesis

You may begin wielding any non-wielded weapon within 6 hexes of you with 1 mp, or pull a similarly sized item to you.

Nimble feet

Once per encounter, you may dash 2 hexes.

You may select this feature one additional time. If you do, you may use this twice per encounter instead of once.

Paranoid

They will call you paranoid for taking this feature until you get ambushed, and then they'll simply call you prepared. You cannot be ambushed, and can always act in surprise rounds.

Piggyback

Whenever an ally is in a hex adjacent to you, you may spend a movement point to put that ally on your back or that ally may spend a movement point to hop on your back. That ally becomes [Mounted], and you are the [Mount].

Powerdive

Prerequisite: Flier.

Once per encounter, if you attack an enemy after moving downwards, subtract your current height from the highest height you had this round. You may push the enemy 1 hex for every 3 this difference is.

Prioritizer [R]

Once per encounter, when making a ranged attack, you may ignore target priority.

Protectors Pass

You can activate this ability once per encounter. When you activate this ability, for the rest of the encounter, whenever an enemy enters an adjacent hex to you, you may make an attack roll against that enemy. If you hit, that enemy becomes [Stopped] for the remainder of their turn. This ability ends if you leave the hex you initiated this ability on for any reason.

Recall Point

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 MP to return to that hex as a [warp] teleport.

Reckless Strike

When you make a melee attack, you may also use a surge. If you do, your opponent may use a surge against you first.

Relocaport

Prerequisites: Having access to a Teleport ability.

You can now teleport an enemy within melee range as if it was targeted by a teleport ability you possess, to a location within the teleport abilities targeting, or range 12, whichever is lower. This counts as a use of that 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.

Restoration

Once per encounter, when you target an ally with an ability, you may cure one [restorable; lesser] effect.

Ricochet Shot

Once per encounter, when you use a ranged ability that does not possess the [S] tag against an enemy, you may take a penalty on that attack. If you do, you may also make a rider attack at a +1 bonus. If the rider attack hits, you may use that attack again, but you cannot target the same creature. The second attack still has a penalty.

Running Cleave

You can dash three hex for free after reducing any target to 0 HP.

You may take this feature any number of times. Each time after the first, you increase the distance that you dash by 3 hexes.

Saint

You can walk on most liquids as if they were solids. This includes water.

Scanner Array

You gain [Scanner] out to range 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]

Prerequisite: an AoE ability

When you use an AoE, you may have one ally in the area [Dash 2] before it takes effect

Shadow Shot

Once per encounter, choose a creature adjacent to a hex that you have line of sight and line of effect to. You have line of sight and line of effect to that creature for one round.

Sideswiper

You may use two reactive strikes per round.

Signal Flashlight

Each round, you may choose an enemy. Everyone has line of sight to that enemy for the round, but everyone also has line of sight to you, and you cannot benefit from stealth.

Skedaddle

Once per encounter, gain 6 additional movement points for one round.

Smoky Tracer

Once per encounter, you can allow a ranged ability you possess to leave a [cloudy] smoke trail along its line of effect that lasts for 1 round. If that ranged ability would have multiple lines of effect, pick only one.

You may take this feature any number of times. Each time you do, you gain an additional use per encounter.

Spellguard

Prerequisites: An ability that provokes Reactive Strike

Pick one ability you possess from any Aspect or Facet that is tagged as [Reckless] or [Reckless Melee] (See the Aspects chapter). This ability no longer has that tag. If you gain a new Facet in the Aspect from the ability you select, you can choose to have Spellguard remove the [R] or [Rm] tag from that ability instead as a permanent switch you choose every time you gain a new Facet in that Aspect.

You may take this feature any number of times. Each time you do, you may select an additional ability.

Spread the Love [R]

Once per encounter, you can transfer any boosts you have to an ally within 12 hexes.

Surprising Blow

You may switch weapons without provoking. Once per encounter, you may gain a rider that inflicts [Off Balance] on a hit.

You can select this feat any number of times. Each time you do after the first, you gain an additional use of the Rider per encounter.

Take the Grenade

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.

Telepathic Extension

You can extend your senses across telepathic sources to draw Line of Sight from any ally in telepathic communication with the Telepathic Hub that you are connected to.

Telepathic Hub

You can communicate telepathically with all allies within range $3 \times lvl$.

Trackformer

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, such as Extraplanar Pacts, selecting all demon options on one side and all angel options on the other. You only gain a Perk Point from a track per facet if both aspects would give a Perk Point at that facet.

