

# FIRES FAR AWAY

A Solitaire Journey

Corebook



# Introduction

*Fires Far Away: A Solitaire Journey* is a single-player conversion of the original Fires Far Away: a pen & paper homebrew developed by an anonymous poster(s?) on the 4chan /tg/ board. As of the Winter of 2020, the original rulebooks are still available at [https://1d4chan.org/wiki/Fires\\_Far\\_Away](https://1d4chan.org/wiki/Fires_Far_Away).

## Themes

### Scarce Vistas

The player is not inundated with illustrations, explanations, or exposition. An imagination will have to paint in the whites left reserved by the scenario.

### Stern Diktats

The game is designed to be stern, but not cruel. The goal is to challenge the player's mind and rattle their playstyle, not crush their character in a random or merciless fashion.

### Rigid Chances

Like the original homebrew, *Fires Far Away: A Solitaire Journey* eschews dice rolls as a resolution mechanic whenever possible. A small amount of randomness is present, but the game favors flat success conditions. The outcome of the character's actions is not dependent on rolling well, but rather playing well to the rolls.

### Vorpal Encounters

No scenario should contain any throwaway encounters or "trash mobs". Each encounter should be a puzzle in and of itself, pitting the character against a mortal and uniquely challenging threat.

### Beggared Allowances

All mechanics are based around low arithmetic, making them easily tracked via tokens, coins, pencil marks, beads, or even fingers. No need for an abacus or similar such apparatus.

## Beleaguered Narratives

The player is not expected to surmount every obstacle or defeat every enemy; they aren't even expected to survive every battle. A scenario is a story as much as it is a challenge, and every well-told tale traverses both valleys and summits.

## Convolute Timelines

Unique to *Fires Far Away: A Solitaire Journey*, the player is not likely to experience a scenario in chronological order. The furtive element of randomness rears its head here; each scenario is broken into chapters that are played out of order. And decisions the player makes draw ripples in both directions of the scenario's timeline.

## Unreliable Recollections

As the player makes their way through a scenario, they will occasionally be asked to take notes on their actions' outcomes. These notes are referenced later in play, even if that means being referenced earlier in the scenario's timeline. The same holds true for the character's equipment and advancements, which have a habit of flaunting the laws of time and space. Memories in this game are somewhat unreliable; players should try not to grow too attached to them.

## Legal

*Fires Far Away* was not released under any license or copyright. *Fires Far Away: A Solitaire Journey* is released under the CC BY-NC-SA 3.0 US license. In other words, this is an "open source" item. Additions and modifications are welcome as long as they're non-commercial.

## Credits

Version: 0.98

**Original Homebrew:** Unknown

**Cover Art:** ststarkm

**Solitaire Conversion:** John Conway

*And special thanks to our playtesters!*

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# I Game Structure

*Fires Far Away: A Solitaire Journey* is played in three phases: **character creation**, **scenario resolution**, and the scenario's *prestige*.

## I.1 Character Creation

This phase is unique to each scenario or campaign. The scenario book will lead the player through the process of creating a character, including their starting statistics, equipment, and other pertinent details. This might be done through selecting a background, answering questions, rolling dice, overt point buys, or any number of creative methods.

**Note:** The scenario may alter some statistics, or add new ones. A thoughtful scenario will provide the player with a customized character sheet on which to record these new details.

## I.2 Scenario Resolution

Each scenario is split into several chapters, and each chapter functions as a self-contained adventure which both influences—and is influenced by—the events in its sister stories.

### Scenario Setup and Resolution

Complete the following steps:

1. Refer to the scenario book for a list of chapters, and any special setup instructions
2. Write each chapter's number or symbol on the face of a separate index card
3. Gather these cards into a deck, and shuffle them face-down
4. One by one, draw each card from this chapter deck and resolve the written chapter
5. After each chapter is resolved, discard its card and draw the next one
6. When the entire chapter deck is exhausted, continue onto the scenario's *prestige*

Since chapters are played in order of draw, the player may resolve a scenario's final chapter before the others are completed (or even first!).

**Note:** The *prestige* does not begin after the final chapter is resolved, but rather after the entire chapter deck is exhausted.

### What Carries from Chapter to Chapter?

As a general rule, everything is retained unless the scenario specifies otherwise. This includes equipment, character advancements, and any permanent notes from previous chapters.

Some equipment and items are *Ephemeral*, and are erased after the chapter in which they are found. The player should never erase anything else from their character sheet or stash, even if it seems asinine that they would still be available. The character's memory of the scenario's events is hazy at best; some logical inconsistencies are to be expected.

## I.3 The Prestige

In the climax of each scenario, the fruits of the character's toils are finally revealed. The knotted timeline is unraveled, answering some questions and perhaps presenting more. The logical inconsistencies of the scenario's telling become clearer in hindsight, and the player is asked to forgive their character's mind for its follies and fabrications.

The scenario's *prestige* may or may not contain additional encounters or CYOA segments.

### Campaign Play

Some scenarios are merely links in the chain of a greater campaign, and their *prestige* is used to sand out the rough edges of the matryoshka in preparation for the next layer. Unlike chapters, the player is expected to play a campaign's scenarios in sequential order. Unless instructed otherwise, the player should assume that all their equipment and advancements will be retained upon progressing to another scenario in the same campaign.

Scenarios that are not part of a campaign are meant to be one-shots, and are not balanced for playing with the veteran of a separate adventure.

## 1.4 Required Materials

In order to facilitate smooth gameplay, it is recommended for the player to have at a minimum:

- Both this corebook and a scenario book (digital copies are perfectly fine)
- A pencil
- A large eraser (for big mistakes)
- 8 six-sided dice
- A fresh pack of index cards or scratch paper
- A bowl of coins, beads, or other small and discrete tokens
- Printed copies of the character, status, and record sheets (and optionally the encounter quick reference sheet)
- 3 double-sided copies of the Hexagon-Tiled Map
- A card table or other mid-sized playing surface

What materials the player lacks can be substituted with a pencil—or a good memory, but preferably the pencil.

### The Character and Status Sheets

The character sheet is for tracking the crunchy aspects of the character, such as their statistics and equipment. It is mostly written in pencil.

The status sheet is used for the more dynamic and token-heavy mechanics such as the **HP** slots, **FP** pool, and *sinks*.

### Dice

The player will need a large number of six-sided dice due to the game's *stamina pool* system. Depending on the character's **END** stat, they may need to keep six or more dice reserved for **SP** dice. In addition, they will need two more dice for rolling on the encounter table(s).

If the player does not have access to this many dice, they can compensate with tokens. Cut some index cards into tokens with the number range one through six written on them, and use them to track dice scores.

### The Hexagon-Tiled Map

While it may be tempting to forgo printing physical copies of the map, it is vital for playing the game's encounters. It's recommended to print the map double-sided (and draw lightly) to save paper. Having some method of representing entities on the map is also necessary; the width of each hex is just enough for an American quarter-dollar or 25mm base miniature.

### Index Cards

Index cards are a versatile tool. They're normally used for chapter cards, enemy sheets, and *Shield Up!* tokens. But they can also be cut up to make condition tokens, or representations for entities on the Hexagon-Tiled Map.

### The Record Sheet

Occasionally, the player will be asked to take notes. They will also need to keep track of their known attunements and stash contents. This information would best be written on the record sheet, but a notepad or piece of scratch paper will also suffice.

### *Shield Up!* Tokens

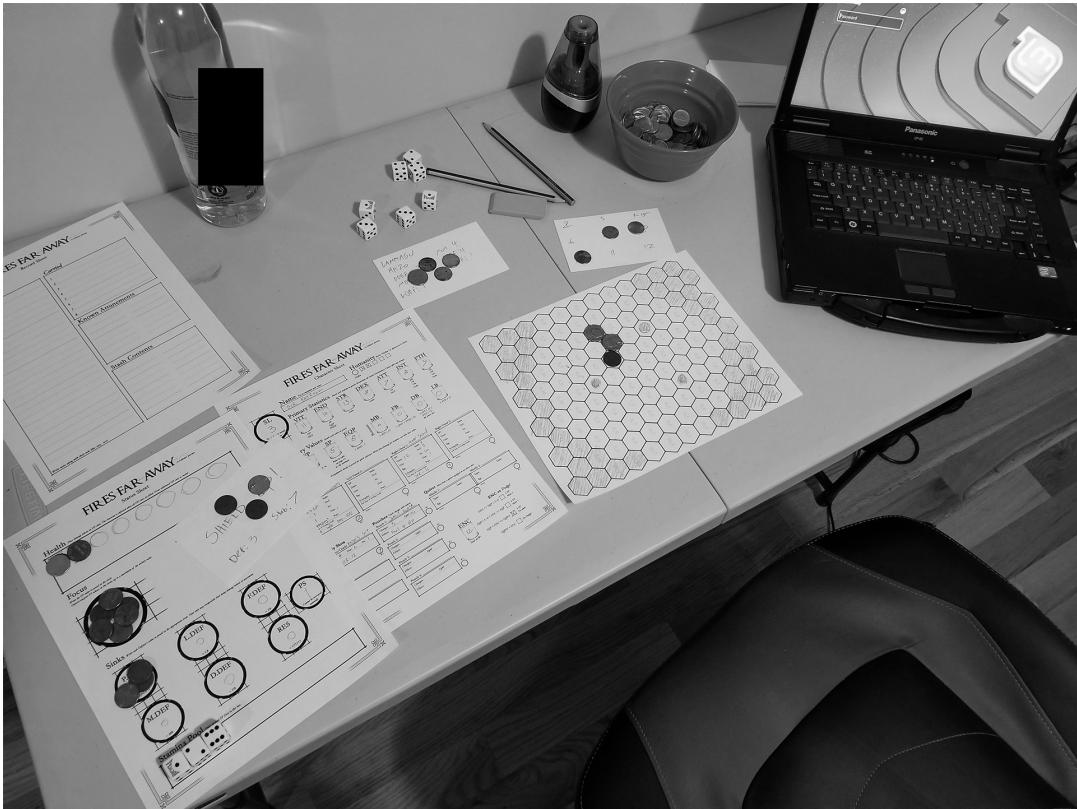
The player will need at least one token for simulating when an entity has their shield raised. This token needs to be large, because it will be holding damage tokens that would otherwise be assigned to the shielded entity. An index card with *Shield Up!* written on it, along with the shield's stats, will suffice.

### Tokens

Tokens are primarily used for keeping track of the game's counters such as **FP**; charges for items and flasks; and damage.

Damage tokens are assigned to **HP** slots, left unassigned on entity sheets, or deposited in *sinks*; and this all happens frequently. Tokens will likely be the limiting reagent of the game, so the more of them the player can scrounge up the better. Coinage is very useful for tokens, since it presents an immediately familiar point worth (1 nickel = 5 pennies, for example) and cuts down on the total number of tokens in play.

As a last resort, the player can draw symbols or mark tallies in lieu of using tokens.



An example setup using a foldable card table.



An example enemy sheet written on a plain index card.  
The enemy has taken 4 damage: 3 to its **HP**, and 1 sunk in **P.DEF**

## 2 Rules & Terminology

### 2.1 General Concepts

#### Dice Rolls

All rolls are made using six-sided dice. Since this game only uses one type of die, it is abbreviated as “D”. If a dice roll or dice requirement is prefixed by a number, use that many six-sided dice, i.e: 2D calls for two dice. Do not use a twelve-sided die instead of two six-sided dice; the probabilities would be different.

Sometimes the game calls for dice to be re-rolled; this is once per die and the second result is always final.

#### Dice Scores

The number rolled on a **SP** die is its score. A die cannot have its score split in any way, and its score can only be committed to a single action.

The requirements for in-game actions may be written either in number of dice or as a flat score. If an action calls for 1D, it means one **SP** die with any score. So 2D of course calls for two dice of any scores to be spent. A flat number requirement, such as a 6, calls for a minimum of that total score to be spent. This can be achieved by committing either a single die that scored a 6, or by combining any number of **SP** dice whose total is at least 6.

A plus sign designates an action that can be overspent for bonus results, i.e: a 5+ means the minimum required score is 5, but that the action provides some sort of extra effect for every score spent over 5.

**Note:** If an action calls for a score of 7 or more, it will require at least two **SP** dice to achieve. The difference between the game calling for 2D vs a flat 7 is:

1. The 2D can use any two dice regardless of their combined score.
2. A 2D action is a Double action. Refer to the Actions & Reactions section for details

#### Learning to Play

Because *Fires Far Away: A Solitaire Journey* does not have a human gamemaster orchestrating it, the system’s mechanics must act as a substitute. Opponents cannot surprise or challenge a player if that player

controls their every move. For this reason, the encounter system is complex—and may be somewhat difficult to learn. In addition to the explanations and gameplay example included in this corebook, the companion scenario—*Everloyal*—contains a tutorial chapter that introduces players to the encounter system via a dripfeed of its mechanics. This companion scenario should be available wherever this corebook was found.

#### Rounding

In order to minimize crunch, mechanics that involve division have their solutions rounded. The abbreviation *rd* is a reminder that the score must be rounded to the nearest whole number.

#### Recordkeeping

The player is asked to keep track of a large amount of information throughout a scenario. Dynamic counters such as damage and **FP** are tracked via physical tokens because they are added and removed often, and constantly writing and erasing pencil marks would create an indecipherable mess. Notes and equipment, or less dynamic counters such as **HMN**, are tracked via the pencil.

When taking a break from the game, the number and locations of tokens should be written down rather than left to the whims of pets, parents, and gusts of wind.

#### Scenarios and this Corebook

This corebook should be considered a base set of rules, which are then modified by the scenario-specific rule-set. Just because an item or concept appears in this corebook does not mean it is available in every scenario. When the mechanics of the scenario and corebook differ from each other, always defer to the scenario.

#### Uncertain Mechanics

If the player is ever uncertain about the specifics of a mechanic, or is flummoxed by a bizarre situation in which two mechanics disagree, they are welcome to *Make Something Up*. It would be preferable if the solution wasn’t chosen by virtue of being the most beneficial to the player.

## 2.2 Chapter Concepts

### Chapter Exploration

Chapters are often (but not always!) relegated to distinct geographic locations. Some chapters might proceed in a linear fashion, while others may have multiple routes or allow for freeform exploration. It's also possible for chapters to retain special rules, such as a ticking timer or pursuant enemies.

What all chapters share is their CYOA format, with resolutions written on separate pages in non-sequitur order. When progressing through a chapter, the player must remember that their exploration options are limited to only what is listed on the current page.

**Example:** If the player drops down a cliffside and turns to a page where no option is given to climb back up, then the player cannot turn back to that previous page at the clifftop. Likewise, the character can only take a *short reprieve* or access their stash where the chapter specifically allows for that action.

When instructing the player on which page to turn to, the scenario will use the format *xxx:y*, where *xxx* is the page number, and *y* is the bounding box.

### Chapter Actions

While chapters will only present contextually appropriate actions like "walk down the stairs" or "grab the torch", the character can also utilize their active attunements and items at any time outside of an encounter. This includes buffing oneself and healing wounds. These actions will still reduce **FP** or item charges.

### Checks & Gates

Occasionally, the scenario may restrict progress or grant the player extra progression options based on a check. This most often comes in the form of gates, where some physical portal is locked until the character acquires its key. Other times this might be a strict stat check, like only allowing a character with 12+ **INT** to make sense of a magical tome. A check may also reference the character's past actions via their notes.

### Finding Equipment

Throughout a chapter's CYOA gameplay, the character may be presented with equipment and items. This gear can only be gathered once, even if the character makes repeated trips to the section in which they are available.

### Notes and Permanent Notes

The player is frequently asked to take notes in service of the scenario's CYOA gameplay. Notes are written along with a code (like *c121a - Got key*) and are referenced only by this code to avoid spoilers. These notes are erased at the end of each chapter to prevent the record sheet from becoming cluttered with information that will never be referenced again.

However, notes bracketed by exclamation marks (like *!c121b!! - Killed Patches*) are permanent notes, and may be referenced in other chapters. These are written in a separate section of the record sheet to prevent them from getting erased accidentally.

### Short Reprieves

Occasionally, a chapter will give the player a chance to take a *short reprieve*. This action will:

- Clear all damage tokens from the character's **HP** slots
- Restore all of the character's **FP** tokens
- Remove all *Static* conditions, unless otherwise stated in that condition's description
- Refill the charges for all flasks and items that are not *Ephemeral*
- Repair any *Broken* equipment
- Lastly, the character can use a *short reprieve* to change attunements; upgrade their **SL**; and is generally a good opportunity to take a break from the game.

### Souls & Soul Advancement

Souls have their values marked in parentheses (the name of a soul is purely for flavor). Whenever the character obtains souls, that value is added to the total on the character sheet.

The character's **SL** may only be upgraded during a *short reprieve*, and if the character is not Hollow. Whenever the character upgrades their **SL**, they may increase any Primary Stat by 1 point. Immediately recalculate all Distributory Values after each **SL** upgrade to ensure the full benefit of the increased stat.

The cost of upgrading is **SL + 1** souls, where **SL** is the current value.

## The Stash

*Fires Far Away: A Solitaire Journey*'s gameplay does not revolve around vacuuming dungeon floors. Characters should not be lugging around twenty shortswords in the hopes that they might find some pawn shop that'll take them. However, the game has taken some precautions for to-be-used equipment. Any equipment or items the character finds can be stored in the stash, as long as that gear isn't *Ephemeral*. The character must have access to their stash in order to store or retrieve its contents. The stash can hold any number of items. Note the stash's contents on the record sheet.

The stash has a habit of popping up now and again in odd locations, especially at sites suitable for a *short reprieve*. How the stash makes its way from place to place with all the character's gear is anybody's guess.

**Note:** A *short reprieve* does not automatically grant the character access to their stash. The scenario must state that the stash is accessible.

## 2.3 Encounter Concepts

### 2.3.1 Actions & Reactions

Up to two actions may be committed during the character's Turn by spending **SP** dice from the *stamina pool*. Actions come in two main types: Simple and Dynamic. In addition, the **SP** cost of an action might define it as a Free or Double action.

The character can commit either two Simple actions per Turn, or one Simple and one Dynamic. The character can perform Simple and Dynamic actions in either order.

In addition, the character may commit one Free action (an action with no **SP** cost) per Turn. This Free action may not be committed last, and it does not count towards the character's action minimum or action limit.

Actions with an **SP** cost of 2D are Double actions, and count as taking both actions for the Turn. The character may still commit a Free action before a Double, but not afterwards.

**Example:** A character might perform two Simple actions during their Turn, such as moving and then loading a crossbow.

They could also perform a Simple and Dynamic action in either order, such as moving and then attacking (or vice versa).

Or, they could perform a Double action like sprinting.

For their Free action, the character might switch to an alternative weapon or catalyst, but only once per Turn and not as their final action.

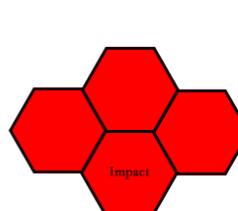
Reactions are committed during the *counterbeat* (the enemy Turn)—after an active enemy's Move (if any), but before their attack. One reaction may be committed before each and every attack, but only takes effect for one attack.

There is no limit to the number of reactions a character can commit per *counterbeat*, other than the size of their *stamina pool* (and only one reaction per attack). The character may not commit a reaction if the active enemy's Turn is listed as *Sudden*.

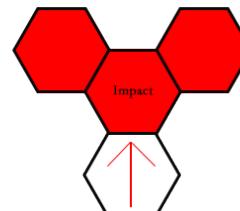
### 2.3.2 Area of Effect Attacks

Some attacks and attunements specify areas of effect rather than targets. Area of effect attacks can always strike concealment or out-of-range tiles, but at least one impact tile must be visible and within range.

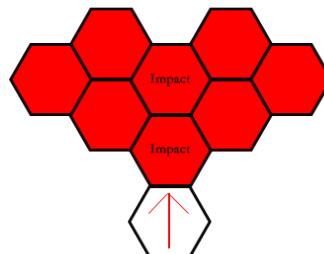
**Examples:**



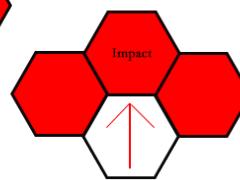
4-Hex Blast



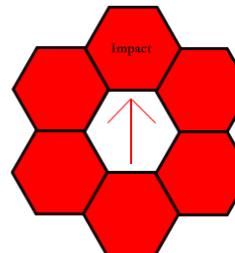
1-Hex Cone



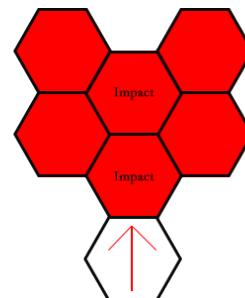
2-Hex Cone



Half-Moon



Full-Moon

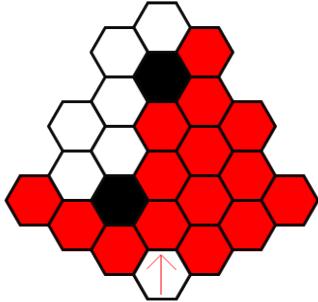


2-Hex Wave

Expand these examples in a logical fashion for similar patterns such as 3-hex cones or 5-hex waves. Generally, cones expand outward another tile for each additional range while waves always remain three-across. Enemies with complex attack patterns should have visual examples included in their enemy sheet.

Area of effect attacks are blocked by full-cover tiles. When an area of effect attack passes by a full-cover tile, it may not "curve" to reach tiles behind the obstacle.

**Example:**



**Area of Effect vs Full-Cover**

*Black tiles are full-cover obstacles. Red tiles are valid targets. White tiles are invalid.*

### 2.3.3 Casting Power (PWR)

The **PWR** of an attunement is the combination of the caster's bonus for that attunement type, and the Power of their catalyst. It alters the effects of an attunement in various ways, such as damage or range.

