# Cebarti Manor – Statistics of Moves, Memories, and Relics

This document lists all **Actions** (player moves), **Memories**, and **Relics** currently defined for Cebarti Manor. Each entry includes the relevant statistics such as cost, effect, cycle behaviour and any passive or special rule.

## 1. Actions (Player Moves)

Actions are the abilities that populate the player’s **Action Set** each turn. They cost Action Points (AP) to play and sometimes Essence. Many belong to **Action Chains**, cycling into the next link after use. Facing effects are passive bonuses while the action is face‑up.

### Anger Actions (Aggressive)

* **Strike**  
  • **Cost:** 1 AP  
  • **Effect:** Deal 6 damage.  
  • **Chain:** cycles → **Grapple**.  
  • **Facing:** +5 % **Crit Chance** while face‑up.
* **Grapple**  
  • **Cost:** 2 AP  
  • **Effect:** Restrain the target (they cannot cycle actions next turn).  
  • **Chain:** cycles → **Throw**.  
  • **Facing:** +2 **Armor** while face‑up.
* **Throw**  
  • **Cost:** 3 AP  
  • **Effect:** Deal 12 damage; +6 damage if the target is **Restrained**.  
  • **Chain:** cycles back to **Strike**.
* **Bloodlash**  
  • **Cost:** 2 AP  
  • **Effect:** Deal 8 damage and apply **Bleed (2)**.  
  • **Facing:** none.
* **Roar**  
  • **Cost:** 1 AP  
  • **Effect:** Force all enemy action slots to cycle once.  
  • **Facing:** none.
* **Smash**  
  • **Cost:** 3 AP  
  • **Effect:** Deal 12 damage; if target has **Bleed**, deal +6 damage.  
  • **Facing:** none.
* **Overdrive**  
  • **Cost:** X AP (spend any number of remaining AP)  
  • **Effect:** Deal damage equal to 3 × AP spent.  
  • **Facing:** +1 AP regeneration while face‑up.
* **Hopscotch**  
  • **Cost:** 1 AP  
  • **Effect:** Dodge the next attack you would take.  
  • **Facing:** +1 Speed (gain +1 extra AP next turn).
* **Peekaboo!**  
  • **Cost:** 2 AP  
  • **Effect:** Deal 4 damage and apply **Confused (1)** to the enemy.  
  • **Chain:** cycles into a random **Trick** (from Joy actions).  
  • **Facing:** none.
* **Prank**  
  • **Cost:** 0 AP  
  • **Effect:** Force a random enemy action slot to cycle once.  
  • **Facing:** none.

### Fear Actions (Defensive/Attrition)

* **Ethereal Shroud**  
  • **Cost:** 2 AP  
  • **Effect:** Gain **Block (8)**. This action is retained until used.  
  • **Facing:** +2 **Armor** while face‑up.
* **Brace**  
  • **Cost:** 1 AP  
  • **Effect:** Reduce damage from the next hit taken by 50 %.  
  • **Facing:** none.
* **Counterguard**  
  • **Cost:** 2 AP  
  • **Effect:** Gain **Block (6)**. If all damage is blocked, deal 5 damage back (**Retaliate (5)**).  
  • **Facing:** Double your retaliation damage while face‑up.
* **Withdraw**  
  • **Cost:** 1 AP  
  • **Effect:** Dodge the next attack.  
  • **Chain:** cycles → **Hide**.
* **Hide**  
  • **Cost:** 0 AP  
  • **Effect:** Skip your next turn but gain +2 **Armor**.  
  • **Facing:** none.
* **Stall**  
  • **Cost:** 1 AP  
  • **Effect:** Force the current enemy to delay its next action (effectively skip an action).  
  • **Facing:** none.
* **Iron Will**  
  • **Cost:** 1 AP  
  • **Effect:** Ignore the next negative condition applied to you.  
  • **Facing:** +1 AP regeneration while face‑up.
* **Shield Bash**  
  • **Cost:** 2 AP  
  • **Effect:** Deal 5 damage and stun the target for 1 turn.  
  • **Chain:** cycles back to **Ethereal Shroud**.
* **Shield Wall**  
  • **Cost:** 2 AP  
  • **Effect:** Gain **Block (10)**.  
  • **Facing:** +2 **Armor** while face‑up.

