VALOR

THE HEROIC ROLEPLAY SYSTEM

AUSTIN MACKENZIE   ALAN GORDON

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Written by

Austin MacKenzie • Alan Gordon

Art

**Finni Chang • Zearyu • Milk+Ink • Alex Shriner
Kylee Henke • Missy Pena • Soo Shin**

Graphics and Layout

Stephanie Hahn-Wagner

Public Relations and Marketing

Jenna MacKenzie

Legal Counsel

William Hahn

TABLE OF CONTENTS

SAMPLE CAMPAIGN

APPENDICES

Welcome to Valor

Introduction

Welcome to Valor, the tabletop roleplay system based around building heroic characters that can do whatever you can imagine.

Valor's purpose is to allow you to duplicate the feeling of high-powered, fantastic settings in the tabletop format. The rules are intentionally made flavor-light and flexible so you can create any number of different atmospheres. The system is also made to be modular enough that you can build just about any conceivable character under the sun.

This system is not about reality. While the rules make passing nods to realism when warranted, for the most part it is willing to ignore them completely for the sake of the narrative.

Valor places a much higher emphasis on playing the role of the character than on the whim of the dice. While these rules perform the framework of the game, they are not absolute. The GM is free to make something happen that isn't codified in the rules, and encouraged to think of ways for players to do things that aren't codified in the rules. Valor is designed to allow players the ultimate freedom to create and play the way they want.

What you need to play

The Valor system is based off a single die, the 10-sided die (d10). The system uses primarily opposed rolls to resolve conflicts. Having a calculator for some of the damage numbers doesn't hurt, but is by no means necessary.

In addition, you will also need pencils and paper for character sheets, or if desired a laptop to track your character sheets digitally. The official character sheet presented at the back of the rulebook is viable for beginning players, but it can easily be recreated to make the most sense to the player using them.

Finally, a grid or battle map of some sort is all but essential for many of the tactical options presented here, as well as other dice or tokens to represent the characters. This system functions well in both square and hex grid format.

Creating a Character

Creating a character in the Valor system is all about concept. One of the most important aspects of the Valor system is the mechanics available can represent any number of ideas, and most of the extra details are added by you.

Say, for example, one player wishes to create an android, whereas another wishes to create a ninja warrior. Initially, this is represented in exactly the same way; both players will make a level 1 character. The difference is in the way the character is built. The first player will want to buy Skills based around toughness and Strength, whereas the second player will want to buy Skills based around Agility and swiftness.

The same applies for the formation of Techniques. The Valor system allows you to personalize your character's special moves and attacks, allowing you to create a truly unique character.

Another important aspect to remember when creating a character is your character is often going to be several cuts above an ordinary human (or whatever creature happens to primarily inhabit the setting you are playing in). They're stronger, faster, and more talented than most people going about their daily business. Be it through training or special abilities, the heroes are generally on an entirely different level of power than any normal inhabitant of the world.

Finally, it is important to determine where your character fits in with the rest of the party. Tabletop games are cooperative by nature, and there should be no "main" character – it's all about the party. While it's not necessary to have characters in your party that are good at different abilities present, it's usually a good idea to attempt to create a character that can fit in with a group dynamic and can contribute to the group or fill a gap or weakness that the other characters may have.

Base and Active Attributes

Base Attributes are the qualities that make up your character. It determines what your character excels at, and what they struggle with. Attributes are the core of your character's abilities; they are the most indicative of who your character is and what they are capable of. In game terms, they determine a number of statistics used within the game such as Health and Stamina. The available Attributes are *Strength, Agility, Mind, Spirit,* and *Guts*. They determine your raw physical strength, speed of movement, keenness of intellect, supernatural ability, and force of personality, respectively.

Active Attributes are the ones that see most use in play. Whenever you make a roll in Valor, you will add an Active Attribute to a roll. In many cases, you will have the ability to substitute an Active Attribute that is more desirable, or add special bonuses depending on the circumstances involved. The available Active Attributes are *Muscle, Dexterity, Intuition, Aura,* and *Resolve*, and they are all derived from the applicable Base Attribute and your Character level.

Assigning Base Attributes

At 1st level when creating a character, you start with 25 Attribute Points to be distributed among your 5 Attributes. At 1st level, no Base Attribute can exceed 8. A Base Attribute may never be lower than 1.

Calculating Active Attributes

An Active Attribute is calculated by adding your Base Attribute to your current Level, and then dividing by two (rounded up). Active Attributes can never be lower than 0.

STRENGTH AND MUSCLE

Strength is a Base Attribute that represents the power of your body, the force of your punches, and your hardiness and resistance to attack.

High Strength provides the following:

- Additional Health
- Higher Strength damage
- Higher Defense

Muscle

Muscle is the Active Attribute that keys into Strength. Muscle is rolled for all Strength-based Techniques and abilities. Muscle is calculated by adding your Strength and Character Level together and then dividing by 2 (rounding up).

Building a Strength-Focused Character

Strength characters are good at getting in close, soaking damage and giving as good as they get. The advantage of Strength is the Attribute gives a strong balance of offensive and defensive abilities. However, Strength-based characters have the least options for Ranged Attacks, and their defensive ability, Muscle Guard, ensures that even if they defend against an attack, they will still take a small amount of damage. Techniques based on Strength inflict Physical Damage, which is more effective against characters with low Strength or Guts.

You should build a Strength character if you want to be:

- Powerful
- Hardy
- Athletic
- Melee-focused

Strength and Other Attributes

When building a character based around high Strength, you want to select other Attributes that will complement your concept. Strength creates powerful characters, but it is limited in utility and needs other Attributes to compliment it.

Agility

Agility gives Strength characters the much-needed mobility that allows them to catch up with their targets. It also gives a number of Skill and Technique options to offer some added variety. However, Agility, like Strength, deals Physical Damage which can limit some combat options.

Spirit

Spirit gives Strength characters ranged and area of effect options as well as additional Stamina. Spirit deals Energy Damage, which gives characters a more effective option when dealing with high Strength and Guts characters. However, as it provides no additional Health or mobility, it can hamper some melee-focused characters.

Mind

Mind has many of the same advantages and disadvantages as Spirit. While Spirit is more focused on powerful blasts, Mind allows for more precision-based Techniques that won't unnecessarily damage allies, and gives some powerful Skills that allow a character to analyze their enemy's movements and exploit their weaknesses.

Guts

Guts has great synergy with Strength, making the character an unstoppable melee juggernaut that can soak damage for quite some time, as well as a number of defensive Skills to keep a character on their feet. However, it doesn't give any ranged attack or movement options, which can be a weakness to already melee-heavy characters.

Playing a Strength Character

Strength characters are notable for the high degree of physical feats they can accomplish. Even at low levels, Strength characters can lift huge amounts of weight and shatter wood with their bare hands. A Strength character excels in athletic endeavors by sheer brute force.

Agility and Dexterity

Agility is a Base Attribute that represents your gracefulness, ability to dodge and strike a foe successfully, and the speed at which you move.

High Agility provides the following:

- Determines Move
- Higher Agility damage

Dexterity

Dexterity is the Active Attribute that keys into Agility. Dexterity is rolled for all Agility-based Techniques and abilities. Dexterity is calculated by adding your Agility and Character Level together and then dividing by 2 (rounding up).

Building an Agility Character

Agility characters specialize in moving around the battlefield with impunity. Agility characters are strong in both melee and ranged attacks, giving them a lot of options in combat. In addition, Dexterity has a number of Skills that give them various tricks and maneuvers in battle. However, Agility does not give any defenses, making Agility characters the most fragile of any Attribute. The defensive ability Acrobatic Dodge allows a character to defend an attack without suffering any penalty, but should they fail to properly defend they take additional damage. Techniques based on Agility inflict Physical Damage, which is more effective against characters with low Strength or Guts.

You should build an Agility character if you want to be:

- Quick
- Mobile
- Versatile
- Stealthy

Agility and Other Attributes

Because Agility doesn't give any Health or Stamina; you will want to look at what other Attributes will help realize your character. Agility gives a character many options, but they must be handled with care.

Strength

Strength gives Agility characters much needed defense and Health. It also provides a few additional tricks for melee focused characters, but there tends to be a great deal of overlap with what Agility is already capable of doing.

Spirit

Spirit gives additional Stamina, and its powerful ranged options can give Agility characters a lot of synergy and variety. Spirit deals Energy Damage, giving characters the ability to hit a target where it hurts.

Mind

Mind has a number of Skills that synergize well with Dexterity. While its ranged attacks are not quite as potent, its greater finesse does still give a number of strong options to compliment an Agility character. As with Spirit, Mind's ability to deal Energy Damage allows characters to be selective with how they assault their foes.

Guts

The Health and defensive boosts Guts gives can be a great boon, giving Agility builds much-needed lasting power. Guts gives twice the Health that Strength gives, but in exchange Guts offers little in the way of offensive options, which can impede some characters.

Playing an Agility Character

Agility characters are notable for the high level of speed and finesse they are able to bring to a situation. Even at low levels, Agility characters should be able to move without making a sound and able to cause major damage with a single fluidly drawn blade. Agility characters excel at athletic endeavors through precision, grace, and finesse.
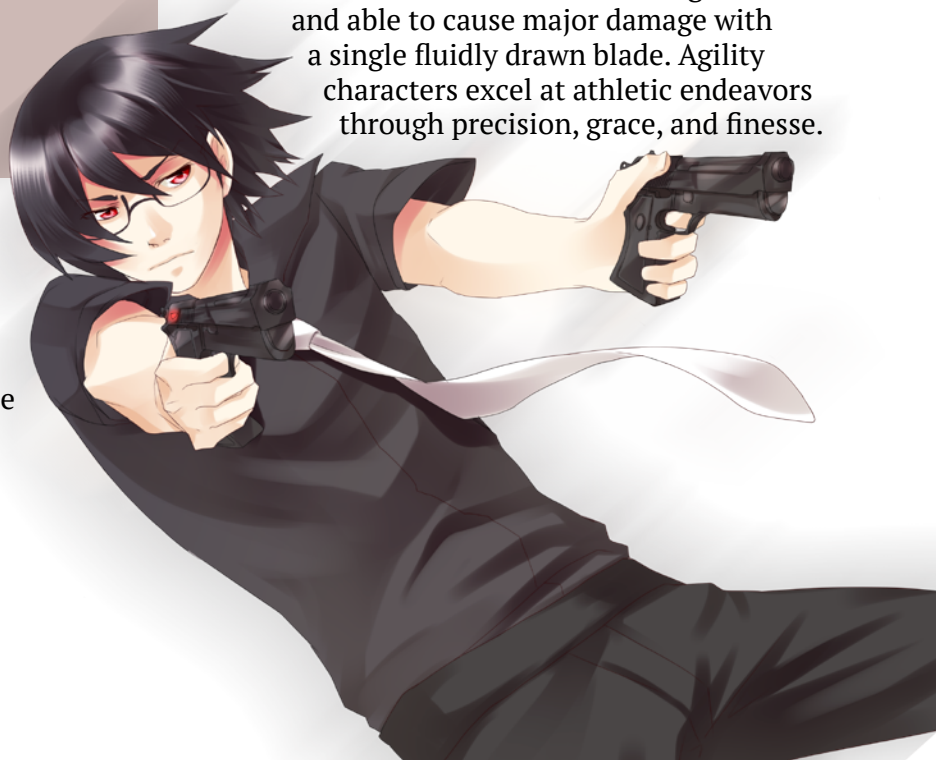
SPIRIT AND AURA

Spirit is a Base Attribute that represents the strength of one's soul, their mystic power and their ability to focus and utilize their Aura.

High Spirit provides the following:

- Higher Stamina
- Higher Resistance
- Higher Spirit damage

Aura

Aura is the Active Attribute that keys into Spirit. Aura is rolled for all spirit-based Techniques and abilities. Aura is calculated by adding your Spirit and Character Level together and then dividing by 2 (rounding up).

Building a Spirit Character

Spirit characters specializing in dominating the battlefield with powerful Techniques that can strike large areas. They also have greater staying power due to the additional Stamina it grants. Spirit fuels some defensive Skills and resistance to Energy attacks, but doesn't give any additional durability on its own. The defensive ability Aura Deflect allows characters to defend themselves by expending a small amount of Stamina. Techniques based on Spirit inflict Energy Damage, which is more effective against characters with low Spirit or Mind.

You should build a Spirit character if you want to be:

- Mystical
- Focused
- Magically gifted
- Area-of-Effect focused

Spirit and Other Attributes

Spirit's major weakness is lack of Health and defense, so other Attributes that can shore up that weakness tend to work well with it. It offers potent offensive abilities and it can works well with most of the other Attributes.

Strength

Strength gives Spirit characters additional Health and melee options to balance their Stamina and ranged abilities. Strength also gives Spirit characters the ability to deal Physical Damage, which gives them strong versatility.

Agility

Agility does not offer much in the way of added durability or defense, but it does offer the ability to do Physical Damage. Due to its ranged options, it gives added potency to ranged characters, and high speed can help to keep you away from harm.

Mind

While Mind and Spirit have a great deal of overlap, the high Stamina gives them the ability to throw out Techniques constantly without worrying about Limits. This lets them use a wide array of Techniques and abilities simultaneously, as well as giving them flexibility on the construction of their Techniques. However, Mind also deals Energy Damage, giving them a bit less flexibility in their overall damage.

Guts

Guts gives Spirit characters additional Health and defense, adding to their durability and giving them some strong defensive options to keep them in the fray longer and can synergize with some of the defensive Skills Spirit characters can employ.

Playing a Spirit Character

Spirit characters are inherently magical beings for whom supernatural effects are as natural as drawing breath. Even at low levels, Spirit characters can use magic effects to influence the world around them and use their abilities to impact just about any situation.

Mind and Intuition

Mind is a Base Attribute that represents the keenness of one's intellect, their perceptive abilities, and their tactical reasoning and battle Intuition.

High Mind provides the following:

- Higher Stamina
- Higher Resistance
- Higher Mind damage

Intuition

Intuition is the Active Attribute that keys into Mind. Intuition is rolled for all Mind-based Techniques and abilities. Intuition is calculated by adding your Mind and Character Level together and then dividing by 2 (rounding up).

Building a Mind Character

Mind characters specialize in controlling the battlefield. While they don't have the powerful blasting options Spirit characters do, they have access to greater finesse with the Techniques they can build, having a much easier time targeting only enemies with offensive abilities and allies with beneficial abilities. Mind gives additional Stamina for using Techniques and provides a higher ability to resist Energy Damage, but does not give any additional Health. The defensive ability Attack Prediction allows characters to defend themselves by reducing their Initiative for the next combat round. Techniques based on Mind inflict Energy Damage, which is more effective against characters with low Spirit or Mind.

You should build a Mind character if you want to be:

- Clever
- Tactical
- Diplomatic and knowledgeable
- Control-focused

Mind and Other Attributes

Mind's major weakness is its lack of Health and defense, much like Spirit. Unlike Spirit, however, Mind focuses less on overt offense and more on finesse-based Techniques, so its overall power can be somewhat lacking.

Strength

Strength shores up a number of Mind's weaknesses, giving it greater durability and melee capability. Since Strength deals Physical Damage, it gives additional versatility to Mind characters

Agility

Agility has a great deal of Skill synergy with Mind, the two abilities working well together to produce advantageous situations in combat. In addition, their speed, longer Technique range and ability to deal Physical Damage give Mind characters a number of options. However, Agility does not provide any additional Health or defensive ability, which is one of Mind's major weaknesses.

Spirit

Spirit has a great deal of overlap with Mind. The additional Stamina ensures they have a great deal of lasting power, and Spirit's greater blasting ability gives Mind the ability to target larger groups than they might otherwise be able to. However, it doesn't grant any additional Health or defense, and it also deals Energy Damage so it doesn't give Mind the versatility some of the other Attributes do.

Guts

Guts gives Mind characters increased Health and defense, which can shore up some of Mind's natural weaknesses and give it a number of defensive options. However, Guts grants no major offensive abilities.

Playing a Mind Character:

Mind characters are intelligent and insightful. Even at low levels, Mind characters can use arcane incantations or advanced technology to achieve great feats of skill and conduct complex negotiations, reading their opposition and responding accordingly.
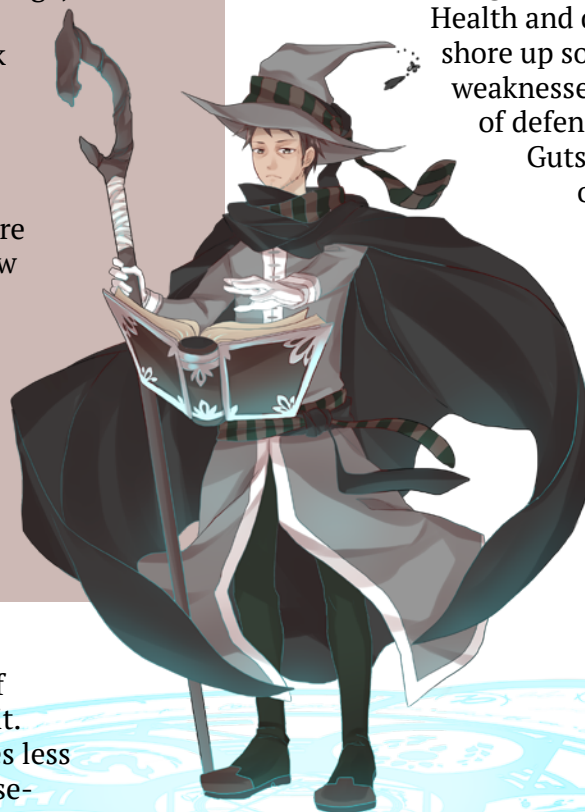
GUTS AND RESOLVE

Guts is a Base Attribute that represents your character's force of personality. A character with high Guts is confident, in-control, and usually able to get what they want. High Guts characters tend to be most associated with unbreakable will and resolve.

High Guts provides the following:

- Additional Health
- Determines Resolve
- Higher Defense
- Some Skills

Resolve

Resolve is the Active Attribute that keys into Guts. Resolve is rolled for all guts-based abilities. Resolve is calculated by adding your Guts and Character Level together and then dividing by 2 (rounding up).