### 2.3.4 Conditions

All conditions are cumulative unless stated otherwise, meaning an entity can be afflicted with multiple tokens for the same condition. Some conditions may be mitigated via *sinks*. Conditions come in three types: *Immediate*, *Time-Limited*, and *Static*.

**Immediate** conditions have some instant effect on the afflicted. They do not require a token for record-keeping, unless they're being *sunk*.

**Time-Limited** conditions take effect for as long as at least one token is present on the afflicted's entity sheet. One *Time-Limited - Turn* token is removed from an entity's sheet after every Turn. One *Time-Limited - Round* token is removed from all entity sheets at the end of each Round.

**Static** conditions take effect for as long as at least one token is present on the afflicted's entity sheet. These tokens can only be removed by committing certain actions or fulfilling special conditions.

Lastly, some conditions such as Burning and Bleeding produce damage tokens. However, these damage tokens can also be inflicted by attacks that do not inflict their parent condition.

**Example:** The Bleeding condition produces Bleed damage tokens. The whip weapon also inflicts Bleed damage, but does not inflict the Bleeding condition proper.

### 2.3.5 Conditions Roster

**Blazing:** *Static*. At the beginning of each Turn, the entity receives 1 *Unblockable* Burn damage token. Assign this damage as normal (it may be *sunk* this Turn). The Blazing token can only be removed via committing the *Roll!* action, or entering certain special tiles. Blazing is a non-cumulative condition; an entity can only be afflicted by 1 Blazing token at a time. Blazing entities do not benefit from concealment, including the effects of darkness.

**Bleeding:** *Static*. At the beginning of the each Turn, before damage is assigned, place 1 Bleed damage token on the entity sheet. Assign this damage as normal (it may be *sunk* this Turn).

Bleeding is a cumulative condition, but an entity can only be afflicted by 3 Bleeding tokens at a time. Bleeding can only be removed via items and some attunements.

**Blinded:** *Time-Limited - Round*. The afflicted entity treats all tiles as if they were concealment. Blinded enemies will not skirt around hazard tiles when moving.

**Broken:** *Static*. Place a Broken token on the afflicted piece of equipment. This equipment provides no effects, and can't be used. Broken tokens are only removed from equipment during a *short reprieve* (or if the equipment regains a Durability *sink*). All pieces of equipment including rings and missiles can be broken, but not flasks or miscellaneous items.

**Charmed:** *Time-Limited - Turn*. After the encounter roll, but before the *counterbeat* or any reactions are resolved, the player may make moves and attacks for any Charmed entities. The entity is limited to a Move action and one of its listed attack actions,

and it will not obey any encounter roll during a Turn where it is Charmed. Encounter rolls should be made and exhausted regardless.

**Cursed!**: *Static*. The character is immediately defeated. The character loses all **HMN**, becomes Hollow, and cannot increase **HMN** or upgrade **SL** while *Cursed!* This condition can only be removed via a secret method.

**Dismounted**: *Static*. A *Mounted* type entity is pulled from their mount. Refer to the entity sheet for details on what this condition entails. This condition is usually permanent.

**Disoriented**: *Instant*. Reduces the character's **FP** by the specified amount. This condition can be *sunk* using **RES** (per Disoriented token, not per **FP** lost).

**Drain**: *Instant*. Drain restores the enemy's **HP** by the specified amount if its attack assigns any damage tokens to **HP** slots.

**Fear**: *Time-Limited - Turn*. This entity will not move towards the character or attempt attacks with melee weapons. If within 2 tiles of the character at the start of their Turn, an enemy afflicted by Fear will use half their Move value *rd* to move away from the character.

**Flinch**: *Immediate*. The character loses 1 **SP** die with the highest score from their *stamina pool*. This condition can be *sunk* using **PS**.

**Frozen**: *Static*. The afflicted entity cannot commit to any action except *Struggle!* while Frozen, but gains 1 **P.DEF** per Frozen token.

Each use of the *Struggle!* action removes 1 Frozen token. During a *counterbeat*, any enemy incapable of resolving its encounter roll due to being Frozen will instead perform the *Struggle!* action.

Frozen entities do not suffer Stun or Flinch from a *Guard Break*.

Suffering Burn damage will also remove 1 Frozen token per Burn damage.

**Grappled/Eaten**: *Static*. Functions the same as Netted/Webbed, except the character takes routine damage specified by the attack.

**Hollow**: *Static*. Designates a character that was defeated while having 0 **HMN**. This character cannot upgrade **SL**. This condition is only removed once the character gains **HMN**. In addition, it may affect some chapter options.

Gaining **HMN** while Hollow only removes the condition, the character will still be at 0 **HMN** and may hollow again if defeated.

**Knockback**: *Immediate*. The afflicted entity is moved directly backwards from the source of the Knockback by the specified number of hexes. If the afflicted entity is moved onto a hazard tile in this manner, end the Knockback and resolve the effects of the hazard tile.

If the Knockback attempts to move the entity into an obstacle or boundary, the entity instead suffers 1 Crush damage per tile moved. If the entity suffers more than 1 Crush damage in this way, then they are also inflicted with Knockdown.

This condition can be *sunk* using **PS** (at 1 tile per **PS** value).

**Example:** If an entity suffered Knockback 3 but was already adjacent to an impassable tile, then no damage is inflicted.

If the entity suffered Knockback 3, and was moved 2 tiles before striking the impassable tile, then it would suffer 2 Crush damage and Knockdown (it doesn't matter if the Crush damage was assigned to **HP** slots or not).

**Knockdown**: *Static*. Remove any *Shield Up!* token from the afflicted. The afflicted cannot perform any actions besides *Get Up!*, *Shield Up!*, Drink, Shoot, or *Roll!* while knocked down.

Any adjacent half-cover obstacles are treated as full-cover while knocked down.

During a *counterbeat*, any enemy incapable of resolving its encounter roll due to being knocked down will instead perform the *Get Up!* action.

Knocked down entities still occupy their tile(s), but may be crossed over by other entities making a Move action.

This condition is non-cumulative, and can be *sunk* using **PS**.

**Maddened:** *Time-Limited - Turn.* A Maddened entity will target the nearest entity during its Turn, friend or foe. If multiple entities are equidistant, the character always takes priority, but otherwise it's the player's choice.

**Mute:** *Time-Limited - Round.* A Mute entity cannot use any magic attacks or attunements, except for Guts.

**Netted/Webbed:** *Static.* The afflicted entity cannot move as long as one such token is placed on their entity sheet. All other actions cost +1 SP per token. Each use of the *Struggle!* action removes 1 Netted/Webbed token.

During a *counterbeat*, any enemy incapable of resolving its encounter roll due to being Netted/Webbed will instead perform the *Struggle!* action.

**Sapped:** *Time-Limited - Round.* The afflicted character rolls 1 less SP die per Sapped token on their character sheet.

**Slowed:** *Time-Limited - Round.* All movement taken by this entity has its Move value reduced to Move/2 rd to a minimum of 1. This condition is non-cumulative.

**Staggered:** *Time Limited - Turn.* The character can only perform 1 action (Simple or Dynamic) during their beat while Staggered.

This condition can be *sunk* using RES.

**Stunned:** *Time-Limited - Turn.* Remove *Shield Up!* The afflicted entity may not commit to any actions or reactions while Stunned.

A Stunned character with no SP dice remaining will still end the Round and re-roll their *stamina pool*, and will begin the next Round afflicted by this condition. This condition is non-cumulative.

**Withering:** *Time-Limited - Round.* Withering tokens can use D.DEF as a *sink*. If the status sheet contains 3 Withering tokens outside of the D.DEF sink at any time, immediately remove all Withering tokens from the status sheet and afflict the character with the *Cursed!* condition.

### 2.3.6 Damage

Most incoming damage tokens are immediately assigned to HP slots unless they're mitigated through *Shield Up!*, a *sink*, or reactions such as *Dodge!* Refer to those mechanic's sections for details.

Some damage types, such as Poison, accumulate on the entity sheet and trickle into HP slots each Turn. This often gives the entity the chance to address these tokens before they become wounds, i.e: drinking an antidote to remove unassigned Poison tokens.

When all of an entity's HP slots are filled with tokens, it is defeated and removed from the encounter.

### 2.3.7 Damage Modifiers Roster

Incoming damage can be modified to prevent some or all mitigation.

**High:** A High attack cannot hit entities that are knocked down.

**Inevitable:** Inevitable refers to attacks that cannot be mitigated through any means: *sinks*, dodging, blocking, or parrying. This damage is assigned directly to HP slots.

**Magical:** Magical refers to physical attacks that have been modified with magic. They can only use the M.DEF sink, but can still be placed on *Shield Up!* tokens.

**Unblockable:** Unblockable refers to attacks whose damage tokens cannot be placed on a *Shield Up!* token. This does not prevent them from being assigned to *sinks*.

**Undodgeable:** Undodgeable refers to attacks that cannot be mitigated via the *Dodge!* action.

**Unparryable:** Unparryable attacks cannot be parried or riposted, but can still be dodged or placed on a *Shield Up!* token. It usually refers to natural attacks, such as bites and claws.

**Unsinkable:** Unsinkable refers to damage tokens that cannot be encapsulated by a *sink*. This does not prevent them from being assigned to a *Shield Up!* token.

### 2.3.8 Damage Types Roster

**Acid/Breaking:** For all Acid tokens dealt to the character in a single attack, at least 1 such token must be assigned to an available Durability *sink*. The player may assign all Acid tokens to Durability *sinks* in this manner. If there are no Durability *sinks* available, then at least 1 Acid token must be used to afflict a currently equipped piece of gear with the Broken condition. Acid tokens that are not assigned to Durability *sinks*, or do not break equipment, are assigned to **HP** slots as normal. Acid is always *Unsinkable* outside of Durability.

Breaking damage functions the same as Acid, except it can never be assigned to **HP** slots.

For enemies, Acid/Breaking will permanently reduce their **P.DEF**, or their shield's Durability if the damage is assigned to *Shield Up!*

**Bleed:** Bleed damage is always *Unblockable*, and can only use **RES** as a *sink*.

Bleed tokens are never immediately assigned to **HP** slots. While an entity sheet contains unassigned Bleed tokens, assign 2 such Bleed tokens to **HP** slots every Turn.

Bleed tokens assigned to **HP** slots are cleared after the end of an encounter.

**Note:** Use some method to distinguish Bleed tokens, such as a differently colored token or flipping the coin upsidedown, as a reminder to remove them after the encounter.

**Burn:** Burn damage can only use **F.DEF** as a *sink*.

**Dark:** Dark damage can only use **D.DEF** as a *sink*.

**Magic:** Magic damage can only use **M.DEF** as a *sink*. This includes any Slash, Crush, or Pierce attacks that have been modified to become *Magical*.

**Physical:** These three types of damage—Slash, Crush, and Pierce—are all considered Physical damage. Some enemies may have increased defenses against a specific type of Physical damage. A weapon's damage type(s) determines what sort of attacks can be committed, i.e: a blunt weapon such as a mace cannot use slashing or piercing attacks. All three Physical damage types may use **P.DEF** as a *sink*.

**Poison:** Poison damage can only use **RES** as a *sink*. A maximum of 1 Poison token may be assigned to **HP** in a single attack. While an entity sheet contains unassigned Poison tokens, assign 1 such Poison token to an **HP** slot at the beginning of every Turn.

**Smite:** Smite damage can only use **L.DEF** as a *sink*.

**Toxic:** Toxic damage can only use **RES** as a *sink*. A maximum of 1 Toxic token may be assigned to **HP** in a single attack. While an entity sheet contains unassigned Toxic tokens, assign 2 such Toxin tokens to **HP** slots at the beginning of every Turn.

### 2.3.9 Darkness

In dark encounters, all tiles past range 2 are concealment. With a lit light source, this range is expanded to 5 tiles, but the light-holding entity is not concealed.

### 2.3.10 Guard Break

Shields can block a limited number of damage tokens per Round, determined by the shield's Stability stat. When a shield blocks an additional token past its Stability, the entity loses *Shield Up!* and suffers Stun, Flinch, and 1 Breaking damage on the shield. Any extra damage is assigned as normal. Suffering *Guard Break* does not remove any tokens from *Shield Up!*

### 2.3.11 Lock-On

Attacks with *Lock-On* can maneuver towards the target via whatever route they find necessary. *Lock-on* attacks can also target enemies in concealment, and ignore *Dodge*!

### 2.3.12 Movement

Movement values are given as a flat number. A movement action may move up to that number of tiles. A hyphenated value such as 1-2 designates some minimum necessary movement for an action.

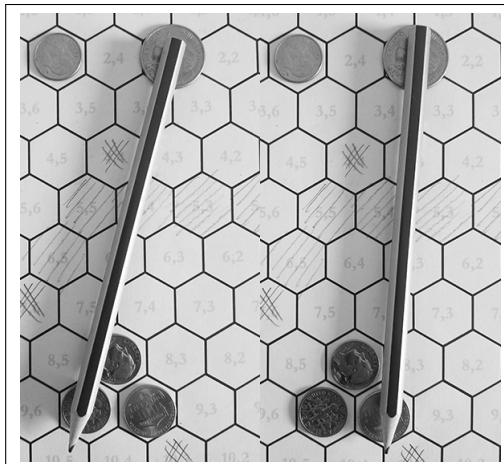
### 2.3.13 Ranged Attacks

Attack ranges are given as flat numbers representing the attack's maximum distance in tiles. For ranges with hyphenated numbers, such as 2-3, the first number represents the attack's minimum range.

Ranged attacks that are not *Lock-On* cannot curve around full-cover obstacles or entities. When plotting the route for a non *Lock-On* ranged attack, there must be a direct line of sight from attacker to target regardless of number of tiles travelled.

To check difficult calls, simply place a pencil or other straight-edged object from the center of the attacker to the center of the target tile. If the straight-edge does not cross through a tile containing an entity or full-cover, then the attack is valid. The attack is only blocked if it were to pass through two separate edges of the occupied tile; simply skirting an edge will not invalidate the attack.

#### Example:



The tails-up dime (left example) is an invalid target, as the heads-up dime is in the way. The penny (right example) would be a valid target for a ranged attack.

Ranged attacks without *Lock-On* cannot target tiles in or past concealment, but may still strike concealed tiles via any area of effect.

Some melee attacks have range, but they are still considered melee. The concept of "ranged attacks" only applies to missiles, items, and some attunements.

#### 2.3.14 Rounds & Turns

A Round refers to a break in the encounter that occurs when the character re-rolls their *stamina pool*. This event is also used for other mechanics, such as *doom events* and some conditions.

A Turn refers to a *beat* or *counterbeat*. When this core-book uses Turn in a possessive sense, it is referring to either the character's *beat* or the enemy's *counterbeat*.

#### 2.3.15 Shield Up!

Shields are used by committing the *Shield Up!* action, which adds a *Shield Up!* token to the entity sheet. While *Shield Up!* is present, the shielded entity places all incoming damage on this token—up to the shield's Defense value per attack. The entity may not elect to forgo blocking any attacks in this manner. Damage tokens that are listed as *Unblockable* or *Inevitable* cannot be placed on the *Shield Up!* token.

If the number of damage tokens on a *Shield Up!* token ever exceeds the shield's Stability, that entity will suffer an immediate *Guard Break*.

If knocked down, the entity can still add a *Shield Up!* token to their entity sheet, and it will not be removed by performing the *Get Up!* action.

If the entity commits any action, remove the *Shield Up!* token unless instructed otherwise.

Remove all damage tokens from *Shield Up!* at the end of every Round.

Unequipping a shield or committing Lower Shield will not clear it of damage tokens.

**Note:** Remember that the *Shield Up!* token is not a sink.

#### 2.3.16 Sinks

*Sinks* refers to the mechanic by which entities can avoid assigning damage to **HP** slots or suffering certain conditions. *Sinks* include: **P.DEF**, **F.DEF**, **M.DEF**, **D.DEF**, **L.DEF**, **RES**, and **PS**. These Defenses refer to which specific damage and/or condition tokens they can *sink*. See the Player Character section for details.

*Sinks* can encapsulate a total number of damage and/or condition tokens equal to their value. *Sinks* can only encapsulate incoming damage and condition tokens, not tokens that were already present on the entity sheet.

*Sinks* are cleared of all tokens at the end of each Round.

**Note:** Remember that *sinks* are cleared at the end of each Round, not each Turn.

### 2.3.17 Special Tiles

Some encounters may designate tiles as half or full-cover, concealment, hazards, or retreat tiles. The player should use distinct methods for designating these special tiles, such as differently colored or pencil-hatched marks. The encounter should designate the exact location of each special tile in  $X,Y$  format, preferably along with a diagram.

### 2.3.18 Special Tiles Roster

**Cover:** Cover refers to solid tiles, such as a wall or fallen tree, which cannot be occupied or moved through normally.

Half-cover tiles can have missiles and spells shot over them (as well as ranged melee attacks), while full-cover tiles are completely obstructed.

**Concealment:** Concealment refers to a tile which blocks line of sight, ranged attacks, and ranged melee attacks. Exceptions to this include: area of effect attacks, which may reach into concealment; and ranged attacks with *Lock-On*. An entity may still attack into an adjacent concealment tile in melee.

Concealment tiles can be occupied, and the tile's occupant can see clearly outwards.

Enemies will still move towards a concealed character, unless otherwise specified by the encounter.

A *Large* enemy whose body occupies multiple hexes cannot conceal itself in a single concealment hex.

**Hazards:** Hazard tiles designate terrain like pitfalls or lakes of lava. Not all hazard tiles are dangerous. Some may simply slow down movement, such as knee-deep water or rough terrain. Some hazards may even be beneficial to its occupants. Refer to the encounter's rules for the effects of entering these tiles.

A hazard tile's effects are resolved immediately after an entity moves onto the tile.

**Retreat:** Retreat tiles represent tiles from which the character may retreat from the encounter. The character can commit the Retreat action from a retreat tile on any *beat* where they are capable of making a Move action. Refer to the encounter's instructions for resolving a retreat.

Not all encounters will contain retreat tiles.

### 2.3.19 Stamina Pool

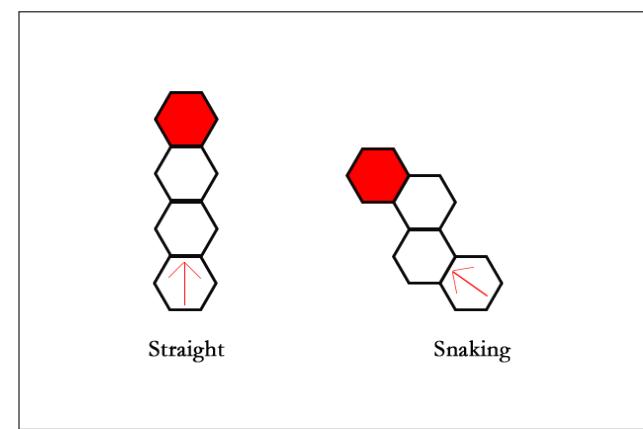
The character commits actions and reactions during an encounter by spending **SP** dice from their *stamina pool*. The number of **SP** dice available is determined by the character's **END** stat.

When the *stamina pool* is entirely spent, all **SP** dice are re-rolled. This event designates a Round.

### 2.3.20 Straight & Snaking

Straight or snaking refers to possible routes for line-type area of effects, or the directions an entity might move while making a charging-type attack.

Here is a visual example of straight and snaking patterns for a range 3 attack:



Snaking can of course snake either left or right. And a snaking pattern may "curve" around obstacles and entities as long as it keeps its original pattern intact.

### 2.3.21 Sudden

A *Sudden counterbeat* does not give the character the opportunity to commit a reaction.

### 2.3.22 Unassigned Damage

Damage that is not assigned to an **HP** slot, deposited in a *sink*, or placed on a *Shield Up!* token is considered unassigned.

### 2.3.23 Victory, Defeat, and Retreat

After combat, refer to the encounter page. It will have specific instructions for whether the player won, retreated, or was defeated in the encounter. All conditions, even *Static* ones, are removed at the end of an encounter, as is any unassigned damage.

**Victory:** Victory will usually reward the character with souls and perhaps some item or extra progression option. Neither **HP** nor **FP** are restored after an encounter, except for assigned Bleed tokens which are removed from their **HP** slots.

**Defeat:** Defeat during an encounter will sometimes reduce the character's **HMN** by 1 point. If the character was defeated with 0 **HMN** remaining, they become Hollow.

Defeat often erases a character's unspent souls, or robs the character of their *Carried* items.

Some encounters can be repeated upon defeat. Other encounters might shunt the player into an alternative chapter route. Regardless, no scenario should be dependent on winning each and every encounter. Repeatable encounters will often add a player's lost souls and *Carried* items to their victory rewards.

**Retreat:** In the event that victory seems unlikely, retreating is always encouraged when possible. If the character is located on a retreat tile during the *beat*, and is not prevented from making a Move action; the player may elect to Retreat from the encounter as an action.

## 2.4 Entity Concepts

Both the character and enemies are referred to as "entities". Entities is the term used when a gameplay concept applies equally to both parties. Likewise, entity sheet refers to both status and enemy sheets.

If a mechanic is specific to either the character or enemies, then that particular party will be named directly.

### Enemy Sheets

Each enemy will need a miniature status sheet for itself: its enemy sheet. Index cards or scratch paper are useful for this purpose. Write any important stats such as Move on them for quick reference.

Draw a circle on the sheet for any *sinks*. Also draw an **HP** circle and write the **HP** value in it (instead of drawing multiple slots).

When an encounter involves multiple identical enemies, there's no need to write all of their information repeatedly. Just reproduce the **HP** circle and any *sinks*. Number the sheets and tokens, or use any other method, to keep track of who's who.

### Enemy Types

Enemies may have special types applied to them, such as *Undead* or *Intelligent*, which can give them special rules or make them obey certain mechanics. These rules should be explained in the scenario book and/or enemy description. A few of the default types are listed here.

