

## BASICS

### ROLLING DICE

1. Whoever has the **least** amount of Fan Mail plus Wits declares their desired action first. Then follow in increasing order after that. Negotiate ties. GM characters always use their given Reaction Value. You then perform the actions in order of the highest Action Point totals.
2. While describing your action first declare your intent with the action.
  - a. Then declare and describe the Approach and Method in which you will take the action.
    - i. Approaches are the way that you handle a situation. Their value adds to your Active Dice Pool, and refreshes your Action Points by the value of the Approach. Each Approach has additional things that it does based upon which Approach is now made active.
      1. Force: Increases the Stress you do on your Action by 1 Success.
      2. Grace: You may change your declared action in a round without paying additional Action Points
      3. Wits: Recover additional Action Points +1 AP
      4. Resolve: Your Defense is +1 Higher
  - b. Then add dice from your Method
    - i. Your Methods defines in more detail the way in which you will meet a challenge. Add the value of your method to your Active Die Pool. The bonus your Method gives to your Active Die Pool also determines your base Defense for the round.
      1. Your Defense is the required number of success to inflict a point of Stress on your character. So if your Method die value is 2 your opponent needs to get 2 successes against you to do a point of stress, additional successes have no effect. Wagers should be used when you have larger dice pools.
      2. All Methods with 3 or more dice have a Flavor. When the Flavor of your version of the Method applies you gain a bonus die to your active die pool.
3. Build your dice pool, and spend any dice from your Active Dice Pool or Action Points required to perform the action.
  - a. To take a movement action or other minor action costs 1 AP
  - b. To add a Tag (usually from a piece of gear or a Stunt) cost 1 AP
  - c. Performing an Active Defense costs no AP, but you must remove dice from your Active Dice Pool
  - d. Performing a Direct Action costs 3 AP.
  - e. Changing your Action after you have declared it in the Initiative Phase costs 3AP
4. Players start off each scene with a number of Action Points equal to their starting first Active Dice Pool. And recover Action Points equal to the number of dice in the Approach they are declared to be using at the start of a round.
  - a. Using the same Approach in the following round Decreases the AP recover by 1.
  - b. Every time you use Declare the use of a new Approach at the start of a round you fill in one of the circles at the bottom of the Approach. Once you have a filled an equal number of circles in all approaches you gain +3AP at the start of the next appropriate round.

- c. If you fill 3 circles in all 4 Approaches, gain +3AP at the beginning of the next appropriate round as before. Then also erase all circles and gain 3XP.
5. Resolve actions in the order of who has the largest Active Dice Pool.
6. As you perform actions you will be pulling dice from your Active pool into your Direct Action, Wagers, and Defense pools as needed.
  - a. The Direct Action, Defense, and Wager pools are only built at the time you perform the corresponding action. And they are built in secret, only to be revealed when rolled (that is why you have a tent card).
  - b. Direct Action dice are rolled to take an action. Remove and roll a number of d6 from your Active Dice Pool. You need a number of successes equal to the Defense of your opponent, or the Achievement roll you are attempting to overcome. Additional successes above the Defense do nothing; additional success above the Achievement may be beneficial depending upon how that particular Achievement works. When a roll succeeds against the opponents Defense you get one point Effect (usually Damage).
  - c. Wagers are used to increase the Effect of a successful Direct Action roll. For each die set aside as a Wager you may spend it to increase the Effect of the action and/or add more narrative description. When you succeed on a Direct Action by overcoming an opponent's Defense each additional Wager may be spent to add a point of damage. Wager dice are not rolled they are spent to increase the value of an Effect.
  - d. Defense dice are rolled to increase your Defense on challenges made against the character. Dice are pulled from the Active Dice Pool when needed, and once rolled their success are added to your current Defense rating. This boost to your Defense will last against all attacks from one opponent (or group in the case of Mobs) until you build your next Active Die pool.
  - e. You may keep a number of die in your Active Die Pool, to carry over to the next round, equal to your current Approach. All dice from your Active Die Pool are lost at the end of a conflict.
7. Dice that roll a 1 or 2 are Failures and added to your Challenged Dice Pool. Dice that roll a 3, 4, or 5 are Successes! And dice that roll a 6 refresh your Action Point total, even above your maximum, but not above 15.
8. Once a Challenger declares an Attack each side will secretly grab dice from their Active Dice Pools. Once the pools are set the Attacker will roll their Dice and count successes. Defenders will roll the chosen number of Defense Dice and add the success to their Defense value. Defenders need not roll any dice, or take any dice from their Active Dice Pool if they wish, but they still must cover their Active Dice Pool and offer an out an empty hand when the challenge starts. If the Attacker gets at least a number success equal to the Defenders Defense, then the action is successful, and generates one Effect.
  - a. The value of an Effect is 1 if the action is successful, but the value may be increase by spending Wager dice.
  - b. Using Effect Dice
    - i. Do Stress to the target
    - ii. Create a Tag Equal to the value of the Effect. Tags are 1-3 word descriptions that your opponent can active to use against you. The opponent that created can use it freely against in this scene. After this scene, it costs 1AP; during the scene other opposition

may use it as well for 1AP.