Building a Guts Character

Guts characters are extremely resilient, able to shrug off effects and stay in the fight longer. Guts grants Health and Defense, and is the best Attribute to substitute when defending against attack. Furthermore, Guts boasts a wide array of defensive Skills that make Guts characters difficult to bring down or hamper with negative effects. However, Guts does have one distinct disadvantage – it cannot be used to attack. On its own, Guts is a powerful support Attribute, but it is the most reliant on other Attributes to bolster it. The defensive ability Resolute Defense allows a character to defend itself without penalty, so long as they have enough Valor.

You should build a Guts character if you want to be:

- Willful
- Directing
- Forceful
- Protection-focused

Guts and Other Attributes

Unlike the other Attributes, Guts is less viable as a proper Base Attribute. Because it lacks the ability to attack on its own, characters that are not purely support focused will require a strong focus in at least one other Attribute to function. That said, Guts provides the most health of any Attribute making it a great compliment to any other Attribute.

Strength

Strength and Guts makes the most durable character in the game. Extremely hard to bring down and with strong melee capability, Strength is a solid choice for Guts characters. However, it does not grant much in the way of speed, range or Stamina, making the character vulnerable to attacks from afar.

Agility

Like Strength, Agility can give Guts characters strong offensive options. Unlike Strength, it gives strong ranged as well as melee options, and gives a wide array of powerful Skills and speed to compliment the durability Guts bestows. However, as with Strength, Agility provides no Stamina, giving a character less lasting power.

Spirit

Spirit offers more bombastic combat abilities to compliment the defensive nature of Guts. In addition, it gives extra Stamina and resistance, shoring up a character's lasting power.

Mind

Mind, like Spirit, gives additional Stamina and Resistance, both of which can aid a Guts character. Unlike Spirit, however, Mind's finesse-based abilities can complement the support and defensive Skills of a Guts character well.

Playing a Guts Character:

Guts characters are magnetic and indomitable. Even at low levels, Guts characters can take an amount of punishment that would kill a normal human, and naturally draw the masses to them through sheer strength of personality.
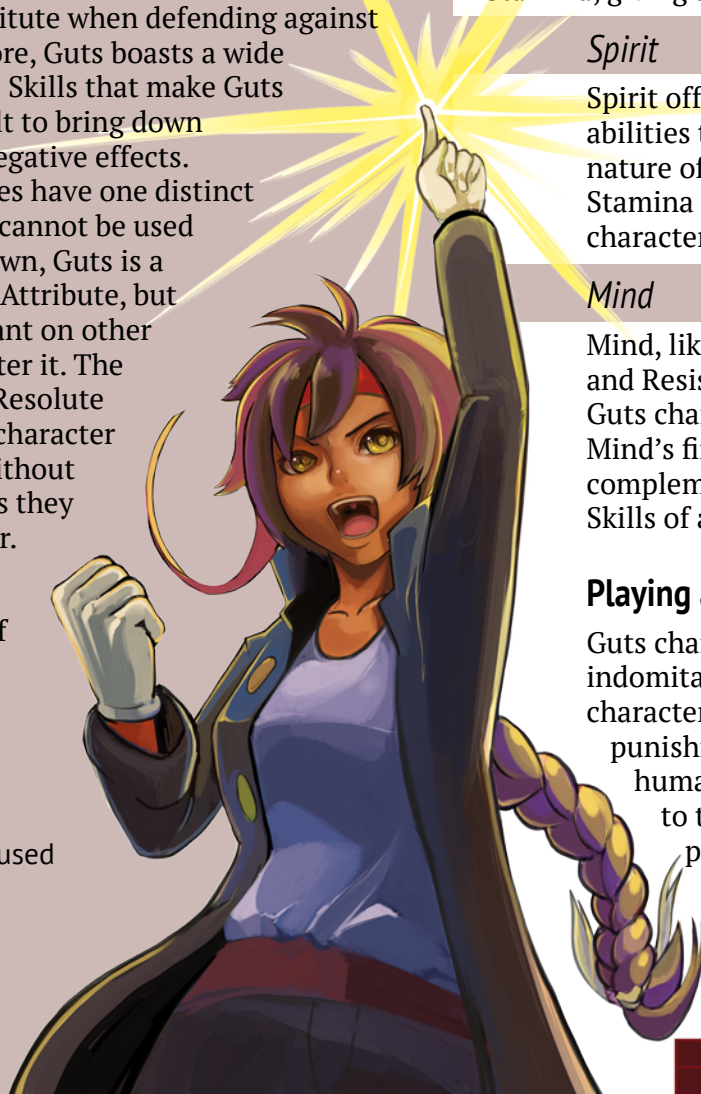
COMBAT STATISTICS

Combat Statistics determine how your character functions in combat, such as how far they can move, how much damage they can do, and how much damage they can take before going down.

HEALTH

Health is the amount of punishment you can take before you are Incapacitated or killed. When your Health reaches 0 or below, you are Incapacitated; you can take no further actions until you are restored to at least 1 Health. Health represents your character's general ability to resist or soak damage, and while Health remains they still have the strength to fight. If you are reduced to negative your maximum Health value, your character is dead and is permanently removed from play. The GM may elect to create some means for revival if desired, but in general, death means the creation of a new character.

Calculating Health

Base 50

+5 for each point of Strength

+10 for each point of Guts

+10 for each Character Level, starting at level 1

Health Increment

A Health Increment is a small amount of vitality that is recovered between scenes. It represents a character's ability to bounce back and refocus after a battle. After every scene, all characters recover one Health Increment's worth of Health. A Health Increment is equal to one fifth of your total Health.

Calculating Health Increment

When calculating your Health Increment, take your maximum Health and divide by 5.

Critical Health

Critical Health represents the point beyond when any sane human would be fighting. It is the point where a hero is barely hanging on, and may give them special bonuses or penalties depending on how their Skills and Techniques are built. Whenever your Health is below twice your Health Increment, you are considered to be at Critical Health.

Recovering Health

After every scene, you recover one Increment of Health.

If you forfeit participating in a scene to devote your time to intensive rest or treatment, you recover an additional Increment of Health.

If you use the *Passive Healing* Skill during a non-combat scene, you forfeit your Stamina Increment for the scene, but one of your allies can recover an additional Heath Increment.

STAMINA

Stamina is the reserve of energy you have to use your special abilities. It represents the reserves of inner strength you have to continue using powerful attacks.

Calculating Stamina

Base 8

+2 for each point of Spirit

+2 for each point of Mind

+4 for each Character Level, starting at level 1

Stamina Increment

As with the Health Increment, a Stamina Increment represents a small amount of Stamina recovered between Scenes as you bounce back after the battle. A Stamina Increment is equal to one fifth of your total Stamina.

Calculating Stamina Increment

When calculating your Stamina Increment, take your maximum Stamina and divide by 5, rounding up if necessary.

Recovering Stamina

After every scene, you recover one Increment of Stamina.

If you forfeit participating in a scene to devote your time to intensive rest or treatment, you recover an additional Increment of Stamina.

If you use the *Passive Healing* Skill during a non-combat scene, you forfeit your Stamina Increment for the scene, but one of your allies can recover an additional Heath Increment.

ATTACK

Attack is represented by four individual stats that determine the strength of your Techniques based on the Attributes they are tied to. Your attack stats are added to your overall damage when attacking.

Types of Attacks

When attacking, the Attribute you select determines the form it takes. From a ball of magical flame to a crushing hammer strike, attacks can represent just about anything, but depending on the Attribute they all function differently.

Strength Attack

Strength Attack is used to calculate the damage of melee-based attacks that focus around fairly mundane means such as swords, axes, hand-to-hand combat or, in some cases, large thrown weapons, even if the weapons themselves are enchanted or otherwise empowered. Strength Attack is calculated by adding Character Level to Strength and multiplying by 2.

Agility Attack

Agility Attack is used to calculate the damage of primarily ranged-based attacks that focus around fairly mundane means such as bows, guns, thrown weapons or, in some cases, light melee weapons, even if the weapons themselves are enchanted or otherwise empowered. Agility Attack is calculated by adding Character Level to Agility and multiplying by 2.

Mind Attack

Mind Attack is used to calculate the damage of magical spells that make use of incantations, formula, and other such mystic traditions, in addition to attacks that assault the target's mind directly or employ highly advanced technology. Mind Attack is calculated by adding Character Level to Mind and multiplying by 2.

Spirit Attack

Spirit Attack is used to calculate the damage of attacks that draw upon the character's inherent power or spiritual energy, such as ki-based shockwaves. Spirit Attack is calculated by adding Character Level to Spirit and multiplying by 2.

DAMAGE INCREMENT

Damage Increments represent additional damage dealt in special circumstances.

Calculating Damage Increment

Your Damage Increment is calculated by taking your character level and adding 5. Your Damage Increment can also be increased with a Skill.

DEFENSE

Defense is your ability to absorb Physical Damage when an offensive Technique is used against you. Defense is subtracted from all Strength and Agility damage targeting you. Damage negated in this fashion cannot be reduced below 0.

Calculating Defense

Defense is calculated by multiplying your level by 2 and then adding your Strength and Guts.

RESISTANCE

Resistance is your ability to absorb damage from energy attacks when an offensive Technique is used against you. Resistance is subtracted from all Spirit and Mind damage targeting you. Damage negated in this fashion cannot be reduced below 0.

Calculating Resistance

Resistance is calculated by multiplying your level by 2 and then adding your Mind and Spirit.

MOVE

Move is the number of spaces you can move across the battlefield with a single Move Action.

Calculating Move

Your Move starts at 3, and increases by one for every 4 points of Agility you have above 1. Refer to the table to determine your Move distance.

Agility Score	Move Total
1 - 4	3
5 - 8	4
9 - 12	5
13 - 16	6
17 - 20	7
21 - 24	8
25 - 27	9

Valor

Valor represents your fighting spirit and resolve to defeat your foes. Valor allows you to use attacks with Valor-based Limits, and, depending on the situation, can give special bonuses or penalties.

Valor begins at 0 with each new scene, and can be raised to a maximum of 10 or a minimum of -10. Some Skills can allow you to begin a scene with some Valor or even bring your maximum Valor above 10.

> If your Valor is below 0, you get a -1 penalty to all rolls.
>
> If your Valor is -5 or lower, this increases to a -2 penalty.
>
> If your Valor reaches -10, you are Incapacitated and no longer automatically gain Valor each round.
>
> If your Valor is at 10 or higher, you gain a +1 bonus to all rolls.

Unlike most Attributes, Valor is not static. It constantly increases and decreases depending on your actions. By acting in-character or in particularly Valorous fashions such as screaming attack names, confronting rivals, and making dramatic speeches, your GM can choose to award you with Valor. However, acting in a cowardly or dishonorable manner, such as electing to attack someone while they themselves are making a dramatic speech or running from an enemy instead of facing them can cause you to lose Valor. Normally, you will gain 1 Valor at the end of each Combat or Challenge scene round, although there are some Skills that can increase your Valor gains.

Levels and Leveling Up

Normally, characters begin at level 1. As they increase in strength, their level also increases, giving them new and more powerful abilities. A character levels up by accruing a certain amount of experience. The amount of experience required to attain the next level is the character's current level multiplied by 100.

Character Level	Experience Needed	Character Level	Experience Needed
1	100	11	6,600
2	300	12	7,800
3	600	13	9,100
4	1,000	14	10,500
5	1,500	15	12,000
6	2,100	16	13,600
7	2,800	17	15,300
8	3,600	18	17,100
9	4,500	19	19,000
10	5,500	20	22,000

Leveling Up Benefits

> Gain 3 Base Attribute points
>
> Maximum Base Attribute goes up by 1
>
> Gain 6 Skill Points
>
> Gain 4 Technique Points. Every new Season, increase this gain by 1.
>
> Gain one Ultimate Technique at the maximum possible Technique level at character levels 5, 10, 15 and 20.

Core Mechanics

During play, Valor uses opposed d10 rolls as its core mechanic. Whenever a character is making any kind of action, be it a combat Technique or a Challenge action outside of combat, they roll a d10 and add an appropriate Active Attribute. In some cases, this Active Attribute may be predefined, and in other cases the players may have some flexibility to justify the Attribute they wish to employ. Whatever the case, if the action is targeting another character, that character will have the ability to counter with a roll of their own. The defender will normally have more options with which to defend, but may also suffer some penalties depending on the choice they make.

In the event of a tie, the roll always favors the aggressor in an action. On occasions in which there are two aggressors, an equivalent roll means both attacks are equally successful.

When rolling, if one character exceeds their opponent's roll by either 5 or 10, depending on the scene, the character achieves critical success. Critical successes give additional benefits beyond that of a normal success and can vary depending on the situation.

COMBAT

Combat scenes allow characters to use a wide array of Skills and abilities. While more complex, Combat scenes give a lot of opportunity for characters to shine both individually and as a cohesive unit.

Terminology in Combat

An *Action* represents a specific movement, attack, or special ability that your character can perform.

A *Round* is one full cycle of action from all active characters

A *Turn* is a single character's full set of actions.

If a character is *Surprised*, they are unable to act and take additional damage.

Rough Terrain represents elements in battle that impede movement.

ACTIONS

In Valor, characters act in turn. A full round of combat consists of each active participant in a combat scene making a number of actions on their turn. When it is your turn you may take up to three primary actions: a *Support*, an *Attack*, and a *Move* action. So long as you have the appropriate actions remaining on your turn, they may be used in any order.

Attack Action

Attack Actions involve using an offensive Technique. You can use one Attack Action during your turn. An Attack Action can be exchanged for either an extra Support Action or an extra Move Action.

Move Action

Move Actions allow you to move a number of squares up to your Move statistic. Any spaces of movement not used during your Move Action are lost.

Slow Action

A Slow Action expends all available actions and is the only action that can be taken in a turn.

Support Action

Support Actions are actions that take little time to complete. Support Actions include using Boost and Weaken Cores, as well as using Active Skills. You can use one Support Action during your turn. A Support Action can be exchanged for a Move Action, but the Move distance for the action is halved and cannot be used to remove status effects.

SPECIAL ACTIONS

There are a number of special actions that can be taken outside of the standard turn order.

Charging

Charging requires a Slow Action. It allows you to do one of two things – increase your Valor by 2, or recover an Increment of Stamina.

Reaction

Reactions are special actions that can be taken outside of the normal order. Reactions all require a specific Skill to use and some require an additional action to be prepared in advance.

Defend

A defending character can use an Attack Action to add +1 to their defense rolls, or use a Slow Action to add +2 to their defense rolls. Both effects last until the beginning of your next turn.

MOVEMENT AND MAPPING

All movement takes place on a square or hexagonal grid. You can move vertically, horizontally, or diagonally in any direction on the grid. When moving, you expend a Move Action to move a number of spaces up to your Move distance. Under certain circumstances, movement may be more costly. You may move through (but may not end your movement on) spaces occupied by allies, but you may not move through spaces occupied by enemies.

Zone of Control

Zone of Control is the area your character can reach and control. Exiting a space within an enemy's Zone of Control requires you to expend one additional space of movement. Additionally, Zone of Control determines the farthest any damage Technique without a target modifier can strike. A character's zone of control is every space adjacent to them.

Zone of Control stacks with other effects that impede movement.

Turn Order

At the beginning of combat, all active participants roll a d10 and add their Dexterity score, as well as any bonuses from skills if applicable. This roll is the character's Initiative Score, and it lasts until the end of the scene.

Once Initiative is rolled, characters are sorted into a turn order with the highest initiative roll acting first, followed by the next-highest all the way down to the lowest roll, who acts last. After the final participant in the turn order has acted, all participants who still have at least 1 Health gain 1 Valor and the order resets and begins again. This continues until the Scene is resolved.

In the case of an Initiative tie, all participants involved in the tie re-roll Initiative to determine who goes first among them. The higher rolls move first on that Initiative count, but those participants are still placed in the turn order their initial roll determined.

After all characters have acted, all characters gain 1 Valor and the Initiative order resets, allowing all characters to act again on their turn.

A character is not required to act immediately on their turn. If desired, they may choose to delay.

Delay

A character can delay their turn, acting at a lower point in the turn order. If a character elects to delay their turn, the next person in the turn order acts. After that turn, the delaying character may either take their turn or delay again. If multiple characters delay, once the end of the turn order is reached, the character with the lowest Initiative Roll must act, followed by the next lowest in ascending order until all actions have been completed. Your initiative resets to its original place in the round following the round you delayed in.

Ambush Round

Through use of stealth or subtlety, it is possible to attack before the other team is prepared. This allows each person taking part in the Ambush Round take a full turn as part of an Ambush Round. Until the end of this round, all enemies are Surprised. Valor does not increase at the end of the Ambush Round.

While a target is Surprised, they have major penalties to their defensive abilities. It is possible to Surprise foes during combat by hiding during combat or otherwise sneaking up on them, but during a Combat Scene that has already begun you do not gain an additional surprise round.

Attacking

In Combat scenes, characters use special Techniques they have created to damage or impede their foes and empower their allies. Most Techniques target any one ally or enemy within your Zone of Control. However, Techniques can be improved with special abilities that give them additional range. When attacking at range, there are no penalties imposed for using a ranged attack when obstructed by other characters, but sizable obstacles can provide cover bonuses that make dodging easier. All Techniques are bound to a specific Attribute, which determines what they roll and how it can be built.

When attacking, the attacker rolls the Active Attribute bound to the Technique they are using. The defender responds by rolling the same Active Attribute, or by substituting a different Active Attribute (and suffering a small penalty). If the attacker wins, or the roll is a tie, the Technique hits. Which Active Attribute is used depends on the type of Technique being used. For Damage Techniques, the Active Attribute corresponding to the type of damage being inflicted is used-Strength damage attacks roll Muscle, Agility damage attacks roll Dexterity, Spirit damage attacks roll Aura, and Mind damage attacks roll Intuition. For other kinds of Cores, the Active Attribute to use is specified in the Core description.

