

Rolling		
Roll	Result	Description
<4	Major Failure	The Attack misses, additional badness happens. The Game Master will determine its form
4-7	Minor Failure	The Attack misses
8-11	Minor Success	Inflict the Combat Technique's Base Damage
12-14	Moderate Success	Inflict the Combat Technique's Base Damage and gain 1 Attack Effect
15+	Major Success	Inflict the Combat Technique's Base Damage and gain 2 Attack Effects
Conditions		Other
<p><b>Bloodied</b> - Suffers a -1 on all Checks. (Less than half of max Health)</p> <p><b>Helpless</b> - All sources of Damage inflict their maximum amount of damage possible.</p> <p><b>Frightened</b> - -1 on all Checks while you can Perceive your fear.</p> <p><b>Terrified</b> - Lose 1 Inspiration at the start of your Turn.</p> <p><b>Prone</b> - Attack Checks against you get +1, Your Attack Checks get -1, all movement is Difficult. Strain {1P  D  R} to end.</p> <p><b>Stuck</b> - Speed is 0, cannot remove Prone. Adjacent Character can move you when they move as Difficult Movement.</p> <p><b>Taunted</b> - If you can Perceive the source, all Checks that don't Target source Suffer -1. Only one instance of Taunt at a time.</p> <p><b>Staggered</b> - All checks against you get +1. All Checks you Make Suffer -1.</p> <p><b>Dying</b> - Cannot only make Death Checks. All Attacks against them get +1.</p> <p><b>Wounded</b> - Suffers -1 on all Checks. Gains Half Inspiration at start up Turn. Removed at Full Rest.</p> <p><b>X Vigor  Focus Drain</b> - Increase your relevant Drain by X. While you have Drain, anytime you Strain a relevant Attribute you Suffer Damage equal to your current Drain. At the end of your Turn reduce the amount of Drain on you by 1. A Character that has more Drain than its relevant Attribute is also Staggered.</p> <p><b>X Vigor  Focus  Health Bleed</b> - Increase your relevant Bleed by X. At the start of your Turn you Suffer Damage equal to your Bleed. At the end of your Turn reduce your Bleed by 1.</p> <p><b>Channeling</b> - The Character can not Cast another Invocation with a duration. Additionally, any time that Character Suffers Damage they must make a Simplified Casting Check. On Any Failure the Effects of the Invocation ends and the Channeling Condition is removed from the Character. Additionally, as a Reaction the Character can choose to end the Invocation and remove the Channeling Condition.</p>		<p><b>Inspiration</b> - You may Strain an Inspiration instead of Straining an Attribute. This is considered Straining that Attribute from Abilities and Conditions.</p> <p><b>Exerting</b> - When a Character wants to put in extra effort to increase the chance a Check succeeds they can choose to Exert that Check. To Exert a Check the Character Strains the Attribute being used for the Check before the Roll is made. For that Check you use 2d10 (instead of 2d8).</p> <p><b>How Often ( )</b></p> <p><b>(PA)</b> - Passive, you are always under the effect of this ability. If you meet the conditions specified it is in effect.</p> <p><b>(AW)</b> - At Will, this can be used as many times as you want.</p> <p><b>(xE)</b> - x Per Encounter</p> <p><b>(xR)</b> - x Per Round</p> <p><b>When [ ]</b></p> <p><b>[RE]</b> - Reaction, this Ability requires a trigger in order to be used, When the condition is met you can immediately use this ability, resolving before whatever triggered it.</p> <p><b>[NA]</b> - Normal Actions, can only used during your Turn. You may not initiate a Normal Action while Resolving another Normal Action or Reaction</p> <p><b>[PR]</b> - Prepared Action, you initiate the action as a Normal Action, the Action is not resolved until a specified condition occurs. If the condition is never met the Prepared Action is considered resolved and nothing happens. You may only have one Prepared Action Initiated.</p> <p><b>Cost { }</b></p> <p><b>{-}</b> - There is no cost required to do this.</p> <p><b>{Y  Z}</b> - You must Strain a total # of Y and Z resources in any combination.</p> <p><b>{#<sub>1</sub> Y#<sub>2</sub> Z}</b> - You must Strain #<sub>1</sub> amount of Y and #<sub>2</sub> amount of Z (e.g. {1V2F} means 1 Vigor and 2 Focus)</p> <p><b>{#<sub>1</sub> Yc#<sub>2</sub>}</b> - The first time you Strain #<sub>1</sub> of Y. For each time you use this again the cost increase by #<sub>2</sub> (e.g. {1Vc1} 1 Vigor the first time, 2 Vigor the second, and 3 the third)</p> <p><b>{SP}</b> - Special the text following this will provide the rules for what resources to Strain.</p>
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