- iii. Destroy a Tag. You may drain a number of dice from a Tag equal to the value of an Effect.

## 9. MODIFYING CHECKS

- a. The GM can alter the default challenge by removing 0-5 dice from your pool for External Challenges, and moving them to your Challenged Dice Pool. These dice are removed and represent the challenges in the environment for the task you are attempting to perform.
- b. For each die that is removed the GM must narrate one element that causes the complication. So "*Heavy Rain is Lowering Your Visibility and making it Difficult to Hear*" would remove 3 dice from your pool when attempting to eavesdrop on someone during a storm.
- c. Additional Internal Challenges can remove 0 or more dice from your pool and move them to your Challenged Dice pool. These dice can be removed due to effects such as Charging a Drama, a Power that makes its use more difficult, penalizing effects from your opponents or any other effect that does not come from environment, but from internal choices the character is making or events that happened to you.

## 10. MAKING ACHIEVEMENT TESTS

- a. Sometimes you need to make a check to overcome an obstacle in the story.
- b. Roll as usual and spend your Wagers to determine the level of Effect. But resolving the Achievement Test will have a mechanical result. See BUILDING ACHIEVEMENT TESTS.

## 11. OPPOSED CHECKS

- a. Sometimes it is not about doing something to your opponent, it is about doing something better than them. In this you need only Split your dice pool into Action dice and Wagers. Defense dice will not be needed. Whoever rolls the most successes will narrate their results and spend their Wagers first.
- b. If your opponent in an Opposed Check got 1 or more successes than you did, and you got at least one, you will discard half (rounding up) of your Wagers before narrating your results.

12. At the end of your action you will discard all of your Wagers if the action was unsuccessful. You may leave half of them (round up) for another round if it was a successful action.

## 13. STRESS

- a. You may take Stress equal to your Resolve before you are removed from a scene. This Stress can come from any number of sources (i.e. Physical injury, Social drama, financial destitution, etc.)
- b. You may have more than one Stress track through various character options. If you have an appropriate Stress track you may instead record Stress in that track instead. So things like Armor and Presence may help you to resist injury and social conflicts respectively.
- c. You also have three blanks to fill in and describe Harm that you take. When you choose to take a level of Harm you may reduce the Stress that you take by two, and then record a Tag describing the type of Harm that you take.
- d. Harm is a Black die that is added to your pools from now on until you are able to recover from the Harm. Harm is rolled and added as a success just like any other die, but it must be added to every pool. You may split multiple Harm dice between your Action and Defense pools at the GM's discretion.

- i. Harm does come with a complication. When a Harm die rolls a “1” you are immediately taken out, and gain a number of Plot Points equal to the number of Harm Tags on your character.

#### 14. RECOVERY

- a. At the beginning of the next GM phase you may erase all Stress and one Harm by spending a point of Fan Mail, and additional Harm by spending more Fan Mail.
- b. You take a Catch Your Breath Action for free at the end of any action scene, or by spending your action during a round of conflict.
  - i. Catch Your Breath - Spend a full turn and spend no Actions Points for anything other than Defensive Actions and recover +3AP. You cannot be at your normal Action Point Maximum when you perform this

#### 15. EARNING FAN MAIL

- a. At the end of a scene you may cash in 3 remaining Wagers for 1 Fan Mail. Wagers left at the end of a scene are then discarded. This is your last chance to do something with them.
- b. Through good role playing.
- c. By negatively invoking a Tag.
- d. You may have no more than 5 points of Fan Mail at any time.

#### 16. SPENDING FAN MAIL

- a. Spend one to recover 2 Action Points
- b. Spend them to recover 1 Point of Stress.
- c. Spend them to activate certain Stunts and Background Effects.
- d. Narrate a minor effect in the story. More Fan Mail can be spent for greater effects.
- e. Spend a point of Fan Mail to force a character to Charge one of their Dramas.