Targeting

When using a Technique or Skill, you must select a target or targets to effect. In order to target a character, you must fulfill a number of requirements. The character must be within range of your ability, and your character must be able to

see them. Any characters that are fully covered by some sort of terrain or barrier cannot be targeted. However, if you launch an attack that can destroy a barrier, you can target anyone behind it at no penalty, provided you destroy the barrier first. Techniques that ignore cover are still subject to the sight rule; if you cannot see them you still cannot target them directly. However, if desired, you may target a space you know the target is occupying. If your character has seen or can make an educated guess at the location of the target, they may attempt to target a space the target occupies, but they may take a penalty to their roll.

Defending

When defending against an attack, you must oppose the roll with the same Active Attribute. For example, if you are attacked with a Muscle Technique, you counter with your own Muscle. However, all characters may instead substitute other Active Attributes, giving themselves a better chance to block but taking a minor penalty depending on how they choose to defend themselves.

Acrobatic Dodge

When defending against attacks that do not inflict Agility damage, you can still use your Dexterity to defend. If you fail to defend, you take additional damage equal to the attacker's Damage Increment.

Attack Prediction

When defending against attacks that do not inflict Mind damage, you can still use your Intuition to defend.

When substituting Intuition, reduce your Initiative count by 2 until the end of round after the attack resolves, after which it resets. Attack Prediction cannot be used if it would reduce your Initiative count below 1.

Aura Deflect

When defending against attacks that do not inflict Spirit damage, you can still use your Aura to defend. When substituting Aura, you must expend some Stamina in order to defend.

Attacker's Character Level	Stamina Expended
1 - 5	2
6 - 10	4
11 - 15	6
16 - 20	8

Muscle Guard

When defending against attacks that do not inflict Physical damage, you can use your Muscle to defend. If you successfully defend, instead of taking full damage you only take the attacker's Damage Increment.

Resolute Defense

When defending against attacks, you can use your Resolve to defend. Your Valor must be at least 2 to use this.

These defensive abilities can only be used against a Damage Technique. When defending against Weaken Techniques, you can substitute any other Active Attribute at a -1 penalty to the roll. If your Valor is at least 2, you can substitute Resolve on a defense roll against a Weaken Technique at no penalty.
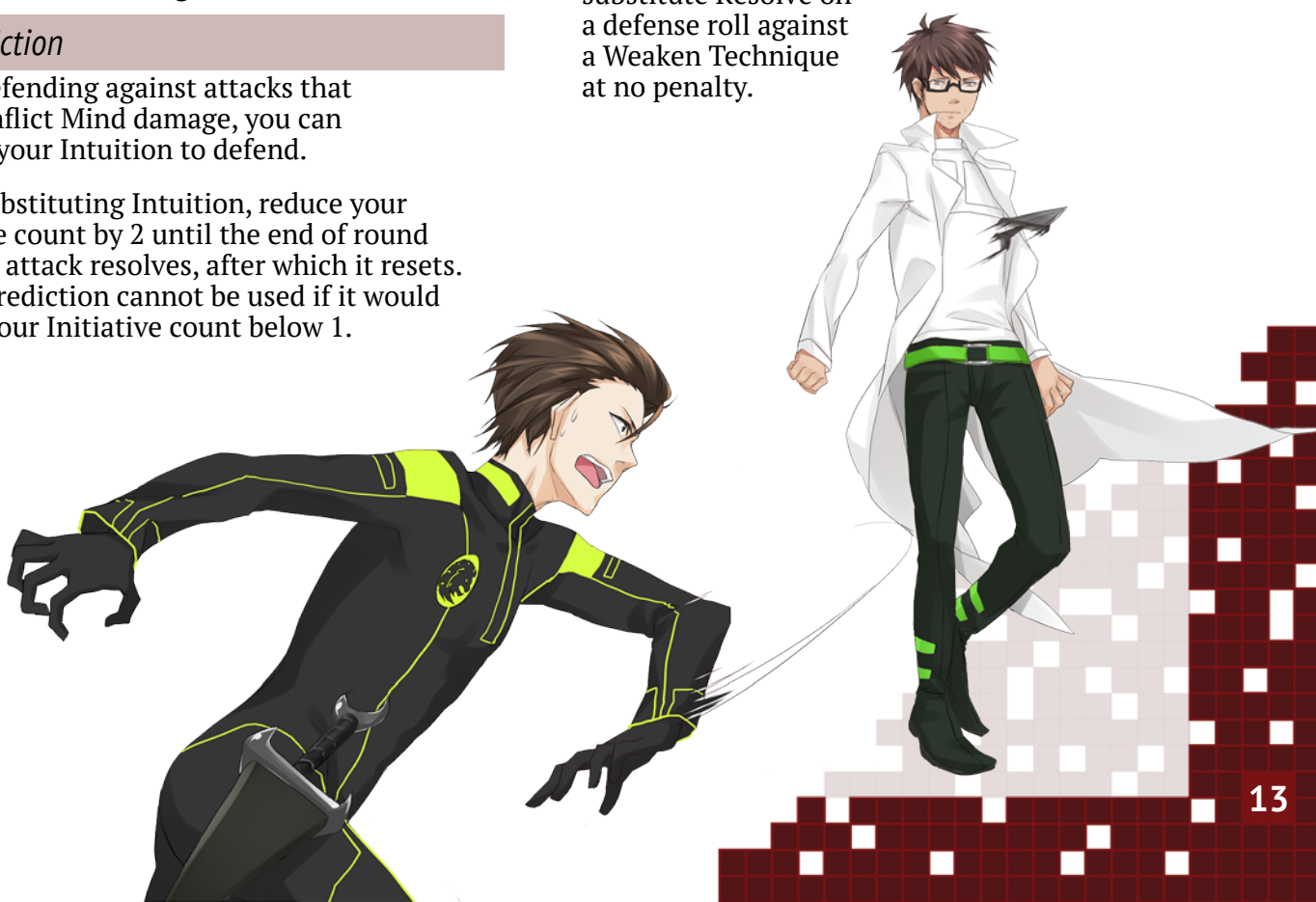
STATUS CONDITIONS

Certain Skills or Techniques can inflict special status conditions on their targets, and there are a number of conditions that can be incurred throughout the course of the game.

Flying

You are flying above the battlefield. You are immune to attacks from characters on the ground that do not have the Ranged Attack, *Blast Radius*, *Line Attack*, or *Indirect Attack* modifier, and cannot be knocked Prone. Flying characters ignore the Zone of Control of land-bound characters and ignore land-based Rough Terrain.

Immobilized

You are pinned to the spot. While Immobilized, any action or effect that you or an ally takes to change your position is nullified (any other effects of the action still apply). You can end this condition using a Move Action.

Incapacitated

Either your Health has been reduced to 0 or below or your Valor has been reduced to -10. When Incapacitated, you can take no actions and you do not gain Valor at the end of a combat round. You may, however, still speak. Incapacitated represents the point where you are so emotionally or physically drained that you can't move or contribute to combat in a meaningful way. While Incapacitated, you are also Prone. Any rolls made while Incapacitated automatically fail.

Launched

You have been knocked into the air. While Launched, you count as Flying but cannot use any reaction abilities, and take an additional Damage Increment from subsequent attacks. On your turn you return to the ground and suffer no further effects.

Prone

You have fallen onto the ground. While Prone, your Move distance is halved, and you suffer a -1 penalty to all defense rolls. You can get up using a Move Action or a Support Action.

Shaken

Your will to fight has been temporarily Shaken. While Shaken, you suffer a -1 penalty to all opposed rolls. You can snap out of this condition using a Support Action.

Surprised

You have been caught off guard. You make all defense rolls at a -2 penalty, and damage dealt to you by enemies is increased by the attacker's Damage Increment.

Critical Defense

If you succeed on a defense roll by 10 or more, the attacker becomes Shaken. A Critical Defense cannot be scored against an ally.

Critical Strike

If you succeed on an attack roll by 10 or more, add the Attack score associated with the Technique on top of the Technique's normal damage.

OVERDRIVES

Overdrives represent your character's ability to defy fate and overpower foes through sheer force of will. Overdrives are powerful options that become available at dramatic moments to turn the tides in the favor of the user. To use an Overdrive, a character must expend 3 Valor, but so long as the circumstances are right to use the Overdrive, it requires no further action expenditure.

Burst of Speed

As a Free Action during your turn in combat, gain an extra Move Action.

Desperate Action

As a reaction to the end of a character's turn, you may take your turn immediately and then skip your next turn.

Determination

After any roll you make, add 5 to the roll. You can use this after you know whether or not the roll succeeded.

Exceed Limitations

During your turn in combat, so long as you are not Incapacitated, you can recover all of your Stamina. This Stamina is lost at the end of the encounter.

Indomitable

During your turn in combat, end all adverse effects currently affecting you. This includes the effects from Weaken Techniques, Immobilization, and the *Seal* Skill. Furthermore, no effects of this type can affect you until the beginning of your next turn

Sudden Action

As a Free Action that may be taken at any point in any character's turn, you may take a Support Action immediately.

Teamwork

After any roll an ally makes, add 3 to the roll. You can use this after you know whether or not the roll succeeded.

Unbreakable

During your turn in combat, you can recover one Increment of Health. This Health is lost at the end of the encounter. It is possible to die from Health loss in this manner. If you are Incapacitated, recover enough Health to set you at one full Health Increment.

DIALOGUE

Characters are assumed to be able to talk as much as they want during a round or turn. This especially applies to villains, who will often deliver dramatic monologues within the first round of combat. As a general rule, talking requires no actions, but the GM is free to divide a speech up over multiple rounds if it seems too long.

ENVIRONMENTS AND BATTLEFIELD EFFECTS

There are a number of different environments and battlefield effects that can be used in Combat Scenes.

Cover

Cover can take the form of buildings, trees, or other objects that partially obscure a character. Cover can apply either if it is between an attacker and their target, or if a character occupies the same space as something that can be used as cover. Utilizing cover requires no action. Characters within cover gain +1 to their defense rolls. Characters with total cover (inside a building or behind a wall) cannot be targeted without the cover first being destroyed or by Techniques with modifiers that allow it. Generally, the target cannot be seen by cover and if you have the means to target them you must still target a square. The attack resolves normally if the correct square is targeted.

Darkness

Darkness obscures the battlefield, making it difficult to see or target an enemy. Whenever you are making an attack roll against a target in a dark space, you suffer a -1 penalty to the roll. Similarly, you suffer a -1 penalty to defense rolls against attackers who are in darkness.

Rough Terrain

Under normal circumstances, Rough Terrain takes 2 spaces of movement to leave. This can be increased at the GM's discretion to represent fantastic or particularly unwieldy terrain.

Rough Terrain can be applied to terrain in the air as well, or even to both air and ground.

Dangerous Terrain

Certain terrain is hazardous to pass through or stand in, and can cause ongoing damage so long as the character remains within it. Any time a character passes through or begins their turn in dangerous terrain, an attack roll is made against them and if it hits they take the damage. The type of Attack Roll and damage is determined beforehand by the GM and is variable depending on the situation. Unless specified by the GM, flight will generally allow a character to bypass the damaging effect completely. Dangerous Terrain may be stacked with Rough terrain.

Water

Moving in water is difficult. Characters can move and fight while trying to stay above water, treating it as Rough Terrain and taking -1 to all rolls. A character may attempt to swim at normal speed as a Move Action by making a Strength, Dexterity or Spirit check against the water's difficulty (determined by the GM). Swimming rolls are exempt from the -1 penalty. If they succeed, they move at normal Move distance, if they fail, the water is still considered Rough Terrain, and the character loses 2 Move for their next Move Action.

Currents

Currents can be present in water which can move the characters. If a character ends their turn on a current, they are moved a number of spaces depending on the strength of the current (usually 1 or 2 at the GM's discretion). They must also make a Strength, Dexterity or Spirit check against the current's difficulty or be dragged underwater.

Underwater

While underwater, characters lose 1 Valor instead of gaining 1 Valor every round. If they reach -10 Valor and fall unconscious, they begin drowning. While drowning, they lose 1 Increment of Health every turn. The regular water rules still apply while underwater. Characters underwater cannot be targeted by melee attacks by characters above water.

STRUCTURES AND OBJECTS

No battlefield should be a flat, featureless plane. Structures and objects give definition to an area, and allow characters to utilize the area around them to greater effect, making combat more dynamic and interesting. All structures have 3 attributes: Durability, Defense and Resistance, which determine how much punishment they can take before they are destroyed.

Durability

Durability represents the raw amount of punishment a structure or object can take before it breaks. The durability of a structure is generally determined by what it is; a basic wooden wall might have a durability of two, whereas a steel wall might have a durability of four or five.

Defense and Resistance

Some objects and structures are especially resilient to normal attack. Structures can be given defense or resistance to make them more resistance to damage and much more difficult to destroy. Structures and objects with defense or resistance cannot be destroyed by normal attacks, and require more powerful Techniques to demolish.

INTERACTING WITH STRUCTURES AND OBJECTS

Generally, a structure or object does one of two things: It either prevents a character from occupying the space it rests on, or it counts as Rough Terrain to move around or through. Some objects might do both; a large statue could count as Rough Terrain and a character may not be able to end their turn on the space it occupies, whereas a wall is simply impassable and a table could impede movement but allow you to end your turn on it by vaulting onto it.

When a damage Technique targets an object or structure, it does 1 point of durability damage. Ultimate Damage Core Techniques do two points of durability damage. If an attack destroys a section of a larger object or structure such as a wall, it does 1 less durability damage to all connected sections. Objects or structures reduced to 0 durability are destroyed, and depending on the nature of the structure they may either become Rough terrain or be completely obliterated at the GM's discretion.

When a character is Launched into an object or structure via a Technique, the character takes the Damage Increment of the attacking character. In addition, they do 1 point of durability damage to the wall, or 2 points if the character was Launched by an Ultimate Technique. Destroying a structure counts as one space of movement, so if a character is hit by a Technique that pushes them 3 spaces and they destroy a wall on the second space, they will be moved an additional space before coming to a stop. Characters in later seasons inherently do more damage to structures. Add +1 to the durability damage dealt by the character for every season after season 1.

Challenge Scenes

While many minor situations can be solved with a simple roll or two, many situations are more complex, involving a number of different sides and an overarching goal. In these cases, different rules apply.

A Challenge Scene represents a more open-ended form of conflict resolution. Instead of using their combat Techniques, characters instead draw on their personal strengths and weaknesses, assets, and abilities to overcome an obstacle.

Challenge Scenes in Play

In a Challenge scene, players are encouraged to use creative methods to solve problems. Challenge scenes are much more open-ended than Combat scenes, which have a more defined pace and flow.

In challenge scenes, characters act in turn based on Initiative as with Combat scenes. However, Health and Stamina do not always come into play. Challenge scenes are based entirely on character action and how it affects the situation. When it is a character's turn, the player decides how they want to handle the situation and declare an Attribute they wish to roll. The GM may then assign bonuses or penalties to their roll based on the method they declare, as well as force them to use a different Attribute if they feel it is not justified. For example, in a stealth situation, a character might attempt to blend into the crowd. Declaring they are using Resolve, they say they are going to stride out confidently into the street like they belong there, moving and browsing local merchants to avoid detection. Another might declare they are using Dexterity, and choose to keep to the shadows and move stealthily through the crowd and try to avoid being seen at all. While the GM may accept both of the declared Attributes, the character attempting to blend

in might receive a bonus to their roll as they aren't really doing anything that would arouse suspicion, whereas the character who is skulking through the area might receive penalties because their actions are highly conspicuous. Challenge scenes require players to think on their feet and come up with the best responses possible to succeed.

In a Challenge scene, the goal is to turn the situation into one that favors your party. A Challenge scene's flow is dictated by a set of Meters, numeric values that rise or fall based on the party's performance. Normally to end a Challenge scene, the party wants to bring key Meters in the scene to either their minimum or maximum value.

Meters

Meters represent the flow of a Challenge scene. At the beginning of a scene, a number of meters are presented, each with a different bearing on the scene. Depending on the circumstance, a meter might begin high and require the party to chip away at it, and in other circumstances it might begin low and require players to increase it. Ending a Challenge Scene generally involves a certain central meter or group of meters reaching their maximum or minimum value. Meters are dynamic, and have the following properties.

Minimum/Maximum Value

All meters have a minimum value of 1. The maximum value of a meter is some number above 1, to a maximum of 10. Depending on the circumstances, some Meters may give bonuses or penalties to rolls against other meters. The standard bonus for such Meters is +1 per every 2 points in the meter (at 2, 4, 6, 8, and 10 respectively). Depending, these bonuses may change to penalties if the Meter falls below a set level (usually 5).

Starting Value

Meters can begin at just about any value, and rise or fall depending on the actions of the PCs and the NPCs. The most common starting value for a Meter is 1, 5, or 10, which helps define the action it requires. For example, in a Challenge scene where the party is attempting to rush through a room filled with traps, they might begin with two Meters, a Meter that begins at 1 representing their progress and a Meter beginning at 10 representing their overall condition. The party must progress through

the area and raise their progress meter to 10 before their condition meter falls to 1 and they take too much damage from the traps.

Meter Value

Some Meters do not determine how a scene ends, but will give bonuses or penalties to the primary meters making it easier or harder to succeed. There are typically three ways these Meters can work. A Meter can either begin high and impose penalties as it falls, begin low and grant bonuses as it rises, or begin in the middle and grant bonuses or penalties as it rises or falls. The table below shows how the Meters might affect rolls depending on the methodology.

Value	Penalty Meter	Bonus Meter	Hybrid Meter
1-2	-4	+0	-2
3-4	-3	+1	-1
5-6	-2	+2	+0
7-8	-1	+3	+1
9-10	+0	+4	+2

Meter Result

Depending on the Meter, bringing it to either the maximum or the minimum value may cause a special effect. For some Meters, once they have achieved maximum or minimum value the Meter freezes and cannot be influenced for the rest of the scene, but continues to provide the bonuses or penalties. For others, the scene ends either negatively or positively for the party, which can have far-reaching effects on the flow of the campaign. Finally, some Meters will not have an end result, the Meter will continue to rise and fall throughout the course of the scene but never lock in or determine the scene's conclusion.