#### Enemy Types Roster

**Alert:** This entity is immune to the Backstab attack.

**Amphibious:** This entity ignores the normal effects of water tiles.

**Aquatic:** This entity ignores the normal effects of water tiles, and can only occupy tiles that are water.

**Floating/Flying:** This entity ignores hazard tiles and half-cover obstacles unless afflicted with Knockdown.

**Formation Fighter:** This entity forms some sort of formation with other entities, and the formation retains its own specific ruleset dictating their movement

and attacks. Entities in a formation can normally attack past each other, and move as a single entity with one combined Turn.

**Great Foe:** In other words, a boss. This entity ignores all conditions inflicted by normal sources, except Blazing and Bleeding, and is immune to Backstab (but not Coup de Grâce).

**Hollowed:** This entity is insane and ignores the Charmed, Madden, and Fear conditions.

**Intelligent:** This entity is either human or possesses a human-like intelligence. If the shortest route for an *Intelligent* enemy's movement would cause it to bunch up with other entities or otherwise not reach its intended target, it will take another, longer route to its target. *Intelligent* enemies will also *Drop!* and *Roll!* away from the character if they are Blazing at the start of their *counterbeat*.

**Large:** This entity occupies 2 tiles (head and tail) and ignores normal Knockback and Knockdown sources. For the purposes of movement and turning, the head tile is always moved first and the tail tile is filled-in behind the head, opposite its movement or attack direction.

There are some attacks that specifically originate from the head or tail, and use that tile to determine range. If an attack does not specify a head or tail tile, then it may originate from either.

If using coinage for entity tokens, the head and tail tile can easily be distinguished using those selfsame sides of the coins.

**Mounted:** This enemy rides something, and can be subjected to the Dismounted condition. The actual effect of being Dismounted is specific to each enemy.

**Undead:** This entity is *Undead*, and is subject to certain attacks or effects that only affect the *Undead*. Unless stated otherwise in the enemy's description, an *Undead* enemy is not affected by Bleed or Dark damage, nor subject to the Charmed, Bleeding, Madden, or Fear conditions.

This is only a small selection of enemy types.

## 2.4.1 Resolving Enemy Behavior

Because *Fires Far Away: A Solitaire Journey* does not have a human gamemaster, a large part of the system is dedicated to determining enemy behavior. When determining how an enemy behaves during its Turn, adhere to the following guidelines:

**1 – The Encounter Roll:** The first step the player takes in determining the active enemy's behavior is making its encounter roll. See the Encounter Resolution section for details.

Some encounter rolls may list out their instructions in plaintext if they're particularly complicated, but normally they'll just list the attack(s).

**2 – Conditional Behavior:** Some encounter rolls will provide conditional behavior for the active enemy. This allows enemies to perform alternative maneuvers when they can't resolve an attack. This conditional behavior only hinges on whether the enemy is within range for the attack, not whether the attack will actually damage its target. An encounter roll's conditional behaviors are resolved in alphabetical order (**A**, **B**, **C**, etc). The last listed behavior is the "default behavior" and is resolved even if the enemy cannot land its attack.

**3 – Move:** Enemies cannot use their Move value unless the encounter roll specifically allows for it. When an encounter roll dictates a Move, enemies will normally move up to their maximum Move value towards the character using the shortest logical route to the nearest free hex. Some enemies may prefer to keep their distance from the character, which will be clearly dictated in the number of hexes such as "keeps 1 tile distance". These enemies may also Move away from the character to maintain their preferred distance.

If the enemy cannot resolve a conditional behavior's attack, it also cannot use that behavior's Move (if any). The obvious exception to this is if the enemy cannot resolve the last-listed behavior's attack. In that case, resolve any Move regardless.

Enemies will normally skirt hazard tiles during movement, unless crossing hazard tiles is the only way of reaching the character.

If an enemy cannot reach the character, or there are no free adjacent tiles, it should move as close as possible using the shortest logical route, even if it needs to

bunch up behind other entities.

Entities occupy their hexes entirely, meaning other entities cannot cross through them during a Move. The sole exception to this is knocked down entities.

**4 – Attacking:** Refer to the enemy's listed attacks for details on damage, modifiers, type, range, and any extra movement allowance.

If the enemy is out of range for an attack due to the character committing a reaction (such as *Juke* or *Dodge!*), then the entity shall be treated as if it committed the attack anyway. The active enemy's attempted behavior is never affected by a reaction.

Some attacks allow the active enemy to Move. This implicit Move is always available to the active enemy, regardless of whether they moved beforehand. If an enemy repeatedly commits an attack with an implicit Move, it gets to use the listed Move before each attack.

**5 – Special Conditions:** Some enemies have special reactions to conditions like being knocked down. Refer to the enemy's description page. This special behavior will be listed with the enemy's other types, if any.

The result of this system is that enemy behavior is semi-predictable. The player can look at an encounter table and determine the exact moves its enemy might make (and tailor their Turn accordingly). However, the actual behavior of the enemy is still left to the roll.

## 2.5 Equipment & Attunement Concepts

### 2.5.1 Attunements

Attunements are spells and abilities that cost **FP** tokens to use. Each attunement must be equipped in a number of **POTs** equal to its Intensity. The character always has access to all of their known attunements during a *short reprieve*. Using an attunement during a *short reprieve* will still cost **FP** tokens that cannot be restored during that same *short reprieve*.

Attunements can only be re-assigned during a *short reprieve*.

The method for learning attunements depends on the scenario, but is usually done through interacting with events or non-player characters.

### 2.5.2 Broken Equipment

Broken equipment is no longer usable. This includes whatever bonuses or special effects that equipment normally allows. Broken weapons cannot attack, broken shields cannot use *Shield Up!*, broken rings provide no boons, broken catalysts cannot Cast, and so on and so forth. This equipment can be repaired during a *short reprieve*.

### 2.5.3 Catalysts

In order to activate an attunement, the caster must equip a catalyst that allows for that attunement type. This catalyst's Power assists in determining the quality of that sorcery, hex, miracle, or pyromancy. Guts-type attunements do not require a catalyst.

### 2.5.4 Carried

The character can *carry* additional items and pieces of equipment, but cannot access them during an encounter. They're assumed to be kept in a pack, or stuffed under an armpit, or something. These *Carried* items are noted on the record sheet. This mechanic is intended not only for hauling gear destined for the stash, but for holding onto just-in-case items as well—*Carried* items and equipment can still be freely used or equipped outside of encounters.

The character has 8 *Carried* slots.

*Carried* items do not contribute to a character's **ENC**, regardless of their weight stat.

Unassigned attunements do not occupy *Carried* slots. Attunements are knowledge, and are instead written in the "known attunements" section of the record sheet.

Some items, such as important keys, are written as notes and do not need to be *Carried*.

### 2.5.5 Defense (Armor & Outfits)

Armor's primary purpose is to increase the size of the **P.DEF sink** by its Defense stat, in order to encapsulate more Physical damage tokens per Round. Some armor may also increase the size of other sinks. See the *Shield Up!* section for shield Defense.

### 2.5.6 Dual Wielding

A weapon wielded in the off-hand has all of its weapon scaling grades reduced by one full letter. Flip one hand token upside down to represent the off-hand.

### 2.5.7 Durability

Some equipment has Durability sinks which can be used to mitigate damage like Acid/Breaking. If equipment has no Durability remaining, and takes Acid/Breaking damage, it becomes Broken.

### 2.5.8 Ephemeral

*Ephemeral* equipment is deleted from the character sheet at the end of the chapter in which it's found. In addition, *Ephemeral* items never regain their charges.

### 2.5.9 Flasks

Flasks are equipped in pouches like any other item. Flasks produce effects when the character drinks from them. However, drinking necessitates proper situational awareness, as it is a Double action. Drinking from a flask reduces its charges by 1.

### 2.5.10 Free Hand

Leaving a free hand open on the character sheet alters the Use Item **SP** cost to 2, and the Drink **SP** cost to a flat 5. Remove one hand token to represent this.

## 2.5.11 Hand Slots

The character has four hand slots for equipping weapons, shields, and catalysts. Use two tokens (representing the character's two hands) and move them around the character sheet to track what's being equipped in either hand. The passive effects (and weight) of equipment in hand slots is always in-play, regardless of whether or not that equipment is actually equipped.

## 2.5.12 Items

Miscellaneous items are equipped in pouches, and used via the Use Item action. When an item is used, reduce its charges (if any) by 1. Items' charges are refilled during *short reprieves*, unless they are *Ephemeral*. If the character has multiple items of the same type, they must be equipped in separate pouches. They cannot have their charges combined.

Items can only be used during an encounter if they are equipped in a pouch, but *Carried* items can be used freely outside of encounters.

To mark charges, either keep tokens on the character sheet or add tokens as charges are used; whichever method feels right.

## 2.5.13 Missiles

Missiles must be equipped in a quiver in order to be utilized by ranged weaponry. A quiver is an item that takes up a pouch slot.

While *Fires Far Away: A Solitaire Journey* is stern, it is not meant to be cruel. There are no ammunition limits for missiles. However, some ranged weaponry such as crossbows must be loaded by committing an action.

Thrown weapons such as javelins or throwing knives are not listed as ranged weapons or missiles, but are equipped in pouches as consumable items.

## 2.5.14 One-Handing Two-Handed Weapons

A two-handed weapon can be wielded in one hand if the character has double the **STR** requirement.

## 2.5.15 Pouches

Pouches determine how many items a character can equip for use during an encounter. Characters natu-

rally have 4 pouches available.

## 2.5.16 Rings

The character can wear a maximum of 2 rings at a time. Each ring presents some type of boon listed under its effects.

## 2.5.17 Two-Handing One-Handed Weapons

When two-handing a one-handed weapon, its **STR** requirement is divided by 2 *rd*. This reduced **STR** requirement does not affect the weapon's scaling.

## 2.5.18 Weapon Scaling & Upgrades

Almost all weaponry has minimum Primary Stat requirements, most commonly **STR** and **DEX**. The character's requisite stats must be equal or greater to the requirement(s) in order to wield a weapon.

Weapon damage also scales with these stats according to their "weapon scaling grade". Each scaling grade has a threshold score. A weapon's damage increases by 1 for each Primary Stat that reaches a multiple of its threshold score over the initial requirement.

A weapon's damage can scale a limited number of times per stat, determined by that stat's grade. This is listed as "Max" on the table below.

A E-grade stat has a requirement, but never increases damage.

Weapon Scaling Grades						
Grade	S	A	B	C	D	E
Threshold	2	4	6	8	10	-
Max	4	3	2	2	2	-

**Example:** A weapon that requires 10 **STR** and has a B scaling grade will gain 1 point of damage when the character reaches 16 **STR**.

A weapon with an A grade in **STR** and a B grade in **DEX** can scale its damage a total of 5 times (3 from **STR**, 2 from **DEX**).

## 3 The Player Character

The character is comprised of seven Primary Statistics, each in turn influencing a host of Distributary Values. While this system may appear overly crunchy when filling out the character sheet, it allows for low-drag combat since all the math is done in advance.

### Primary Statistics

The average starting score for any Primary Stat is 7. The lower limit is 3, and there is no upper limit. Increasing Primary Stats is done through upgrading the character's Soul (**SL**) during a *short reprieve*.

**Vitality (VIT)** – Increases Health and natural defenses.

**Endurance (END)** – Increases *stamina pool* size, max equipment load, and Resistance.

**Strength (STR)** – Unlocks some weapons and scales their damage.

**Dexterity (DEX)** – Unlocks some weapons and scales their damage.

**Attunement (ATT)** – Increases Fire Bonus and Defense; and available **FP** and **POTs**.

**Intelligence (INT)** – Unlocks and scales some attunements, raises some bonuses and defenses, and influences some weapon scales.

**Faith (FTH)** – Unlocks and scales some attunements, raises some bonuses and defenses, and influences some weapon scales.

**Humanity (HMN)** – A statistic particular to each scenario that determines how human, sane, corporeal, etc the character is. Reduced by suffering defeat or committing certain actions.

Losing Humanity often leads to insanity or other undesirable effects. It is normally granted at key points in a scenario, such as defeating a strong encounter. It can be thought of as a sort of lives system.

**Soul (SL)** – Effectively the character's "level". Upgrading **SL** allows the player to increase 1 Primary Stat on their character. Each scenario will utilize some resource for upgrading **SL** (usually souls) and each subsequent upgrade will require a greater expenditure of them.

Upgrading **SL** typically costs **SL+1** souls for each advancement, where **SL** is the character's current Soul.

### Distributary Values

These values are not directly increased via Soul advancement, but are influenced by the Primary Stats.

**Health (HP)** – When all **HP** slots are filled with damage tokens, the character is defeated.

- The character has **HP** slots equal to:  
 $2 + \text{VIT}/2 \text{ rd.}$

**Focus (FP)** – Spent to activate attunements.

- The character has **FP** tokens equal to:  
 $2 + \text{ATT}/2 \text{ rd.}$

**Stamina (SP)** – Determines the number of **SP** dice in the character's *stamina pool*, based on their **END** score. These **SP** dice are spent to perform actions during an encounter.

END Score	# SP Dice
I-10	4
II-15	5
I6-20	6
2I-25	7
26-30	8
3I-35	9
36-40	10
4I-45	11
46+	12

**Potential (POT/POTs)** – The number of attunements a character can prepare simultaneously. This is represented via **POTs**: slots that can be written-in with a spell or ability. Some attunements occupy multiple **POTs**.

- At 7 **ATT**, the first **POT** is unlocked. Then for every 3 **ATT** after 7 (10,13,16...) an additional **POT** is granted.

**Equip Load (EQP)** – Determines how much **ENC** affects the character's ability to use *Dodge!*

- **EQP** is equal to **END - 2**.

**Encumbrance (ENC)** – The total weight of all worn equipment. Most importantly, it determines the *Dodge!* reaction, as well as some other actions like Vault, Juke, and Sprint. It also determines a character's maximum Move value.

ENC vs EQP	Dodge!
ENC < EQP/2 rd	2 SP. Move 1.
EQP/2 rd <= ENC <= EQP	3 SP. Move 1.
EQP < ENC < EQP* <sub>2</sub>	4 SP. No move.
EQP* <sub>2</sub> <= ENC	No <i>Dodge!</i>

## Bonuses

Various bonuses to the **PWR** of attunements, also raises defenses of that type.

**Magic Bonus (MB)** – Influences the effectiveness of sorcery and **M.DEF**.

- First **MB** is gained at 10 **INT**
- Increases by 1 per 6 **INT** over 10

**Fire Bonus (FB)** – Influences the effectiveness of pyromancy and **F.DEF**.

- First **FB** is gained at 12 **ATT**
- Increases by 1 per 8 **ATT** over 12

**Dark Bonus (DB)** – Influences the effectiveness of witchery and **D.DEF**.

- First **DB** is gained at 8 **INT** and 8 **FTH**
- Increases by 1 per 4 **INT** or **FTH** (whichever stat is the lowest) over 8

**Example:** 10 **INT**, 8 **FTH** would give 1 **DB**.  
20 **INT**, 8 **FTH** would still give 1 **DB**.

**Light Bonus (LB)** – Influences the effectiveness of miracles and **L.DEF**.

- First **LB** is gained at 10 **FTH**
- Increases by 1 per 6 **FTH** over 10

## Defenses

Each Defense gives the character a *sink* on their character sheet, where they can place incoming damage tokens instead of assigning them to **HP** slots. Some *sinks* can also mitigate conditions. These *sinks* are cleared at the end of each Round.

**Physical Defense (P.DEF)** – Base defenses against Crush, Slash and Pierce damage types.

- All three Physical damage types share this *sink*
- Increases naturally by 1 at 12 **VIT**, and for every 8 **VIT** over 12

**Magic Defense (M.DEF)** – Defenses against Magic and *Magical* Crush, Slash, and Pierce damage.

- Increases naturally by 1 per **MB**

**Fire Defense (F.DEF)** – Defenses against Burn damage.

- Increases naturally by 1 per **FB**

**Dark Defense (D.DEF)** – Defenses against Withering and Dark damage.

- Increases naturally by 1 per **DB**

**Light Defense (L.DEF)** – Defenses against Smite damage.

- Increases naturally by 1 per **LB**

**Resistance (RES)** – Defenses against the Disoriented and Stagger conditions; and Poison, Toxic, and Bleed damage (but not the Bleeding condition).

- Increases naturally by 1 per 12 **END**, and for every 8 **END** over 12

**Poise (PS)** – Defenses against the Flinch, Dismounted, Knockback, and Knockdown conditions.

- Each tile of Knockback uses a **PS** value
- Cannot be increased naturally

## 4 Encounter Gameplay

Combat in *Fires Far Away: A Solitaire Journey* is designed to be fast, deliberate, and mortal. Dice rolls set the stage for each Round of the encounter, but do not outright resolve its events. This allows the player more agency in combat, treating it like a puzzle rather than a roll off.

Each encounter takes place on the Hexagon-Tiled Map available at the end of this corebook. Setup instructions dictate where to initially place obstacles, hazards, enemies, and the character—utilizing the map’s hex coordinates.

Combat is resolved through a continuous loop of *beats* and *counterbeats*, also known as Turns, in which the player drives the initiative and the encounter responds in vicious kind.

The player acts in combat by committing **SP** dice from the character’s *stamina pool* to actions and reactions. The enemy does not use **SP** dice, but instead rolls on the encounter table(s). Each encounter table contains entries for all possible dice rolls, which dictate enemy behavior and attacks.

Whenever the character depletes their **SP** dice, the *stamina pool* is re-rolled. This event also designates a Round, which is used in other mechanics.

Encounters reward speed and decisiveness. As Rounds accumulate, the encounter will grow more difficult. Whenever the *round tally* strikes a given threshold, a *doom event* will alter the encounter to the characters’ detriment.

When an entity’s **HP** slots are filled with damage tokens, that entity is defeated and removed from the game. If the character suffers defeat in this manner, resolve the encounter’s instructions for defeat.

**Note:** Remember that a Round refers to a different gameplay mechanic than a Turn.

Turn refers to the series of successive *beats* and *counterbeats*.

Round refers to the encapsulating loop, marked by re-rolling the *stamina pool*.

### 4.1 Encounter Setup

To begin playing through an encounter:

1. Read the fluff section to understand the gist of the encounter
2. Grab a fresh copy of the Hexagon-Tiled Map, or erase the marks from an old sheet if it isn’t too cluttered
3. Refer to the encounter’s setup instructions. There should be an accompanying diagram of the map dictating what should go where
4. Begin by drawing any special tiles such as concealment or cover via symbols, cross-hatching, or different colors. Use *light* shading so that the page can be used again
5. Grab an appropriate token or miniature for the character and place them on a valid starting location. Then place any initial entities
6. Grab an index card for each encounter table and write out all the rolls. Many encounter tables have identical result layouts, so cards can be re-used between encounters
7. Write the encounter’s enemy sheet(s) on index cards or scratch paper. Draw **HP** circles and any *sinks*, along with short-hand for other stats. See the Entity Concepts section for details
8. Lastly, remember what the victory conditions are for the encounter. Not every encounter revolves around defeating all of its enemies

## 4.2 Encounter Resolution

### The Round

An encounter begins with its first Round. Whenever the character would begin their Turn, but their *stamina pool* is depleted, the encounter returns to the Round phase instead.

#### Instructions:

1. Increment the *round tally* by 1 (starting at 1 for the very first Round)
2. Resolve any *doom events* for the current *round tally*
3. Unexhaust all results on the encounter table(s)
4. Clear all damage from shields and *sinks*
5. Roll a number of dice according to the character's **SP** value and set them aside, numbers preserved, on the status sheet's *stamina pool*
6. Remove 1 token of each *Time-Limited - Round* condition from all entity sheets

### The Beat

During the *beat*, the player spends **SP** dice to commit actions such as moving or attacking.

#### Instructions:

1. First, assign any trickling damage (such as Poison or Bleed) on the status sheet to **HP** slots according to the damage instructions
2. The character must commit at least 1 action per *beat*, with at least 1 **SP** die spent per action. Each **SP** die may only be spent on a single action, and their scores may not be split in any way. However, multiple **SP** dice can be committed to a single action
3. The character may commit a maximum of 2 Simple actions per *beat*; or 1 Simple action and 1 Dynamic action; or 1 Double action
4. In addition, the character may commit 1 Free action per *beat*. This Free action does not count towards the character's action minimum or action limit, and it may not be taken last

5. After all actions are resolved, remove 1 token of each *Time-Limited - Turn* condition from the status sheet

### The Counterbeat

During the *counterbeat*, the encounter orchestrates its entities and hazards according to the dice rolls on its encounter table(s).

#### Instructions:

1. Every *beat* must be followed by a *counterbeat*
2. First, assign any trickling damage (such as Poison or Bleed) on enemy sheets to their **HP** circles according to the damage instructions
3. Roll on the encounter table(s) to determine the encounter roll(s). If a rolled entry is exhausted, resolve the next unexhausted entry to its right instead (looping if necessary)
4. Resolve the encounter roll for each enemy, in the order given by the encounter. The enemy resolving the encounter roll at any given time is known as the "active enemy". Each active enemy resolves all its movement and attacks before moving onto the next enemy
5. Once an encounter roll is resolved, cover that entry with a token. That entry is now exhausted. If an encounter table contains duplicate entries, only the specific entry that was rolled becomes exhausted. Some entries may take multiple tokens to become exhausted; this will be specified in the table instructions
6. If all entries on an encounter table become exhausted, immediately un-exhaust the entire table
7. The player may commit **SP** dice to a reaction after the active enemy resolves any Move, and before it resolves any attack(s)

**Note:** Encounter rolls with the *sudden* tag will not give the player an opportunity for a reaction.

8. The reaction is resolved before the active enemy's attack(s). Therefore, reactions with movement may take the character out of the active enemy's attack range. In that case, treat the attack as if it was committed anyway
9. Some attacks have an implicit Move value, which is part of the attack and therefore allows them to Move after the character's reaction
10. If the active enemy commits multiple attacks, each attack is given its own reaction window. Reactions like *Dodge!* only take effect for a single attack
11. The player may commit as many reactions per *counterbeat* as they have **SP** dice for, but only one reaction per attack

**Example:** The first enemy moves towards the character, who then reacts with *Dodge!* That first enemy still attempts to resolve its attack, which misses thanks to *Dodge!*

A second enemy then moves towards the character, and attempts its own attack. The player has run out of **SP** dice, and cannot commit a reaction, and so the second enemy lands its attack on the character.