#### 17. TAGS

- a. Short and simple descriptions of something in a scene (object, mood, event, etc.). They are also used to describe the Dramas that make up a character.
- b. They may be used as part of an actions description either negatively or positively. When used positively they add 1 die to a characters die pool. You may add one Tag from a Drama, one from a scene, one from an Tag set up by a your or another character previously, and one from your Backgrounds. Additional Tags cost a Plot Point to use.

#### 18. DRAMAS

- a. Dramas are little bits that tell us about your characters emotions, beliefs, instinct, and history.
- b. Dramas need charging to be useful. At any time you may describe one or more of your dramas coming into play in a negative way. When you do this you will reduce your die pool is 3 dice. These dice are removed from your pool and added to your Challenged Dice pool, then mark one box on a related Drama with a “/”. Dramas can only be charged for a total of 3 points at any time (some abilities will increase this limit).
- c. Once a Drama has 1 or more points of Charge in it, a player may narrate an interrupt scene describing the effects of that Drama on the character. They then earn a point of Fan Mail, and mark a filled box with a “\” turning it into an “X”. During the player phase this can take any form of scene, but during the GM phase it will usually be best to limit it to a flashbacks or a quick side conversation.

- i. During this scene a player may make a number of rolls, equal to the number of Drama Checks they are erasing, to resolve a particular task they wish to accomplish, this cannot be an attack.
- ii. Once that scene is finished you gains a corresponding number of Fan Mail.
- d. If a Drama has 0 Charge at the end of a session, and was not used during the session, it must be re-written.
- e. If a Drama has three "X" in it, erase all them and mark 1XP.

#### 19. EARNING ADVANCEMENT

- a. Characters gain 1XP for every Fan Mail that they spend. Held Fan Mail does nothing.
- b. Every three dice that are added to the Challenge Dice Pool mark a check on the Challenged Dice Pool track and remove the dice from your Challenged Dice pool. Challenged Dice are basically penalty dice your character has paid over the course of an adventure, but as they build you earn check on this track. For every 3 checks you earn 1XP.

#### CHARACTER CREATION

1. Create a Name and your characters concept. Figure out who you are before you try and figure out what you can do.
2. Assign these (1, 2, 2, 3) values to your 4 Approaches Force, Grace, Resolve, and Wits in any order.
3. Give 5 different Methods a 1D rank. Then give one of them a Flavor
  - a. Flavor is an area of expertise within that Method that your character is most familiar with. When a Flavor applies you get +1D. Example: Sword Fighting would be a Flavor for the Fighting Method.
4. Come up with one Background for your character. Create and write down a new *Drama* that represents your characters history and experiences. Then pick any two Methods and add +1D to it.
5. Choose one Personality Theme, and write that down as a new *Drama*. These are meant to be reworded to fit the concept of your character. Then write the Trigger you have chosen along with the Personality.

##### **Anger**

*Trigger:* Whenever an opponent makes a roll against your Defense, whether successful or not, you gain +1AP

##### **Likes To Succeed**

*Trigger:* Gain +1AP every time you inflict stress on an opponent.

##### **Compassion**

*Trigger:* Gain +1D to your Active Die Pool for every time an Ally in the scene takes a point of Stress.

##### **Learner**

*Trigger:* Whenever you fail a roll entirely you may add all of the dice to your Challenged Dice pool.

##### **Fear**

*Trigger:* At the beginning of a scene, choose one foe that threatens you. Every time that opponent inflicts Stress (not for every point) on you or another play earn +1AP.

##### **Glory**

*Trigger:* You gain +1AP for Stressing Out an opponent in a Scene.

##### **Love**

*Trigger:* Choose one of the player characters; your character is in love with them. Every time that character takes a point of Stress you earn +1AP.

### **Self-Loathing**

*Trigger:* Gain +1AP every time you take a point of Stress.

### **Vengeance**

*Trigger:* Choose a Faction during character creation. You have sworn vengeance any other Connection that works with that Faction. If there is a Connection in a Scene that works with this Faction, you receive +2AP at the start of the Scene, +1AP for every point of Stress they do to you. If you fight them by yourself, this bonus goes to +4AP at the start of a scene and +2AP per point of Stress.

### **Ambitious**

*Trigger:* Write one of your Dramas to reflect your Ambition. When you erase three "X" from this Drama you earn a point of Fan Mail.

### **Non-Conformer**

*Trigger:* If someone spends a point of Fan Mail against you to either Charge a Drama or for a negative narrative effect, you get the Fan Mail afterwards.