Participants and Obstacles

Each Challenge scene is made up of a number of groups, characters, or set-pieces that can influence the scene in one way or another. There are two different categories, Participants and Obstacles, and each effect the scene in a different manner.

Participants

Participants are taking part in the scene; they are part of the scene's initiative order and they act every round to influence the scene in their favor. PCs are almost always Participants in a scene; it is their actions that ultimately shape the events,

Page number 19, header "HOW TO PLAY"

but other Participants can be things such as NPCs the players are negotiating with or guards who are searching for them.

Obstacles

Obstacles are people or factors that must be overcome in a Challenge scene to succeed. Obstacles hold their own Meter in a Challenge scene and must be rolled against and influenced. An Obstacle can be anything from an impartial judge overseeing a case to an ancient artifact sealed by powerful magic. Obstacles have their own unique opinions or constructions, the impartial judge might be upstanding and respond negatively to a bribery attempt, and the artifact might be blessed by a specific deity and respond positively to that deity's clergy. Obstacles do not roll, they have a set difficulty determined by the GM that must be exceeded in order to drive the Meter in a favorable direction.

Challenge Scene Flow

When a challenge scene begins, all Active Participants roll Initiative, using the same Initiative rules as Combat scenes. Each time a Participant's turn comes, they may make a single attempt to influence one of the meters. The Active Participant declares not only the meter they are influencing, but how they are attempting to influence it, and the GM assigns bonuses or penalties based on their chosen tactics. Should their roll succeed, the meter moves 1 point in the intended direction, but should it fail, the meter moves 1 point the other way. Furthermore, for each 5 points by which the roll succeeds or fails, the meter moves by an additional 1 point. There is no limit to how much a meter can rise or fall in any given action, although a meter can never be increased above its set maximum value or decreased below 1.

During a Challenge scene, participants only have one action each turn, which can be used to make a roll against a meter or as an attempt to bolster allies, hinder enemies, or recover from effects imposed during the scene.

At the end of each round, the initiative resets and the Active Participants all gain 1 Valor.

Challenge Actions

Challenge actions can be any number of activities such as climbing, jumping, swimming, diplomacy and tracking. Challenge Actions can either be incorporated into a Combat scene or can be utilized in Challenge Scenes, which use them exclusively to resolve conflict or overcome an obstacle.

Resolving a Challenge Action

When a PC and NPC are interacting and come into conflict for some reason or another in a challenge scene, most can be resolved by a simple opposed roll of two Active Attributes. The Attributes don't necessarily need to be the same, but the general result is the same. If the aggressor of the action rolls equal to or higher than the defending Participant or the set value of the Obstacle, their action is successful. If they roll lower, their action is a failure.

In a number of challenge situations, the degree to which you succeed or fail determines the outcome. For example, in a heavy diplomatic negotiation or infiltration, greater success or failure can cause larger effects on the movement of the scene.

Most Challenge actions have common Attributes associated with them, but characters are not restricted to just what is listed. Whenever a character is taking a Challenge action, the player must describe what they are doing and justify to the GM the Active Attribute they are using. It is up to the GM whether to accept the proposed Attribute or rule that it should be a different Attribute depending on the strength of the player's description and justification.

STANDARD CHALLENGE ACTIONS

Athletic

The Athletic challenge actions represent displays of Agility and physical prowess, such as swimming, climbing, jumping, and other actions that require physical exertion. These checks are normally made against a flat difficulty, and generally make use of either Muscle or Dexterity, depending on which seems more applicable.

Empathy

Empathy determines your ability to empathize and sense the feelings of others, as well as perceive falsehoods and sincerity. It typically uses Resolve or Intuition.

Engineering

Engineering involves the construction of structures, devices, and other useful creations. Engineering generally involves Intuition for the initial planning and execution, but may also involve later Muscle or Dexterity rolls for the actual construction.

Healing

Healing involves the character's ability to tend to the wounds of themselves and their comrades. It usually involves Intuition for knowledge of the appropriate measures, and can often require Dexterity or even Muscle to properly tend the wounds.

Knowledge

Knowledge represents the summation of your character's knowledge and experience. Knowledge checks are almost always made against a flat difficulty and make use of an Intuition roll, although in some cases a Resolve roll may be appropriate if it's more feel than informed knowledge. In general, knowledge is handled on a broad basis for terms of the *Proficiency*, *Asset*, and *Challenge Technique* Skills; topics of knowledge tend to be based around things like Science, Mathematics, Politics, Psychology, and History, and the Skills must be taken individually based on a specific topic.

Leadership

Leadership involves directing people to complete a specific task or set of tasks. It includes actions such as commanding troops or leading a team to victory in a sport. It typically involves Intuition or Resolve for tactical analysis or inspiration and bravado.

Legerdemain

Legerdemain involves subtle tricks and tactics that are often somewhat underhanded. It includes actions such as sleight of hand, picking pockets, disarming hazards, and opening locked doors. It typically involves Dexterity, but may also involve Intuition for cons and tricks.

Mystic Arts

Mystic Arts are the character's proficiency with the arcane and supernatural, for things like magic rituals and enchantments. It usually involves Intuition or Aura

Negotiation

Negotiation generally encompasses diplomatic negotiations, as well as bluffing or even intimidation. It generally requires a Resolve roll or an Intuition roll, Intuition applying to more subtle or complex situations that require eloquence or complex word games, Resolve applying to situations that require personal magnitude or presence. Penalties or bonuses can be assigned for extenuating circumstances, since deals with obvious benefit are more likely to cause a positive reaction and deals that are clearly stupid or dangerous are highly unlikely to be accepted. Negotiation cannot be used against other player characters; this Challenge Action is specifically intended to influence NPCs within the game.

Observation

Observation represents a character's ability to notice unusual details or catch someone sneaking up on them. Observation normally makes use of Intuition, but in some cases Aura is also appropriate. In cases of noticing a small but significant detail, a flat difficulty can be assigned. For cases such as noticing if someone is using stealth, Intuition, Aura, or even Resolve might be applicable.

Stealth

Stealth can manifest in various forms, but generally indicates a concentrated effort to remain unnoticed. In some cases, Stealth can require Dexterity for hiding; in others it can require Aura for suppressing one's apparent power or even Resolve or Intuition for blending into a crowd (Resolve for appearing like you know what you're supposed to be doing and Intuition for faking certain social patterns, especially among the upper class). Penalties or bonuses can be assigned for extenuating circumstances. When one character is utilizing Stealth, the other character uses Observation to find them.

Other Actions

"Other Actions" is a universal descriptor that can be applied to just about any circumstance. In most cases, an opposed roll or a flat difficulty against an applicable Attribute is sufficient. In other cases, you may want to assign bonuses or penalties to the roll based on extenuating circumstances. There is no Challenge situation that cannot be solved in one of these two ways if necessary. In most cases, it is best to assume that the characters can do most normal tasks without difficulty: if it comes down to a roll it should at least have some level of difficulty.

Assist Action

Whenever a character uses a Challenge action, any character who has not yet acted this round may assist them in this roll. The characters both roll for the same action (they may select different Active Attributes to employ if able, and they may go about it in different ways to attempt to garner bonuses). Pick the best result and add +2 to the result for each additional character assisting in the action.

Characters who took part in an Assist action forgo their own action this round. Assist Actions are only available with the permission of the GM, and the GM may rule that a certain situation is not one in which an Assist action would be permitted, or choose to impose penalties (such as if another character steps in to cover a social gaffe committed by the first character).

CHALLENGE SKILLS

Challenge Skills provide characters flexible options to enhance their performance in scenes. Be they assets such as great wealth and connections, or special Challenge Techniques they can use to force a scene in their favor, Challenge Skills allow characters to bring their unique talents into other areas than combat.

Additionally, characters may bring their combat Techniques into a Challenge scene if warranted. If they feel a Technique they possess may be useful, they can use it so long as they meet the requirements to utilize it at that point in the Challenge scene, paying all costs as normal. It is up to the GM how the Technique usage affects their roll.

THE SEASON

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SEASON

THE SEASON

Seasons determine the tier of power your character has attained. The purpose of a Season is to encompass a single story arc and break the overarching campaign into more manageable chunks. Additionally, it shows a clear progression of power, with mightier Skills and Techniques available in later seasons. All Skills and Technique Modifiers have a listed season; they cannot be taken before that season without prior GM approval.

Season One

Season One is the initial season; encompassing levels 1-5. Character building in Season One is centered around the basic core of the character's identity.

Season Two

Season two imbues characters with more strength and competence. They now have access to more powerful utility skills that grant them a number of useful options they could not access in Season One. Season Two encompasses levels 6-10.

Season Three

Season Three is when characters have really begun to make their mark on the world. They should have most of the basic skills and are now gaining access to stronger skills. In Season Three, obstacles that the characters may have once struggled to overcome are now easily defeated. Flight becomes prevalent, and the battlefield dynamics can change dramatically. Season three encompasses levels 11-15.

Season Four

Season four is the final season where the most powerful skills become available. Characters are now amongst the greatest in the world, and they are able to accomplish things others can only dream of. Season four is the final arc, and Season four characters should be preparing to defeat the last and mightiest of their foes. Season four encompasses levels 16-20.

23

CHARACTER PROGRESSION

Every time you gain a level, you gain a number of Attribute points, Skill Points, and Technique Points, as well as an increase in Health and Stamina. The following table maps a character's progression from levels 1 to 20.

Level	Base Health	Base Stamina	Attribute Points	Max. Attribute	SP Total	TP Gain	TP Total	Max. Tech. Level
1	60	12	25	8	20	12	12	4
2	70	16	28	9	26	4	16	5
3	80	20	31	10	32	4	20	6
4	90	24	34	11	38	4	24	7
5	100	28	37	12	44	4	28	8
6	110	32	40	13	50	5	33	9
7	120	36	43	14	56	5	38	10
8	130	40	46	15	62	5	43	11
9	140	44	49	16	68	5	48	12
10	150	48	52	17	74	5	53	13
11	160	52	55	18	80	6	59	14
12	170	56	58	19	86	6	65	15
13	180	60	61	20	92	6	71	16
14	190	64	64	21	98	6	77	17
15	200	68	67	22	104	6	83	18
16	210	72	70	23	110	7	90	19
17	220	76	73	24	116	7	97	20
18	230	80	76	25	122	7	104	21
19	240	84	79	26	128	7	111	22
20	250	88	82	27	134	7	118	23

Skills and Flaws

Flaws

Name	Effect	Progression	Value	Pg.
Aggravated Wounds	Healing Techniques only heal 1/2 health	Fixed	+2	35
Berserker	Must move towards and attack targets when at critical health	Fixed	+5	35
Compulsion	Sacrifice your Support Action every other turn or lose 1 Valor	Fixed	+4	35
Despair	When an ally is reduced to 0 Health, lose 2 Valor	Fixed	+4	35
Energy Vulnerability	-4/-2 Resistance	Fast	+2/+1	35
Feeble	-1 to Defense Rolls against Muscle attacks	Fixed	+3	35
Form Restriction	One of your skills is only available while Transformed	Fixed	+2	35
Fragile	-30/-15 Health	Fast	+3/+2	36
Lack of Control	-8/-6 Stamina	Fast	+2/+1	36
Malevolent Entity	An evil consciousness periodically tries to take control of your character	Fixed	+5	36
Non-Proficient	-1 to Challenge Rolls of a certain action type	Fixed	+1	36
Oblivious	-1 to Defense Rolls against Intuition attacks	Fixed	+3	36
Slow	-1/-1 Speed	Slow	+2/+1	36
Slow Healing	No Health Recovery in the first non-combat Scene following each combat Scene	Fixed	+2	37
Slow to Act	-2 to Initiative Rolls	Fixed	+1	37
Unthreatening	Enemies can move normally through your Zone of Control	Fixed	+3	37
Uncoordinated	-1 to Defense Rolls against Dexterity attacks	Fixed	+3	37
Violent	-2 Valor if you could attack someone on a turn and didn't	Fixed	+3	37
Weak Energy Attacker	-6/-3 Spirit and Mind Attack	Fast	+3/+2	38
Weak Physical Attacker	-6/-3 Strength and Agility Attack	Fast	+3/+2	38
Weak Aura	-1 to Defense Rolls against Aura attacks	Fixed	+3	38
Weak Defender	-4/-2 Defense	Fast	+2/+1	38
Weak Willed	-1/-1 Starting Valor	Slow	+4/+3	38

Weaken Flaws

Name	Effect	Progression	Value	Pg.
Flightless	You cannot be airborne	Fixed	+3	38
Impaired Accuracy	-1 to Attack Rolls	Fixed	+3	38
Impaired Evasion	-1 to Defense Rolls	Fixed	+3	38

Permanent Skills

Season 1

Name	Effect	Progression	Cost	Pg.
Balanced Fighter	+1 to all Secondary Attributes lower than your highest one	Fixed	8	39
Bravado	Start scenes with +1 Valor	Slow	6/4	39
Discreet Aura	Can make an opposed Aura roll to avoid being seen by Spirit Sight	Fixed	3	39
Darksight	Ignore Penalties for fighting in the dark	Fixed	4	39
Energy Attacker	+6/+3 Spirit and Mind attack	Slow	6/3	39
Fast Healing	Recover an extra Damage Increment of Health each Scene	Fixed	4	40
Improved Damage Increment	+2/+1 Damage Increment	Slow	5/3	40
Increased Size	Take up all spaces adjacent to yourself	Fast	2/2	40
Iron Defense	+4/+2 Defense	Slow	4/2	40
Physical Attacker	+6/+3 Strength and Agility Attack	Slow	6/3	40
Resistant	+4/+2 Resistance	Slow	4/2	41
Sprinter	+1/+1 Speed	Slow	4/2	41
Tireless	+8/+6 Stamina	Fast	5/2	41
Tough	+30/+15 Health	Fast	6/3	41
Versatile Fighter	+4/+2 Technique Points	Fast	6/3	41

Season 2

Name	Effect	Progression	Cost	Pg.
Sky Attack	Gain your damage increment against flying targets	Fixed	5	41

Season 4

Name	Effect	Progression	Cost	Pg.
Break Valor Limit	Maximum Valor is 20	Fixed	6	39
Expanded Reach	Zone of Control extends out an extra space	Fixed	8	39
Extra Action	Take 2 Support Actions each turn	Fixed	12	39
Regeneration	Recover 10/10 Health each round	Slow	6/4	40
Stamina Recovery	Recover 4/2 Stamina each round	Slow	4/2	41
Teleportation	Move freely through terrain, enemies and obstacles	Fixed	6	41
Unyielding Determination	+1 Valor each round	Fixed	8	41
Violent Aura	Enemies in your Zone of Control take an Increment of damage at the start of your turn	Fixed	4	42

Situational Skills

Season 1

Name	Effect	Progression	Cost	Pg.
Bounce Back	+1 Valor each round when below 0 Valor	Fixed	6	42
Crisis	+6/+3 Attack when at critical health	Fast	4/2	43
Danger Sense	Cannot be Surprised	Fixed	3	43
Desperation	+1 to Defense Rolls when at critical health	Fixed	5	43
Dig Deep	Can burn 5x Health instead of paying Stamina	Fixed	5	43
Discretion	May choose to take -3 on any roll	Fixed	2	43
Empower Attack	Use a Slow Action to attack for +6/+3 damage	Fast	6/3	43
Improved Swimming	No roll or speed penalties while underwater	Fixed	4	44
Nimble Movement	Opposed Dexterity roll to move through an enemy's Zone of Control at full speed	Fixed	4	44
Overload Limits	Ignore all Limits by paying the full Stamina cost for the Technique	Fixed	6	44
Passive Healing	At end of scene, forefeit your Stamina Increment to heal an ally an additional Health Increment	Fixed	4	44
Protector	+1 Valor whenever the chosen target takes damage at critical health	Fixed	5	45
Quick to Act	+2 Initiative	Fixed	3	45
Reckless Attack	Add +1/+1 to an attack roll, then suffer an equal penalty to all Defense Rolls that round	Fixed	5/3	45
Resolute Strike	Can attack using Resolve if Valor is at least 2	Fixed	5	45
Revenge	+2 Valor whenever an ally drops to 0 HP	Fixed	5	45
Rolling Recovery	When you stand up, move half your Speed	Fixed	4	46
Team Tactics	+1 to Attack Rolls if you and an ally are both next to an enemy but not each other	Fixed	5	46
Unmovable	-2/-2 to distance from Reposition techniques	Slow	6/2	46

Season 2

Name	Effect	Progression	Cost	Pg.
Abundant Creation	Create 2 objects at once with Attack Node, Portal, Refraction Point	Fixed	5	42
Clone Tactics	+1 to Attack Rolls when you and at least one clone are in range of the target	Fixed	5	42
Combat Toss	When you Toss someone they get +1 to their next Attack Roll	Fixed	4	42
Daredevil	+1 Valor when you succeed at a defense roll at critical health	Fixed	4	43
Phasing	Ignore physical obstacles by spending 2 Stamina per space	Fixed	5	44
Rising Attack	When you stand up, +1 to next Attack Roll	Fixed	4	45
Safe Stride	Ignore damaging terrain	Fixed	5	46
Split Move	Take 2 Move Actions in one turn, provided the total distance is less than your Speed	Fixed	6	46

Situational Skills (Continued)

Season 2 Name	Effect	Progression	Cost	Pg.
Transposition	Opposed Intuition/Aura roll to swap places with a target on Swift Step	Fixed	4	46
Underhanded	No penalties when at negative Valor	Fixed	5	46
Wall Walk	Considered Flying when adjacent to a wall	Fixed	4	47
Water Adaptation	Cannot drown, no penalties for being in water	Fixed	6	47
Water Walk	Treat water as ground	Fixed	4	47
X-Ray Vision	See through physical obstacles	Fixed	4	47

Season 3 Name	Effect	Progression	Cost	Pg.
Unshakeable	Cannot be Shaken	Fixed	6	47
Unstoppable	Can still act until 1 Increment below 0 Health if Valor is at least 2	Fixed	6	47