This same process would hold true for a single enemy attempting two, sequential attacks. Some enemies even have multiple attacks with Move values, allowing them to catch a character moving out of attack range during their reactions.

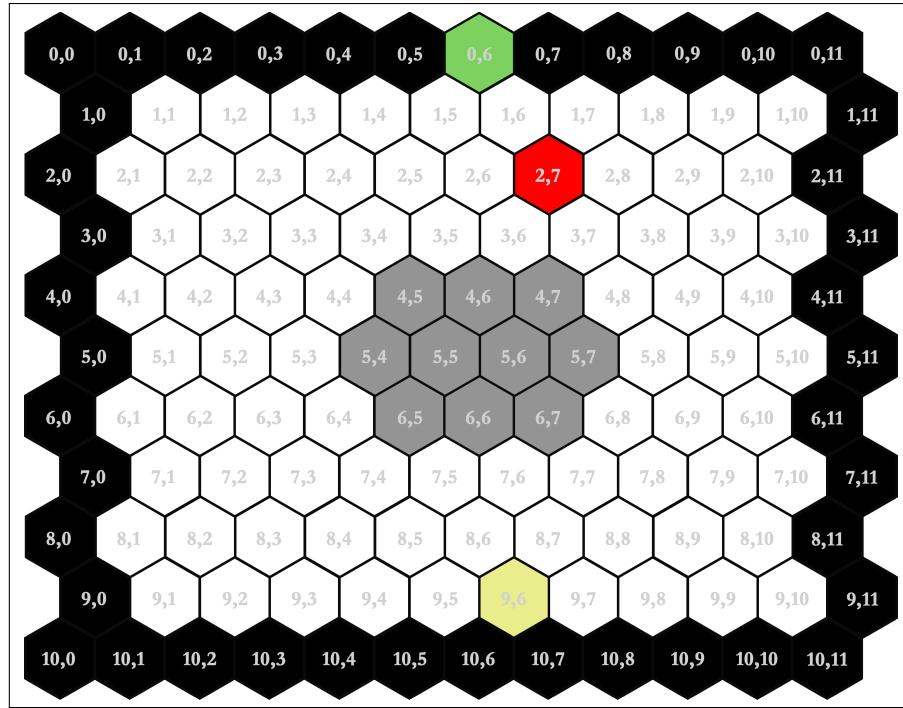
12. After all enemy actions are resolved, remove 1 token of each *Time-Limited - Turn* condition from all enemy sheets
13. Lastly, look at the character's *stamina pool*. If there are **SP** dice remaining, the encounter goes into another *beat*. However, if the *stamina pool* is empty, return to the Round phase

**Note:** For a quick reference sheet, see the Attached Sheets section at the end of this core-book.

## 4.3 Gameplay Example

Here is a full playthrough of an example encounter. This should serve to further explain *Fires Far Away: A Solitaire Journey*'s encounter system, including the setup process.

### Example Encounter: The Hollowed Adventurer



### Setup Instructions

- **Black:** Boundary.
- **Goldenrod:** Character Start Location.
- **Red:** Hollowed Adventurer Start Location.
- **Grey:** Bottomless Pit. Any entity that enters this tile is defeated.
- **Green:** Retreat Tile. Using the Retreat action on this tile ends the encounter.

### Victory Condition

Defeat the Hollowed Adventurer.

### Doom Events

- **Round 3:** Increase Hollowed Adventurer's **P.DEF** value by 1.
- **Round 5:** Increase the damage of Hollowed Adventurer's attacks by 1.

## Setting up the Encounter

First, the player grabs a copy of the Hexagon-Tiled Map. This copy was previously used for another encounter, so they carefully erase all the old marks and *round tallies*. It's best to draw lightly on the map for this reason.

Next, the player notes that this encounter has an impassable boundary. Filling in each perimeter hex would take too much time, and erasing it would be messy, so they draw an outline around the relevant tiles.

The retreat and bottomless pit tiles need symbols to distinguish them. The player decides on circles for the pit. For the retreat tile, an arrow pointing North seems appropriate.

Lastly, the player puts an American quarter-dollar on the character start location. As for the Hollowed Adventurer, they use a spent 9mm brass casing.

The encounter is now ready to play.

## Studying the Enemy

Before beginning the encounter, the player decides to look over their opponent. The hollowed adventurer has an enemy sheet, copied here:

### Hollowed Adventurer

**HP:** 13  
**P.DEF:** 1

**Move:** 4

*Hollow*: This entity ignores the Charmed, Maddened, and Fear conditions.

### Attacks:

- *Shortsword* - Deal 2 Slash damage to an adjacent entity.
- *Wicked Slice* - Move 1. Deal 3 Slash damage. If any damage is assigned to an **HP** slot, this attack also inflicts 1 Bleed damage.
- *Flurry* - Deal 2 Slash damage to an adjacent entity. Resolve this attack three times.

It's not a particularly threatening opponent, but certainly an obstacle for a beginner character.

The player also notes the encounter's *doom events*. On Round 3 the hollow will gain an extra point of **P.DEF**, making them slightly harder to wound; and on Round 5 the hollow's attacks begin to deal more damage. Like most encounters, this one rewards decisive action—it would be best to finish off the hollow before it gains these bonuses.

## The Hero Enters

Rather than including an entire character sheet, here are the relevant details for the player's character:

### Genericus

**HP:** 6  
**SP:** 4

**P.DEF:** 2  
**Dodge!:** 4 SP, No Move

### Equipment:

- *Arming Sword* - Costs 2 **SP**. Deals 2 damage, inflicting either Slash or Pierce. Normally one-handed. Has the special attack: Lunge.
- *Spear* - Costs 2 **SP**. Deals 2 Pierce damage. Has a range of 2 hexes. Normally one-handed. No special attacks.
- *Kite Shield* - Has 2 Defense, and 6 Stability. Retains 1 Durability *sink*.
- *Sunlit Flask* - Removes up to 3 damage tokens from **HP** slots.

Genericus is a bog-standard, low-level fighter. He carries two weapons: the arming sword, and his spear. The sword is versatile, and allows him to Lunge an extra tile for attacks. The spear has no special attacks, and cannot perform the Slash moveset, but it has a range of 2 tiles and pairs well with a shield for Guarded Attacks.

Genericus also has a bit of a weight problem, making his *Dodge!* action cost 4 **SP** and afford no extra movement. But what he lacks in agility he makes up for with armor. His 2 **P.DEF** will allow him to mitigate 2 Physical damage per Round, and ontop of that he has a kite shield for even further defenses.

Looking purely at stats, Genericus appears to be weaker than his opponent. However, he has one major advantage: his player. It's Genericus' fight to lose.

## The Encounter Table

Roll: 1D6		
1	2-5	6
<b>A:</b> Flurry <b>B:</b> Move. Shortsword	Move. Shortsword This result is only exhausted after its third token	Sudden. Wicked Slice

### The Encounter Begins

With setup complete and the two opponents' statistics outlined on the previous page, it's finally time to play the encounter. The encounter table has a common layout, so the player grabs an index card previously prepared with its rolls written out: 1, 2-5, and 6.

### Round 1—

Encounters always open on a Round. There isn't much for the player to do besides mark the first *round tally* in the map's top right corner, and roll their *stamina pool*. The 4 **SP** dice come out: 2, 3, 3, 3.

### Beat

The player looks over their opening moves. With this distance and no ranged weapon, Genericus lacks any opportunity to damage the hollow this Turn. But he still needs to take at least one action per *beat*. The hollow has a Move value of 4, meaning it can get as close as 6,8 or 6,9 during the *counterbeat*.

The player spends their 2-score dice to move Genericus to 8,7, and ends the Turn there. This will hopefully put him in range for a Light Attack next Turn.

### Counterbeat

The player rolls 1D6 on the encounter table and checks the result: a 1. This would be bad if Genericus was in range for that *Flurry* attack under the **A** behavior. However, since the enemy cannot resolve **A**'s attack they move onto **B**: a Move and a *Shortsword* attack.

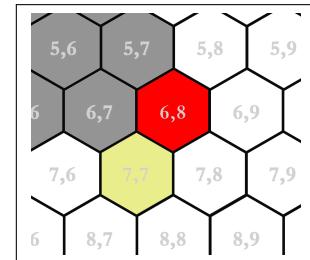
The hollow still can't resolve its *Shortsword* attack, but since it's the last listed behavior it's also the default. The hollow moves 4 hexes towards Genericus via the shortest logical route, landing on 6,8. The player then covers the encounter table's 1 result with a coin, marking it as exhausted, and ends the Turn.

### Beat

As predicted, Genericus is now within range—with his arming sword in one hand and the kite shield in his other. He could also use a Free action to switch to the spear, or even two-hand the sword, but the player has other plans.

They spend one of their 3-score dice to commit Light Attack, using its implicit Move to send Genericus forward to 7,7. This attack deals 2 Slash damage. One of these Physical damage tokens ends up in the hollow's **P.DEF sink**; the other token reduces it to 12 **HP**.

But the Turn isn't over yet. That attack was a Dynamic action—Genericus can still perform a Simple action. The player decides to commit *Shield Up!*, spending another 3-score dice.



Genericus and the hollow face off at the edge of a bottomless pit.

### Counterbeat

The player rolls on the encounter table again, coming up with a 6. Since this result is *Sudden*, it prevents the player from committing a reaction—but thankfully, Genericus already has *Shield Up!* ready.

*Wicked Slice*'s first 2 Slash damage (the shield's Defense value) is placed on *Shield Up!* and the third token is assigned to **P.DEF**. Because no damage was assigned to **HP** slots, Genericus avoids taking any Bleed damage. The player exhausts the encounter table's 6 result and ends the Turn.

### **Beat**

The player decides to ditch the shield in favor of more damage, using the Free action Swap Equipment to two-hand the arming sword. Genericus only has one **SP** die left, his last 3-score, and so the player spends it on a Heavy Attack. With a base damage of 2 and 1 **SP** overspent, this attack will deal 3 Slash damage. Since the hollow's **P.DEF** was already zeroed by the previous attack, this Heavy Attack reduces the hollow's **HP** from 12 to 9.

**Note:** The player could also use the arming sword to inflict Pierce instead of Slash damage, but it's irrelevant in this situation.

### **Counterbeat**

The encounter roll comes up with another 1. Since the 1 result is already exhausted, the player resolves the next result to its right: 2-5. The hollow doesn't need to Move since it's already adjacent to Genericus, and so it goes right into the *Shortsword* attack. Genericus lacks any **SP** dice for a reaction, so he's forced to eat both Slash damage tokens. The first is *sunk* in his **P.DEF**—the second reduces his **HP** to 5.

Since the *stamina pool* is now empty, instead of another *beat* this encounter goes back to the Round phase.

### **Round 2–**

It is now Round 2, so the player marks a second tally in the top right corner. The encounter table is cleared of its tokens. Then, all damage tokens are removed from both **P.DEF** *sinks*, as well as *Shield Up!* The rolls for the *stamina pool* come out: 1,2,2,3.

### **Beat**

The bad news this Round is that the player rolled poorly for **SP** dice. But this does not render them totally impotent.

They commit the 3-score dice to another Heavy Attack, dealing 3 Slash damage. This eats through the hollow's **P.DEF** and drops it to 7 **HP**.

The player then uses a Free action to re-equip the kite shield. Finally, they bring *Shield Up!* back, spending a 2-score die.

### **Counterbeat**

The encounter roll is a 3. The hollow performs another *Shortsword* attack, landing 2 damage tokens on *Shield Up!* Then a coin is placed on the 2-5 result. According to its instructions, this 2-5 result will not become exhausted until its third token.

### **Beat**

With *Shield Up!* stable, and the hollow at half health, the player decides to press their advantage. For 3 **SP**, the player can commit Guarded Attack, which allows them to attack with Pierce damage and not lose their shield's defenses. In order to meet the **SP** requirement, the player commits both their remaining 1-score and 2-score dice. The hollow drops to 5 **HP**.

### **Counterbeat**

Disaster strikes when the player rolls a 1 on the encounter table. *Flurry*'s first 4 damage go onto *Shield Up!* but the fifth token inflicts *Guard Break*. Since Genericus is already out of **SP** dice, Flinch has no effect, but he still suffers Stun and loses 1 Durability on his kite shield. The sixth Slash damage token is *sunk* in his **P.DEF**.

Due to the empty *stamina pool*, the encounter returns to the Round phase once again.

### **Round 3–**

With the coming of Round 3, things get even worse. A *doom event* brings the hollow's **P.DEF** up to 2. Furthermore, Genericus is still Stunned and won't be able to act on his first Turn. After clearing the encounter table, *Shield Up!*, and both *sinks*; the player's *stamina pool* rolls come out: 2,2,3,6.

### **Beat**

Genericus cannot commit any actions due to Stun. The player removes the Stun condition token from his status sheet at the end of the Turn.

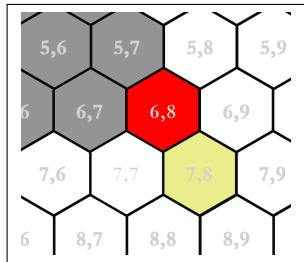
### **Counterbeat**

The encounter roll comes up 4. The player could commit *Dodge!* or even *Shield Up!* again, but they want to save those **SP** dice for ending this encounter ASAP. They deposit both damage tokens in **P.DEF**.

## Beat

The player commits one 2-score dice, and Moves to  $7,8$ . Since Kick is also a Simple action, they could easily just send the hollow into the pit and end the encounter now. The player glances at the encounter results page (which is perfectly legal) and sees that kicking the hollow down the pit will deprive them of its souls and loot. To get anything out of this encounter, they must defeat the hollow the usual way.

The player decides on two-handing the arming sword again for another Heavy Attack, spending the 6-score die. This 4 Slash damage (the arming sword's maximum) eats through the 2 **P.DEF**. The hollow is now at **3 HP**.



Genericus considers sending the hollow over the edge.

## Counterbeat

The encounter table roll is another 1. With his **P.DEF** gone, *Flurry*'s 6 combined Slash damage would defeat Genericus. And since Genericus is two-handing his sword, committing *Shield Up!* as a reaction isn't an option. The player's least odious solution is to commit *Dodge!* for that first swing, and eat the remaining 4 damage. Since *Dodge!* costs 4 **SP**, this will require both the remaining 2-score and 3-score **SP** dice, and the Round will end.

The player goes ahead and commits their remaining dice to saving Genericus. His **HP** drops from 5 to 1.

## Round 4-

The player knows it's do or die on Round 4. They mark the third *round tally*, clear tokens from the usual places, and roll for their *stamina pool*: 1,2,3,5.

## Beat

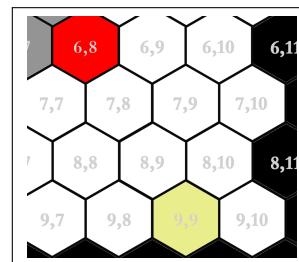
Genericus will need to put out 5 damage to defeat the hollow. His highest possible damage output is 4 with a Heavy Attack, so this means a minimum of two attacks. But two separate encounter rolls, *Flurry* and

*Wicked Slice* could easily defeat Genericus in a single *counterbeat*—that's two out of six rolls, a 33% chance of defeat.

The player comes up with a simple strategy to ensure victory without having to Kick the hollow into the pit and lose out on the encounter rewards. First, they use a Free action to switch Genericus' equipment to his spear and kite shield.

Next, the player spends the 2-score die to commit a Light Attack with the spear. This takes care of the hollow's 2 **P.DEF**.

Then the player commits the 3-score die to move Genericus to  $9,9$ .



Genericus enacts the plan.

## Counterbeat

The player rolls a 6 on the encounter table. This result may not have a Move, but the *Wicked Slice* attack does have an implicit Move 1. The hollow moves to  $7,8$ . This is exactly what the player was hoping for.

## Beat

Now it's time to finish the encounter. The player two-hands the spear and commits the 5-score die to a Heavy Attack (from 2 hexes away), dealing 4 Pierce damage and killing the hollow.

## After the Battle

The player checks the encounter's rewards again: 20 souls, a shortsword, and some leather armor.

Despite winning the encounter, Genericus is not in great shape. Thankfully, the player can use a charge of the sunlit flask to regain 3 **HP**, even outside of combat. But the kite shield is now at 0 Durability and at risk of breaking. Genericus could easily be looking at two or three more encounters before his next *short reprieve*, where even one encounter might now prove fatal. In *Fires Far Away: A Solitaire Journey*, small mistakes often end up compounding across a chapter.

## 4.4 Actions & Reactions

### Action & Reaction Anatomy

- **Action:** Self-explanatory.
- **Type:** When the action can be committed. Either A – as an action, R – as a reaction, or E – in either case.
- **SP:** The minimum **SP** score that must be spent to commit the action. Wep refers to the attacking weapon's stamina cost. Wep+n means the cost is increased by n. X means that the player must refer to the effect for specific instructions. F is a free action. 2D is a Double action, and takes up both actions for the *beat*.
- **Requires:** Any requirements for performing this action are entered in plain text. M refers to melee weapons, and C/S/P refers to required physical damage type(s) of the weapon, one of which must be applied. 1H/2H refers to one or two-handing the weapon. R refers to ranged weapons. LdR refers to ranged weapons that must be loaded before firing. Other requirements are self-explanatory.
- **Effect:** The effect that must be resolved after committing the action.

#### 4.4.1 Simple Actions Roster

Simple actions can be committed twice per *beat*, or once in addition to a Dynamic action.

Action	Type	SP	Requires	Effect
Get Up!	A	X	Knocked down	Remove Knockdown. Do not remove <i>Shield Up!</i> If ENC<=EQP, <b>SP</b> cost is 1D. If ENC<=EQP*2, <b>SP</b> cost is 2. If ENC>EQP*2, <b>SP</b> cost is 3
Juke	R	X	-	Move 1. Do not remove <i>Shield Up!</i> If ENC<=EQP/2 rd, <b>SP</b> cost is 1D. If ENC<=EQP, <b>SP</b> cost is 2. If ENC<=EQP*2, <b>SP</b> cost is 3. If ENC>EQP*2, <b>SP</b> cost is 4
Load	A	2	LdR Missile available No adjacent enemy	Select a missile from the quiver and make ready a loadable weapon. An already loaded weapon can have its ammunition swapped in this manner
Move	A	1D+	-	Move 1. Do not remove <i>Shield Up!</i> May move an additional tile for each over-spent <b>SP</b> . If ENC>EQP, max Move is 5. If ENC>EQP*2, max Move is 4. If <i>Shield Up!</i> is present on the status sheet, move a single hex for each 2 Move value

Action	Type	SP	Requires	Effect
<i>Roll!</i>	E	3	Knocked down	Move 1. Remove Blazing
<i>Shield Up!</i>	E	X	Shield Equipped	Add the <i>Shield Up!</i> token to the status sheet. <b>SP</b> cost is Def, where Def is the shield's Defense value. This token is removed when committing any other action, unless that action specifically allows the character to keep their <i>Shield Up!</i> token
Take Aim	A	3	-	The next non-attunement ranged attack or thrown item made this <i>beat</i> gains 2 hexes in range. If the attack is made within the original weapon range, then the item or missile gains <i>Unblockable</i> . If the attack is made within the original weapon range, the target does not possess <i>Shield Up!</i> , then the attack gains 1 damage (as long as any damage existed prior)
Take Cover	R	1D	Adjacent to half-cover	Any adjacent half-cover obstacles are treated as full-cover for one <i>counterbeat</i>
Use Item	A	3	An item	Use any equipped item, reducing its charges by 1 and resolving its effects. Does not refer to flasks

#### 4.4.2 Dynamic Actions Roster

Dynamic actions that can only be committed once per *beat*, in addition to one Simple action.

Action	Type	SP	Requires	Effect
Cast	X	X	Catalyst	Cast an attunement using the equipped catalyst. <b>PWR</b> is the character's attunement type Bonus and catalyst's Power combined. See attunement details for <b>SP</b> and <b>FP</b> cost. Only attunements tagged as reactions may be cast as such
Dive!	E	2	-	Move 3. Place an <i>Inevitable</i> Knockdown token on the status sheet
Dodge!	R	X	ENC<=EQP* <sub>2</sub>	Refer to the character's <b>ENC</b> score for <b>SP</b> cost and optional movement. Take no damage or conditions from the active enemy's current attack unless it is <i>Undodgeable</i> , <i>Inevitable</i> , or <i>Lock-On</i>
Drink	A	2D	Flask with charges	Drink from an equipped flask, reducing its charges by 1 and resolving its effects
Gasp & Pant	A	-	-	Remove all remaining <b>SP</b> Dice from the <i>stamina pool</i> . This is not a Free action
Retreat	A	1D	Standing on a retreat tile, and able to Move	Resolve the encounter's Retreat result
Sprint	A	2D	ENC<EQP* <sub>2</sub>	Move 6
Struggle!	A	2D	-	Some conditions, such as Frozen, can only be removed by struggling. Remove 1 such condition token per use of <i>Struggle!</i>
Summon Guts	X	X	-	Activate a Guts attunement. See attunements details for <b>SP</b> and <b>FP</b> cost. Only attunements tagged as reactions can be used as such
Vault	A	X	ENC<EQP* <sub>2</sub>	Move 2, ignoring the effects of a hazard or tile of half-cover. If ENC<EQP/2 rd, <b>SP</b> cost is 3. If ENC<EQP, <b>SP</b> cost is 4. If ENC<EQP* <sub>2</sub> , <b>SP</b> cost is 5

#### 4.4.3 Free Actions Roster

One Free action can be committed during a *beat* for no **SP** cost. Only one Free action may be committed per *beat*, however, and it may not be taken as the final action.