### **Strong Character**

*Trigger:* You have an extra Drama beyond the usual 3, and all of your Dramas may have 4 Charges stored instead of 3.

### **Liar**

*Trigger:* You may anyone of your Connections against you instantly by lying to them. This erases any debt you have them...but, you know, they want to kill you know.

### **Trusting**

*Trigger:* When someone is lying to you, and follow through with believing their lies, all marks you would normally earn with Challenged dice, instead earn you Fan Mail.

6. Next choose one Profession Theme and write down a new *Drama* to represent it. As with Personality Themes these are meant to be rewritten to represent the character concept. You will then take the Ability and Benefit of the Profession Theme you have chosen.

### **Tactical Thinker**

*Ability:* You may spend 2AP to survey the scene and study any Achievements in a scene. When you do all players gain a +1D bonus on any Achievement rolls in the scene.

*Benefit:* You are used to being in charge, and have people at your command. You create a number of Connections equal to your Coax. These are your people, they are loyal to you, and no one can spend wagers or use risks to make them betray you.

### **The Boss**

*Ability:* You have authority; you are the one in charge. Work with the GM and the rest of the group to determine what you are the boss off. Create that Organization as a Connection. Other players that take you as a Connection, and when they take debt towards you they must pay it off with Fan Mail.

*Benefit:* You have a Staff for less savory and tedious duties; you may take debt with your staff to remove any damaged or maintenance like Tag.

### **Trained Weapon**

*Ability:* You have a Named Weapon and start with the Named Weapon Power.

*Benefit:* Your reputation as a warrior proceeds you. If you are ever in an antagonistic position toward another Player Character or a Named Connection, that character must set aside a number of dice into their Challenged Dice Pool from any risk against you equal to your Fight (or Shoot if your Names Weapon is ranged) -1.

### **Master of Information**

**Ability:** You have a number of additional Connections equal to your Prowl that is always looking for information about other people for you. You may take a point of debt with a Connection to make a Declaration about another person or Faction. You may not use this ability on other player character.  
**Benefit:** A number of times per session equal to your Know you may say that you know the events of any scene you were not a part of. You must declare this at the end of a scene.

### **Psychohistorian**

**Ability:** At the beginning of a session you may make a prediction about a particular conflict that may occur during that session, and write it down on an index card. You must be reasonably specific; it is up to the discretion of the GM and the group if your prediction is valid. If it is, you may give a number of dice equal to your Detect to anyone in the described event.

**Benefit:** You may give your Fan Mail bonus to other players. When you do, you earn the XP, and other character gains +3AP instead of +2.

### **Host**

**Ability:** Once per session you may call upon a Connection for a Tag that they do not actually have.

**Benefit:** You have one more Connection, and ever session may call upon a Favor that another player must fulfill before the end of a session. A Favor must be declared at the beginning of a session.

### **Protector**

**Ability:** You may take a Stress inflicted upon any other player when appropriate. Reduce the Stress by an amount equal to your care.

**Benefit:** You got people that are always watching for you and those you work with. Take a number of Connections equal to your Care, and may give them Sponsor Tag.

### **The Inventor**

### **The Operator**

### **The Technician**

7. Choose 2 Stunt Effects, and give it a Tag to name it.
  - +1D on rolls to a specific action, no matter what Approach or Method is used.
  - +2D on specific uses of an Approach and Method combination when overcoming an Achievement. This should be a rare instance of a particular situation.
  - Substitute one Method for another in specific situations when Appropriate
  - Take a new Flavor for a Method that does not have one.
  - Special. Any small benefit the character may have. Discuss with your GM.
  - Add a Trapping to a Method that it would not normally have.
  - Gain +2 Wagers for a specific effect when applicable. These Wagers are never actually added as Dice to your normal Wager Pool, so they cannot be carried over.
  - Take another Trigger effect. This stunt can only ever be taken once.
  - Reduce the Action Point cost for a specific circumstance of an action by -1AP.
  - Reduce a specific set of penalties for an action by 2D.
  - Get a Significantly more powerful effect, usually 3 times the value of any other Stunt, but it can only be used when you spend a point of Fan Mail.
  - Spend a point of Fan Mail to make a Scene Tag free for the duration of the Scene.
  - Gain an Expendable Track. These effects can be taken multiple times for the same effect. They can only ever be refreshed at the beginning of a session. Each track must be given its own name and theme.
    - 2 Boxes that each can be spent to gain +1D for a certain type of broad ranging effect.
    - 2 Boxes that can each be spent to Soak a certain type of Stress (Physical, Mental, Social, Vehicle)
    - 2 Boxes that can each be spend to gain +1AP when needed.