Season 4 Name	Effect	Progression	Cost	Pg.
Extended Range	All Active Skills have a range of 20	Fixed	4	44
Free Flight	Flying costs no Stamina	Fixed	3	44
Free Swift Step	Swift Step costs no Stamina	Fixed	5	44

Active Skills

Season 1 Name	Effect	Progression	Cost	Pg.
Attack Node	Support Action, 4 Stamina: Create a node that your techniques can originate from	Slow	5/2	48
Dark Healing	Free Action: Recover an Increment of Health, but your Malevolent Entity tries to take over	Fixed	5	49
Dirty Trick	Free Action: A target in your Zone of Control becomes Surprised, you lose 2 Valor	Fixed	5	49
Duel	Support Action: You and target both gain 2 Valor, anyone who interrupts your duel loses 4 Valor	Fixed	2	49
Effect Transfer	Move an Attack Node, Portal, Refraction Point, or persistent effect up to 4/+2 spaces	Slow	4/3	50
Feint	Support Action: Opposed Dexterity roll to do an extra Increment of damage on your next attack	Fixed	6	50
Inspire	Support Action: 1/+1 allies who don't have more Valor than you gain 1 Valor	Slow	5/3	51
Intimidate	Support Action: Opposed Resolve or Aura roll to make 1/+1 enemies Shaken	Slow	5/3	51
Jump	Support Action, 2 Stamina: Can attack flying enemies for rest of turn	Fixed	4	51
Nullify	Support Action, 5 Stamina: Opposed Aura or Resolve roll to nullify 1/+1 Attack Nodes, Portals, Refraction Points, Boosts or Weakens	Slow	5/3	52

Active Skills (Continued)

Season 1

Name	Effect	Progression	Cost	Pg.
Provoke	Support Action: Opposed Resolve roll to force 1/+1 enemies to attack you or lose 1 Valor	Fast	4/2	52
Recharge	Support Action: Spend half the cost of a technique with 1/+1 ongoing effects to reset its duration	Slow	5/3	52
Size Up	Support Action: Opposed intuition roll to learn 1/+1 enemys' HP, Stamina, Secondary Attributes and Flaws	Fast	3/1	53
Spirit Sight	Support Action, 2 Stamina: Can see hidden foes	Fixed	5	54
Toss	Support Action: Move an adjacent ally 4/+2 spaces	Slow	5/2	55

Season 2

Name	Effect	Progression	Cost	Pg.
Battle Analysis	Support Action: Opposed Intuition roll to get +5 to a future Defense Roll	Fixed	6	48
Clone	Support Action, 5 Stamina: Create 1/+1 temporary clones of yourself	Slow	6/3	48
Effect Capture	Support Action, 5 Stamina: Intuiton Roll to take control of an enemy Attack Node, Portal, Boost or Weaken	Fixed	4	50
Health Transference	Support Action: Lose one Health Increment, an ally gains one Health Increment	Fixed	4	51
Portal	Support Action, 5 Stamina: Create a portal that characters and techniques can move through	Fast	6/3	52
Refraction Point	Support Action, 3 Stamina: Create a node that refracts Techniques	Fast	4/2	53
Seal	Support Action, 5 Stamina: Opposed roll to disable 1/+1 enemy Techniques or Active Skills for 3 rounds	Slow	6/3	53
Shadow Meld	Move Action, 4 Stamina: Meld with shadows to hide from sight	Fixed	6	53
Stamina Transference	Support Action: You lose an Increment of Stamina, an ally gains an Increment of Stamina	Fixed	4	54
Swift Step	Support Action, up to 4/+1 Stamina: Move that many spaces	Slow	5/2	55

Season 3

Name	Effect	Progression	Cost	Pg.
Attack Node Network	2 Stamina: Get +1 to an Attack Roll if multiple Attack Notes can reach the target	Fixed	4	48
Exploit Weakness	Support Action: Opposed Intuition roll to get +5 to a future Attack Roll	Fixed	6	50
Flunky Domination	Support Action: Opposed Resolve, Aura or Intuition roll against a flunky to force it to take one action of your choice	Fixed	5	50
Fly	Support Action, 4 Stamina: Begin flying, move at +1 Speed per skill level	Slow	6/2	50
Refraction Chain	Do an extra Increment of damage for each node you refract a Technique through	Fixed	6	52
Swift Jump	4 Stamina to Jump with no action	Fixed	3	54

Reaction Skills

Season 1

Name	Effect	Progression	Cost	Pg.
Combination Attack	Delay your turn to attack at the same time as an ally, you both get +1 to Attack	Fixed	6	56
Counterattack	Attack Action, declare a technique: When someone attacks you, you can release it right before their attack	Fixed	6	56
Cover	1/+1 times per round, take a hit for an adjacent ally	Fast	6/2	56
Ignore Effect	Defend against non-damaging Skills or Techniques using Resolve if Valor is at least 2	Fixed	5	57
Interrupt Attack	Attack Action, declare a technique: Unleash the attack on someone as soon as they move into range, reduce their movement by 2/+2	Slow	3/2	57

Season 2

Name	Effect	Progression	Cost	Pg.
Afterimage	When you Swift Step, leave a Clone behind	Fixed	4	55
Area Shield	When you defend against a line or blast attack with Aura, spend 2 Stamina each to defend for adjacent allies	Fixed	4	55
Clash	Attack Action, declare a technique: When someone attacks you, you can release it as an opposed attack roll and the loser's attack is negated	Fixed	3	55
Damage Feedback	Inflict a Damage Increment of damage back when you block an attack using Muscle	Fixed	5	56
Diving Escape	Move up to 2/+1 spaces away from the center of a Blast Radius attack when you avoid it with Dexterity	Slow	5/2	57
Final Attack	Use one last technique for free when you are incapacitated	Fixed	6	57
Line Deflect	When you defend against a line attack using Aura, change the direction of the line	Fixed	5	57
Mobile Cover	Move Action: When someone near you is attacked, move adjacent to them to take the hit	Fixed	5	58
Mobile Dodge	When you defend against any attack using Dexterity, move one space	Fixed	4	58
Opportunistic Dodge	When you defend against any attack using Intuition, +1 to your next attack against them	Fixed	6	58
Push Away	When you defend against a melee attack using Resolve, push the target back 1/+1 space	Slow	4/2	58
Ranged Interrupt	Use Interrupt Attack at range	Fixed	4	58
Shrug Off	When an attack drops you to 0 HP from at least 2 HP, opposed Resolve check to instead survive at 1 HP	Fixed	6	58

Season 3

Name	Effect	Progression	Cost	Pg.
Defensive Clash	Use Clash when an ally is attacked	Fixed	4	57
Deflecting Shield	Use Area Shield and Line Deflect together	Fixed	4	57
Prepared	Start a battle with one technique already prepared	Fixed	6	58

Overdrive Skills

Season 1

Name	Effect	Progression	Cost	Pg.
Acceleration	Spend 3 Valor to increase Dexterity by 1 for rest of scene	Fixed	5	59
Analysis	Spend 3 Valor to increase Intuition by 1 for rest of scene	Fixed	5	59
Blazing Might	Spend 3 Valor to increase Spirit and Mind Attack by 8 for the remainder of the scene	Slow	6/3	59
Burning Passion	Spend 3 Valor to increase Resolve by 1 for rest of scene	Fixed	5	59
Fighting Spirit	Spend 3 Valor to increase Attack by 8/4 for rest of scene	Slow	6/3	59
Hardened Defense	Spend 3 Valor to increase Defense by 8/4 for rest of scene	Slow	6/3	59
Hardened Resistance	Spend 3 Valor to increase Resistance by 8/4 for rest of scene	Slow	6/3	60
Resolute Aura	Spend 3 Valor to increase Aura by 1 for rest of scene	Fixed	5	60
Strength of Will	Spend 3 Valor to increase Muscle by 1 for rest of scene	Fixed	5	60

Challenge Skills

Season 1

Name	Effect	Progression	Cost	Pg.
Asset	Gain a valuable asset that can give +3 to a roll once per Challenge Scene	Fixed	3	60
Challenge Technique	When using a specific Challenge Action type, +3 to a role once per Scene	Fixed	3	60
Favorable Insight	Roll Intuition or Resolve to learn what kind of actions will help in the situation	Fixed	3	60
Proficiency	+1 to a type of Challenge action	Fixed	2	61
Recovery	Spend 1 Valor to remove an effect that prevents you from advancing in a Challenge Scene	Fixed	3	61

Season 2

Name	Effect	Progression	Cost	Pg.
Favorable Success	When you move a meter 2 or more points, move another meter 1 point	Fixed	4	61

Companion Skills

Season 1

Name	Effect	Progression	Cost	Pg.
Companion	You have 1/+1 Companions	Slow	6/4	61
Fast Companion	+1/+1 Companion Speed	Fast	2/1	62
Hidden Companion	1/+1 Companions can turn invisible at will	Slow	4/2	63
Mount	Support Action: Ride your Companion as a mount	Slow	3/1	63
Sense Malice	Your Companion can sense hostile intent	Fixed	2	64

Companion Skills (Continued)

Season 2

Name	Effect	Progression	Cost	Pg.
Ally Mount	1/+1 of your Companions can be ridden by allies	Slow	3/1	62
Companion Zone of Control	Your Zone of Control includes spaces near 1/+1 of your Companions	Slow	4/4	62
Extended Revival	You can revive any number of Companions with one action	Fixed	4	62
Flank Attack	+1 to Attack Rolls when you and your Companion are both adjacent to the target	Fixed	4	62
Protect Ally	Your Companion can intercept attacks aimed at your allies	Fixed	2	63
Protect Master	Your Companion can intercept attacks aimed at you	Fixed	4	64
Ranged Revival	Can revive companion from 20 spaces away	Fixed	3	64
Tossing Companion	As the Toss skill, but from 1/+1 of your Companions	Slow	3/1	64
Trusting Companion	Your allies can revive your Companion	Fixed	4	64

Season 3

Name	Effect	Progression	Cost	Pg.
Companion Sense	While Companion is active, spend 2 Stamina to detect hidden foes	Fixed	2	62
Flying Companion	1/+1 of your Companions are Flying at all times	Slow	3/3	62
Instant Mount	You can start the battle already mounted	Fixed	3	63
Reactive Companion	Use reaction skills through your Companion	Fixed	4	64

Boost Skills

Name	Effect	Progression	Cost	Pg.
Change Attributes	Replace your Secondary Attributes with an alternate set	Fixed	2	65
Enhanced Range	+1/+1 to range when using the Ranged Technique mod	Slow	2/2	65
Great Accuracy	+1 to Attack Rolls	Fixed	6	65
Great Evasion	+1 to Defense Rolls	Fixed	6	65
Long Reach	Can target one space beyond your Zone of Control	Fixed	6	65
Powerful Blow	+1 to distance moved by the Reposition mod	Fixed	6	65

Skills and Flaws

Skills are special abilities and talents your character possesses. Skills have a variety of uses, both in and out of combat, and can also augment your general performance.

You begin with 20 Skill Points at 1st level, and gain another 6 Skill Points every level thereafter. You do not have to spend all your Skill Points at once; they can be saved if desired.

Season

Depending on the strength and utility of a Skill, it may not be available right away. Skills are divided into seasons based on their power level, so while most basic Skills are available in season one and right at character creation, many Skills are unavailable until season 2 (level 6) or beyond.

Leveling Up Skills

Many Skills have the ability to be leveled up over time in order to increase their potency. The max level of a Skill increases as a character increases in level. There are three different Skill leveling speeds, Fixed, Fast, and Slow. Fixed Skills do not level up at all, the maximum level of a Fast Skill is equal to character level / 3 rounded up, and the maximum level of a Slow Skill is equal to character's Season. The table displays the maximum level for Fast, and Slow Skills.

Retraining Skills

Every time you gain a level, you may choose to drop one Skill you possess or reduce its level and gain a full SP refund which can be spent immediately.

You cannot retrain a Skill that is a prerequisite for any other Skills you possess.

Skill Cost

The cost of each Skill is represented by two numbers (fixed Skills only have one listed number). The first number is the cost it takes to initially purchase the Skill; the second is the number it takes to level it up. For example, Attacker costs 6 Skill Points initially, and 3 Skill Points to level up and its cost is thus represented as 6/3.

Flaws

Flaws are deficiencies and weaknesses a character possesses. By taking a Flaw, you gain extra Skill Points to use during character creation. Flaws can be taken whenever your character gains a level or inflicted on a character during the course of game-play as the prerogative of the GM.

Flaws can be bought off during game-play by expending the same amount of Skill Points they would normally grant. This is generally discouraged without good reason, as Flaws are intended to help make characters distinctive and interesting, while giving some bonuses in exchange for their penalties.

Some Flaws can be leveled up. Each additional level of the Flaw grants the amount of extra Skill Points the second number specifies, so a Flaw that grants +2/+1 Skill Points would grant 2 at Flaw level 1 and 1 for each level thereafter.

Char. Level	Fast	Slow	Char. Level	Fast	Slow
1	Level 1	Level 1	11	Level 4	Level 3
2	Level 1	Level 1	12	Level 4	Level 3
3	Level 1	Level 1	13	Level 5	Level 3
4	Level 2	Level 1	14	Level 5	Level 3
5	Level 2	Level 1	15	Level 5	Level 3
6	Level 2	Level 2	16	Level 6	Level 4
7	Level 3	Level 2	17	Level 6	Level 4
8	Level 3	Level 2	18	Level 6	Level 4
9	Level 3	Level 2	19	Level 7	Level 4
10	Level 4	Level 2	20	Level 7	Level 4

The GM can ban any Flaws they wish at their discretion. Flaws are intended to have actual impact on the game, and should not be permitted if they will have no bearing, do not fit thematically, or are being ignored as fodder for bonus SP.

You cannot gain more than 8 points from Flaws at first level; this number increases by 1 every level. If the Flaws you have taken exceed the maximum, you will slowly gain the extra points from the Flaws you have at each level until all the points from your Flaws are accounted for. Thus, if you take 11 points of Flaws, you gain 8 additional points at character creation, and 1 extra point every level up through level 4.

Character Level	Maximum Flaw SP	Character Level	Maximum Flaw SP
1	8	11	18
2	9	12	19
3	10	13	20
4	11	14	21
5	12	15	22
6	13	16	23
7	14	17	24
8	15	18	25
9	16	19	26
10	17	20	27

FLAWS

Aggravated Wounds

Healing Techniques are less effective on you.

Level Progression: Fixed

Value: +2 SP

Effect: Healing Techniques only heal ½ Health.

Berserker

As your Health decreases, you throw yourself into battle with reckless abandon, attacking your foes with all your might.

Level Progression: Fixed

Value: +5 SP

Effect: Whenever you drop into Critical Health, you enter a rage. During the rage, if you move, every space of movement must take you closer to at least one enemy if possible. If at all possible, you must use a Damage Core Technique every turn while raging, even if this means attacking an ally. If you are healed to the point that you are no longer in Critical Health, the effect ends.

Special: While Berserk, rolls to attack are made at +1, rolls to defend are made at -2, all Attack scores are increased by 10, and Defense and Resistance are reduced by 10.

Compulsion

Some compulsive behavior hinders your ability to function.

Level Progression: Fixed

Value: +4 SP

Effect: At the beginning of the second round of combat, and any two combat rounds thereafter, you must choose whether or not to engage in some compulsive activity (decided when the Flaw is taken, you can have multiple compulsions at no further penalty). If you do, you are denied a Support Action for that round. If not, your Valor is reduced by 1.

Despair

The loss of an ally disheartens you in the thick of battle.

Level Progression: Fixed

Value: +3 SP

Effect: Whenever one of your allies is reduced to 0 Health or less by an enemy, you lose 2 Valor.

Special: You only lose Valor the first time an ally is reduced to 0 Health or less in a scene. You do not lose Valor if the ally was created by a Summoning Technique. You cannot have both *Despair* and *Revenge*. Any Soldier-class allies only reduce Valor by 1. Any Flunky-class allies do not reduce Valor.

Energy Vulnerability

You are vulnerable to energy-based attacks.

Level Progression: Fast

Value: +2/+1 SP

Effect: Your Resistance is reduced by 4.

Level Up: Resistance is reduced by a further 2.

Feeble

You are weak and have difficulty with powerful attacks.

Level Progression: Fixed

Value: +3 SP

Effect: You have -1 to all defense rolls against Muscle-based damage Techniques.

Form Restriction

Your different forms restrict the use of your Skills.

Level Progression: Fixed

Value: +2 SP

Effect: Choose one of your Skills and one of your Transformations. It does not take effect unless you enter that Transformation.

Special: You may take the Flaw multiple times, applying it to a different Skill each time. If the Skill you choose has a value of 2 SP, then this Flaw's value is reduced to +1 SP.

Skills & Flaws

Fragile

You have difficulty rolling with punches and staying on your feet.

Level Progression: Fast

Value: +3/+2

Effect: Maximum Health is reduced by 30.

Level Up: Health is reduced by a further 15.

Special: If this is applied to a target via a Weaken Core, it does not reduce their current Health unless their current Health is above what their new maximum Health would be. If *Fragile* causes Health to be lost in this manner, it is regained when the Weaken expires.

Lack of Control

You have difficulty controlling your power and expend more than is necessary.

Level Progression: Fast

Value: +2/+1 SP

Effect: Maximum Stamina is reduced by 8.

Level Up: Maximum Stamina is reduced by a further 6.

Special: If this is applied to a target via a Weaken Core, it does not reduce their current Stamina unless their current Stamina is above what their new maximum Stamina would be. If *Lack of Control* causes Stamina to be lost in this manner, it is regained when the Weaken expires.

Malevolent Entity

You are inhabited by a malevolent entity that is constantly attempting to break free and bend you to its will.

