Keywords and Mechanics

# Ongoing Effects

When you are the target of an **ongoing** effect you continue to suffer from the effect until you manage to escape from it. If an ongoing effect inflicts Impact then that Impact is suffered at the start of your turn.

At the end of each of your turns you may make a free **escape roll** to end any ongoing effects that you suffer from. Most free escape rolls are an unmodified die roll against a difficulty of 6. If you are suffering from multiple ongoing effects then you make a separate escape roll for each ongoing effect.

You or another character may also use a complex action to attempt an escape roll. The Difficulty for the roll is still 6, but the Narrator is encouraged to grant you a modifier from one of your skills depending on your described methods for escape.

For example, Grom has been set on fire by a mischievous Fey Outsider. He begins suffering from 1d10 ongoing environmental Impact from the burning flames. His comrade, Casandra, quickly reacts by grabbing a sack of sand from a nearby construction site and attempts to dowse the flames. The Narrator rewards her ingenuity by allowing her to add her Athletics or Survival modifier to the escape roll.

# Concentration

Concentration powers have effects that you can continue to control for multiple turns. These powers usually require that you expend an action every turn to maintain or influence the effect. Whether the concentration requires a simple or complex action will be specified in the power’s description. If you do not expend the action to concentrate then your character loses their concentration and the effects of the power end.

# Physical

Many powers generate physical Impact by