- Increase any other Stunt value by +1
- Gain a special benefit (discuss with the GM) when you roll additional success above an opponent's Defense. This will usually be a single use of another Stunt.
- Boost one type of Fan Mail reward by +1. Such as +1 Stress Recovery, +1 AP, Narrate specific type of greater effect, Boost another Stunt by +1, or force opponent to Charge 4 dice instead of 3.
- Ignore a negative Tag on a piece of gear for one scene. Such as "out of ammo"
- Your Reaction Value is considered +3 (no actual dice are added to your Active Dice Pool) for a particular type of conflict.
- Gain an additional narrative effect (usually placing a Tag) when you use a particular Method.
- Reduce the AP cost to perform certain types of Achievements -2AP to a minimum of 1AP.
- Increase the duration of a specific effect by either two more exchanges than it would normally have or by additional scene if it has that at as its duration.
- Figure out a rule that you can break for a point of Fan Mail with the GM.
- Spend Wagers that you have stored for effects outside of your turn. Such as spending them to soak damage for another characters Stress, or boost another players Direct Dice pool, or Defense Pool, or even their Wagers.
- Get an important piece of advice or info about a scene for a given subject area.
- Use another player's connection by spending charging a Drama.
- Use one of your Connections, to perform minor actions without the need to take Debt with them (run a simple errand, shopping, legal info gathering).
- Perform specific type of none attack action out of turn, or when you would not normally be allowed to attempt it.
- Delay the effects of losing a specific type of conflict until the next Scene. This is usually for failing to overcome an Achievement in a scene.
- Choose one minor type of affect, and when you spend an Action Point you may ignore its effect. (i.e. Poison, Elements, Status Effect) This may only ever be taken once.
- Increase your Defense for an Approach. This may be taking once for each Approach.
- Increase your Defense for a particular type of attack. This may be taken multiple times, but for additional types of attacks. Bonuses from this Stunt never stack with each other.
- Gain 1 additional Stress point. This may be taken 3 times.
- Increase your Maximum Action Point total by 1 point. This may be taken 3 times.
- Increase your starting Action Points in a scene by 1 point.

After character creation you may apply a limitation to a Stunt to reduce its cost in XP.

- Limiting the use of the Stunt to once per scene
  - Stunt only activates after taking a Harm Die
  - Stunt only activates by spend a Wager
  - Stunt only activates on the first attack/defense roll in a scene
  - Stunt only activates only in specific situations
8. Write down the name of a piece of gear, and give it a Tag, all pieces of gear get the Gear Tag in addition to any others for free.
  9. Choose one power. See Powers

## POWERS

A power is a special ability that characters learn as they advance. Each one allows a special effect to be used at the cost of a few Action Points. The names and themes of a powers only examples, each power may be renamed or themed to fit the character concept.



## **Banishment**

Type: Direct Action

Cost: 2 plus Target Eidolon Level in Action Points

Effect: This power must be directed against an eidolon, who is thereby automatically banished. This means that the eidolon returns to its home world with all of its wound circles marked. This power is costlier for higher-level eidolons. For example, banishing a Level 4 eidolon costs 6 Action Points.

## **Blaze**

Type: Direct Action

Cost: 3 Action Points

Effect: This Direct Action is now fire-based. You gain 4 bonus dice to roll in this Direct Action against an individual, 3 against a squad, or 2 against a swarm. Blaze cannot be combined with electricity- or frost-based powers and weapon effects.

## **Blindness**

Type: Direct Action

Cost: 2 Action Points

Effect: This power inflicts the Blinded condition on a character. Until this condition is cleared, the character has to discard 1 die from any roll that she makes (before she rolls the dice). This power does not work on squads or swarms (but see Mass Effect).

## **Body Drain**

Type: Direct Action

Cost: 4 Action Points

Effect: This power transfers stamina from the victim to the power user. The victim loses 3 Active Dice, and the power user gains 3 Direct Action Dice, regardless of defense. This power does not work on squads or swarms (but see Mass Effect). If the target only has 1 or 2 dice left in her Active Dice Pool, only those 1 or 2 dice are transferred.

## **Brighten**

Type: Direct Action

Cost: 2 Action Points

Effect: This power removes the Darkness condition from the area of the conflict.

## **Chain Lightning**

Type: Direct Action

Cost: 3 Action Points

Effect: This Direct Action is now electricity based. You gain 4 bonus dice to roll in this Direct Action against a swarm, 3 against a squad, or 2 against an individual. Chain Lightning can't be combined with fire- or frost based powers and weapon effects.