### Joy Actions (Buffs/Sustain)

* **Laughter**  
  • **Cost:** 1 AP  
  • **Effect:** Heal 3 Essence.  
  • **Facing:** Heal +1 Essence at the end of each turn while face‑up.
* **Festival Light**  
  • **Cost:** 2 AP  
  • **Effect:** Apply +10 % **Crit Chance** to yourself (or your party) for 2 turns.  
  • **Chain:** cycles → **Sparks**.
* **Sparks**  
  • **Cost:** 2 AP  
  • **Effect:** Deal 5 AoE damage to all enemies.  
  • **Chain:** cycles back to **Festival Light**.
* **Cheer**  
  • **Cost:** 1 AP  
  • **Effect:** Gain +2 AP for this turn only (temporary AP that must be spent).
* **Song of Triumph**  
  • **Cost:** 3 AP  
  • **Effect:** Buff all allies with +2 **Armor**, +10 % **Crit Chance** and +1 Speed (extra AP next turn) for 1 turn.  
  • **Facing:** none.

### Sadness Actions (Setup/Combo)

* **Fatigue**  
  • **Cost:** 2 AP (to cycle)  
  • **Effect:** No effect.  
  • **Facing:** While face‑up, your AP regeneration is reduced by 1.  
  • **Chain:** cycles → **Stumble**.
* **Stumble**  
  • **Cost:** 2 AP (to cycle)  
  • **Effect:** No effect.  
  • **Chain:** cycles → **Breakthrough**.
* **Breakthrough**  
  • **Cost:** 3 AP + 5 Essence  
  • **Effect:** Deal 20 damage.  
  • **Chain:** resets to start of the chain.  
  • **Facing:** none.
* **Dirge**  
  • **Cost:** 4 AP  
  • **Effect:** Deal 8 AoE damage; apply **Bleed (2)** to all enemies.  
  • **Facing:** none.
* **Remembrance**  
  • **Cost:** 2 AP + (cost of last action)  
  • **Effect:** Duplicate the last action you played (with +1 AP cost).  
  • **Facing:** If any action slot is empty, gain +2 % **Crit Chance**.
* **Blood Price**  
  • **Cost:** 2 AP + 10 Essence  
  • **Effect:** Deal 20 damage.  
  • **Facing:** none.  
  • **Notes:** This action is part of the Sadness pool and can appear via certain Memories.

### Ambiguous Actions (Mechanic-focused)

* **Quicken**  
  • **Cost:** 1 AP  
  • **Effect:** Gain +2 AP. These AP must be spent this turn or are lost.  
  • **Facing:** none.
* **Shuffle Memory**  
  • **Cost:** 2 AP  
  • **Effect:** Randomly reroll one of your current Action Set slots, replacing it with a random action from your soup.  
  • **Facing:** none.
* **Echo**  
  • **Cost:** 2 AP  
  • **Effect:** Duplicate the last action you played. The duplicated action costs +1 AP.  
  • **Facing:** none.
* **Empty Slot**  
  • **Cost:** 0 AP  
  • **Effect:** No effect; serves as a penalty link.  
  • **Facing:** +2 % **Crit Chance** while face‑up.
* **Drink Deep**  
  • **Cost:** 1 AP  
  • **Effect:** Restore 5 Essence and reduce your AP regeneration by 1 for the rest of the turn.  
  • **Facing:** While face‑up, your attacks heal you for 1 Essence.
* **Reset Chain**  
  • **Cost:** 2 AP  
  • **Effect:** Choose one of your chains and reset it to its starting link.  
  • **Facing:** You cannot be afflicted with **Dazed** or **Fatigue** while this is face‑up.
* **Shadowstep**  
  • **Cost:** 1 AP  
  • **Effect:** Dodge the next attack and cycle one of your action slots.  
  • **Facing:** +1 AP regeneration.
* **Wander**  
  • **Cost:** 2 AP  
  • **Effect:** Cycle all of your actions once.  
  • **Facing:** Shuffle one random action from your hand back into the soup (replaced next turn).

### Cursed Actions (Bad links from Cursed Memories)

* **Cough**  
  • **Cost:** 1 AP  
  • **Effect:** No effect.  
  • **Chain:** cycles at cost 1 AP.  
  • **Facing:** none.
* **Cut Palm**  
  • **Cost:** 2 AP  
  • **Effect:** Take 2 damage.  
  • **Facing:** none.
* **Stomach Ache**  
  • **Cost:** 2 AP  
  • **Effect:** Apply **Fatigue (1)** to yourself.  
  • **Facing:** none.
* **False Command**  
  • **Cost:** 3 AP  
  • **Effect:** Discard one random action from your Action Set.  
  • **Facing:** none.
* **Thrash**  
  • **Cost:** 2 AP  
  • **Effect:** Deal 2 damage to yourself.  
  • **Facing:** none.