Level Progression: Fixed

Value: +5 SP

Effect: You are inhabited by a *Malevolent Entity* that is constantly striving to take over. You may use the *Dark Power Limit* with your Techniques. When you first obtain this Flaw, the entity has a Resolve score equal to 3 plus half your Character Level. Every time you take damage and are at Critical Health after the damage, or any time you use a Technique with the *Dark Power Limit*, make an opposed Resolve check against the entity. If you succeed, you retain control over your body, and the entity's Resolve increases by 1. If you fail, the entity takes control of your body and immediately gains 4 Resolve. Once the entity has control of your body, the GM has total control of your actions in battle; you may attack enemies or allies indiscriminately. After each

turn, you may make an opposed Resolve check against the entity. If you fail, the entity retains control, but its Resolve decreases by 1. If you succeed, you regain control as normal, and the entity's Resolve returns to 3 plus half your level.

Special: While dominated by your entity, you get a +1 bonus to all rolls. Every time you gain a level that increases the base resolve of the entity, its current Resolve increases by one. While dominated, you cannot use Overdrives to improve your chances of breaking free from the entity's control. The entity cannot spend Valor to use Overdrives, but it can use Dark Valor if the Dark Valor optional rules are being used. Allies can Overdrive to help you break free as normal. As a free action, you can surrender to the spirit's will at any time. If you do so, however, the spirit's Resolve immediately rises to 5 plus your Resolve.

At any time, the GM may opt to have the entity not attempt to take over, typically in a situation where it doesn't feel taking over is advantageous. If this happens, the Entity's resolve increases by 1 but no roll is made.

Non-proficient

You are bad at performing a general task.

Level Progression: Fixed

Value: +1 SP

Effect: Select a Challenge action such as Athletic or Negotiation. When making a check to perform this action, subtract 1 from the roll.

Special: You can take this Flaw multiple times, choosing a different action each time.

Oblivious

You have difficulty staying grounded in reality and interpreting or understanding the world around you.

Level Progression: Fixed

Value: +3 SP

Effect: You have -1 to all defense rolls against Intuition-based damage Techniques.

Slow

You cross distances more slowly than average.

Level Progression: Slow

Value: +2/+1 SP

Effect: Your Move is reduced by 1.

Level Up: Move is reduced by a further 1.

Special: You cannot increase the level of this Flaw if doing so would reduce your Move below 1.

Slow Healing

Your wounds heal slowly.

Value: +2 SP

Effect: At the end of the first non-combat scene following any combat scene, you do not recover Health.

Slow to Act

Your reflexes are poor and you generally react slowly to danger.

Value: +1 SP

Effect: When rolling Initiative, reduce the roll by 2.

Special: You cannot take this Flaw if you have the *Quick to Act* Skill.

Unthreatening

You have little presence on the battlefield, allowing enemies to easily maneuver around you.

Level Progression: Fixed

Value: +3 SP

Effect: Enemies can move through your Zone of Control at full speed.

Uncoordinated

You are clumsy and accident-prone.

Level Progression: Fixed

Value: +3 SP

Effect: You have -1 to all defense rolls against Dexterity-based damage Techniques.
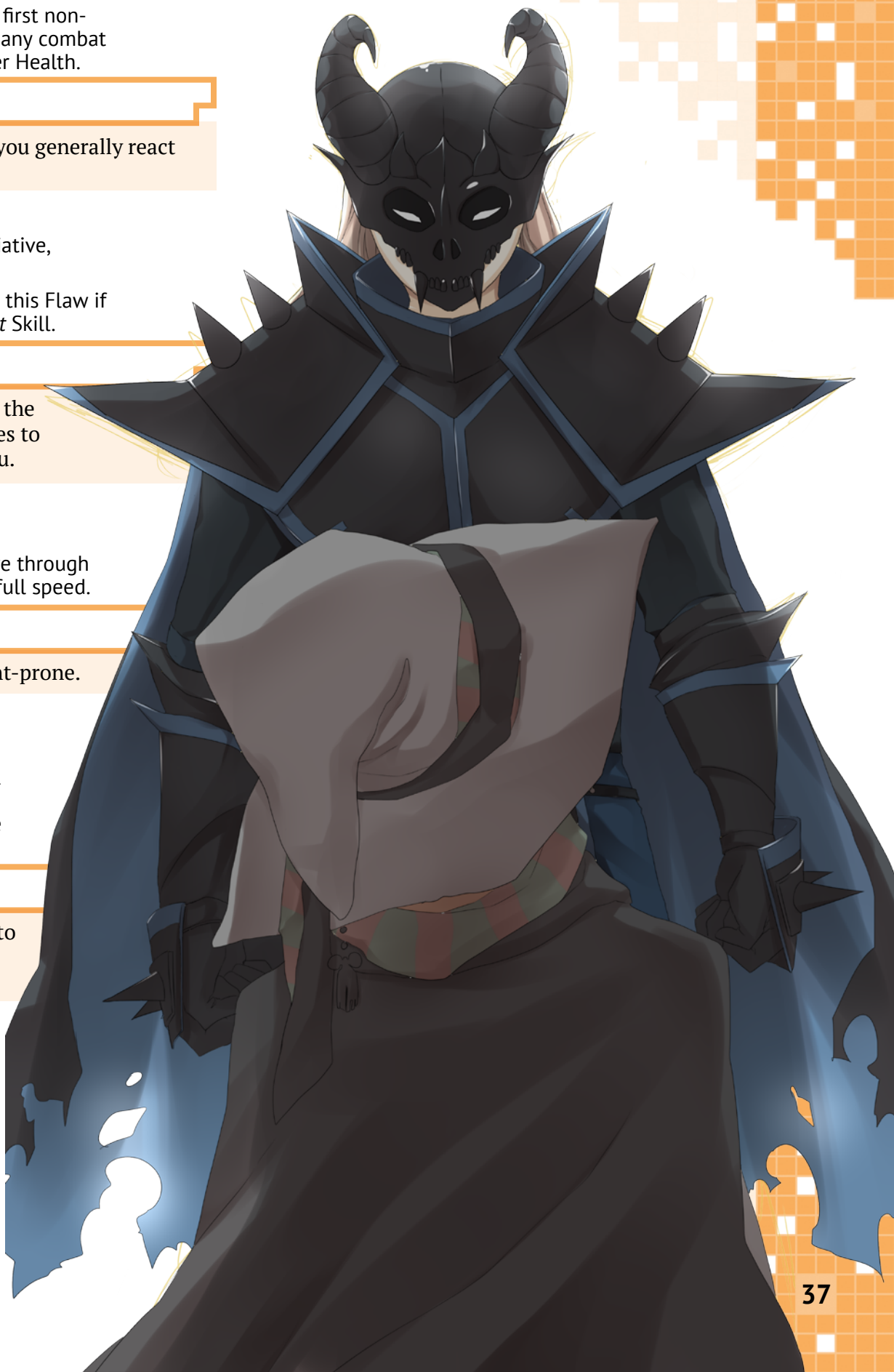
Violent

In battle you feel the need to constantly attack your foe, leaving little room for rest.

Level Progression: Fixed

Value: +3 SP

Effect: Any turn you take in which you do not use a Damage Core Technique against an enemy in a Combat Scene, lose 2 Valor.

Weak Energy Attacker

Your mystic power is weak and doesn't do much damage.

> **Level Progression:** Fast
>
> **Value:** +3/+2 SP
>
> **Effect:** Spiritual and Mind Attack decrease by 6.
>
> **Level Up:** Attack decreases by a further 3.

Weak Physical Attacker

You have difficulty inflicting great amounts of Physical Damage.

> **Level Progression:** Fast
>
> **Value:** +3/+2 SP
>
> **Effect:** Strength and Agility Attack decrease by 6.
>
> **Level Up:** Attack decreases by a further 3.

Weak Aura

Your Aura is particularly weak and unimpressive.

Level Progression: Slow

> **Value:** +3 SP
>
> **Effect:** You have -1 to all defense rolls against Aura-based damage Techniques.

Weak Defender

You have difficulty defending yourself.

> **Level Progression:** Fast
>
> Value: +2/+1 SP
>
> **Effect:** Your Defense is reduced by 4.
>
> **Level Up:** Defense is reduced by a further 2.

Weak-Willed

Your Valor is weak and you have difficulty getting started in battle.

> **Level Progression:** Slow
>
> **Value:** +4/3 SP
>
> **Effect:** You start every battle with 1 less Valor.
>
> **Level Up:** Valor penalty is increased by 1.

Weaken Flaws

These Flaws are exceptionally powerful, but they cannot be purchased for a character. They can only be inflicted by a Weaken Core Technique.

Flightless

You cannot leave the ground.

> **Level Progression**: Fixed
>
> **Value:** +3 SP
>
> **Effect:** If you are ever airborne, you immediately fall to the ground and become Prone.

Impaired Accuracy

Your attacks land less consistently and reliably than normal.

> **Level Progression**: Fixed
>
> **Value:** +3 SP
>
> **Effect:** When rolling any attack roll, subtract 1 from the roll.

Impaired Evasion

You find it harder to avoid the attacks of your enemies.

> **Level Progression**: Fixed
>
> **Value:** +3 SP
>
> **Effect:** When rolling any defense roll, subtract 1 from the roll.

SKILLS

PERMANENT SKILLS

Permanent Skills are constantly active, and you always benefit from them.

Balanced Fighter
SEASON 1

You are skilled at utilizing a number of attack forms and Techniques in battle.

Level Progression: Fixed

Cost: 8 SP

Effect: Add +1 to all Active Attributes lower than your highest Active Attribute.

Break Valor Limit
SEASON 4

There is virtually no limit to the power of your burning soul.

Level Progression: Fixed

Cost: 6 SP

Effect: Your maximum Valor is increased to 20.

Special: If your Valor reaches 20, you get an additional +1 bonus to all rolls.

Bravado
SEASON 1

You are always ready to throw yourself into a fight.

Level Progression: Slow

Cost: 6/4 SP

Effect: +1 Valor at the start of battle.

Level Up: You start with an additional +1 Valor.

Discreet Aura
SEASON 1

Either through general lack of distinction or active design, your Aura is difficult to follow.

Level Progression: Fixed

Cost: 3 SP

Effect: If an enemy attempts to detect you using *Spirit Sight*, you may attempt to stay concealed by making an opposed Aura check. You may use Aura for stealth rolls.

Special: Anyone reading or tracking your Aura must succeed at an opposed Aura roll. If they fail, you can choose to either reveal no information, or give them false information.

Darksight
SEASON 1

You can see in the dark.

Level Progression: Fixed

Cost: 4 SP

Effect: You ignore all penalties to rolls caused by you or your target being in darkness.

Energy Attacker
SEASON 1

You are an aggressive fighter capable of unleashing powerful energy-based attacks.

Level Progression: Slow

Cost: 6/3 SP

Effect: Mind and Spirit Attack increases by 6.

Level Up: Mind and Spirit Attack increases by a further 3.

Expanded Reach
SEASON 4

You can reach enemies easier, allowing you to more effectively control the battlefield.

Level Progression: Fixed

Cost: 8 SP

Effect: Your Zone of Control expands by 1 space in all directions.

Extra Action
SEASON 4

You are able to act more frequently in battle.

Level Progression: Fixed

Cost: 12 SP

Effect: You may use two Support Actions every turn.

Special: If you use a Slow Action, it denies both of your Support Actions.

Skills & Flaws

Fast Healing
Season 1

Your wounds heal faster than normal.

Level Progression: Fixed

Cost: 4 SP

Effect: At the end of every scene, you recover an additional Damage Increment of Health.

Improved Damage Increment
Season 1

You inflict greater damage through small advantages.

Level Progression: Slow

Cost: 5/3 SP

Effect: Damage Increment is increased by 2.

Level up: Damage Increment increases by a further 1.

Increased Size
Season 1

You are larger than normal.

Level Progression: Fast

Cost: 2/2 SP

Effect: You take up all adjacent squares to the square you would normally occupy. You gain +1 to all attack rolls, -1 to all defense rolls, and +2 to the roll required to score a critical hit on you for each level.

Level Up: You take up all adjacent squares to the squares you currently take up.

Special: Techniques can originate from any square you occupy. Any square you occupy cannot be moved through by enemies. Any Technique that targets a square you occupy affects you.

If you cannot fit into a space, you may take -1 to all rolls to squeeze into a space, allowing yourself to move into areas that are open to one size below your current size. There is no action required to squeeze through an area, but doing so is also treated as difficult terrain. If, even at reduced size, you cannot fit into an area, you simply cannot move through that space.

Iron Defense
Season 1

Your body or the armor you wear is especially tough, allowing you to shrug off powerful blows as if they were nothing.

Level Progression: Slow

Cost: 4/2 SP

Effect: Defense increases by 4.

Level up: Defense increases by a further 2.

Physical Attacker
Season 1

You are an aggressive fighter capable of striking powerful blows.

Level Progression: Slow

Cost: 6/3 SP

Effect: Strength and Agility Attack increases by 6.

Level Up: Strength and Agility Attack increases by a further 3.

Regeneration
Season 4

Your wounds knit and heal rapidly on their own.

Level Progression: Slow

Cost: 6/4 SP

Effect: Health recovers by 10 at the end of every combat round.

Level up: Health recovery per round increases by 10.

Resistant

SEASON 1

You are able to resist supernatural attacks.

Level Progression: Slow

Cost: 4/2 SP

Effect: Resistance increases by 4.

Level up: Resistance increases by a further 2.

Sky Attack

SEASON 2

You are skilled at maximizing damage against enemies in the air.

Level Progression: Fixed

Cost: 5 SP

Effect: When you hit an airborne target, your damage is increased by your Damage Increment.

Sprinter

SEASON 1

You are fleet of foot, able to cover long distances quickly.

Level Progression: Slow

Cost: 4/2 SP

Effect: Your Move distance increases by 1.

Level up: Move distance increases by a further 1.

Stamina Recovery

SEASON 4

Your Stamina recharges at a rapid rate.

Level Progression: Slow

Cost: 4/2 SP

Effect: Stamina recovers by 4 every combat round.

Level up: Stamina recovery per round increases by 4.

Teleportation

SEASON 4

Your warp from one place to another instantly whenever you move.

Level Progression: Fixed

Cost: 6 SP

Effect: You can freely move through enemies and obstacles, as long as you end your movement on an unoccupied space.

Special: If you have the *Swift Step* Skill, then your *Swift Step* movement can ignore enemy Zone of Control. If you attempt to move into an occupied space you cannot see, you are pushed to the nearest available space at the GM's discretion.

Tireless

SEASON 1

You never seem to run out of Stamina.

Level Progression: Fast

Cost: 5/2 SP

Effect: Maximum Stamina increases by 8.

Level up: Maximum Stamina increases by a further 6.

Special: If *Tireless* is granted by a Boost Technique, it provides additional Stamina in addition to increasing your maximum Stamina. This Stamina is lost when the Boost expires.

Tough

SEASON 1

You are hardy and able to take punishment that would fell a lesser hero.

Level Progression: Fast

Cost: 6/3 SP

Effect: Maximum Health increases by 30.

Level up: Maximum Health increases by a further 15.

Special: If *Tough* is granted by a Boost Technique, it provides additional Health in addition to increasing your maximum Health. This Health is lost when the Boost expires.

Unyielding Determination

SEASON 4

Your determination to win allows you to quickly focus in combat.

Level Progression: Fixed

Cost: 8 SP

Effect: Valor increases by 2 every round instead of 1.

Special: This Skill does not stack with the *Bounce Back* Skill.

Versatile Fighter

SEASON 1

You are more adept at using Techniques in battle.

Level Progression: Fast

Cost: 6/3 SP

Effect: You gain an additional 4 Technique Points.

Level up: You gain a further 2 Technique Points.

Violent Aura

SEASON 4

The power of your Aura damages enemies who dare come too close.

Level Progression: Fixed

Cost: 4 SP

Effect: All enemies within your Zone of Control take damage equal to your Damage Increment at the start of your turn. This damage ignores defense and resistance.

Special: This effect can be suppressed or made active as a Support Action. You may choose at the beginning of a scene whether to have it be active or suppressed.

Situational Skills

Situational Skills only activate under certain conditions.

Abundant Creation

SEASON 2

You can create special effects on the battlefield very rapidly.

Level Progression: Fixed

Cost: 5 SP

Effect: Whenever you use the *Attack Node*, *Portal, or Refraction Point* Skills, you may create one additional Attack Node, Portal, or Refraction Point respectively.

Special: You must still pay the full cost of all Attack Nodes, Portals, or Refraction Points created. This Skill does not increase the maximum number of Attack Nodes, Portals, or Refraction Points you may have on the field.

Bounce Back

SEASON 1

You recover quickly from mental setbacks.

Level Progression: Fixed

Cost: 6 SP

Effect: Valor increases by 2 every round instead of 1, as long as your Valor is below 0.

Clone Tactics

SEASON 2

You attack in tandem with your clones, making your strikes more accurate.

Level Progression: Fixed

Cost: 5 SP

Effect: When at least one of your Clones is also in range of your target, you get +1 to hit.

Special: You must have the *Clone* Skill to take this Skill.

Combat Toss

SEASON 2

You hurl your ally with such precision that their own attacks are increased.

Level Progression: Fixed

Cost: 4 SP

Effect: When you use the *Toss* Skill, the tossed ally gets +1 to attack rolls until the beginning of your next turn.

Special: You must have the *Toss* Skill to take this Skill.

Crisis

As the damage you take increases, so does the ferocity of your attacks.

Level Progression: Fast

Cost: 4/2 SP

Effect: Strength, Agility, Mind and Spirit Attack increase by 6 when you are at Critical Health

Level Up: Strength, Agility, Mind and Spirit Attack increase by an additional 3 when you are at Critical Health

Danger Sense

You can respond to an attack instantly, as if you saw it coming.

Level Progression: Fixed

Cost: 3 SP

Effect: You are immune to the effects of the Surprised status during an Ambush round.

Daredevil

As you take damage, an adrenaline rush sets in, continuously prodding you to new heights.

Level Progression: Fixed

Cost: 4 SP

Effect: While in Critical Health, every time you successfully defend against an attack, gain 1 Valor.

Desperation

As you take damage, your desperation allows you to see your opponent's movements more precisely, allowing you to move faster than normally possible.