## **Conjure Darkness**

Type: Direct Action

Cost: 2 Action Points

Effect: This power inflicts the Darkness condition on the area of the conflict.

## **Dispel**

Type: Direct Action

Cost: 2 Action Points

Effect: This power removes all of the following conditions from the targeted character:

Dark sighted Empowered, Quickened, and Shielded. This power cannot remove Named Weapon effects or passive powers.

## **Elemental Surge**

Type: Boost

Cost: 1 Action Points

Effect: This power adds 2 bonus dice to the effect of an elemental Direct Action power (Blaze, Chain Lightning, Firestorm, Frost Spikes, Ice Hurricane, and Zap).

### **Empower**

Type: Direct Action

Cost: 2 Action Points

Effect: This power grants the Empowered condition to a character designated by the power user. Until this condition is cleared, the character gains 1 bonus die to all Direct Actions.

### **Firestorm**

Type: Direct Action

Cost: 3 Action Points

Effect: This Direct Action is now fire-based. You gain 4 bonus dice to roll in this Direct Action against a swarm, 3 against a squad, or 2 against an individual. Firestorm cannot be combined with electricity- or frost-based powers and weapon effects.

### **Force Attack**

Type: Direct Action

Cost: 4 Action Points

Effect: This power adds 5 bonus dice to a Direct Action against any kind of opponent.

### **Spikes**

Type: Direct Action

Cost: 3 Action Points

Effect: This Direct Action is now (choose energy)-based. You gain 4 bonus dice to roll in this Direct Action against an individual, 3 against a squad, or 2 against a swarm. Frost Spikes cannot be combined with none matching energy based powers and weapon effects.

### **Guard**

Type: Maneuver

Cost: 1+ Action Points

Effect: After you use this power, any Direct Action against an ally that you dedicate when invoking this power must instead be directed at you. You can guard more than one ally by spending another Action Points for each additional ally. If someone makes a Direct Action against you, whether directly or redirected because of this power, the effect of this power ends at the beginning of your turn following that Direct Action.

### **Heroics**

Type: Achievement

Cost: 2 Action Points

Effect: This power adds 4 bonus dice to an achievement roll.

### **Ice Hurricane**

Type: Direct Action

Cost: 3 Action Points

Effect: This Direct Action is now frost-based. You gain 4 bonus dice to roll in this Direct Action against a swarm, 3 against a squad, or 2 against an individual. Ice Hurricane cannot be combined with electricity- or fire-based powers and weapon effects.

### **Leap Attack**

Type: Direct Action

Cost: 1 Action Points

Effect: This power adds 2 bonus dice to a Direct Action against an individual or 1 bonus die against a squad or a swarm.

### **Life Drain**

Type: Direct Action

Cost: 6 Action Points

Effect: This power transfers life force from the victim to the character using the power. The victim takes 1 wound, and the user heals 1 wound (if applicable), regardless of defense. This power does not work on squads or swarms (but see Mass Effect).

### **Life Transfer**

Type: Direct Action

Cost: 6 Action Points

Effect: This power transfers life force from the victim to a character designated by the player using the power (other than her own character). The victim takes 1 wound, and the designated character heals 1 wound (if applicable), regardless of defense. This power does not work on squads or swarms (but see Mass Effect). The character to be healed must either be present or be an eidolon of the character using the power (present or not).

### **Mass Effect**

Type: Boost

Cost: 1 or 2 Action Points

Effect: This power has two ways of boosting other powers used with the same action. First, for 1 Action Points, it allows the following powers to be targeted against squads and swarms: Blindness, Body Drain, Life Drain, Life Transfer, Poison, Power Block, Slow, Vampiric Direct Action, and Weaken. Second, for 2 Action Points, you can apply the effects of the following powers to 3 extra characters (individuals, squads or swarms) in addition to the original target: Dispel, Empower, Night vision, Quicken, Refresh, Restore, Rise of the Phoenix, and Shield.

### **Night vision**

Type: Direct Action

Cost: 1 Action Points

Effect: This power grants the Dark sighted condition to the characters designated by the power user, which works exactly like the Dark sight passive power.

### **Poison**

Type: Direct Action

Cost: 2 Action Points

Effect: This power inflicts Poisoned on a character. Until this condition is cleared, the victim loses 1 Direct Action die from her Direct Action pool at the beginning of her turn each round. The condition is automatically removed when the victim's Direct Action Pool is empty. This power does not work on squads or swarms (but see Mass Effect).