## 2. Memories

Memories are the core drafting units. Each memory adds one or more Actions to the Action Soup at different weights and may include passive effects such as improved AP regeneration or extra damage. *Primary* weight (100 %) means the action is as likely as any other; *secondary* weights (e.g., 50 %) reduce the chance proportionally; weights above 100 % make an action more likely to appear.

### Anger Memories

1. **Memory of the Bar Fight**  
   • **Soup Contribution:** +1 *Strike* (100 %), +1 *Grapple* (50 %).  
   • **Passive:** None.
2. **Memory of the Blood‑soaked Blade**  
   • **Soup Contribution:** +1 *Bloodlash* (100 %).  
   • **Passive:** Bleed ticks deal +1 additional damage.
3. **Memory of the War Cry**  
   • **Soup Contribution:** +1 *Roar* (75 %).  
   • **Passive:** While *Roar* is face‑up, all your attacks apply **Vulnerable (1)**.
4. **Memory of the Last Stand**  
   • **Soup Contribution:** +1 *Overdrive* (150 %).  
   • **Passive:** While *Overdrive* is face‑up, gain +1 AP regeneration.

### Fear Memories

1. **Memory of the Locked Door**  
   • **Soup Contribution:** +1 *Ethereal Shroud* (100 %).  
   • **Passive:** None.
2. **Memory of the Paranoid Watchman**  
   • **Soup Contribution:** +1 *Counterguard* (75 %).  
   • **Passive:** While *Counterguard* is face‑up, your **Retaliate** damage is doubled.
3. **Memory of the Cold Sweat**  
   • **Soup Contribution:** +1 *Withdraw* (100 %), +1 *Hide* (50 %).  
   • **Passive:** None.
4. **Memory of the Hoarder**  
   • **Soup Contribution:** +1 *Stall* (75 %).  
   • **Passive:** Increase your AP carryover cap by +3.

### Joy Memories

1. **Memory of the Festival**  
   • **Soup Contribution:** +1 *Festival Light* (100 %), +1 *Sparks* (50 %).  
   • **Passive:** None.
2. **Memory of the Toast**  
   • **Soup Contribution:** +1 *Cheer* (100 %).  
   • **Passive:** While *Cheer* is face‑up, your buff actions cost –1 AP.
3. **Memory of the Song**  
   • **Soup Contribution:** +1 *Song of Triumph* (75 %).  
   • **Passive:** While *Song of Triumph* is face‑up, restore +1 Essence per turn.
4. **Memory of the Laughing Crowd**  
   • **Soup Contribution:** +1 *Laughter* (100 %).  
   • **Passive:** While *Laughter* is face‑up, your allies (or summons) deal +1 additional damage.

### Sadness Memories

1. **Memory of the Long March**  
   • **Soup Contribution:** +1 *Fatigue* (100 %), +1 *Stumble* (50 %), +1 *Breakthrough* (25 %).  
   • **Passive:** None.
2. **Memory of the Burial Bell**  
   • **Soup Contribution:** +1 *Dirge* (100 %).  
   • **Passive:** While *Dirge* is face‑up, your AoE damage actions cost –1 AP.
3. **Memory of the Empty Chair**  
   • **Soup Contribution:** +1 *Remembrance* (300 %).  
   • **Passive:** If any slot in your Action Set is empty, gain +2 % **Crit Chance**.
4. **Memory of the Widow’s Veil**  
   • **Soup Contribution:** Occasionally adds a **Fatigue** link to one of your chains (50 % weight).  
   • **Passive:** When you burn your last action, start your next turn with +2 AP.