Level Progression: Fixed

Cost: 5 SP

Effect: Defense rolls are made at +1 when in Critical Health.

Dig Deep

You can draw on your own life-force to fuel your attacks.

Level Progression: Fixed

Cost: 5 SP

Effect: When expending Stamina to do something, you can instead expend 5 times the same amount of Health.

Discretion

You can divert an attack at the last moment to save an unintended target from harm.

Level Progression: Fixed

Cost: 2 SP

Effect: Any time you make an opposed roll, you may make it at a -3 penalty if you so choose.

Empower Attack

You can spend more time preparing an attack to increase its power.

Level Progression: Fast

Cost: 6/3 SP

Effect: When using a Damage Core Technique that requires only an Attack Action, you can instead use a Slow Action. If you do, the damage inflicted by the Technique is increased by 6.

Level up: Damage increases by a further 3.

SKILLS & FLAWS

Extended Range
SEASON 4

You can use your Skills at a much greater distance than before.

Level Progression: Fixed

Cost: 6 SP

Effect: Increase the range of all Active Skills you possess with a base range of 5 to a range of 20.

Free Flight
SEASON 4

You can stay in the air effortlessly.

Level Progression: Fixed

Cost: 3 SP

Effect: Maintaining flight costs no Stamina.

Special: Activating flight stills costs actions and Stamina as normal. You must have the *Fly* Skill before taking this Skill.

Free Swift Step
SEASON 4

You can move through space as naturally as walking.

Level Progression: Fixed

Cost: 5 SP

Effect: Using the *Swift Step* Skill costs no Stamina.

Special: You must have the *Swift Step* Skill before taking this Skill.

Improved Swimming
SEASON 1

You are far more adept at moving underwater than most people.

Level Progression: Fixed

Cost: 4 SP

Effect: When underwater, you do not suffer the usual penalties to rolls, nor do you treat the water as rough terrain.

Special: This Skill grants a +1 bonus to all Athletic rolls when swimming. This bonus stacks with *Proficiency*.

Nimble Movement
SEASON 1

You can dash past your foes without opening yourself to attack.

Level Progression: Fixed

Cost: 4 SP

Effect: You may move through an enemy's Zone of Control for one Move Action at full speed by making a Dexterity roll against them that can be defended with either Dexterity or Muscle. If you fail, your movement continues as normal.

Overload Limits
SEASON 1

Through expenditure of raw power, you can ignore limitations placed upon your Techniques.

Level Progression: Fixed

Cost: 6 SP

Effect: When performing a Technique, you may ignore some or all of the attached Limits on the Technique, and instead pay the full Stamina cost the Limits were mitigating.

Passive Healing
SEASON 1

Outside of battle, you can quickly mend the injuries of your allies.

Level Progression: Fixed

Cost: 4 SP

Action: Special

Effect: At the end of a scene, you may forfeit your recovered Stamina Increment to allow one ally or yourself to recover an additional Health Increment.

Phasing
SEASON 2

You possess the ability to pass through solid matter.

Level Progression: Fixed

Cost: 5 SP

Effect: When moving, you can pass through impassable obstacles by expending 2 Stamina for each blocked space you pass through.

Special: Even if you use this Skill to pass through blocked spaces, you must end your movement in an open space. *Phasing* does not allow you to move through enemy spaces. If for whatever reason you would end your movement on a blocked or occupied space, you are pushed to the nearest available space at the GM's discretion.

Protector

SEASON 1

You have sworn to protect a person important to you.

Level Progression: Fixed

Cost: 5 SP

Effect: Designate one person. Whenever you use the *Cover* Skill to defend that person, gain 1 Valor. You may only gain Valor in this fashion once per round.

Special: You can buy this Skill multiple times. Each time applies to a different person. You must have the *Cover* Skill to take this Skill.

Quick to Act

SEASON 1

You have honed your reflexes to the point where you react swiftly to danger.

Level Progression: Fixed

Cost: 3 SP

Effect: When rolling Initiative, add 2 to the roll.

Special: You cannot take this Skill if you have the *Slow to Act* Flaw.

Reckless Attack

SEASON 1

You can leave yourself wide open in order to deal devastating blows.

Level Progression: Slow

Cost: 5/3 SP

Effect: Whenever you attack, you can add a bonus up to the level of this Skill to your attack roll. If you do so, all defense rolls are made at a penalty equal to the bonus you added to your attack until your next turn.

Level up: Increase the maximum bonus and penalty by 1.

Resolute Strike

SEASON 1

You can land hits with attacks with the sheer force of your will.

Level Progression: Fixed

Cost: 5 SP

Effect: When using any damage Technique, you can use your Resolve to attack. You must have at least 2 Valor to use this Skill.

Revenge

SEASON 1

When an ally falls, your desire for revenge pushes you forward.

Level Progression: Fixed

Cost: 5 SP

Effect: Whenever one of your allies is reduced to 0 Health or less by an enemy, you gain 2 Valor.

Special: You only gain Valor the first time an ally is reduced to 0 Health or less in a scene. You do not gain Valor if the ally was created by a Summoning Technique. You cannot have both *Despair* and *Revenge*. Any Soldier-class allies only increase Valor by 1. Any Flunky-class allies do not increase Valor.

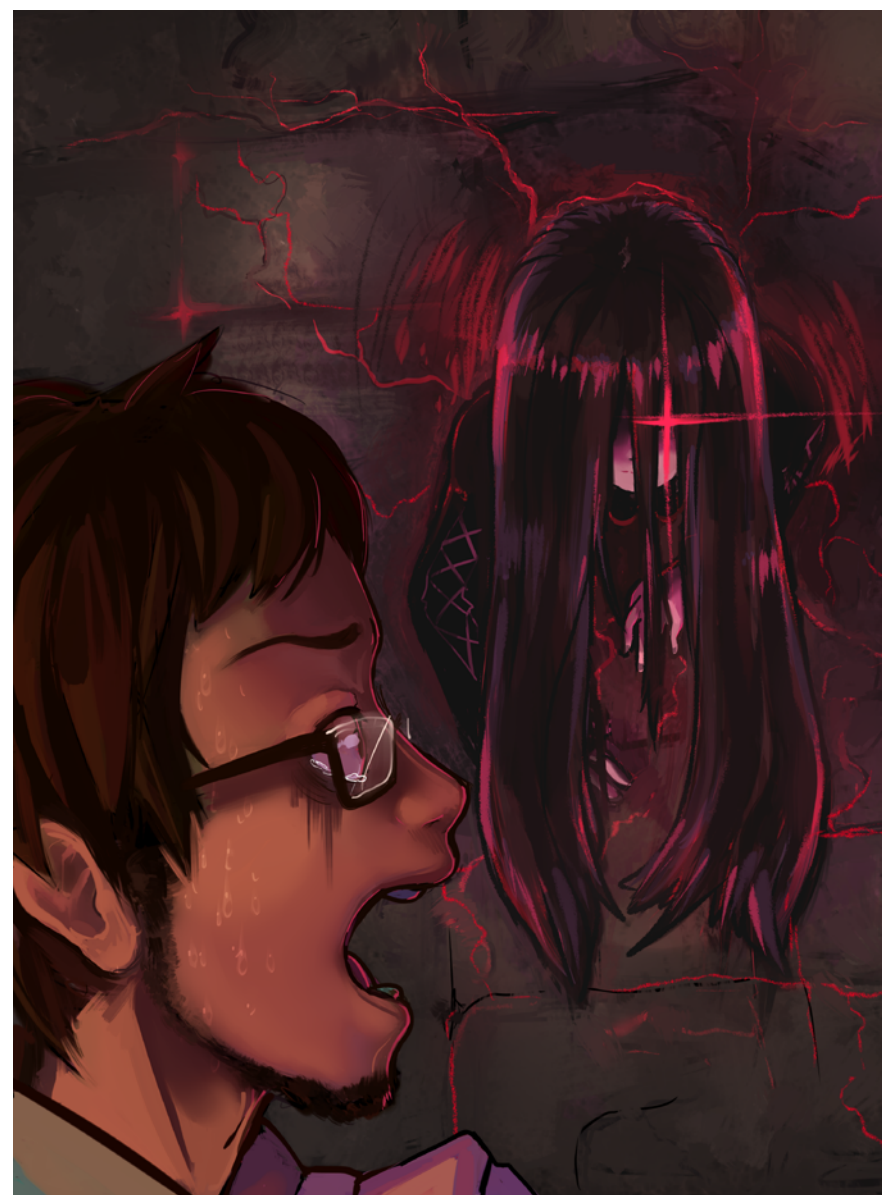## Rising Attack

SEASON 2

You can use the momentum from jumping to your feet to reinforce your attacks.

Level Progression: Fixed

Cost: 6 SP

Effect: When you stand up from Prone, you get a +1 bonus to your next attack roll that turn.

SKILLS & FLAWS

Rolling Recovery
SEASON 1

You can roll to your feet, repositioning as you do so.

Level Progression: Fixed

Cost: 4 SP

Effect: When you use a Move Action to stand up from Prone, you may also move up to half your Move stat.

Safe Stride
SEASON 2

You can walk over hazardous land without harm.

Level Progression: Fixed

Cost: 5 SP

Effect: Any terrain effect that would cause damage simply by stepping over it (such as spikes or brambles) does not cause damage while you are walking over them.

Special: If you have the *Water Walk* Skill, this applies to liquid hazards such as lava or acid. This does not negate any damage from effects created by Techniques.

Split Move
SEASON 2

You are adept at moving and attacking tactically.

Level Progression: Fixed

Cost: 6 SP

Effect: In the place of a Move Action, you may take two Move Actions, at different points during your turn. However, the total distance moved between the two actions cannot exceed your Move.

Special: This can be used with *Swift Step*, in this case it cannot exceed the total distance of your maximum *Swift Step*. Stamina is expended as normal. *Split Move* cannot be used on a Move Action taken to remove a status effect such as *Immobilized*.

Team Tactics
SEASON 1

Coordinating with your allies to attack from multiple angles, you break down the enemy's defense.

Level Progression: Fixed

Cost: 5 SP

Effect: If you and at least one of your allies are adjacent to your target, but not adjacent to each other, you get +1 to your attack roll.

Transposition
SEASON 2

You can quickly swap places with an ally or enemy as you teleport.

Level Progression: Fixed

Cost: 4 SP

Effect: When you *Swift Step*, you may choose a space occupied by an enemy or ally as your destination. As you move to their space, they are moved to the space you moved from. If the target is an enemy, make an Intuition or Aura roll that can be opposed by Intuition or Aura; if you fail, the Stamina and Support Action are wasted, and you do not move.

Special: This may be used on a clone you created. You must have the *Swift Step* Skill to take this Skill.

Underhanded
SEASON 2

Dishonorable actions do not weaken your resolve to win.

Level Progression: Fixed

Cost: 5 SP

Effect: You suffer no penalties to rolls when below 0 Valor.

Special: You are still Incapacitated when reaching -10 Valor.

Unmovable
SEASON 1

You are exceedingly difficult to move.

Level Progression: Slow

Cost: 6/2 SP

Effect: Whenever an effect would move you against your will, the distance moved is reduced by 2. Furthermore, if another combatant is thrown or pushed into you, you are treated as a wall - their push movement ends instantly, and they take the additional Damage Increment from the collision. You take no damage from the collision.

Level up: Distance moved is reduced by a further 2.

Special: If you successfully defend against a Technique with the *Rush Attack* modifier using Muscle, their movement and attack end, and you may place them on any space within your Zone of Control.

Unshakeable

SEASON 3

Your resolve never wavers in the face of the enemy.

Level Progression: Fixed

Cost: 6 SP

Effect: You cannot acquire the Shaken status by any means.

Unstoppable

SEASON 3

You can remain standing even when you would otherwise be rendered unconscious.

Level Progression: Fixed

Cost: 6 SP

Effect: If you have at least 2 Valor, you are not Incapacitated until you are reduced to one Health Increment below 0 Health.

Wall Walk

SEASON 2

You can walk along the surface of upright objects without difficulty.

Level Progression: Fixed

Cost: 4 SP

Effect: If you are adjacent to a wall you can attack Flying enemies.

Special: This Skill grants a +1 bonus to all Athletic rolls when Climbing. This bonus stacks with *Proficiency*.

Water Adaptation

SEASON 2

You can breathe while immersed in liquid.

Level Progression: Fixed

Cost: 6 SP

Effect: You gain Valor normally while immersed in liquid, and do not begin drowning if knocked unconscious. If the liquid is hazardous (such as lava or acid), you still take damage. In addition, you suffer no penalty to your rolls for being in water.

Water Walk

SEASON 2

You can walk on the surface of liquids.

Level Progression: Fixed

Cost: 4 SP

Effect: You can walk on top of any liquid present, acting as if you were on solid ground. If the liquid is dangerous (such as lava or acid), you still take damage as normal.
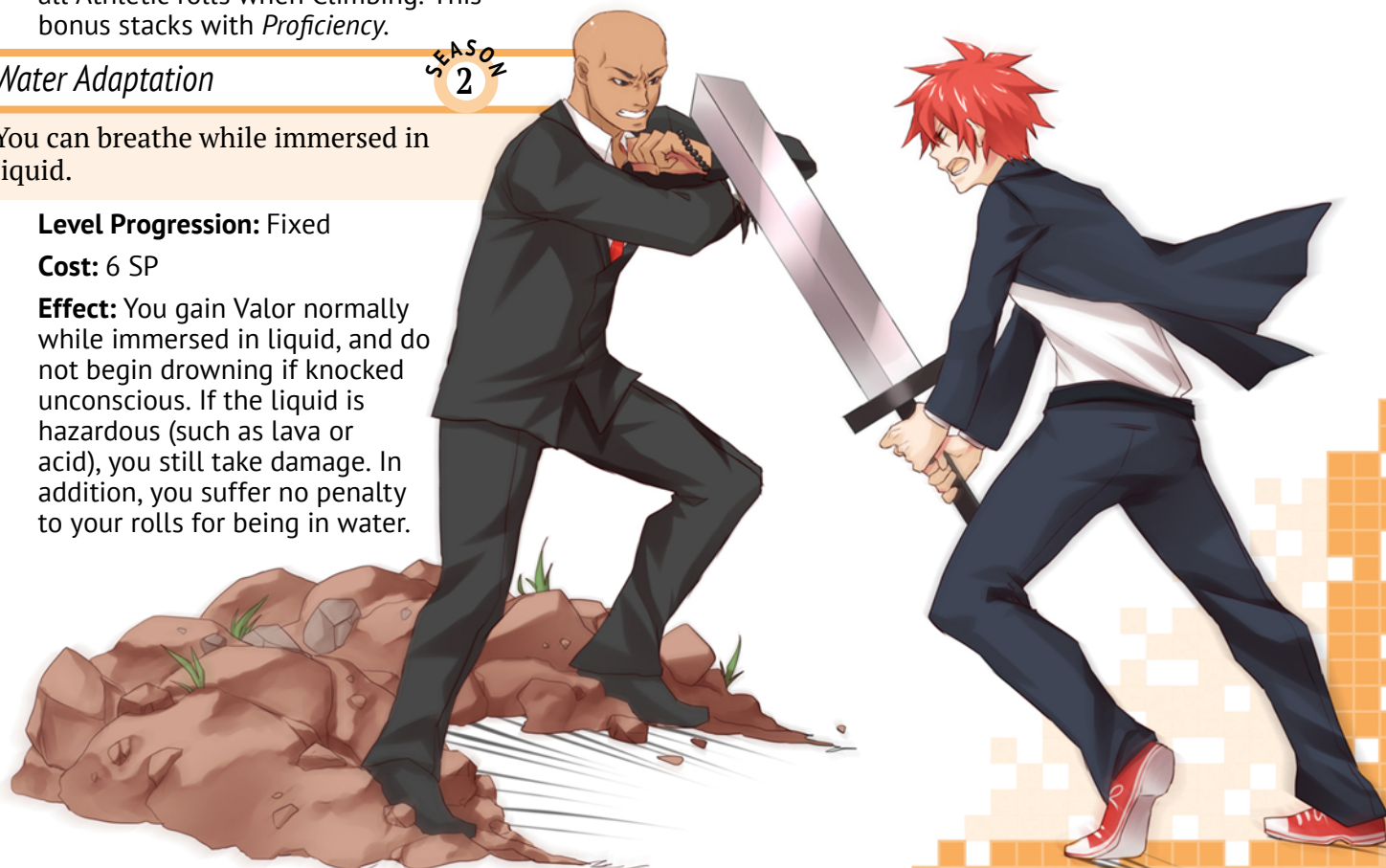
X-Ray Vision

SEASON 2

You can see through obstacles.

Level Progression: Fixed

Cost: 4 SP

Effect: You can see and target enemies behind full cover at no penalty. You do not gain any bonuses to piercing the cover itself and must still find another way to strike beyond it.

Active Skills

Active Skills can be used in place of Techniques in combat. They require an action to activate, and may also require the expenditure of Stamina.

Attack Node

SEASON 1

Either through manipulating the fabric of reality or setting proxies for yourself, you can place nodes on the battlefield from which you can attack as if you were standing there.

Level Progression: Fast

Cost: 5/2

Action: Support

Effect: Expend 4 Stamina and create an Attack Node anywhere within 5 spaces of yourself. For the rest of the battle, any Technique you use can originate from your location, or that of any Attack Node you have created. You must be within 20 spaces of the Attack Node you wish to utilize in order to use it. You can only create 1 Attack Node at a time, and you may not have more than 1 on the field at any given time.

Level Up: You may have an additional Attack Node on the field.

Special: Anyone can occupy the same space as an Attack Node. No Technique can directly target an Attack Node. Techniques with the Rush Attack and *Ramming Attack* Modifier cannot be used through an Attack Node.

Attack Node Network

SEASON 3

You can strike at a target through a number of attack nodes, making it nigh impossible to dodge the attack.