### **Power Block**

Type: Direct Action

Cost: 2 Action Points

Effect: This power inflicts Hexed on a character. Until this condition is cleared, the victim has to spend 1 additional Action Points for each power she wants to use. This power does not work on squads or swarms (but see Mass Effect).

### **Quicken**

Type: Direct Action

Cost: 2 Action Points

Effect: This power grants the Quickened condition to a character designated by the power user. Until this condition is cleared, the character gains 1 bonus die to all maneuvers.

### **Refresh**

Type: Direct Action

Cost: 2 Action Points

Effect: This power strengthens a character's stamina. The target's current number of Action Point in the character's Action Point pool is raised by 4, up to the maximum of the target's Action Point pool.

### **Restore**

Type: Direct Action

Cost: 2 Action Points

Effect: This power removes all of the following conditions from the targeted character: Blindness, Diseased, Hexed, Poisoned, and Weakened.

### **Rise of the Phoenix**

Type: Direct Action

Cost: 5 Action Points

Effect: This power can bring a defeated character back into the conflict. The target character heals 1 wound circle and can participate as normal, with her current Pool levels, and resuming her position in the order of turns. This power does not work on squads or swarms (not even in combination with Mass Effect). It does not work on characters that still have one or more unmarked wound circles (that is, characters that are not defeated).

### **Shadow Direct Action**

Type: Direct Action

Cost: 1 Action Points

Effect: This power adds 3 bonus dice to a Direct Action against an opponent who suffers the effects of the Darkness or Blinded conditions.

### **Shield**

Type: Action

Cost: 2 Action Points

Effect: This power grants the Shielded condition to a character designated by the power user. Until this condition is cleared, the character's defense is raised by 1.

### **Slow**

Type: Direct Action

Cost: 2 Action Points

Effect: This power inflicts Slowed on a character. Until this condition is cleared, all of the character's skill ratings are lowered by 1. This power does not work on squads or swarms (but see Mass Effect).

### **Spontaneous Gating**

Type: Direct Action

Cost: 2 Action Points

Effect: This character can open a spontaneous gate between Ghostfield and beyond. Spontaneous gating is only possible in Ghostfield proper (not the rest of Enendian or any other realm) and Beyond. This power counts as an action, but the character can simultaneously enter the gate and go Beyond (or return to Ghostfield) during this action. The gate remains open for 3 rounds, during which any character can spend a Direct Action to go through from either side.

### **Super Combo Direct Action**

Type: Direct Action

Cost: 1+ Action Points

Effect: This power allows the user to make a combined Direct Action with another character. For each Action Points you spend, a character of your choice gains a bonus die to their Direct Action this round. Your character now actively participates in that Direct Action, which probably includes all sorts of flashing lights, energy beams, tremors, thunderclaps, vaults high into the air, characters tossing each other at the enemy, and so on. You can combine this power with other Direct Action powers if you have the Action Points to pay for them.

### **Superior Power Control**

Type: Boost

Cost: 2 Action Points

Effect: This power allows the user to use a Direct Action power after rolling the Direct Action dice. The player first rolls for the Direct Action, then invokes this power and pays 2 Action Points plus any Action Points costs for the additional power(s) to be applied. Then the player rolls any dice granted by the power and adds them

to the Direct Action roll. This power also allows the use of Guard at the end of a Maneuver, after earning dice for the Maneuver.

### **Touch of Decay**

Type: Direct Action

Cost: 2 Action Points

Effect: This power inflicts Diseased on a character. Until this condition is cleared, the victim can no longer benefit from the powers Life Drain, Life Transfer, Rise of the Phoenix, or Vampiric Direct Action. This power does not work on squads or swarms (but see Mass Effect).

### **Vampiric Direct Action**

Type: Direct Action

Cost: 3 Action Points

Effect: If this Direct Action inflicts 1 or more wounds, the character using this power heals 1 wound. If the Direct Action does not inflict a wound, the effect evaporates. This power does not work on squads or swarms (but see Mass Effect).

### **Weaken**

Type: Direct Action

Cost: 2 Action Points

Effect: This power inflicts Weakened on a character. Until this condition is cleared, the defense of any opponents of the victim is considered to be 1 higher, but only against the victim. This power does not work on squads or swarms (but see Mass Effect).

### **Whirlwind Attack**

Type: Direct Action

Cost: 1 Action Points

Effect: This power adds 2 bonus dice to a Direct Action against a squad or 1 bonus die against a swarm or an individual.

