

TAGS GLOSSARY

Below are all of the item Tags. These Tags specify an item's range, effects, and capabilities. Tags help define an item and its possible uses. Certain specialist Hunters can usually add some Tags to items and occasionally find items that possess unique Tags.

DISTANCE AND RANGE TAGS

- **Intimate** - This Weapon can only attack opponents you are already touching (or touching you).
- **Hand** - This Weapon can attack opponents within arm's reach. (est. 5 ft)
- **Reach** - This Weapon can attack opponents farther than arms reach. (est. 10 ft)
- **Close** - This is a ranged Weapon that is effective in close quarters. (est. 20 ft)
- **Far** - Ranged Weapon that is good at close and long-range (est. 40 ft)
- **Snipe** - This is a ranged Weapon that has long range but suffers in close quarters. (est. 60 ft, -2 Forward at <10 ft)
- **Area** - This allows a Weapon to hit multiple targets in a 10 ft radius, or the Weapons Range when using Melee.
- **Line** - This allows an attack to hit multiple enemies in a line, up to the Range of the attack.
- **Chaining** - Attacks with this tag will bounce off of one enemy target to another enemy within 10 ft. (max 4)

NEGATIVE TAGS

- **Clunky** - This item when worn/wielded will cause -1 to Finesse and Traverse Tasks.
- **Heavy** - Weapons with this tag cannot be used to attack back.
- **Awkward** - This Weapon is strange to work with, preventing the Guard & Parry actions.
- **Restrictive** - This item when worn/wielded will cause -1 to Agility Tasks & Evasion.
- **Loud** - This Weapon creates a loud noise that can be heard audibly.
- **Broken** - A Weapon or Piece of Armor with this Tag sets all their stats and bonuses to 0 until fixed.

COMBAT TAGS

The following tags can be found in many areas of the game

- **Serrated** - Attacks with this tag apply Bleeding on Harm.

- **Forceful** - Attacks with this tag will push back a target
- **Pierce** - Attacks with this tag ignores half of a target's armor
- **Puncture** - Attacks with this tag ignores all of a target's armor
- **Precise** - Attacks with this tag ignores half of a target's evasion.
- **Accurate** - Attacks with this tag ignores all of a target's evasion.
- **Fast** - Weapons with this tag cannot be reacted against.
- **Reload** - This requires a Quick Action before attacking again.
- **Heal** - This can recover light injuries.
- **Cursed** - This cannot be unequipped, comes with great powers but also unforeseen drawbacks.

*Note: Pierce & Precise can be stacked:

Stacking Pierce turns into Puncture

Stacking Precise turns into Accurate

Puncture & Accurate do not stack in any way

WEAPON/TOOL TAGS

The following tags can be found exclusively on weapons and tools.

- **Versatile** - This weapon can be wielded one or two-handed.
- **Discreet** - Weapons with this tag can be easily concealed.
- **Martial** - Weapons with this tag must be wielded with two hands.
- **Tool** - Weapons with this tag have uses other than violence.
- **Stick** - Items with this tag can be placed on a flat surface with a **Craft Task** with the use of a quick action.
- **Trap** - Items with this tag can be activated when certain requirements are met to perform a variety of effects.
- **Restricting** - Weapons with this tag can perform the **Restrict** action at weapon range.
- **Projectile** - Weapons with this tag will shoot a projectile for Ranged Attacks such as an arrow from a bow, a knife from a pouch, or a magic bolt from a staff, these attacks can't be parried
- **Tied** - Weapons with this tag can be thrown or dropped and once a turn be returned as a Free Action
- **Linked** - This Weapon is tied to one user and can be drawn to the user from anywhere at any time.
- **Unbreakable** - This Weapon cannot be broken, warped, or changed by normal means.

MAGIC TAGS

The following tags can be found across moves, magic items, and Spells.

- **Magic** - This attack can Harm magical things like ghosts or special Monsters.
- **Fire** - This attack can set things on fire but also provides light. Apply “burning” on Harm.
- **Water** - This attack can be used to cool down substances. Apply “slowed” on Harm.
- **Wind** - This attack will now have Forceful as a Tag. Apply “prone” on 11+.
- **Earth** - This attack will now have Pierce as a Tag. if the Target uses a Reaction against this attack and fails then you can apply the “Broken” Tag to 1 equipped Item of the Target
- **Lightning** - This attack can be used as a lightning rod. Apply “shocked” on Harm.
- **Light** - This attack will have the Precise Tag and be used as a light source that applies the “Targeted” Status to every one within 10 ft of you
- **Shadow** - This Weapon now has the Fast Tag when attacking In Position. Apply “Blind” on Harm.
- **Holy** - +1 to Healing, and when used against Undead it Harms them, may require blessing from a faith.
- **Silver** - This Weapon can ignore physical resistance on Monsters. Some Monsters are weak to this.
- **Psychic** - This Weapon ignores Defenses but does not work on Constructs or Undead
- **Drain** - This attack siphons the half damage dealt and heals the user by the same amount.
- **Morph** - This allows the caster to decide who is affected by the spell.