### Hybrid Memories

1. **Memory of the Duel** (Anger + Fear)  
   • **Soup Contribution:** +1 *Strike* (50 %), +1 *Counterguard* (50 %).  
   • **Passive:** If you block all damage in a turn, your next Strike costs –1 AP.
2. **Memory of the Victory Feast** (Anger + Joy)  
   • **Soup Contribution:** +1 *Overdrive* (50 %), +1 *Festival Light* (50 %).  
   • **Passive:** After using a buff action, your next damaging action deals +3 damage.
3. **Memory of Betrayal** (Anger + Sadness)  
   • **Soup Contribution:** +1 *Bloodlash* (75 %), +1 *Fatigue* (50 %).  
   • **Passive:** Whenever you apply **Bleed**, add a **Fatigue** link to one enemy’s chain.
4. **Memory of the Vigil** (Fear + Joy)  
   • **Soup Contribution:** +1 *Ethereal Shroud* (50 %), +1 *Cheer* (50 %).  
   • **Passive:** If you end a turn with unused AP, heal +2 Essence.
5. **Memory of the Funeral Procession** (Fear + Sadness)  
   • **Soup Contribution:** +1 *Stall* (50 %), +1 *Dirge* (50 %).  
   • **Passive:** When an enemy skips its turn (due to Stun, Stall, etc.), reduce its Essence by 2.
6. **Memory of Mischievous Tears** (Joy + Sadness)  
   • **Soup Contribution:** +1 *Laughter* (50 %), +1 *Remembrance* (50 %).  
   • **Passive:** When you duplicate an action, gain +1 Speed (extra AP next turn).

### Random Memories (exclude one emotion)

1. **Memory of the Forgotten Toy**  
   • **Effect:** Each turn, add one random **Anger**, **Fear** or **Sadness** action to the soup (never Joy).  
   • **Passive:** None.
2. **Memory of the Oath Broken**  
   • **Effect:** Each turn, add one random **Anger**, **Joy** or **Sadness** action to the soup (never Fear).  
   • **Passive:** None.
3. **Memory of the Lost Carnival**  
   • **Effect:** Each turn, add one random **Anger**, **Fear** or **Joy** action to the soup (never Sadness).  
   • **Passive:** None.
4. **Memory of the Shadowed Garden**  
   • **Effect:** Each turn, add one random **Fear**, **Joy** or **Sadness** action to the soup (never Anger).  
   • **Passive:** None.

### Ambiguous Mechanic Memories

1. **Memory of the Hourglass**  
   • **Soup Contribution:** +1 *Quicken* (100 %).  
   • **Passive:** None.
2. **Memory of the Trick Candle**  
   • **Soup Contribution:** +1 *Shuffle Memory* (75 %).  
   • **Passive:** None.
3. **Memory of the Fractured Mirror**  
   • **Soup Contribution:** +1 *Echo* (100 %).  
   • **Passive:** None.
4. **Memory of the Locked Chest**  
   • **Soup Contribution:** +1 *Empty Slot* (50 %).  
   • **Passive:** While an Empty Slot is face‑up, gain +2 % **Crit Chance**.
5. **Memory of the Rusted Key**  
   • **Effect:** Slot 4 in your Action Set is always a chain; chains cost –1 AP to cycle.  
   • **Passive:** None. (No specific action added to soup.)

### Additional Ambiguous Memories (for completeness)

1. **Memory of the Looming Shadow**  
   • **Soup Contribution:** +1 *Shadowstep* (100 %).  
   • **Passive:** +1 AP regeneration while *Shadowstep* is face‑up.
2. **Memory of the Broken Chain**  
   • **Soup Contribution:** +1 *Reset Chain* (100 %).  
   • **Passive:** While *Reset Chain* is face‑up, you cannot be inflicted with **Dazed** or **Fatigue**.
3. **Memory of the Empty Bottle**  
   • **Soup Contribution:** +1 *Drink Deep* (100 %).  
   • **Passive:** While *Drink Deep* is face‑up, your attacks restore +1 Essence.
4. **Memory of the Wandering Ghost**  
   • **Soup Contribution:** +1 *Wander* (100 %).  
   • **Passive:** While *Wander* is face‑up, at the end of your turn shuffle one random action from your set back into the soup.

With these 35 memories, the initial draft pool and subsequent runs can offer diverse strategies and interactions.

## 3. Relics

Relics modify the rules of combat, AP efficiency, damage scaling, conditions and other mechanics. Many encourage specific archetypes; others are flexible.