Vertiginous Impact

You may spend 1 mp to force the target of your attack 1 hex away from you. A successful defense roll negates this movement. Once per encounter, you may gain a rider that inflicts [Dizzy 2] on a hit.

You can select this feat any number of times. Each time you do after the first, you gain an additional use of the Rider per encounter.

Wallwalker

You can walk on non-floor solids as if they were the floor.

Warpport

Prerequisites: Having access to a Teleport ability, level 15

Once per encounter, you can make a teleport you initiate a [warp] effect.

You can select this feat any number of times. Each time you do after the first, you gain an additional use of this ability.

Weapon Implant

Choose one of your weapons. That weapon becomes a natural weapon.

Wetworker

While in nondamaging liquids, you no longer spend twice the MP when moving in them.

Zugzwang

You force your opponent's move, even when it would be disadvantageous.

Once per round, when opponent starts their turn in [Melee] range of you, you may make a strike at them. If it hits, they must spend at least 1 movement point to move during this turn, if able. This first hex of movement will not provoke reactive strikes and they cannot return to that hex on this turn.

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* adventurers stories about how they felled a horde of weak, puny monsters.

Here's a quick, powerful ruleset to build them.

Monster Generation Step-by-Step

1. Assign a level, and then use the base stats by level from the Basic Stats Table.
2. Assign attributes, with the following array: 4, 2, 1, 0.
 - (a) **Brawn:** Each point of brawn lets you make a combat maneuver as a free action once per encounter.
 - (b) **Agility:** Each point of agility lets you increase your speed by two for one round once per encounter.
 - (c) **Brains:** Each point of brains lets the monster pick an additional primary major, secondary major or minor ability.
 - (d) **Mojo:** Each point of mojo 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.
3. Choose between:
 - (a) **Wield Weapons:** The monster possesses three weapons, and can switch between them, similar to a PC.
 - (b) **Natural Weapon:** The monster possesses a single natural weapon, and cannot be disarmed.
4. Choose two major abilities. A monster at least one primary major ability, this can be by having either a primary major abilities and a secondary major abilities, or having two primary major abilities. 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. In addition to this, all monsters gain the Rest minor ability for free.
6. If the monster has a Brain attribute higher than 0, choose an additional primary major ability, secondary major ability or minor ability for each point that the monster has in brains.
7. Define Surges.
 - (a) If the creature has no abilities that grant a surge, they can use the basic surge.
 - (b) If the creature has multiple abilities that grant surges, they can choose between all of their available surges when making a surge attack.

- (c) Abilities with the [surge] tag can be used as a surge ability. If the minor ability attaches a rider, the target of the surge is targeted by the rider.

8. Choose a passive ability.

9. Determine tactical abilities.

- (a) Creatures of levels 1 to 4 gain one tactical ability. Creatures of levels 5 to 10 gain two tactical abilities. Creatures of levels 11 to 16 get three tactical abilities. Creatures of levels 17 or higher gain four tactical abilities.
- (b) A creature may swap a tactical ability for the native ability if the situation warrants it.
- (c) A monster with one aspect gets half the number of tactical abilities, rounded down. A monster with two or more aspects gains no tactical abilities.

Lvl	1	2	3	4	5
S	10	21	31	42	70

Basic Surge: The creature has a basic surge unless otherwise specified by a major action.

It is at normal accuracy and does damage according to Row S.

Lvl	6	7	8	9	10
S	84	98	112	126	140

Lvl	11	12	13	14	15
S	192	210	227	245	262

Lvl	16	17	18	19	20
S	280	357	378	399	420

Basic Stats Table

Lvl	1	2	3	4	5	6	7	8	9	10
HP	48	96	144	192	320	384	448	512	576	640
AR	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11
DV	11	12	13	14	15	16	17	18	19	20
AV	13	14	15	16	17	18	19	20	21	22
AR	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Lvl	11	12	13	14	15	16	17	18	19	20
HP	880	960	1040	1120	1200	1280	1632	1728	1824	1920
AR	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21
DV	21	22	23	24	25	26	27	28	29	30
AV	23	24	25	26	27	28	29	30	31	32
AR	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20

Monster Abilities

Primary Major Abilities

Offense				
Auto-Damage	Basic Attack	Blaster	Binding*	Disorienting Blows
Flurry*	Improved Grab	Precise*	Rend*	Slug*
	Swarm	Touch of Death	Tripper*	
Defense				
	Drain*	Leech*	Vampiric*	
Other - (V)aried and (M)ixed				
	Hampering* (M)		Major Aspect* (V)	