A Free action does not count toward a *beat*'s action minimum or action limit.

Action	Type	SP	Requires	Effect
<i>Drop!</i>	A	F	-	Place an <i>Inevitable Knockdown</i> token on the status sheet
Lower Shield	A	F	<i>Shield Up!</i>	Remove <i>Shield Up!</i>
Swap Equipment	A	F	-	Swap hand tokens to any combination of hand slots on the character sheet. Do not remove <i>Shield Up!</i> if the same shield is still equipped. This action can be used to two-hand or free hand a single weapon. The character still retains the passive bonuses of all equipment in hand slots, including their weight, regardless of whether they're currently held

#### 4.4.4 Default Attacks Roster

All attacks are considered Dynamic actions unless stated otherwise. All weapons are capable of making the following attacks, provided they meet the requirements.

Action	Type	SP	Requires	Effect
Attack, Double	A	Wep <sub>1</sub> +Wep <sub>2</sub>	Dual wielding	Perform two attacks, one with each equipped weapon, as a single Dynamic action
Attack, Guarded	A	Wep+1	1H M (P)	Attack an enemy within weapon range. Do not remove <i>Shield Up!</i>
Attack, Light	A	Wep	1H M	Attack an enemy within weapon range. May Move 1 before attacking, but only in the direction of the attack
Attack, Heavy	A	Wep+	2H M	Attack an enemy within weapon range. Apply an extra point of damage for every overspent SP. This attack may be overspent up to double the weapon's damage. Extra score committed past this is wasted
Attack, Opportunistic	R	Wep*2	M	Make an attack on the active enemy immediately after it enters within weapon range. This attack can only occur after a Move
Bash	A	Wep+1	M (C)	Attack an enemy within weapon range. If this attack assigns 2 damage to HP slots, it also inflicts Stun
Batter	A	2	R or LdR	Inflict Knockback 1 on an adjacent enemy, using the equipped ranged weapon. This is a Simple action
Charge	A	1D+Wep+	M	Move 2-3 in a straight or snaking line. After moving, perform a Heavy Attack on an enemy within weapon range (not including the score from the 1D). Does not require 2H for the Heavy Attack. This is a Double action
Cleave	A	Wep+1	2H M (S) Damage greater than 2	Attack two enemies that are adjacent to each other and both within weapon range
Coup De Grâce	A	Wep*2	M	Deal double <i>Unsinkable</i> damage to an adjacent enemy that is knocked down and does not have <i>Shield Up!</i>
Draw and Fire	A	Wep	2H R Missile available No adjacent enemy	Select a missile from the quiver and deal weapon + missile damage to an enemy within their combined range

Action	Type	SP	Requires	Effect
Kick	A	3	-	<p>Inflict Knockback 1 on an adjacent enemy that is not knocked down, and remove any <i>Shield Up!</i> token from that enemy.</p> <p>If target enemy is knocked down, inflict Stun on that enemy instead.</p> <p>This is a Simple action</p>
Overhead	A	Wep+2	M (C)	<p>Attack all hexes in a forward or snaking line within weapon range, ignoring any minimum range.</p> <p>If this attack assigns 2 damage to <b>HP</b> slots, it also inflicts Knockdown</p>
Parry	R	X	M	<p>Spend a <b>SP</b> die matching one die rolled on the encounter table. Cancel the active enemy's melee attack and inflict Stun on that enemy.</p> <p>Do not remove this Stun token at the end of the current <i>counterbeat</i>.</p> <p>The active enemy must be controlled by the encounter table with the matched die.</p> <p>Cannot be used on <i>Unparryable</i> attacks</p>
Shield Bash	A	2	Shield	<p>Inflict Knockback 1 and the equipped shield's damage on an adjacent enemy, and move into its originally occupied hex.</p> <p>Do not remove <i>Shield Up!</i></p>
Shield Ram	A	4	Shield	<p>Move 1-2 in a straight or snaking line.</p> <p>After moving, inflict Knockback 2 and the equipped shield's damage on an adjacent enemy, and move into its originally occupied hex.</p> <p>Do not remove <i>Shield Up!</i></p>
Shoot	A	Wep	2H LdR Loaded LdR	Deal weapon + missile damage of loaded ammunition to an enemy within their combined range. This unloads the weapon
Spin	A	Wep+3	2H M (S,C)	Attack six adjacent hexes in a full-moon pattern
Spin, Dual	A	2D	Dual wielding	Attack six adjacent hexes in a full-moon pattern with both equipped weapons, one after the other
Sweep	A	Wep+2	2H M (S,C)	Attack three adjacent hexes in a half-moon pattern
Thrust	A	Wep+1	M (P)	Attack all hexes in a forward or snaking line within weapon range, ignoring any minimum range

#### 4.4.5 Special Attacks Roster

All attacks are considered Dynamic actions. Actions in this category are only available to weapons that specifically list them as special attacks.

Action	Type	SP	Requires	Effect
Backstab	A	3 + Wep*2	M (P) ENC<EQP*2	Deal double <i>Unblockable</i> and <i>Unparryable</i> damage, and inflicts Knockdown, on an adjacent enemy.  Move the character to the hex on the opposite side of that enemy. If the character cannot reach that tile, then they may not commit this attack.  This is a Double action
Critical Strike	A	X	-	Must spend 2D of equal score. Perform a Light Attack dealing double damage. Does not require iH for the Light Attack. Counts as a single Dynamic action
Cut	A	Wep	M (S)	Attack an enemy within weapon range. If this attack assigns any damage to <b>HP</b> slots, it also inflicts Bleeding
Defeat Guard	A	Wep+1	-	Attack an enemy within weapon range with <i>Unblockable</i> and <i>Unparryable</i> damage
Fend	R	Wep*2	-	Functions the same as the Opportunistic Attack reaction. Move directly backwards 1 hex (from the attack direction) after resolving Fend's attack
Flurry	A	2D	iH M	Perform 3 Light Attacks (without their implicit Move) on a single enemy within weapon range
Harry	A	Wep+1	-	Attack an enemy within weapon range, and then Move 1 in any direction. May Move 1 before attacking in any direction
Light/Douse A		2	Doused weapon	Lights or douses a weapon, such as a torch
Lunge	A	Wep+1	M (P)	Move 2 in a straight or snaking line. After moving, attack an enemy within weapon range for <i>Unparryable</i> Pierce damage
Mordhau	A	X	2H M	Commit any attack from the Crush moveset, dealing Crush with -1 to damage
Plant Pavise	A	3	-	Exhaust the Pavise Shield equipment and changes a non-special tile to a half-cover obstacle

Action	Type	SP	Requires	Effect
Pull	A	Wep+1	-	Attack any enemy within weapon range, and then move that enemy to an adjacent hex
Pull Pavise	A	3	-	Unexhaust the Pavise Shield equipment and removes its tile of half-cover
Pulverize	A	5	2H M	Inflict 1 Breaking damage on an enemy within weapon range
Puncture	A	Wep*2	M (P)	Attack an enemy within weapon range with <i>Unsinkable</i> damage
Riposte	R	X	-	Functions the same as the Parry reaction, but inflicts an immediate double damage attack from <i>any</i> equipped weapon instead of Stun
Set Aflame	A	Wep+2	Lit weapon	Inflicts Blazing on an enemy within weapon range
Shieldbreak	A	Wep+1	2H M	Inflict double damage on an enemy within weapon range that has <i>Shield Up!</i> This damage may only be assigned to <i>Shield Up!</i> and will not "bleed over" after a <i>Guard Break</i>
Tinker	A	2D	-	Can clear 1 Durability <i>sink</i> from any equipment, and a maximum of 1 such <i>sink</i> via this method. This may remove Broken
Wild Swing	A	Wep+4	2H M (S,C)	Move 1-2 in a straight or snaking line. After moving, attack three adjacent hexes in a half-moon pattern. Inflict Knockback 1 and Knockdown on all enemies struck by this attack

# 5 Armory

The corebook armory contains a list of default equipment. However, this does not mean that this equipment is available in all scenarios.

## 5.1 Weapons

### Weapon Anatomy

- **Weapon:** Self-explanatory
- **SP:** The **SP** score required to attack with this weapon
- **Dam:** Base damage, and types of damage available (X means all three: Slash, Crush, and Pierce)
- **Wt:** Weight of the weapon (always in effect, regardless of whether it's currently held)
- **Hd:** Whether the weapon is one-handed or two-handed by default
- **Rg:** The maximum range of the weapon in tiles
- **Dur:** Durability *sinks* on the weapon, if any
  - The requirements for each Primary Stat, followed by their scaling grade
- **S.Attacks:** Any special attacks enabled for the weapon
- Any additional notes on the weapon

### Weapons Roster

Daggers & Knives									
Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Dagger	1	1 P	1	1H	1	-	STR - 3 D DEX - 3 D	Backstab	Coup De Grâce <b>SP</b> cost is reduced to Wep
Fighting Knife	1	1 S,P	1	1H	1	-	STR - 4 D DEX - 6 B	Backstab, Lunge	Coup De Grâce <b>SP</b> cost is reduced to Wep
Jambiya	1	1 S,P	1	1H	1	-	STR - 4 D DEX - 6 B	Backstab, Flurry	Coup De Grâce <b>SP</b> cost is reduced to Wep
Mail Breaker	2	2 P	2	1H	1	1	STR - 8 C DEX - 6 D	Backstab, Puncture	Puncture <b>SP</b> cost is reduced to Wep+1
Main-Gauche	1	1 P	1	1H	1	1	STR - 5 D DEX - 10 B	N/A	Coup De Grâce <b>SP</b> cost is reduced to Wep Parry-like actions can use <b>SP</b> dice 1 score higher than the target die (if this weapon is currently held)
Rondel Dagger	1	1 P	1	1H	1	-	STR - 4 D DEX - 6 B	Backstab, Puncture	Coup De Grâce <b>SP</b> cost is reduced to Wep

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Seax	I	I S,P	I	I H	I	I	STR - 4 D DEX - 6 B	Cut, Lunge	Coup De Grâce <b>SP</b> cost is reduced to Wep
Stiletto	I	I P	I	I H	I	-	STR - 3 D DEX - 9 B	Backstab, Lunge, Puncture	Coup De Grâce <b>SP</b> cost is reduced to Wep
Tecpatl	I	I S,P	I	I H	I	-	STR - 3 D DEX - 3 D FTH - 9 E	Backstab, Cut	Coup De Grâce <b>SP</b> cost is reduced to Wep If this weapon inflicts Bleeding, it also inflicts 1 Dark damage

### Swords

Arming Sword	2	2 S,P	2	I H	I	I	STR - 7 C DEX - 7 C	Lunge	N/A
Bastard Sword	2	2 S,P	2	I H	I	I	STR - 7 C DEX - 7 C	Mordhau	N/A
Broadsword	2	2 S,P	2	I H	I	I	STR - 7 C DEX - 7 C	Cut	N/A
Claymore	3	4 S,P	3	2 H	I	2	STR - 10 B DEX - 7 C	Lunge	Pierce attacks are range 2
Épée	2	2 P	I	I H	I	-	STR - 7 C DEX - 10 B	Lunge, Puncture	N/A
Falchion	2	2 S	2	I H	I	I	STR - 7 C DEX - 7 C	Harry	N/A
Falx	2	2 S	2	I H	I	I	STR - 7 C DEX - 6 D	Shieldbreak	N/A
Flamberg	3	4 S,P	3	2 H	I	2	STR - 10 B DEX - 7 C	Cut	Pierce attacks are range 2
Greatsword	4	5 S,P	4	2 H	2	2	STR - 14 A DEX - 6 D	Wild Swing, Mordhau	Can use the Overhead attack, dealing Slash instead of Crush damage
Katana	2	3 S,P	2	2 H	I	I	STR - 7 C DEX - 9 C	Backstab, Critical Strike	Deals -1 damage for Pierce attacks
Khopesh	2	2 S	2	I H	I	I	STR - 7 C DEX - 7 C FTH - 9 E	Cut	If this weapon inflicts Bleeding, it also inflicts 1 Dark damage
Longsword	3	4 S,P	3	2 H	I	2	STR - 10 B DEX - 7 C	Mordhau	Pierce attacks are range 2

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Odachi	3	4 S,P	3	2H	I	2	STR - 10 B DEX - 9 C	Critical Strike	Pierce attacks are range 2 Deals -1 damage for Pierce attacks
Rapier	2	2 S,P	I	1H	I	-	STR - 6 D DEX - 13 A	Flurry, Lunge, Riposte	Deals -1 damage for Slash attacks
Saber	2	2 S,P	2	1H	I	I	STR - 7 C DEX - 10 B	Cut, Fend	N/A
Scimitar	2	2 S	2	1H	I	I	STR - 7 C DEX - 10 B	Flurry, Harry	N/A
Shortsword	2	2 S,P	2	1H	I	I	STR - 7 C DEX - 7 C	Flurry	N/A
Shotel	2	2 S	2	1H	I	I	STR - 7 C DEX - 10 B	Defeat Guard	N/A
Tuck	2	2 P	2	1H	I	I	STR - 8 C DEX - 10 B	Fend, Lunge	When two-handed, becomes a range 2 weapon
Washing Pole	4	5 S,P	4	2H	2	2	STR - 13 A DEX - 10 C	Critical Strike	Pierce attacks are range 3 Deals -1 damage for Pierce attacks
Zulfiqar	3	3 S	3	1H	I	2	STR - 10 B DEX - 10 B	Cut, Flurry	N/A
Zweihander	4	5 S,P	4	2H	2	2	STR - 14 A DEX - 6 D	Lunge, Wild Swing	Can use the Overhead attack, dealing Slash instead of Crush damage

### Bludgeons

Blackjack	I	I C	I	1H	I	-	STR - 4 D DEX - 5 D	Backstab	Backstab deals Crush damage and inflicts Stun
Club	I	I C	I	1H	I	-	STR - 5 D DEX - 4 D	N/A	Cannot be Broken
Flail	2	2 C	I	1H	I	I	STR - 6 C DEX - 9 C	Defeat Guard	Overhead deals +1 damage
Giant Club	3	4 C	3	2H	I	-	STR - 10 B DEX - 4 D	Wild Swing	Cannot be Broken
Goedendag	3	4 C,P	3	2H	I	2	STR - 10 B DEX - 4 D	N/A	Pierce attacks are range 2
Great Mace	4	5 C	4	2H	2	-	STR - 14 A DEX - 4 D	Pulverize	Cannot be Broken
Mace	3	3 C	2	1H	I	-	STR - 9 B DEX - 4 D	N/A	Cannot be Broken

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Mallet	3	4 C	3	2H	2	-	STR - 10 B DEX - 4 D	N/A	Cannot be Broken Overhead <b>SP</b> cost reduced to Wep+1
Maul	4	5 C	4	2H	1	-	STR - 13 A DEX - 3 E	Shieldbreak, Wild Swing	Cannot be Broken
Morgenstern	3	4 P	3	2H	2	2	STR - 10 B DEX - 4 D	N/A	Deals Pierce damage, but uses the Crush moveset Overhead <b>SP</b> cost reduced to Wep+1
Morning Star	3	3 P	2	1H	1	2	STR - 9 B DEX - 4 D	N/A	Deals Pierce damage, but uses the Crush moveset
Polehammer	3	4 C,P	3	2H	2	2	STR - 10 B DEX - 7 D	Puncture	May deal Pierce damage, but can only use the Crush moveset
Shillelagh	1	1 P	1	1H	1	-	STR - 5 D DEX - 4 D	N/A	Cannot be Broken Deals Pierce damage, but uses the Crush moveset
Two-Handed Flail	3	4 C	3	2H	2	1	STR - 9 B DEX - 9 C	Defeat Guard	Overhead can only damage 1 enemy, and deals +1 damage
Warhammer	3	3 C,P	2	1H	1	2	STR - 10 B DEX - 6 D	Critical Strike	May deal Pierce damage, but can only use the Crush moveset
War Pick	2	2 P	2	1H	1	2	STR - 8 C DEX - 4 D	Puncture	Deals Pierce damage, but uses the Crush moveset Puncture <b>SP</b> cost is reduced to Wep+1

### Polearms

Bardiche	3	4 S	2	2H	2	1	STR - 11 B DEX - 7 C	Cut	N/A
Billhook	3	4 S,P	2	2H	2	1	STR - 11 B DEX - 8 C	Pull	If this weapon assigns 2 damage to <b>HP</b> slots in a single attack, it also inflicts Dismounted
Doru	3	3 P	3	1H	2-3	1	STR - 9 C DEX - 9 C	N/A	N/A
Glaive	3	4 S,P	2	2H	2	1	STR - 11 B DEX - 8 C	Fend	N/A

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Halberd	4	5 S,P	3	2H	2	1	STR - 13 A DEX - 8 C	N/A	Sweep SP cost is reduced to Wep+1 Spin SP cost is reduced to Wep+2
Harpoon	2	2 P	1	1H	2	1	STR - 6 D DEX - 7 C	N/A	All attacks have the effect of the Pull attack; cannot forgo using this effect
Pike	4	5 P	3	2H	2-4	1	STR - 14 A DEX - 8 C	N/A	N/A
Spear	2	2 P	2	1H	2	1	STR - 7 C DEX - 7 C	N/A	N/A
Trident	3	4 P	2	2H	2	1	STR - 9 C DEX - 9 C	Puncture	N/A
Voulge	3	4 S,P	2	2H	2	1	STR - 10 B DEX - 7 D	Shieldbreak	N/A
Quarterstaff	1	2 C	1	2H	2	-	STR - 6 C DEX - 6 C	Riposte	Deals Crush damage, but may use the Pierce and Crush movesets (but not Thrust)

### Axes

Battle Axe	3	3 S	3	1H	1	1	STR - 10 B DEX - 7 D	Shieldbreak	Cleave SP cost reduced to Wep
Hatchet	1	1 S	1	1H	1	1	STR - 5 D DEX - 5 D	N/A	N/A
Labrys	3	3 S	3	1H	1	1	STR - 10 B DEX - 7 D	N/A	Sweep SP cost reduced to Wep+1 Spin SP cost reduced to Wep+2
Long Axe	3	4 S	3	2H	2	2	STR - 11 B DEX - 6 D	Shieldbreak	N/A
Macuahuitl	2	2 S	1	1H	1	-	STR - 7 C DEX - 7 C	Cut	Deals Slash damage, but uses the Crush moveset
Pollaxe	4	5 X	4	2H	2	2	STR - 15 A DEX - 7 D	Pulverize, Shieldbreak	Deals -1 damage for Pierce and Crush attacks
Skeggox	3	3 S	3	1H	1	1	STR - 10 B DEX - 7 D	Wild Swing	N/A
Tabar-Zin	3	3 S,P	3	1H	1	1	STR - 10 B DEX - 7 D	Puncture, Shieldbreak	Deals -1 damage for Pierce attacks

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
War Axe	4	5 S	4	2H	I	2	STR - 13 A DEX - 6 D	Shieldbreak, Wild Swing	N/A
<b>Ranged Weaponry</b>									
Arbalest	I	3	3	2H	9	I	STR - 10 E DEX - 8 C INT - 7 E	N/A	Loadable ranged weapon Damage type dependent on missile (uses bolts) The Load action <b>SP</b> cost is increased to 3
Hand Crossbow	I	I	I	1H	5	I	STR - 6 E DEX - 7 C INT - 6 E	N/A	Loadable ranged weapon Damage type dependent on missile (uses bolts) Can commit Shoot one-handed
Heavy Crossbow	I	2	3	2H	7	I	STR - 10 E DEX - 8 C INT - 6 E	N/A	Loadable ranged weapon Damage type dependent on missile (uses bolts)
Light Crossbow	I	I	2	2H	7	I	STR - 8 E DEX - 8 C INT - 6 E	N/A	Loadable ranged weapon Damage type dependent on missile (uses bolts)
Longbow	3	2	2	2H	2-8	I	STR - 10 D DEX - 9 B	N/A	Ranged weapon Damage type dependent on missile (uses arrows)
Recurve Bow	2	I	2	2H	2-6	I	STR - 7 D DEX - 9 B	N/A	Ranged weapon Damage type dependent on missile (uses arrows)
Short Bow	2	-	I	2H	2-5	-	STR - 5 D DEX - 6 C	N/A	Ranged weapon Damage and damage type dependent on missile (uses arrows)
Sling	I	I C	I	1H	2-5	-	STR - 4 D DEX - 6 C	N/A	Ranged weapon Does not require missiles or a quiver Can commit Draw & Fire one-handed
Staff Sling	2	2 C	2	2H	2-8	-	STR - 6 D DEX - 7 C	N/A	Ranged weapon Does not require missiles or a quiver

