

Attack Effects

On any Successful Attack Check you may gain an additional Attack Effect instead of Inflicting Damage.

Consistent Damage {1 Attack Effect} - Reroll Damage and take the highest result.

Major Damage {2 Attack Effects} - Roll the Damage again and increase the Damage Inflicted by that amount.

Shove {1 Attack Effect} - Target is moved directly away from you 2 Spaces or to the side 1 Space, Shove Costs {2 Attack Effects} for Ranged Attacks.

Knock Down {2 Attack Effects} - Target is knocked Prone.

Ensnare {1 Attack Effects} - Can only be used with Melee Attacks. Inflict the Stuck Condition on the Target. If the target leaves your Zone of Control it loses the Stuck Condition.

Break Free {1 Attack Effects} - End a Stuck Condition that was Inflicted by your Target.

Defensive {1 Attack Effects} - Attack Checks Targeting you Suffer a -1 Penalty until the start of your next turn. This can only be chosen once per Round.

Actions

Dash (2R) [NA] {1Physique} - Move a distance this Turn equal to your Movement Speed.

Block (AW) [RE] {1Resilience} - An Attack Check Targeting you Suffers a -2 penalty. This must be declared before knowing the result. An Attack Check can only be effected by Block once.

Disengage (AW) [NA] {1Discipline} - Prevent one Character from making any Opportunity Attack against you this Round.

Opportunity Attack (1R) [RE] {-} - You may make an Attack Check against a Character that is leaving your ZoC using their own movement.

Abbreviations

(PA) - Passive

(AW) - At Will

(xE) - x Per Encounter

(xR) - x Per Round

(SP) - Special rules

[NA] - Normal Action

[RE] - Reaction

[PR] - Prepared Action

{-} - No Cost

{#₁Yc#₂} - Cost Increases

{#₁Y||X} - Spend Y or X

{SP} - Special rules

Conditions

Bloodied - The Character Suffers a -1 penalty on all Checks. (Any Character with less than half of their Max Health is considered Bloodied)

X Bleed - At the start of your Turn you Suffer Vigor Damage equal to your Bleed. This Damage ignores Damage Reduction. At the end of your Turn reduce your Bleed by 1.

X Drain - Anytime you Strain you Suffer Vigor Damage equal to your current Drain. This Damage ignores Damage Reduction. At the end of your Turn reduce the amount of Drain on you by 1.

Helpless - All sources of Damage inflict their maximum amount of damage possible. To end the Helpless Condition you must spend {1Physique||Discipline||Resilience}.

Wounded - Suffer a -1 penalty on all Checks and all Inspiration Gained is reduced by half. The Wounded Condition is removed at the end of a Full Rest.

Frightened - Suffer -1 on all Checks while you can Perceive the source of your fear.

Terrified - At the beginning of your Turn you lose 1 Inspiration.

Prone - Attack Checks against you get a +1 bonus, Your Attack Checks have a -1 penalty, and all Movement is considered Difficult Movement. To end the Prone Condition you must spend {1Physique||Discipline||Resilience}.

Stuck - Movement Speed is 0 Spaces and you can not remove the Prone Condition.

Additionally, another Character adjacent to you can move you when they move. This movement is considered Difficult Movement.

Taunted - As long as you can Perceive the source of your Taunted Condition, all Abilities and Attack Checks that don't Target that source Suffer a -1 penalty. You can only have one instance of Taunted on you at a time.

Playing the Game

Vigor - Damage is taken from Vigor before Health. Full at the beginning of each Encounter.

Health - If a character's Health is reduced to 0 they are Dying. Recovered at the end of a Full Rest.

Strain - Straining can be used to Exert or to pay the cost of any Ability or Action that specifies a Cost.

Inspiration - You may spend an Inspiration instead of Straining an Attribute. This is considered Straining that Attribute for the sake of Abilities and Conditions.

Damage Reduction - When a Character Suffers Damage they prevent an amount of Damage equal to their Damage Reduction.

Environmental Damage - 1d4 for every vertical Space fallen.

Gear - Each Player Character has an amount of Gear determined by the Group's Influence Tier. Each Gear takes up one Inventory Space. After a Full Rest where it would be reasonable to acquire Gear, you may set your Gear to the amount determined by the Group's Influence Tier.

Unpacking Equipment - At any point you can spend a very brief time to go through your Inventory and Unpack Equipment. When Unpacking Equipment declare a specific Item of the Group's Influence Tier or lower and consume a number of Gear equal to the Inventory Spaces of the declared Item (a minimum of 1 Gear). Describe why your Character brought it along and how you acquired it.

Very Brief Time - Less than a Minute. In combat this is the initiating Character's next two turns.

Short Time - Less than an hour.

Long Time - Several hours.