### **Zap**

Type: Direct Action

Cost: 3 Action Points

Effect: This Direct Action is now electricity-based. You gain 4 bonus dice to roll in this Direct Action against an individual, 3 against a squad, or 2 against a swarm. Zap cannot be combined with fire- or frost-based powers and weapon effects.

## **NAMED WEAPON EFFECTS**

The affects you can place on Named Weapon Weapons are listed below with the number of effect slots they take up. Each effect can only be placed once on each weapon (for example, you cannot have Area Direct Action twice on the same weapon).

### **[1] Area Direct Action**

You gain 1 bonus die to all Direct Action rolls against swarms.

### **[1] Container**

This weapon can store 1 Action Points, which you must place there when you earn Action Points. This allows you to have access to an additional Action Points above your Pool limit, and the Action Points remains in the weapon after the conflict is over (that is, it is not subject to the halving of your Pool). If you stop using this weapon (you switch or are disarmed) and have an Action Points in the weapon, you cannot access it until you've recovered or reequipped the weapon.

### **[1] Elemental Force**

Double the bonus dice you get from elemental auras (Fire Aura, Frost Aura, Shock Aura) and absorption effects (Fire Eater, Frost Eater, Shock Eater).

### **[1] Element Eater \*(choose one)**

Whenever an enemy makes a Direct Action roll against you that is element-based, you gain 1 Action Points, whether the Direct Action succeeds or not.

[1] **Element Aura** \*(choose one)

Your attack is now element-based. Add 1 bonus die to your Direct Action rolls. If you have another element on your weapon, you need to pick which one applies before the Direct Action. This cannot be combined with elemental powers other than the chosen element-based ones.

[1] **Multi Direct Action**

You gain 1 bonus die to all Direct Action rolls against squads.

[1] **Pneumatic**

This item improves maneuverability beyond with air pressure thrusters. You gain 1 bonus die to all maneuvers and achievements beyond.

[1] **Power Direct Action**

You gain 1 bonus die to all Direct Action rolls against individuals.

[1] **Protection**

You benefit from the Shielded condition as long as you hold the weapon.

[1] **Returning**

The difficulty of retrieving this weapon after you have been disarmed is lowered to 6.

[1] **Shining**

The character is not affected by the Darkness condition. When doing a combined maneuver or combined achievement, this benefit counts for all of the other characters involved as well.

[1] **Toxin Immunity**

You are not affected by the Diseased and Poisoned conditions as long as you are holding this weapon.

[2] **Cursed**

When you inflict a wound on a character, you inflict the Hexed condition on your victim. This does not work against squads or swarms unless you have the Multi Direct Action or Area Direct Action effect on this weapon, respectively.

[2] **Haste**

You benefit from the Quickened condition as long as you hold the weapon.

[2] **Plague bringer**

When you inflict a wound on a character, you inflict the diseased condition on your victim. This does not work against squads or swarms unless you have the Multi Direct Action or Area Direct Action effect on this weapon, respectively.

[2] **Poisonous**

When you inflict a wound on an enemy, you inflict the Poisoned condition on your victim. This does not work against squads or swarms unless you have the Multi Direct Action or Area Direct Action effect on this weapon, respectively.

[2] **Weakening**

When you inflict a wound on a character, you inflict the weakened condition on your victim. This does not work against squads or swarms unless you have the Multi Direct Action or Area Direct Action effect on this weapon, respectively.

[3] **Banisher**

When you inflict a wound on an eidolon, it is automatically banished. This means that the eidolon returns to its home world with all of its wound circles marked.

[3] **Soul Action Points**

Every round at the end of the character's turn, she gains 1 Action Points. If the character's Action Pool already has hit its limit, this effect does nothing.

[4] **Ultimate Weapon**

This effect is customized for each character, consisting of five effect slots' worth of effects. A player can only choose the contents of this power once for her character. After that, it cannot be changed outside of drastic character developments.

The following are examples of Ultimate Weapons:

Elemental Vortex: Elemental Force, Fire Eater, Frost Eater, Shock Eater, and Shining.

Energy Nexus: Container, Protection, and Soul charge.

Exorcise: Banisher and Cursed.

Flaming Wrath: Area Direct Action, Elemental Force, Fire Aura, and Haste.

Freezing Vengeance: Elemental Force, Frost Aura, Power Direct Action, and Weakening.

Thunder slam: Area Direct Action, Elemental Force, Protection, Returning, and Shock Aura.

ROLLING ACHIEVEMENTS

BUILDING A CAMPAIGN FRAMEWORK

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