## Special Weapons

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Blacksmith's Hammer	2	2 C	1	1H	1	1	STR - 9 C DEX - 4 E	Tinker	Cannot be Broken
Butcher's Cleaver	1	1 S	1	1H	1	-	STR - 3 D DEX - 3 D	Cut	Coup De Grâce <b>SP</b> cost is reduced to Wep
Caestus	2	2 C	1	1H	1	-	STR - 5 D DEX - 5 D	Flurry	If this weapon assigns 3 damage to <b>HP</b> slots in a single attack, it also inflicts 1 Bleed No 2H
Farming Scythe	2	3 S	3	2H	2-3	1	STR - 6 D DEX - 4 E	Cut, Pull	Sweep <b>SP</b> cost is reduced to Wep+1 Spin <b>SP</b> cost is reduced to Wep+2
Felling Axe	2	3 S	2	2H	1	2	STR - 6 D DEX - 6 D	Shieldbreak	N/A
Fist	2	1 C	-	1H	1	-	N/A	Flurry	Cannot be Broken Increases damage by 1 at 14 <b>STR</b> /22 <b>STR</b> Used if nothing equipped No 2H
Lantern	2	2 C	2	1H	1	-	N/A	Light/Douse	Counts as a light source when lit Becomes doused if used to attack
Loose Cobblestone	1	1 C	-	1H	1	-	STR - 3 D DEX - 3 E	N/A	<i>Ephemeral</i> Cannot be Broken No 2H
Katar	2	2 P	2	1H	1	1	STR - 7 C DEX - 9 C	Backstab, Cut, Lunge	No 2H
Man Catcher	2	3 P	3	2H	2	1	STR - 8 D DEX - 7 E	Pull	If this weapon assigns any damage to an <b>HP</b> slot in a single attack, it also inflicts Netted/Webbed and Dismounted, but becomes exhausted on the character sheet until Netted/Webbed is removed
Pickaxe	2	2 P	1	1H	1	2	STR - 8 D DEX - 4 E	Puncture	Deals Pierce damage but uses the Crush moveset

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Sock Full of Rocks	1	1C	1	1H	1	-	STR - 3 D DEX - 4 D	Defeat Guard	<i>Ephemeral</i> Overhead deals +1 damage
Torch	1	1C	1	1H	1	-	N/A	Light/Douse, Set Aflame	Must be lit to use Set Aflame Counts as a light source when lit
Urumi	2	2S	1	1H	2-3	1	STR - 4 E DEX - 11 B	Cut, Defeat Guard	If this weapon assigns any damage to <b>HP</b> slots in a single attack, it also inflicts 1 Bleed Cannot commit Parry or Coup De Grâce
Whip	2	1S	1	1H	2-3	-	STR - 4 E DEX - 8 C	Defeat Guard, Pull	If this weapon assigns any damage to <b>HP</b> slots in a single attack, it also inflicts 1 Bleed Cannot commit Parry or Coup De Grâce

### Unique Weapons

Abyssal Greatsword	4	5 S,P	4	2H	2	2	STR - 14 A DEX - 8 C INT - 10 B	Lunge, Wild Swing	Can use the Overhead attack, dealing Slash instead of Crush damage Also deals 1 Dark damage; INT scaling increases this Dark damage, not damage
Ardent Spear	2	2 P	2	1H	2	1	STR - 10 B DEX - 10 B	Lunge, Puncture	If this weapon assigns 2 damage to <b>HP</b> slots in a single attack, commit a Free Light Attack (limit once per Turn)
Axe of Hatred	3	3 S	3	1H	1	2	STR - 14 A DEX - 7 D	Shieldbreak, Wild Swing	Add any damage assigned to <b>HP</b> slots last <i>counterbeat</i> as bonus Dark damage
Bandit's Knife	1	1 S,P	1	1H	1	-	STR - 6 D DEX - 11 A	Backstab, Cut, Flurry	Coup De Grâce <b>SP</b> cost is reduced to Wep May activate "Slink" without attuning it, or learning the attunement

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Barbed Sword	2	2 P	2	1H	1	1	STR - 8 C DEX - 6 C	Lunge, Puncture	If this weapon assigns 3 Pierce damage to <b>HP</b> slots in a single attack, it also inflicts Bleeding Deals Pierce damage, but may use the Slash and Pierce movesets
Biter	2	2 S	2	1H	1	1	STR - 7 C DEX - 7 C	Flurry	If this weapon assigns 3 damage to <b>HP</b> slots in a single attack, it also inflicts Bleeding
Crystal Maul	3	4 C	2	2H	1	-	STR - 11 A DEX - 4 E	Wild Swing	N/A
Darksword	3	3 S,P	2	1H	1	1	STR - 9 B DEX - 7 C	Cut, Lunge	If this weapon inflicts Bleeding, clear damage from 1 <b>HP</b> slot
Dragonslayer	5	6 S,P	5	2H	2	2	STR - 18 S DEX - 8 D	Lunge, Shield-break, Wild Swing	Can use the Overhead attack, dealing Slash instead of Crush damage Wild Swing is range 2 Can be used as a Def 3 Stab 6 shield All actions remove this <i>Shield Up!</i> token, without exception
Dragonspear	3	4 P	3	2H	2-3	2	STR - 16 S DEX - 10 B	Lunge	If this weapon assigns any damage to <b>HP</b> slots in a single attack, it also inflicts Dismount
Enchanted Sword	3	3 S,P	2	1H	1	2	STR - 7 C DEX - 7 C	Lunge	All Physical damage attacks made by this weapon gain <i>Magical</i>
Everloaded Crossbow	1	2	1	2H	8	1	STR - 6 E DEX - 8 C INT - 8 E	N/A	Ranged weapon (not loadable) Damage type dependent on missile (uses bolts)
Fire Brand	2	2 S,P	2	1H	1	1	STR - 9 B DEX - 8 C	N/A	Also inflicts 1 Burn damage
Fortune	3	3 S,P	3	1H	1	2	STR - 10 B DEX - 7 C	Mordhau	Pierce attacks are range 2 May re-roll 2 SP Dice per Round

Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Frost Brand	3	3 C	2	1H	1	1	STR - 10 B DEX - 7 C	N/A	If this weapon assigns 4 Crush damage to <b>HP</b> slots in a single attack, it also inflicts Frozen
Ghost Blade	1	1 P	1	1H	1	-	STR - 6 E DEX - 11 B	Backstab, Flurry	All damage gains <i>Unsinkable</i> Backstab SP cost reduced to Wep
Glimmer	3	3 C	2	1H	1	1	STR - 11 B DEX - 6 E	N/A	If this weapon inflicts 3 damage to <b>HP</b> slots in a single attack, it also inflicts Stun
Horrid	4	4 S	4	1H	1	2	STR - 15 A DEX - 8 C	Wild Swing	Also inflicts 1 Breaking damage if two-handed
Ignus	3	3 P	3	1H	1	2	STR - 10 B DEX - 4 E FTH - 10 E	Light/Douse, Set Aflame	Must be lit to use Set Aflame Counts as a light source when lit If this weapon is lit, and assigns 2 Pierce damage to <b>HP</b> slots in a single attack, it also inflicts Blazing Deals Pierce damage, but uses the Crush moveset
Kill-Weep	1	2 P	1	1H	1	-	STR - 5 D DEX - 11 A	Backstab, Flurry, Puncture	Backstab, Puncture, and Coup De Grâce <b>SP</b> cost reduced to Wep
Lash of Bondage	2	2 S	1	1H	2-3	-	STR - 5 E DEX - 10 B	Defeat Guard, Pull	If this weapon assigns any damage to an <b>HP</b> slot in a single attack, it also inflicts Bleeding If this weapon assigns 2 Slash damage to <b>HP</b> slots in a single attack, it also inflicts Netted/Webbed Cannot commit Parry or Coup De Grâce



Weapon	SP	Dam	Wt	Hd	Rg	Dur	Stat Reqs	S.Attacks	Notes
Rotten Club	2	2 C	1	1H	1	-	STR - 6 C DEX - 4 D	N/A	If this weapon assigns any damage to <b>HP</b> slots in a single attack, it also inflicts 2 Poison damage
Royal Saber	2	2 S,P	1	1H	1	1	STR - 10 C DEX - 16 S	Cut, Defeat Guard, Fend, Harry, Flurry, Lunge, Riposte, Puncture	N/A
Stone Greatsword	5	6 C	5	2H	2	-	STR - 20 S DEX - 4 E	Pulverize	Deals Crush damage, but may use the Slash and Pierce movesets Cannot be Broken
Sun Bow	2	1	1	2H	2-8	1	STR - 8 D DEX - 8 B FTH - 10 B	N/A	Ranged weapon Damage type dependent on missile (uses arrows) Also inflicts 1 Smite damage; FTH scaling increases this Smite damage, not damage
Terrormaker	4	5 S,P	3	2H	2	2	STR - 14 A DEX - 8 C	N/A	The Sweep and Spin attacks also inflict Fear
Unstringable Bow	4	3	2	2H	2-10	2	STR - 16 C DEX - 8 B	N/A	Ranged weapon Damage type dependent on missile (uses giant arrows)
Wicked Word	2	2 S	1	1H	1	1	STR - 8 C DEX - 8 C INT - 11 A FTH - 11 A	Cut, Harry	Also inflicts 1 Dark damage; INT/FTH scaling increases this Dark damage, not damage

## 5.2 Shields

### Shield Anatomy

- **Shield:** Self-explanatory
- **Stab:** The Stability of the shield, or how many damage tokens it can block before suffering *Guard Break*
- **Def:** How much damage the shield can block from a single attack; also determines the **SP** cost of *Shield Up!*
- **Dam:** Damage inflicted by using the shield as a weapon
- **Wt:** Weight of the shield (always in effect, regardless of whether it's currently held)
- **Dur:** Durability *sinks* on the shield, if any
- The requirements for each Primary Stat
- **S.Attacks:** Any special attacks enabled for the shield
- Any additional notes on the shield

### Shields Roster

Shield	Def	Stab	Dam	Wt	Dur	Stat Reqs	S.Attacks	Notes
Aegis of Colors	2	6	1 C	3	1	STR - 7 INT - 10	N/A	Increases <b>F.DEF</b> , <b>M.DEF</b> , <b>D.DEF</b> , and <b>L.DEF</b> by 1
Aspis	2	5	1 C	1	-	STR - 6	N/A	N/A
Blood-Smeared Shield	2	6	1 C	2	1	STR - 7	N/A	Increases <b>RES</b> by 1
Buckler	1	4	1 C	1	1	STR - 6 DEX - 9	Riposte	N/A
Bulwark	3	9	2 C	5	2	STR - 14	N/A	Increases <b>PS</b> by 1
Crested Shield	2	6	1 C	2	1	STR - 7	N/A	Increases <b>M.DEF</b> by 1
Great Shield	4	10	2 C	6	2	STR - 16	N/A	N/A
Heater Shield	3	8	1 C	4	1	STR - 9	N/A	N/A
Heraldric Shield	3	9	1 C	5	2	STR - 12	N/A	N/A
Hoplon	3	8	1 C	5	1	STR - 11	N/A	Do not place blocked damage from non-Magical ranged attacks on <i>Shield Up!</i>
Kite Shield	2	6	1 C	2	1	STR - 7	N/A	N/A

Shield	Def	Stab	Dam	Wt	Dur	Stat Reqs	S.Attacks	Notes
Lantern Shield	2	5	2 P	3	1	STR - 7	N/A	Can perform the Pierce moveset for 2 <b>SP</b> with no scaling damage Acts a light source Cannot be doused
Leather Shield	1	4	1 C	1	-	STR - 4	N/A	N/A
Mirror Shield	2	5	1 C	3	-	STR - 8 INT - 10	N/A	Can reflect 1 spell or <i>Magical</i> ranged attack per <i>counterbeat</i> back onto the active enemy when <i>Shield Up!</i> is present
Parma	3	8	1 C	5	2	STR - 10	N/A	Adds 1 additional Pouch slot to the character sheet
Pavise Shield	2	6	1 C	3	1	STR - 8	Plant Pavise, Pull Pavise	N/A
Radiant Symbol	2	3	1 C	1	-	FTH - 7	N/A	Adds 1 Stability for every 3 points of <b>FTH</b> over 7 <i>Guard Break</i> does not cause Stun
Redstone Shield	2	6	1 C	2	1	STR - 7	N/A	Increases <b>F.DEF</b> by 1
Rope-Tied Plank	2	5	1 C	2	1	STR - 6	N/A	N/A
Round Shield	2	6	1 C	3	1	STR - 8	N/A	Do not place blocked damage tokens from non- <i>Magical</i> ranged attacks on <i>Shield Up!</i>
Searing Aegis	2	6	1 C	3	1	STR - 9	N/A	If this shield blocks 2 damage from a single attack, inflict 1 Burn damage on the attacker
Shielded Bracer	1	3	1 C	1	-	STR - 7	N/A	Does not require a hand token Cannot block ranged attacks May be used in conjunction with a two-handed weapon, or dual wielding, but not another shield

<b>Shield</b>	<b>Def</b>	<b>Stab</b>	<b>Dam</b>	<b>Wt</b>	<b>Dur</b>	<b>Stat Reqs</b>	<b>S.Attacks</b>	<b>Notes</b>
Targe	2	5	1 C	2	1	STR - 7	N/A	Use normal Move value when committing Move while <i>Shield Up!</i> is present
Tower Shield	3	8	1 C	4	2	STR - 10	N/A	N/A
Unnerving Visage	2	5	1 C	1	1	STR - 6 INT - 10 FTH - 10	N/A	When committing a Parry, inflict Bleeding on the active enemy
Welded Buckler & Fighting Knife	1	4	1 C	2	1	STR - 7 DEX - 9	Riposte	Also functions as the weapon "Fighting Knife"

## 5.3 Armor & Outfits

### Armor & Outfit Anatomy

- **Set:** Self-explanatory
- **Def:** How much **P.DEF** is increased by equipping the set
- **PS:** How much **PS** is increased by equipping the set
- **Wt:** Weight of the set when equipped
- **Dur:** Durability *sinks* on this equipment, if any
- The requirements for each Primary Stat
- Any additional notes on the set

### Armor & Outfits Roster

Set	Def	PS	Wt	Dur	Stat Reqs	Notes
Adventurer's Set	1	-	3	1	STR - 7 DEX - 7	May increase the score of one <b>SP</b> die by 1 (to a maximum of 6) immediately after rolling the <i>stamina pool</i>
Apprentice's Set	-	-	1	-	STR - 4 INT - 9	Increases <b>M.DEF</b> by 1
Archer's Set	1	-	2	1	STR - 6 DEX - 9	Increases number of pouches by 1
Assassin's Set	1	1	2	-	STR - 7 DEX - 12	N/A
Bandit's Set	2	-	5	1	STR - 9	N/A
Berserker's Set	1	-	3	-	STR - 8 DEX - 8	Deal 1 extra damage for each damage token in <b>P.DEF</b>
Black Leather Set	1	-	2	1	STR - 6 DEX - 9	Increase damage of weapons by 1 when in concealment
Bone Armor Set	2	-	5	1	STR - 9 INT - 8 FTH - 10	Increases <b>D.DEF</b> by 1 and <b>RES</b> by 1
Brass Set	3	1	8	1	STR - 12 FTH - 10	Increases <b>M.DEF</b> by 2
Cleric's Set	-	-	1	1	STR - 3 FTH - 9	Increases <b>D.DEF</b> by 1
Cultist's Set	1	-	2	1	STR - 6 INT - 8 FTH - 8	Increases <b>L.DEF</b> by 1

Set	Def	PS	Wt	Dur	Stat Reqs	Notes
Dark Set	2	-	5	1	STR - 9 INT - 10 FTH - 8	Increases <b>D.DEF</b> and <b>L.DEF</b> by 1
Dervish Set	1	-	2	1	STR - 7 DEX - 11	Move 1 extra tile when committing Move
Enchanted Armor Set	3	1	7	2	STR - 10	Increases <b>M.DEF</b> by 1
Grey Robe Set	-	-	2	-	STR - 3 INT - 14	Increases <b>M.DEF</b> by 2 and <b>FP</b> by 3
High Consul's Set	-	-	2	1	STR - 5 FTH - 16	Increases <b>D.DEF</b> by 2
Hoplite's Set	2	-	4	1	STR - 9 DEX - 9	No movement penalty for committing Move with <i>Shield Up!</i> present
Inquisitor's Set	2	-	5	1	STR - 9 FTH - 14	Increases <b>D.DEF</b> and <b>M.DEF</b> by 1
Iron King's Set	4	2	11	2	STR - 18	Reduce all Knockback by 1 tile (before sinks)
Jester's Set	-	-	1	-	STR - 5 DEX - 12	Increase movement of <i>Dodge!</i> by 1
Jousting Set	3	1	8	2	STR - 12	Ignore Dismounted tokens if PS is not full (do not sink them)
Knight's Set	3	1	7	2	STR - 10	N/A
Leather Set	1	-	2	1	STR - 7	N/A
Manjack's Set	2	-	5	1	STR - 9	Increases charges of all thrown weapon items by 1
Monolith's Set	4	1	10	2	STR - 16	Increases <b>M.DEF</b> , <b>F.DEF</b> , <b>D.DEF</b> , and <b>L.DEF</b> by 1
Paladin's Set	3	1	8	2	STR - 10 FTH - 15	Increases <b>D.DEF</b> and <b>M.DEF</b> by 2
Prisoner's Set	-	-	3	-	N/A	Reduces <b>END</b> by 2 when equipped
Pyromancer's Set	1	-	2	1	STR - 6	Increases <b>F.DEF</b> by 1
Questing Cleric's Set	2	1	5	2	STR - 8 FTH - 12	Increases <b>D.DEF</b> by 2
Sorcerer's Set	-	-	2	-	STR - 3 INT - 18	Increases <b>M.DEF</b> by 2 and <b>PWR</b> by 1
Stone Sentinel's Set	5	2	12	-	STR - 24	Cannot be Broken
Torturer's Set	2	-	6	1	STR - 10	When attacked in melee by an adjacent enemy, deal attacker 1 P damage

Set	Def	PS	Wt	Dur	Stat Reqs	Notes
Warrior's Set	2	1	6	2	STR - 10	N/A
Witch's Set	-	-	1	-	STR - 4 INT - 12 FTH - 12	Increases <b>L.DEF</b> by 2, and <b>D.DEF</b> and <b>RES</b> by 1

## 5.4 Catalysts

### Catalyst Anatomy

- **Catalyst:** Self-explanatory
- **Type(s):** What attunement type(s) the catalyst enables
- **PWR:** Base **PWR** of attunements cast with the catalyst
- **Dam:** Damage inflicted by using the catalyst as a weapon. All catalysts are **SP 2** unless stated otherwise
- **Wt:** Weight of the catalyst (always in effect, regardless of whether it's currently held)
- **Dur:** Durability *sinks* on this equipment, if any
- The requirements for each Primary Stat
- **S.Attacks:** Any special attacks enabled for the catalyst
- Any additional notes on the catalyst

*All catalysts are assumed to be one-handed unless stated otherwise*

### Catalysts Roster

Catalyst	Type(s)	PWR	Dam	Wt	Dur	Stat Reqs	S.Attacks	Notes
Bell Scepter	Miracles	1	3 C	2	1	STR - 9 DEX - 4 FTH - 10	N/A	Also functions as the weapon "Mace"
Chalice of Filth	Witchery	2	1 C	1	-	INT - 14 FTH - 14	N/A	Can use the Drink action to take 1 <i>Inevitable</i> Dark damage and regain 3 <b>FP</b> tokens
Chime	Miracles	1	1 C	-	-	FTH - 10	N/A	N/A
Eternal Ember	Pyromancy	1	1 C	-	-	N/A	Set Aflame	Can never be doused, and never needs to be lit
Fetish Dagger	Witchery	1	1 S,P	1	-	INT - 8 FTH - 8	N/A	Also functions as the weapon "Dagger"
Magic Staff	Sorcery	2	1 C	2	-	INT - 15	N/A	Reduces all <b>FP</b> costs by 1 if two-handed
Primal Ember	Pyromancy	2	1 C	-	-	N/A	N/A	Increases <b>FDEF</b> by 1 Can never be doused, and never needs to be lit

Catalyst	Type(s)	PWR	Dam	Wt	Dur	Stat Reqs	S.Attacks	Notes
Skull of Whispers	Witchery	3	1 C	1	-	INT - 16 FTH - 16	N/A	Causes a permanent Withering token to remain on the status sheet
Spellbook	Sorcery	2	1 C	1	-	INT - 15	N/A	Increases available POTS by 1
Spell Rapier	Sorcery	1	2 S,P	2	-	STR - 6 DEX - 13 INT - 10	N/A	Also functions as the weapon "Rapier"
Staff of Chimes	Miracles	2	2 C	1	1	STR - 6 DEX - 6 FTH - 15	N/A	Also functions as the weapon "Quarter-staff"
Strange Idol	Witchery Miracles	1	1 C	-	-	INT - 13 FTH - 13	N/A	Causes a permanent Withering token to remain on the status sheet
Unstable Contraption	Sorcery	3	1 C	1	-	INT - 18	N/A	If using <b>SP</b> Dice of scores 1 or 2 to commit Cast, suffer 1 <i>Inevitable Magic</i> damage
Venomwood Wand	Sorcery Witchery	1	1 C	-	-	INT - 14 FTH - 10	N/A	N/A
Wand	Sorcery	1	1 C	-	-	INT - 10	N/A	N/A
Zeal	Miracles	3	1 C	1	1	FTH - 18	N/A	Cannot be dual wielded or equipped with a shield

## 5.5 Rings

### Rings Anatomy

- **Ring:** Self-explanatory
- **Effects:** Effects produced by equipping the ring