### Anger Relics

1. **Candle of Red Wax** – **Bleed** effects deal double damage; you heal for half the damage Bleed inflicts. *("Once used to seal a love letter. Now it seals fates.")*
2. **Iron Gauntlet with Broken Knuckles** – Attacks that cost 1 AP deal +3 damage. *("She swears it punched through six skulls and one wall.")*
3. **Rusty Branding Iron** – When you inflict **Vulnerable**, the enemy also loses 1 AP on its next turn. *("The mark of ownership never truly fades.")*

### Fear Relics

1. **Cebarti’s Carousel Key** – Each time one of your actions cycles, gain +1 **Armor** and every third cycle deals 3 damage to a random enemy. *("It always comes back around, creaking with laughter.")*
2. **Porcelain Rat Figurine** – When an enemy attack misses you, that enemy loses 1 AP next turn. *("The squeak of vengeance.")*
3. **Silver Pocketwatch** – At the start of your turn, gain +2 temporary AP that must be spent on Defense actions. *("It ticks loudest when you’re most afraid.")*

### Joy Relics

1. **Bell of Persistence** – Each time you repeat the same action within a turn, apply **Vulnerable (1)** to the target. *("Ding, ding, ding—are we there yet?")*
2. **Lantern of Festival Glass** – While you have any buff active, gain +1 **Essence Regen** per turn. *("Its glow recalls summer parades no one else remembers.")*
3. **Laughing Mask** – Buff actions cost –1 AP but deal 1 self‑damage. *("Joy, sharpened into cruelty.")*

### Sadness Relics

1. **Burial Urn with Cracked Lid** – When you burn your last action, gain +3 AP on your next turn. *("Even ashes can spark.")*
2. **Tattered Mourning Veil** – Essence costs are reduced by 1 (to a minimum of 0), but you lose 1 Essence at the start of each turn. *("A bargain with grief.")*
3. **Dirge Bell** – AoE damage actions deal +2 damage but cost +1 AP. *("Every toll echoes across the Styx.")*

### Hybrid Relics

1. **Bloodied Prayer Beads (Anger + Fear)** – Your retaliation damage applies **Bleed (1)** to the attacker. *("Faith keeps the fist steady.")*
2. **Victory Banner (Anger + Joy)** – After you play a buff, your next attack this turn deals double damage. *("Carried through five wars, stitched with screams.")*
3. **Rusted Shackles (Anger + Sadness)** – Using a high‑AP action (cost ≥3) adds a **Fatigue** link to your next turn’s soup, but that action deals +50 % damage. *("Freedom never comes without scars.")*
4. **Candlelit Hourglass (Fear + Joy)** – At end of turn, gain Essence equal to the number of unspent AP you have. *("The wax drips slower when you linger.")*
5. **Funeral Wreath (Fear + Sadness)** – When an enemy skips a turn (due to Stall, Stun, etc.), deal 3 AoE damage to all enemies. *("Laid on the river, it drifts forever.")*
6. **Twin Masks of Comedy and Tragedy (Joy + Sadness)** – When you duplicate an action, apply **Vulnerable (1)** to all enemies. *("They laugh, then they weep, then they laugh again.")*

### Ambiguous Relics

1. **Fractured Mirror** – The last action you play each turn has a 25 % chance to automatically repeat (costing AP again). *("Which reflection is real? All of them.")*
2. **Rusted Key** – Slot 4 in your Action Set is always a chain. All chains cost –1 AP to cycle. *("Every lock deserves a riddle.")*

With these relics and memories, players can build varied strategies around cycling actions, spamming single moves, managing conditions, or building long‐term combos.

## 4. Buffs & Conditions (Summary)

For quick reference, these keywords appear throughout the moves, memories and relic effects:

| Keyword | Description |
| --- | --- |
| **Bleed** | Lose 1 Essence at the start of your turn per stack. Stacks additively. |
| **Vulnerable** | Take +50 % damage from all sources until the end of next turn. |
| **Dazed** | Dead action link: costs 2 AP to cycle; has no effect and no facing bonus. |
| **Fatigue** | While face‑up, reduce AP regeneration by 1; costs +2 AP to cycle. |
| **Confused** | At end of your turn, replace one random action in your Action Set with a random action from your soup. |
| **Armor** | Flat damage reduction equal to the Armor value. Resets each turn. |
| **Block** | Prevents the next X damage taken; removed after use or at end of turn. |
| **Crit Chance** | Increases the probability that your attacks deal double damage. |
| **Retaliate** | Deal specified damage back to the attacker when struck. |
| **Essence Regen** | Restore the given amount of Essence at the start (or end) of each turn. |

Use this sheet to remember what each keyword does when reading action and relic descriptions.