### Rings Roster

Ring	Effects
Amethyst Ring	Increases <b>L.DEF</b> by 1
Bleeding Ring	Increases <b>RES</b> by 1
Burnt Ring	Increases <b>F.DEF</b> by 1
Charcoal Ring	Provides 2 Durability <i>sinks</i>
Curse-Eater Ring	Wearer can suffer 4 Withering tokens before being <i>Cursed!</i>
Dark Wood Ring	If <b>ENC &lt; EQP/2 rd</b> , the <i>Dodge!</i> reaction becomes Move 2
Dragon Ring, Red	Doubles STR when character has 3 or less unfilled <b>HP</b> slots
Dragon Ring, Blue	Adds 2 to <b>P.DEF</b> when character has 3 or less unfilled <b>HP</b> Slots
Floral Ring	Increases <i>stamina pool</i> by 1 <b>SP</b> Die
Forge Ring	Reduce any Burn damage received from hazard tiles to 1
Granite Ring	Increases <b>PS</b> by 1
Hawk Ring	Increases range of all ranged attacks and items by 2
Living Ring	Increases <b>HP</b> slots by 1
Lugh's Ring	Character's movement cannot be modified by hazards or conditions
Master Ring	This ring can be used to cast Fiddle unattuned, and at 3 <b>FP</b> cost
Mercenary's Ring	The Load action <b>SP</b> cost becomes 1D
Standardized Ring	Raises <b>EQP</b> by <b>EQP/2 rd</b>
Sacrificial Ring	Is destroyed upon defeat. Wearer does not lose any souls or <i>Carried</i> items
Saint's Ring	Increases <b>POTs</b> by 1
Sinner's Ring	Backstabs and Ripostes deal <i>Unsinkable</i> damage
Steel Ring	Increases <b>P.DEF</b> by 1
Teardrop Ring	Upon defeat, player may select 1 reward from the Victory result
Tiny Voice Ring	Remove 1 damage token from any <b>HP</b> slot at the start of each wake phase
Turquoise Ring	Increases <b>M.DEF</b> by 1
Witch's Ring	Restore 2 <b>FP</b> at the start of each Round

## 5.6 Flasks

### Flasks Anatomy

- **Flask:** Self-explanatory
- **Charges:** Number of uses a flask contains. Recharged during *short reprieves*
- **E?** Whether the flask is *Ephemeral*
- **Effects:** Effects produced by drinking from the flask

### Flasks Roster

Flask	Charges	E?	Effects
Brimstone Brew	3	Y	Lose 1 <b>SP</b> and ignore Frozen for 1 encounter
Moonlit Flask	4	N	Regain up to 4 <b>FP</b> tokens Cannot increase character's <b>FP</b> past its natural limit
Snake Brew	2	N	Remove all unassigned Toxic damage tokens
Stonebrew Flask	3	Y	Add 1 <b>P.DEF</b> for 1 encounter
Sunlit Flask	2	N	Remove up to 3 damage tokens from <b>HP</b> slots
Visions Flask	1	N	Increase <b>FP</b> limit by 3 until the next <i>short reprieve</i>
Vodka	5	Y	No effect

## 5.7 Missiles

### Missile Anatomy

- **Missile:** Self-explanatory
- **Type:** What ranged weapon type uses this missile
- **Dam:** Damage and damage type, added to the ranged weapon's damage
- **Rg:** Added or reduced range for the ranged weapon when using this missile
- **Wt:** The weight of the missiles when equipped in a quiver
- Any additional notes on the missile

### Missiles Roster

Missile	Type	Dam	Rg	Wt	Notes
Arrow, Broadhead	Bow	1 P	-	1	If any damage is assigned to <b>HP</b> slots, inflicts Bleeding
Arrow, Flaming	Bow	0 C	-1	1	If any damage is assigned to <b>HP</b> slots, inflicts Blazing
Arrow, Piercing	Bow	1 P	-	1	Damage inflicted by this missile is <i>Unsinkable</i>
Arrow, Poison	Bow	1 P	-	1	Inflict 3 Poison damage
Arrow, Splintering	Bow	1 P	-	1	Damage inflicted by this missile is <i>Unblockable</i>
Arrow, Wooden	Bow	1 P	-	1	N/A
Bolt, Explosive	Crossbow	0 C	-1	2	Inflict 2 Burn damage on target and all adjacent hexes
Bolt, Hollowpoint	Crossbow	1 P	-	1	If any damage is assigned to <b>HP</b> slots, inflicts Bleeding
Bolt, Steel	Crossbow	2 P	-	2	N/A
Bolt, Wooden	Crossbow	1 P	-	1	N/A
Giant Arrow	Bow	2 P	-	3	Inflict Knockback 2 and Knockdown Can only be fired from the Unstringable Bow

## 5.8 Miscellaneous Items

### Miscellaneous Item Anatomy

- **Item:** Self-explanatory
- **Charges:** Number of uses an item retains
- **E?** Whether the item is *Ephemeral*
- **Wt** The weight of the item
- **Effects:** Effects produced by using the item

### Items Roster

Item	Charges	E?	Wt	Effects
Angon	1	No	1	Inflict <i>Guard Break</i> on a target within 2-4 hexes, or if no <i>Shield Up!</i> token is present inflict 3 Pierce damage
Antidote	6	Yes	-	Clear all unassigned Poison damage tokens
Bandages	3	No	-	Clear all unassigned Bleeding/Bleed tokens
Bolas	2	No	1	Inflict 1 Crush damage and Hobbled to an enemy within 2-4 hexes
Brightstones	3	No	-	Remove darkness from the encounter for 1 Round
Charcoal Rub	-	No	-	Reveal hidden messages
Crackling Resin	3	Yes	-	Add 2 Smite damage to any melee weapon's attacks for 1 Round
Divine Boon	1	Yes	-	Heal all <b>HP</b> slots and non- <i>Static</i> conditions
Effigy	1	Yes	-	Restore 1 <b>HMN</b>
Firebombs	2	No	1	Deal 2 Burn damage to a hex within 2-4 hexes, and a 4-hex blast angled away from the character
Goodberry	4	Yes	-	Recover all spent <b>SP</b> Dice
Foul Substance	3	Yes	-	Add 2 Poison damage to any weapon's attacks for 1 Round
Grapeshot Bombs	3	Yes	1	Deal 5 Pierce damage to a hex within 2-4 hexes, and a 4-hex blast angled away from the character
Intelligent Glue	3	Yes	-	Repair 1 piece of equipment and restores all Durability
Ivory Pipe	5	No	-	Restore 2 <b>FP</b> tokens

Item	Charges	E?	Wt	Effects
Javelins	3	No	I	Inflict 2 Pierce damage to an enemy within 2-5 hexes
Large Quiver	-	No	I	Enables 1 Quiver slot. Can equip Giant Arrows
Net	I	No	I	Inflict 1 Netted/Webbed token on an enemy within 2 hexes
Prayer Beads	I	Yes	-	Returns character to the site of their last <i>short reprieve</i>
Quiver	-	No	I	Enables 2 Quiver slots. Cannot equip Giant Arrows
Silver Necklace	-	Yes	-	Increase <b>D.DEF</b> by 4 for 1 Turn
Small Quiver	-	No	-	Enables 1 Quiver slot. Cannot equip Giant Arrows
Strange Mushroom	3	Yes	-	Take 2 <i>Inevitable</i> Poison damage. Increases score of all <b>SP</b> Dice by 1 this Round, to a maximum score of 6
Throwing Axes	2	No	I	Inflict 3 Slash damage to an enemy within 2-4 hexes
Throwing Knives	6	No	I	Inflict 1 Pierce damage to an enemy within 2-4 hexes. <b>SP</b> cost is reduced by 1
Queergrass	3	Yes	-	Add 2 <b>P.DEF</b> for 1 Round

## 6 Attunements

The corebook contains a list of default attunements. However, this does not mean that these spells and abilities are available in all scenarios. Always defer to the scenario book over this corebook.

### Attunement Anatomy

- **Name:** Self-explanatory
- **Req:** Primary Stat or other requirements for activating the attunement
- **Int:** Intensity, or how many **POTs** the attunement occupies
- **FP:** Cost for activating the attunement. + can be overcast
- **SP:** Cost for activating the attunement. + can be overspent. F is a Free action, and obeys all Free action mechanics
- **Effects:** Effects produced by activating the attunement, and whether the attunement can be activated as a reaction

### 6.1 Guts

Guts are fighting techniques and stances that can give a warrior a much-needed edge in combat. They are the only type of attunement that does not require a catalyst.

Name	Req	Int	FP	SP	Effects
Adrenaline Surge	END: 11	2	6	F	Take 1 additional action this <i>beat</i>
Blitz	DEX: 9	2	4+	2D	Move 2-4 in a straight or snaking line. After moving, perform a Heavy Attack overspent with <b>FP</b> . Inflict Knockback 1 and Knockdown on the targeted enemy
Brace	STR: 9	1	3+	F	Remove 1+ damage tokens from <i>Shield Up!</i>
Cat Stance	DEX: 12	1	4	F	<i>Reaction.</i> Character performs <i>Get Up!</i> for free at the end of the <i>counterbeat</i> . Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks
Desperate Struggle	END: 15	2	6	F	<i>Either.</i> The character cannot be defeated this Round. The character is defeated at the start of next Round
Dirty Trick	INT: 10	1	4	2	<i>Reaction.</i> Inflict Blinded on the active enemy after it moves within 2 hexes
Dual Shot	DEX: 12	1	4	X	Commit the Draw & Fire attack against two separate targets for Wep+1 <b>SP</b> cost. Subtract 1 from max range. This is affected by Take Aim

Name	Req	Int	FP	SP	Effects
Dropkick	STR: 8 ENC<EQP	1	3	4	Move 1. Inflict Knockback 2, Knockdown, and 2 Crush damage on an adjacent enemy. Inflict <i>Inevitable Knockdown</i> on the character
Fast Draw	DEX: 14	1	3	Wep	Commit Draw & Fire as a Simple action (with all requirements)
Fury	STR: 14	2	5	F	The next melee attack committed this <i>beat</i> gains <i>Unblockable</i> and <i>Unparryable</i>
Guard Stance	DEX: 7 END: 10	1	3	F	<i>Reaction.</i> The equipped shield gains 1 Def this <i>counterbeat</i> . Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks
Impossible Timing	DEX: 15	2	5	F	<i>Reaction.</i> Mitigate all incoming ranged attacks and spells, including <i>Lock-On</i> , this <i>counterbeat</i> . Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks
Instinct	INT: 12	2	4	F	Roll on the encounter table. That entry is resolved next <i>counterbeat</i> instead of rolling normally
Leaf Stance	DEX: 12	1	3	F	<i>Reaction.</i> May move in any direction when suffering Knockback this <i>counterbeat</i> . Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks
Leap	DEX: 12 ENC<EQP	1	2	2	Move 2. Ignore any enemies, hazards, or half-cover obstacles while moving. This is a Simple action
Natural Selection	STR: 14 END: 14	3	6	X	<i>Reaction.</i> Functions the same as the Parry reaction, but the attacker takes an immediate double damage attack from any equipped weapon regardless of range, and suffers Knockback 2 and Knockdown. If the target resolved any Knockback, move the character to the enemy's originally occupied hex. Overrides <i>Unparryable</i>
Persevere	END: 14	1	6	F	Increase <b>P.DEF</b> by 2 for this Round
Slink	DEX: 14	1	4	Wep*2	Functions the same as Backstab
Shielded Run	END: 11	1	3	2D	Functions the same as the Sprint action but does not remove <i>Shield Up!</i>
Stomp	STR: 11	1	3	3	Deal 2 <i>Unsinkable</i> Crush damage and inflicts Stun on a knocked down enemy. This is a Simple action

Name	Req	Int	FP	SP	Effects
Strikeback	DEX: 12 END: 13	2	3	X	<i>Reaction.</i> Attack the active enemy with any equipped weapon for Wep+1 <b>SP</b> cost. That enemy must be within weapon range. This reaction is committed as normal, but takes effect after the active enemy's attack (not before)
Taunt	INT: 8	1	2	1D	1 Intelligent enemy within 6 hexes removes <i>Shield Up!</i> and makes an immediate Move towards the character
Tough as Nails	END: 14	1	5	F	Remove all Bleeding tokens from the character sheet
Trick Shot	DEX: 14 INT: 11	1	4	Wep	Commit the Draw & Fire attack ignoring other entities and full-cover obstacles. Subtract 1 from max range. This is affected by Take Aim
Trip	DEX: 12	1	4	3	<i>Reaction.</i> Inflict Knockdown on the active enemy after it moves adjacent to the character. That enemy cannot perform <i>Get Up!</i> this <i>counterbeat</i>
Viper Stance	DEX: 16	2	4	F	<i>Reaction.</i> Parry-like reactions can use <b>SP</b> Dice 1 score off from target dice this <i>counterbeat</i> . Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks
Warcry	-	1	3+	F	Re-roll 1+ <b>SP</b> Dice. Remember that re-rolls are always once-per-die and the second result is final
Weasel Stance	DEX: 14	1	4	F	<i>Reaction.</i> Juke's <b>SP</b> cost is reduced by 1 this <i>counterbeat</i> , this may reduce <b>SP</b> cost to 0. Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks

## 6.2 Pyromancy

Pyromancy is a simple but dangerous hedge magic that focuses on nurturing an Eternal Ember into great conflagrations. It requires little skill, but a great amount of concentration.

Name	Req	Int	FP	SP	Effects
Acid Spray	-	2	6	3	Deal <b>PWR</b> /2 rd Acid damage in a 3-hex cone
Arrowmelt	-	1	4	F	<i>Reaction.</i> Mitigate all non-magical ranged attacks this <i>counterbeat</i> . Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks
Burstfire	-	1	4+	3	Deal 2 Burn damage to <b>PWR</b> + enemies within 5 hexes. May target each enemy only once per activation
Cauterize	-	-	2	1D	Deal 1 <i>Inevitable</i> Burn damage to the character, and remove all Bleeding tokens. This attunement is always available to a character equipping a pyromancy catalyst, and does not occupy a <b>POT</b>
Conflagrate	-	1	4	2	Inflict an enemy within 1 + <b>PWR</b> hexes with Blazing
Engulf Weapon	-	1	6	2	Add <b>PWR</b> /2 rd Burn damage to a melee weapon's attacks for this Round
Explosion	-	3	5+	2D	Deal <b>PWR</b> + Burn damage to all hexes within a 2-hex deep full-moon pattern centered on the character
Fireball	-	2	5+	3	A hex within 8 tiles becomes the impact tile for a 4-hex blast angled away from the character. Deal <b>PWR</b> + Burn damage to all enemies in that area of effect
Fire Orb	-	1	3+	2	Deal <b>PWR</b> + Burn damage (max 4) to an enemy within 8 hexes
Flame Burst	-	1	4	2	Deal 1 + <b>PWR</b> Burn damage in a 1-hex cone
Flame Cannon	-	2	7	4	Deal 2 + <b>PWR</b> Burn damage in a 4-hex wave
Flame-touch	-	-	1	1D	Deal <b>PWR</b> Burn damage to an adjacent enemy. This attunement is always available to a character equipping a pyromancy catalyst, and does not occupy a <b>POT</b>

Name	Req	Int	FP	SP	Effects
Flamewave	-	3	8	2D	Deals $2 + \text{PWR}$ Burn damage in a 6-hex cone
Flame Whip	-	1	4+	3	Deals <b>PWR+</b> Burn damage to all hexes in a 4-hex straight or snaking line
Flash Sweat	-	1	4	1D	Remove up to 4 unassigned Poison damage tokens
Glowing Aegis	-	2	5	1D	<i>Reaction.</i> Any enemy who places damage tokens on the character's <i>Shield Up!</i> token from melee this <i>counterbeat</i> is afflicted with Blinded.
Immolate	-	2	6	4	Turns a 3-hex blast area into a Fire hazard for the rest of the encounter. Any entity that enters that hex suffers 3 Burn damage. Only one such zone can exist at a time and it will not convert pre-existing special tiles
Overpower	-	3	5	3	May immediately roll up to 3 additional <b>SP</b> Dice to be used this Round only. Take 2 <i>Inevitable</i> Burn damage for each <b>SP</b> Die added in this manner
Sacrificial Flame	-	3	5	2	Increases the <b>PWR</b> of Pyromancy attunements by 1 for this Round. Take 2 <i>Inevitable</i> Burn damage
Searing Vengeance	-	2	6	F	<i>Reaction.</i> Take 2 <i>Inevitable</i> Burn damage. All enemies attacking the character in melee this <i>counterbeat</i> take 2 <i>Inevitable</i> Burn damage. Activating this attunement is done at the start of the <i>counterbeat</i> , and does not use the reaction for any attacks
Stoke Ember	-	-	1	1D	The catalyst becomes a light source until the next <i>short reprieve</i> . This attunement is always available to a character equipping a pyromancy catalyst, and does not occupy a <b>POT</b>
Temper Flesh	-	2	6	3	Increases <b>P.DEF</b> by 2, and Fist deals double damage for this Round

## 6.3 Sorcery

Sorcery is the classic, controlled application of magic energy according to academic principals. It provides a great deal of variety and power, but requires years of study on top of an already brilliant mind.

Name	Req	Int	FP	SP	Effects
Barrier	INT: 14	2	6	4	A straight or snaking line of 4 adjacent hexes on the map becomes full-cover obstacles. The line may be angled in any direction. Only one such wall may exist at a time
Blinding Light	INT: 10	2	4	2	Inflict Blinded on any enemies in a <b>PWR</b> -hex cone
Blink	INT: 16	1	5	1D	The character moves instantly to any available hex
Clever Disguise	INT: 11	1	4	1D	The character's tile becomes concealment. This tile returns to normal when the character commits an action or reaction
Dazzle	INT: 12	1	4	3	Inflict Stun on an enemy within <b>PWR</b> *2 hexes, and at least 3 hexes away
Enchant Shield	INT: 16	2	2	1D	Adds 1 Def and 2 Stab to a shield, and allows it to block multiple Magic tokens, for the Round
Enchant Weapon	INT: 16	2	5	1D	Change a melee weapon's damage type to <i>Magical</i> for the Round, and increases damage by 1
Escape	INT: 14	2	3	4	Remove all conditions besides Knockdown from the character that prevent movement, such as Frozen
Fiddle	INT: 14	1	7	1D	Open any locked door or chest, unless it is marked as immune to this spell
Magic Arrow	INT: 10	1	2	2	Deal 2 Magic damage to an enemy within <b>PWR</b> *3 hexes. This spell is <i>Lock-On</i>
Magic Arsenal	INT: 18	3	5+	4	Summon <b>PWR</b> missiles that can attack any enemy within 5 hexes for 2+ Magic damage. Each missile may be individually targeted. Any number of the missiles may fire as a free <i>Reaction</i> during the next <i>counterbeat</i> . All missiles disappear at the end of the next <i>beat</i> .
Magic Greatbolt	INT: 14	1	3+	3	Deal <b>PWR</b> + Magic damage to an enemy within <b>PWR</b> *2 hexes. This spell is <i>Lock-On</i>
Magic Nova	INT: 16	2	3+	2D	Deal <b>PWR</b> + Magic damage in a full-moon pattern centered on the character
Magic Projection	INT: 16	1	3+	4	Deal <b>PWR</b> + Magical Pierce damage in a 5-hex straight or snaking line

Name	Req	Int	FP	SP	Effects
Magic Wave	INT: 18	2	5+	2D	Deal <b>PWR</b> + Magical Crush damage in a 5-hex wave
Magic Zephyr	INT: 15	1	3+	3	Deal <b>PWR</b> + Magical Slash damage to 3 adjacent hexes in a half-moon formation
Mindwipe	INT: 24	3	7	2	Exhaust 1 entry on the encounter table for this Round
Phantasm	INT: 17	2	5	3	<i>Reaction.</i> Enemies treat an adjacent tile as if the character occupied it for this <i>counterbeat</i>
Repair	INT: 18	1	7	2D	Repair all Broken equipment on the character sheet and clears all Durability sinks
Shimmer-shield	INT: 20	2	5	4	<i>Reaction.</i> This <i>counterbeat</i> , the character gains a <i>Shield Up!</i> token with Def 4 and Stab 8 that replaces any token already present. <i>Guard Break</i> from this token will not Stun or Flinch the character. Remove this token at the end of the <i>counterbeat</i>
Spook	INT: 15	1	4	2	Inflict 1 visible enemy with Fear
Summon Wisp	INT: 12	1	1	1D	Summons a light source until the next <i>short reprieve</i>
Turning	INT: 18	3	7	3	<i>Reaction.</i> This <i>counterbeat</i> , all spells and ranged attacks instead target their own shooter
Weightlessness	INT: 14	1	5	2	The caster may ignore the effects of hazard tiles for this Round

## 6.4 Miracles

Miracles are chants that summon divine aid, and are always accompanied by the ringing of chimes. The rituals require little concentration, but are tiring.

Name	Req	Int	FP	SP	Effects
Blessing	FTH: 10	1	X	-	Character may re-roll <b>SP</b> Die each Round of this encounter for 2 <b>FP</b> each, immediately after rolling the <i>stamina pool</i> . Remember that re-rolls are once-per-die and the second result is final
Bless Weapon	FTH: 14	1	4	4	Add <b>PWR</b> /2 <i>rd</i> Smite damage to a melee weapon's attacks for this Round
Boon	FTH: 12	1	3	2	Remove damage from 1 <b>HP</b> slot at the end of this Round, non-cumulative
Chain Lightning	FTH: 20	2	4+	5	Deal <b>PWR</b> + Smite damage to an enemy within 4 hexes. May attack another enemy within 4 hexes of that target, and so on, as long as each “jump” of the attack targets an enemy within 4 hexes.
Emit Force	FTH: 15	2	4	4	Inflict Knockback 2 and Knockdown on all adjacent enemies
Exorcise	FTH: 13	1	3	4	Deal <b>PWR</b> *2 <i>Inevitable</i> Smite damage to an <i>Undead</i> enemy within 4 hexes
Gross Incandescence	FTH: 20	3	5	2D	Inflict Blinded on all enemies within a 6-hex deep full-moon pattern
Guidance	FTH: 14	1	4	3	Increases the range of all non-magical ranged attacks by <b>PWR</b> hexes for 1 Round, and grants them <i>Lock-On</i>
Healing	FTH: 10	1	4+	2D	Remove <b>PWR</b> + damage tokens from the character's <b>HP</b> slots
Hope	FTH: 10	1	3	2	Summons a light source until the next <i>short reprieve</i> . Character also gains 1 <b>D.DEF</b>
Hurl Lightning	FTH: 12	1	2+	4	Deal <b>PWR</b> + Smite damage on an enemy within 7 hexes
Mercy	FTH: 16	2	5	4	Remove Bleeding and any unassigned damage tokens from the character sheet
Purity	FTH: 16	1	5	3	Character gains 3 <b>D.DEF</b> for this Round
Rescue	FTH: 12	1	6	3	The character moves instantly to any available escape tile. If no escape tiles are present in the encounter, the character may Move 5 ignoring any enemies or hazard tiles

Name	Req	Int	FP	SP	Effects
Sanctuary	FTH: 20	3	6	2D	<p><i>Reaction.</i> All adjacent enemies suffer 1 <i>Unsinkable Knockback</i>.</p> <p>No enemies may enter any hex adjacent to this character, and no non-magical ranged attacks or ranged melee attacks may be made against this character this Round.</p> <p>The character will Pass for the round upon activating this attunement</p>
Strength	FTH: 14	2	3	F	The character may remove <b>PWR</b> damage tokens from <i>Shield Up!</i> at the beginning of each Turn for this Round
White Vengeance	FTH: 18	2	6	2	<i>Reaction.</i> All enemies that inflict damage on the character this <i>counterbeat</i> suffer <b>PWR</b> Smite damage
Witchward	FTH: 16	1	5	2	Character gains 2 <b>M.DEF</b> for this Round
Wrath	FTH: 22	3	7+	2D	Deals <b>PWR</b> + <i>Undodgeable</i> and <i>Unblockable</i> Smite damage to all enemies
Vow of Silence	FTH: 16	2	5	3	All entities, including the character, are afflicted with Mute

## 6.5 Witchery

Witchery is a catch-all term for the black arts. It includes casting hexes, and summoning otherworldly favors. A practitioner of witchery must be both intelligent and disciplined to avoid meeting a terrible fate.

Name	Req	Int	FP	SP	Effects
Blinding Hex	INT: 10 FTH: 8	1	3	4	Inflict Blinded on any visible enemy
Blood Burst	INT: 12 FTH: 8	1	3	3	Deal <b>PWR</b> <i>Unblockable</i> and <i>Undodgeable</i> Bleed damage to an enemy within 7 hexes. If this attack defeats that enemy, all adjacent tiles to that enemy receive <b>PWR</b> Bleed damage
Bloodseep	INT: 14 FTH: 8	2	5	4	Deal 4 <i>Unblockable</i> and <i>Undodgeable</i> Bleed damage on all enemies within <b>PWR</b> *3 hexes
Charming Hex	INT: 15 FTH: 8	2	6	3	Inflict <b>PWR</b> /2 rd Charm tokens on one enemy within 2 hexes
Consume	INT: 8 FTH: 11	2	4+	4	Deal <b>PWR</b> + Slash damage to an adjacent enemy, and clear damage tokens from <b>PWR</b> +/2 rd <b>HP</b> slots
Dark Hail	INT: 8 FTH: 12	1	3+	4	Deal <b>PWR</b> + Dark damage in a 4-hex wave
Dark Orb	INT: 8 FTH: 10	1	2	3	Deal <b>PWR</b> Dark damage to an enemy within 7 hexes. This spell is <i>Lock-On</i>
Doubting Hex	INT: 14 FTH: 8	1	4	3	<i>Reaction</i> . Active enemy cannot resolve its first conditional behavior this <i>counterbeat</i>
Eclipse	INT: 13 FTH: 13	2	6	2D	The encounter gains darkness for the Round
Fog	INT: 12 FTH: 8	1	5	4	All tiles in a full-moon zone become concealment. Only one such zone can exist at a time
Gnawing Maw	INT: 8 FTH: 12	2	5	4	Deal <b>PWR</b> /2 rd <i>Unblockable</i> Crush damage, 2 Bleed damage, and Fear to a 3-hex blast within 7 hexes
Heartfrost Hex	INT: 11 FTH: 8	1	4	3	Inflict Frozen on any visible enemy
Hobble Hex	INT: 10 FTH: 8	1	3	2	Inflict Slow on 1 enemy within 8 hexes
Inflict Pain	INT: 8 FTH: 8	1	2+	2	Deal <b>PWR</b> + <i>Unblockable</i> and <i>Undodgeable</i> Bleed damage to any visible enemy
Maddening Hex	INT: 12 FTH: 8	1	5	3	Inflict <b>PWR</b> /2 rd Maddened tokens on an enemy within <b>PWR</b> hexes

Name	Req	Int	FP	SP	Effects
Poison Spray	INT: 8 FTH: 8	2	4	3	Deal <b>PWR</b> *2 Poison damage in a 4-hex cone
Red Curse	INT: 16 FTH: 16	3	8	5	<i>Reaction.</i> This <i>counterbeat</i> , all damage inflicted on the character is also dealt to the attacker with <i>Inevitable</i>
Rusting Hex	INT: 14 FTH: 8	2	5	3	A visible enemy within 5 hexes suffers <b>PWR</b> /2 rd Breaking damage
Scenting	INT: 8 FTH: 12	2	4	4	Targets any visible enemy. For each Bleed damage token assigned to <b>HP</b> on that enemy, it suffers an <i>Unblockable</i> and <i>Undodgeable</i> Dark damage token.
Wailing Wind	INT: 8 FTH: 12	3	4+	5	Deal <b>PWR</b> + <i>Unblockable</i> and <i>Undodgeable</i> Dark damage and inflicts Fear in a 4-hex cone
Walk in Shadow	INT: 10 FTH: 10	1	4	3	The character is always considered to be in concealment for this Turn
Walpurgis	INT: 14 FTH: 14	3	6+	2D	If the encounter is in darkness, all enemies that are not <i>Undead</i> take <b>PWR</b> + <i>Unblockable</i> and <i>Undodgeable</i> Dark damage
Web	INT: 10 FTH: 10	2	5	4	Inflict <b>PWR</b> /2 rd Netted/Webbed tokens on all enemies within 3 hexes
Wicked Weapon	INT: 8 FTH: 11	1	5	4	Add <b>PWR</b> /2 rd Dark damage to a melee weapon's attacks for this Round

## 7 Afterword

While *Fires Far Away: A Solitaire Journey* will be released alongside the *Everloyal* companion scenario (with additional scenarios forthcoming), any hobbyist game designer can use the highly modular rules found within this corebook to create their own adventures. The flexibility of the encounter system and the simplicity of the CYOA format should allow any reader with a taste for game design to channel their creativity into an interesting scenario. And for the players, each new scenario will join a collection of adventures unified under a familiar pen & paper system.

When embarking upon the labor of writing a scenario, it would be wise to:

- Play all the way through the companion scenario first. Ensure that you understand the encounter mechanics and how it feels to interact with them.
- Before planning out an entire scenario, begin by designing a few test encounters and playing through them yourself.
- Feel free to modify the rules and add new statistics, attunements, damage types, conditions, etc.
- If you alter the character's Primary Statistics or Distributary Values, it would be polite to create new character and status sheets for players to track them with.
- Can you design an encounter wholly different from what you've already seen? How far can you stretch this system? Does it always need to be combat?
- Get creative with your setting. Not every scenario needs to be a Dark Medieval Fantasy. What other sorts of adventures can you come up with?
- Clearly dictate all actions, rules, and their exceptions to the player. This is the only section of the scenario book where you should leave little room for imagination.

- Your scenario can only benefit from rigorous playtesting with various types (and Soul levels) of characters.

This corebook is a living document. Common issues, questions, and quality-of-life improvements will be tracked in the following Version History section. Lastly, always defer to the "house rules" of the scenario book over anything found in this corebook.

Enjoy your game!  
- John Conway

## 8 Version History

2/15/2021 - 0.98

- Re-write of the enemy behavior section for clarity
- Vault now allows characters to leap over hazards in addition to half-cover
- Clarified that enemies with a preferred distance may Move away from the character
- Guts can be activated while Muted
- Clarified that attunement requirements are for activation, not equipping them (in preparation for Secrets/Revelations system)

12/31/2020 - 0.97

- Increased dagger DEX scaling across the board
- Stopped referring to scenario books as "booklets" after assessing the length of *Everloyal*
- Re-added the Lower Shield action to Free action
- Kick now Stuns knocked down enemies
- Changed how Shield Bash and Shield Ram work
- Fixed table formatting
- Removed confusing references to "base damage", except when referring to a weapon's minimum possible damage during the gameplay example

12/20/2020 - 0.96

- Major overhaul and streamlining of the encounter system
- Free actions can no longer be taken last
- Removed Lower Shield
- *Shield Up!* SP cost now dependent on the shield's Defense

- Unequipping a shield no longer clears it of damage
- Clarified rules of *Guard Break*
- Changed Bonus and some Defense scaling to have a minimum and threshold requirement
- Clarified that *Shield Up!* can block any damage type
- Fixed issues with record sheet and added more writing room (and a separate section for permanent notes)
- Reduce weapon scaling upgrades across the board
- Removed concept of weapon upgrades (for now)
- Burn damage is no longer trickling
- Clarified rules of Maddened
- Changed Bleeding to a constant 1 damage
- Changed Bleed to 2 damage per Turn maximum
- Rounding no longer specifies a direction, but is instead to the nearest whole number
- Fixed instances where Pouches were referred to as pockets
- Removed Disarm
- Expanded Take Aim
- Withering is now a condition, not damage
- Clarified unassigned damage and most conditions are removed after an encounter
- Replace Pass with Gasp & Pant
- Changed how Shieldbreak works
- Two-handing no longer provides bonus damage
- Light Attacks and Heavy Attack are now dependent on 1H or 2H

- Added hyperlink references to rule mentions
- New equipment tables
- Fixed several issues with LaTeX formatting

#### **II/30/2020 - 0.95**

- Clarified ranged attack rules
- Removed facing/direction mechanic
- Removed special effects for most damage types
- Overhaul of shields
- Free actions now limited to once per *beat*
- Backstab changed to a special attack
- *Drop!* is now a Free action
- Reduced cost of *Get Up!*
- Swap Grip, Swap Weapon Sets, Sheathe, and Unseathe have been combined into the Swap Equipment action
- *Shield Up!* is now a Simple action
- Changed average starting stat score to 7
- Rebalance of all equipment, attunements, and statistics to account for the new average stat score
- Switched **P.DEF/RES** to **VIT/END** stats
- Stun rebalance
- Hand slots are no longer particular to certain hands
- Added Bash

#### **II/5/2020 - 0.94**

- More equipment and attunement rebalancing
- Shields overhaul (again)
- *Shield Up!* is now **SP 2**
- **SP** floor changed to 4, ceiling changed to 12
- Fixed map orientation

- Souls section added to character sheet
- Souls are no longer *Carried* items
- Move is no longer limited to a single **SP** Die
- Parry now inflicts 2 Stun so that the character has the opportunity for a double damage attack
- Doru, Trident, and Spear no longer get Wep **SP** cost for "Attack, Guarded"
- Pike and Dragonspear no longer get Wep **SP** cost for Thrust

#### **II/2/2020 - 0.93**

- More equipment and attunement rebalancing
- Added new method for ranged attacks, and visual example
- Added visual example of area of effect attacks being blocked
- Added Trick Shot attunement to Guts
- Added White Vengeance and Strength Miracles
- Blazing can no longer be *sunk* using **F.DEF**
- Switched Stunned and Staggered
- Changed Poison to just be a less threatening version of Toxic
- Added maximum scale-ups to weapons
- Change S-grade weapons to a 6 threshold

10/31/2020 - 0.92

- Added quick reference sheet for encounters
- Added Drain and Grappled/Eaten conditions
- Added Disoriented and Stunned conditions (and **RES** sink)
- The minimum **SP** dice for any **END** score is now 5
- Change reactions to hinge on enemy attacks, not the *counterbeat*
- Lowered **DB** threshold to 10
- Kick is now an attack
- Fend and Tinker are now reactions only
- Fend cost changed to Wep<sup>\*2</sup>
- Puncture no longer inflicts Breaking damage
- Added the Pulverize special attack
- Ranged weapons ranges reduced again
- Added Venomwood Wand
- Removed Writ
- Added several new attunements
- Weapon scaling limited to 4x per stat
- Weapon upgrading limited to 4x
- Witchery stat floor changed to 10
- More equipment and attunement rebalancing
- Added visual aid for ranged attacks
- Divorced ranged attacks from straight & snaking

10/26/2020 - 0.91

- Equipment and attunement balancing run
- Reduced DEF bonuses of many armor and outfits
- Toned down Sunlit and Moonlit Flasks
- Reduced range of all ranged weapons
- One-handing two-handed weapons changed to double **STR** requirement
- Two-handing weapons changed to a flat increase of 1 base damage
- Special effects of Burn, Slash, Smite, and Dark damage reduced to /3
- Added Breaking damage
- Changed Crush damage's special effect to Stagger on 4 hits
- Changed *Shield Up!* to clear tokens at the end of the Round
- Lower Shield now clears damage from the token but disallows gaining *Shield Up!* again
- Added the Shieldbreak special attack
- Added more equipment
- Fend can be used as a reaction
- Sprint can no longer be used as a reaction
- Free-Hand Drink **SP** cost increased back to 6
- Take Aim only ignores small shields
- Backstab **SP** cost reduced to Wep+1
- Puncture now inflicts Breaking damage
- Changed **FB** to **ATT** /15
- **RES** and **P.DEF** changed to /14
- Various typos and corrections

**10/19/2020 - 0.9**

- Actions overhaul, introduced Simple, Dynamic, Double, and Free as concepts
- Quarterstaff now lists "Riposte" not "Parry"
- Cleave now requires greater than 2 base damage
- Take Aim now gives attacks within the original range *Unblockable*
- Clarified two *counterbeats* for a passed *beat*
- **EQP** changed to **END** - 2
- Changed *Dodge!* costs and requirements
- Increased weight of shields
- Reduced effectiveness of shields across the board
- Rebalanced attunements
- Poise now protects against Flinch, but not Stagger
- Added **FP** regen to the preparation phase
- Prayers renamed to Miracles
- Added several new conditions
- Clarified that ranged melee attacks can go over half-cover
- *Doom events* or now resolved in the preparation phase immediately after the *round tally* is incremented
- Many preparation phase events moved to the wake phase for clarity
- Knockdown now allows entities to move over tiles containing knocked down entities
- Move actions can now be overspent
- Limited some attack overspending
- Added numerous new equipment
- Various typos and corrections
- Added Afterword section
- Changed the Hexagon-Tiled Map to horizontal orientation

**09/27/2020 - 0.8**

- Initial public release

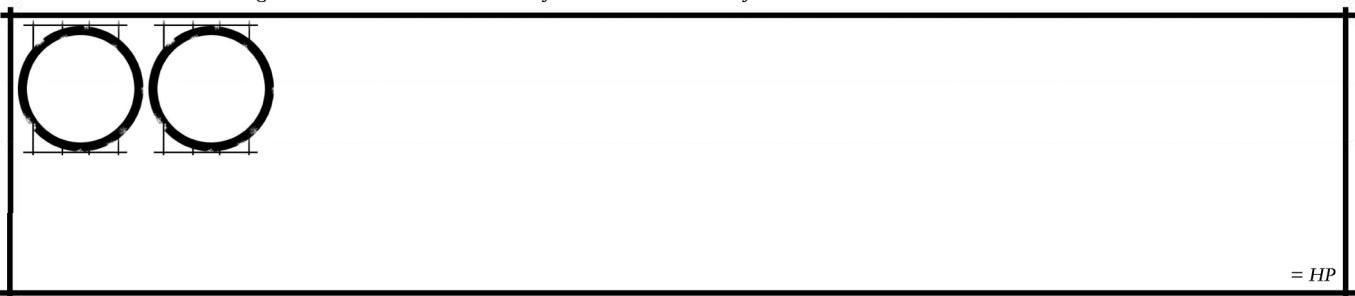
# FIRE FAR AWAY

A Solitaire Journey

## Status Sheet

### Health

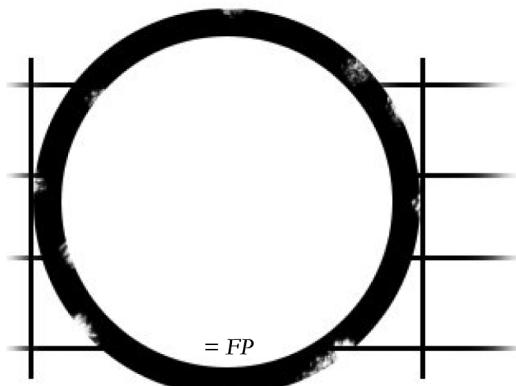
Place damage tokens in HP slots. The character is defeated when all HP slots are filled. Draw additional HP slots as needed



### Focus

Write the character's FP value in the circle

Deposit unspent FP tokens in the circle, up to a maximum of the written value



### Potential

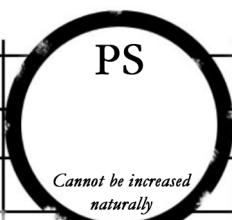
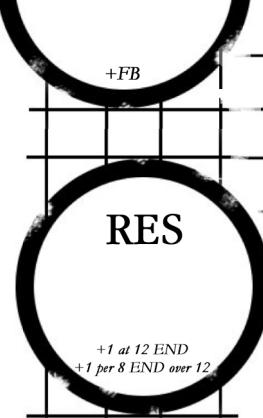
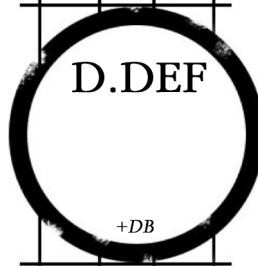
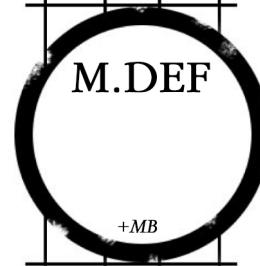
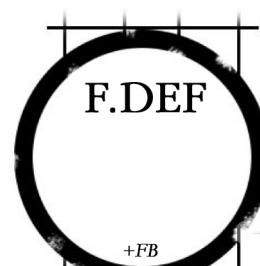
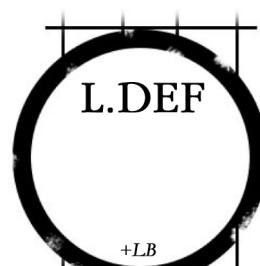
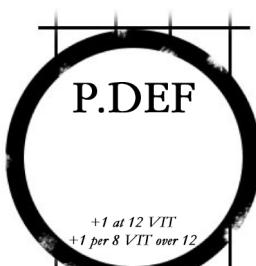
Enable the first POT at 7 ATT; draw an additional POT for each 3 ATT over 7

Write Attunements across the appropriate number of POTs for their Intensity



### Sinks

Write each Defense's value in the appropriate circle. Each sink may encapsulate damage tokens up to a maximum of its written value



### Stamina Pool

Place unspent SP dice in this box





# FIRESFAR AWAY

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## Record Sheet

## Notes

*Write notes along with their code like: xyz - text*

## !!Notes!!

## *Carried*

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

## Known Attunements

## Stash Contents

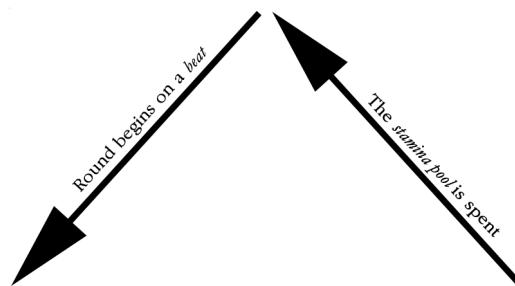
# FIRES FAR AWAY

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## Encounter Quick Reference Sheet

### ROUND

- + Increase *round tally*
- + Resolve *doom events*
- + Unexhaust encounter table(s)
- + Clear damage from shields and *sinks*
  - + Re-roll *stamina pool*
- + Remove *Time-Limited - Round* tokens from all entities



### Beat

- + Assign character's trickling damage
  - + Commit 2 actions:
    - 2 Simple
    - 1 Simple, 1 Dynamic
    - 1 Double
  - > And 1 Free action
- + Remove *Time-Limited - Turn* tokens from the character

### TURN

- + Assign enemies' trickling damage
  - + Roll on encounter table(s)
  - + Exhaust encounter rolls
  - > Unexhaust fully exhausted table(s)
- + Repeat for each enemy until all enemies have resolved their Turn:
  - Determine enemy's behavior
    - Move (if any)
    - Attack(s)
  - > Player may commit a reaction before each attack
- + Remove *Time-Limited - Turn* tokens from all enemies

Each *beat* must be followed by a *counterbeat*

0,0	0,1	0,2	0,3	0,4	0,5	0,6	0,7	0,8	0,9	0,10	0,11
1,0	1,1	1,2	1,3	1,4	1,5	1,6	1,7	1,8	1,9	1,10	1,11
2,0	2,1	2,2	2,3	2,4	2,5	2,6	2,7	2,8	2,9	2,10	2,11
3,0	3,1	3,2	3,3	3,4	3,5	3,6	3,7	3,8	3,9	3,10	3,11
4,0	4,1	4,2	4,3	4,4	4,5	4,6	4,7	4,8	4,9	4,10	4,11
5,0	5,1	5,2	5,3	5,4	5,5	5,6	5,7	5,8	5,9	5,10	5,11
6,0	6,1	6,2	6,3	6,4	6,5	6,6	6,7	6,8	6,9	6,10	6,11
7,0	7,1	7,2	7,3	7,4	7,5	7,6	7,7	7,8	7,9	7,10	7,11
8,0	8,1	8,2	8,3	8,4	8,5	8,6	8,7	8,8	8,9	8,10	8,11
9,0	9,1	9,2	9,3	9,4	9,5	9,6	9,7	9,8	9,9	9,10	9,11
10,0	10,1	10,2	10,3	10,4	10,5	10,6	10,7	10,8	10,9	10,10	10,11