Level Progression: Fixed

Cost: 4 SP

Effect: When using a Technique, if you have two or more *Attack Nodes* within range of all targets, you may spend an additional 2 Stamina to attack from multiple nodes at once, getting a +1 bonus to your attack roll. No matter how many Nodes a Technique originates from, it only hits once and only one attack roll is made.

Battle Analysis

SEASON 2

You are skilled at analyzing the attack patterns of your foe and formulating the appropriate defense.

Level Progression: Fixed

Cost: 6 SP

Action: Support

Effect: Make an opposed Intuition roll against a target. If you succeed, then at any one point during the battle, you or an ally can defend against an attack from the target at a +5 bonus to defend.

Special: *Battle Analysis* can only be used to grant a bonus to defense against each enemy once per battle.

Clone

SEASON 2

You can duplicate yourself, creating weaker copies that appear to attack as you can in order to confuse your foes.

Level Progression: Slow

Cost: 6/3 SP

Action: Support

Effect: Expend 5 Stamina and create an illusionary copy of yourself on an adjacent space. If you wish, you may instead move one space and create an illusionary copy of yourself on the space

you moved from. Whenever you move, you may move yourself and all your clones. It is only apparent to yourself and your allies which is a clone and which is real. If an enemy attacks a clone, there is no attack roll necessary; the clone is instantly destroyed.

Level Up: You may create and have on the field one additional clone, expending Stamina as normal.

Special: Whenever you hit an enemy with a Technique, your true position is automatically revealed. Furthermore, any enemy may, as a Support Action, attempt to discern which is the real you via an opposed Intuition or Aura roll. If you possess the *Discreet Aura* Skill, gain +2 to your roll to avoid detection. If the enemy knows which clone is real, they will continue to know which is real until you create another clone. For the purposes of enemy movement, clones have Zones of Control, but only if the enemy doesn't know whether or not they're real.

Dark Healing

You channel the power of the malevolent entity within to heal yourself but risk awakening it.

Level Progression: Fixed

Cost: 5 SP

Action: None

Effect: As a free action, restore a Health Increment. The Entity makes an attempt to take over the user (see *Malevolent Entity* Flaw).

Special: The user must have the *Malevolent Entity* Flaw to take this Skill. If you no longer possess the *Malevolent Entity* Flaw for any reason, this Skill becomes inactive. It can be retrained as normal.

Dirty Trick

You are willing to do whatever it takes to land a hit.

Level Progression: Fixed

Cost: 5 SP

Action: None

Effect: Any one target within your Zone of Control becomes Surprised until the beginning of their next turn. When using this Skill, you lose 2 Valor.

Special: It is possible to go into negative Valor by using this Skill.

Duel

You can challenge a foe to single combat.

Level Progression: Fixed

Cost: 2 SP

Action: Support

Effect: Challenge a foe to single combat. If the target accepts, neither you nor the target can attack anyone but each other until one of you falls or the challenge is broken. You both gain +2 Valor. When one of the challengers is defeated, the *Duel* ends and all will bonuses are retained. If either the challenger or the challenged makes an attack not targeting their opponent, they break the *Duel*. If anyone outside of the *Duel* attacks either of the challengers, they break the *Duel*. If the *Duel* is broken, both challengers lose 2 Valor, and the one who broke the *Duel* loses 4 Valor. If a Technique has *Multiple Targets*, it doesn't break the *Duel* as long as the challenger is one of the targets. If the *Duel* is refused, the one who refused the challenge loses 2 Valor.

Special: You cannot issue more than one *Duel* in a battle. You can only challenge Elites in this fashion. If any character outside of the *Duel* attacks either character in the *Duel*, the dueling character defends as if surprised.

Skills & Flaws

Effect Capture
SEASON 2

You can wrest control of an effect on the field from its creator.

Level Progression: Fixed

Cost: 4 SP

Action: Support

Effect: Expend 5 Stamina and make an opposed Intuition or Aura roll against any target within 5 spaces of your location. If you succeed, you gain control of one *Attack Node*, *Portal*, *Refraction Point,* Boost, Weaken, or Persistent Effect that they created.

Special: In the case of a Boost effect, you transfer the effect from the target to yourself. In the case of a Weaken effect, you transfer the effect from the original target to the enemy who created it.

Effect Transfer
SEASON 1

You can move an effect on the field at your whim.

Level Progression: Slow

Cost: 4/3 SP

Action: Support

Effect: Move any Attack Node, Portal, or Persistent Effect up to 4 spaces.

Special: If the target effect was created by an enemy, you must succeed an opposed Intuition roll against the initiator of the effect to move it.

Level Up: Maximum Move distance increases by 2 and you may target an additional effect.

Exploit Weakness
SEASON 3

You can find a weakness in a target's pattern, finding the appropriate place to strike for maximum effect.

Level Progression: Fixed

Cost: 6 SP

Action: Support

Effect: Make an opposed Intuition check against a target that may be defended with either Intuition or Dexterity. If you succeed, then at any one point during the battle, you or an ally can make an attack against the target with a +5 bonus to the attack roll.

Special: You cannot use this Skill on the same target twice in one battle.

Feint
SEASON 1

Through skilled combat Technique you can trick your foe into leaving an opening for you to exploit.

Level Progression: Fixed

Cost: 6 SP

Action: Support

Effect: Make a Dexterity or Intuition roll against a target within 5 spaces that may be defended with either Dexterity or Intuition. If you succeed, the damage on your next attack against that target this turn is increased by your Damage Increment.

Special: If the next attack you make against the target fails, the *Feint* is expended and the bonus damage is lost.

Flunky Domination
SEASON 3

You can crush or manipulate the will of a weak opponent, causing them to attack their allies.

Level Progression: Fixed

Cost: 5 SP

Action: Support

Effect: Make an Aura, Intuition or Resolve roll against a Flunky within five spaces of you that can be defended with either Aura, Intuition or Resolve. If you succeed, that Flunky immediately takes one Move or Attack action which you control.

Fly
SEASON 3

You can remain aloft for long periods of time, soaring through the skies with ease.

Level Progression: Slow

Cost: 6/2 SP

Action: Support

Effect: You may expend 4 Stamina to begin Flying, as well as an additional 4 Stamina each round to remain aloft. While Flying, your Move increases by 1, and you cannot be targeted by melee attacks by enemies who are not also Flying. If any enemy is not Flying, you may freely move through the space they occupy, as long as you don't stop on it. You are unaffected by land-based rough terrain while Flying, and it takes no action to remain aloft while Flying. If you are Immobilized, you cannot take flight.

Special: If you are not attacked by surprise, you may start the battle already Flying. If you choose to do so, you must spend 4. Stamina

at the beginning of the scene. If you acquire the *Fly* Skill from a Boost or Transformation, you may begin flying immediately as a free action, paying all costs as normal.

Level Up: +1 Move while flying.

Health Transference
SEASON 2

You grant some of your vitality to an ally.

Level Progression: Fixed

Cost: 4 SP

Action: Support

Effect: You lose Health equal to your Health Increment, and one ally within 5 spaces of you is healed Health equal to their Health Increment.

Inspire
SEASON 1

You have the ability to inspire an ally to greatness.

Level Progression: Slow

Cost: 5/3 SP

Action: Support

Effect: Increase the Valor of one ally within 5 spaces by one.

Special: You cannot use this Skill on someone who has more Valor than you do. You cannot use this Skill on yourself. This Skill grants a +1 bonus to all Negotiation rolls when being Inspiring. This bonus stacks with *Proficiency*.

Level Up: You may *Inspire* one additional ally.

Intimidate
SEASON 1

You can strike fear in the hearts of your foes.

Level Progression: Slow

Cost: 5/3 SP

Action: Support

Effect: Make an Aura or Resolve roll against one enemy within 5 spaces; they defend using Aura or Resolve at their choice. If you win the opposed roll, the target is Shaken.

Special: This Skill grants a +1 bonus to all Negotiation rolls when being intimidating. This bonus stacks with *Proficiency*.

Level Up: You may *Intimidate* one additional enemy.

Jump
SEASON 1

You can jump exceptionally high, allowing you to strike at airborne enemies and leap over large obstacles.

Level Progression: Fixed

Cost: 4 SP

Action: Support

Effect: Expend 2 Stamina. You may target flying enemies with melee Techniques.

Special: This Skill grants a +1 bonus to all Athletic rolls when jumping. This bonus stacks with *Proficiency*.

Skills & Flaws

Nullify
SEASON 1

You negate ongoing effects on the battlefield.

Level Progression: Slow

Cost: 5/3 SP

Action: Support

Effect: Expend 5 Stamina to try to remove temporary effects from a target. Make an Aura, Intuition, or Resolve roll against the target which is either defended by the Attribute used to initiate the effect, or Aura, Intuition or Resolve in the case of Active Skills. Upon success, you can cancel an effect caused by a Boost, Weaken, or Barrier Core Technique or by Active Skills that create ongoing effects such as the *Seal* Skill or the *Portal* Skill initiated by the target.

Level Up: You may *Nullify* one additional effect within range.

Portal
SEASON 2

You can create portals that allow instantaneous transportation between two or more points.

Level Progression: Fast

Cost: 6/3 SP

Action: Support

Effect: Expend 5 Stamina to create a Portal on the battlefield anywhere within 5 spaces of your location. The spaces between the two Portals, no matter how far away they are, are always considered adjacent. The first time you use this Skill in a battle, you may create two Portals, and may have up to two Portals on the field at a time.

Level Up: You can create another Portal, which is linked to all existing Portals.

Special: If an enemy moves over a Portal, the owner of the Portal may choose to transport them to any other Portal they control, including the Portal they stepped into. Techniques using the *Ranged Technique* Modifier can use Portals in the same manner as movement. Nothing can directly target a Portal aside from the *Nullify* Skill.

Provoke
SEASON 1

You can goad your enemies into attacking you, even when it's against their better judgment.

Level Progression: Fast

Cost: 4/2 SP

Action: Support

Effect: Make an opposed Resolve check against any one target within 5 spaces. If you succeed, then if the target elects to use a Damage Technique in their next turn, they include you as one of its targets. If they do not target you, then they lose one Valor.

Special: This Skill grants a +1 bonus to all Negotiation rolls when being insulting or provocative. This bonus stacks with *Proficiency*.

Level Up: You may *Provoke* an additional enemy.

Recharge
SEASON 1

You can sustain ongoing effects longer.

Level Progression: Slow

Cost: 5/3 SP

Action: Support

Effect: Pick one Boost or Persistent Effect Technique currently in effect on the field initiated by you or an ally within 5 spaces. Pay half of the Stamina cost of the Technique, and reset the duration of the effect to last until the end of your turn two turns from now.

Special: You cannot use this on effects created by Ultimate Techniques.

Level Up: You may *Recharge* one additional effect within range.

Refraction Chain
SEASON 3

You can channel an attack through multiple *Refraction Points*, greatly increasing its power.

Level Progression: Fixed

Cost: 6 SP

Effect: When using a Technique, if it passes through a Refraction Point you control, the damage inflicted by the attack is increased by your Damage Increment.

Special: No matter how many Refraction Points an attack passes through, you only gain the extra damage once.

Refraction Point

SEASON 2

You can create points on the battlefield through which you can channel and multiply your attacks.

Level Progression: Fast

Cost: 4/2

Action: Support

Effect: Expend 3 Stamina and create a *Refraction Point* anywhere within 5 spaces of yourself. For the rest of the battle, any Technique you use can target the *Refraction Point* as if it were an enemy. If you do, then you may expand the Technique, selecting new targets as if the Technique was originating from the *Refraction Point*. The maximum number of *Refraction Points* you can have on the battlefield at once is equal to the Skill Level.

Level Up: You can produce an additional Point.

Special: Anyone can occupy the same space as a *Refraction Point*. Techniques with the *Rush Attack* or *Ramming Attack* modifier cannot be used through a *Refraction Point*. Even if someone is targeted multiple times by one Technique through use of *Refraction Points*, it only can attack the target once, and only one attack role is made. If the Technique has the *Multiple Target* modifier, that modifier does not continue to function when passing through a Refraction Point, although you may send multiple iterations of the same Technique through the same Refraction Point.

Seal

SEASON 2

You can lock a target's Techniques or Skills so they cannot be used.

Level Progression: Slow

Cost: 6/3 SP

Action: Support

Effect: Expend 5 Stamina to try to disable the Technique or Skill of an enemy within 5 spaces. Make an opposed roll of an Active Attribute chosen when *Seal* is taken, if Muscle or Dexterity is selected it can be defended with either Muscle or Dexterity. If Intuition or Aura is selected, it can be defended by either Intuition or Aura. If Resolve is selected, pick one additional Active Attribute that the enemy can also use to defend against the Seal. Upon success, one of their Techniques or active Skills at your choice cannot be used until the end of your turn, two turns from now. You must have seen the Technique or Active Skill, or otherwise know the target possesses it in order to Seal it.

Special: If you disable the *Attack Node, Portal,* or *Refraction Point* Skills, the created Attack Nodes, Portals and Refraction Points remain on the battlefield; however, they cannot be used until the Skill is unsealed. You may learn *Seal* more than once, each time applies to a different Active Attribute.

Level Up: You may *Seal* one additional Technique or Active Skill within range.

Shadow Meld

SEASON 2

You can sink into a shadow to hide from foes.

Level Progression: Fixed

Cost: 6 SP

Action: Move

Effect: You may hide even when being directly observed by melding into shadows. Melding into shadows costs 4 Stamina, and grants a +1 bonus to all Stealth rolls while active. This bonus stacks with *Proficiency*. Staying melded costs 4 Stamina each round and you cannot attack while you are using *Shadow Meld*. Dismissing a *Shadow Meld* requires a Move Action.

Size Up

SEASON 1

You can analyze a foe and discern their statistics and Flaws.

Level Progression: Fast

Cost: 3/1 SP

Action: Support

Effect: Make an Intuition roll against a target that can be defended with either Intuition or Resolve. If successful, you learn the target's current Health, Stamina, Active Attributes, and Flaws.

Level Up: You may *Size Up* one additional target.

Spirit Sight

You can use your spiritual sense to locate invisible or obscured foes.

Level Progression: Fixed

Cost: 5 SP

Action: Support

Effect: You can activate this ability by expending 2 Stamina. While *Spirit Sight* is active, you can identify the square any invisible or otherwise concealed targets and suffer no attack roll penalties when attacking them. Additionally, you can identify which target is real and which is a Clone when the *Clone* Skill is in use. You can keep *Spirit Sight* active by expending an additional 1 Stamina each round. The expenditure of this Stamina requires no action.

Special: *Spirit Sight* negates penalties from Darkness. This Skill grants a +1 bonus to all Observation rolls while this Skill is active. This bonus stacks with *Proficiency*.

Stamina Transference

You grant some of your Stamina to an ally.

Level Progression: Fixed

Cost: 4 SP

Action: Support

Effect: You lose a Stamina Increment, and one ally within 5 spaces of you regains a Stamina Increment.

Swift Jump

You can jump easily and quickly, without much effort.

Level Progression: Fixed

Cost: 3 SP

Action: Support

Effect: When using the *Jump* Skill, you may instead expend 4 Stamina and use the Skill as a Free Action.

Special: You must have the *Jump* Skill to take this Skill.

Swift Step

SEASON 2

Either through a powerful burst of speed or sliding through dimensions, you can adjust your location with unbelievable speed.

Level Progression: Slow

Cost: 5/2 SP

Action: Support or Move

Effect: Expend up to 4 Stamina, and then move to any square within as many spaces of your current location as you expended Stamina.

Level Up: You may move an additional space by expending an additional 1 Stamina.

Special: *Swift Step* can be used multiple times in one turn with the proper action expenditure. Movement via *Swift Step* is still affected by enemy Zones of Control as normal.

Toss

SEASON 1

You can swiftly move your ally in the heat of battle.

Level Progression: Slow

Cost: 5/2 SP

Action: Support

Effect: Move one ally who is in your Zone of Control to any free space within 4 spaces of you. This movement ignores Zone of Control and Difficult Terrain.

Level Up: Maximum range increases by 2.

Reaction Skills

These Skills are used to react to certain conditions.

Afterimage

SEASON 2

You move so quickly you leave an image of yourself behind.

Level Progression: Fixed

Cost: 4 SP

Effect: When moving with the *Swift Step* Skill, you may spend 2 Stamina to leave a Clone of yourself at your location before movement, as per the *Clone* Skill. Alternately, you may not move at all, instead putting the Clone where the *Swift Step* would have moved you.

Special: At the beginning of your next turn, this Clone vanishes. This Clone does not count toward the maximum number of Clones you may have on the field.

Area Shield

SEASON 2

You can use your Aura to protect nearby allies from harm.

Level Progression: Fixed

Cost: 4 SP

Effect: Every time you make a defense roll against a Technique with the *Blast Radius* or *Line* Attack modifiers using Aura, you may pay 2 Stamina to extend your defense to an ally within your Zone of Control. You may extend your defense to as many allies as you can reach by spending more Stamina. You must make a defense roll in place of your allies for each ally targeted.

Clash

SEASON 2

You are skilled at overpowering an enemy's Technique with your own.

Level Progression: Fixed

Cost: 3 SP

Effect: If you have a prepared *Counterattack*, you may instead use it to *Clash* with an enemy's attack. When an enemy declares an Attack Action against you but before any rolls are made, you may use a prepared *Counterattack* and make an attack roll against the enemy's attack roll. Both you and your enemy add the Damage Core Power to your rolls. If you roll higher than your enemy, your Attack Action negates theirs and your Technique resolves

as normally. If your enemy's roll is higher than yours, your *Counterattack* is expended and the enemy's attack resolves as normal.

Special: The loser of a *Clash* does not get a defense roll, they are hit automatically. Ultimate Techniques have an additional +5 to their roll.

Combination Attack
SEASON 1

You can combine your attack with that of an ally to make it harder to dodge.

Level Progression: Fixed

Cost: 6 SP

Effect: Once per round, delay your turn until an ally attacks, then attack the same target. Your initiative is set to just before your ally. You both get +2 to your attack rolls while making the attack. After the end of this round, your Initiative is reset to its normal value for this scene.

Counterattack
SEASON 1

You can strike an enemy just before they land their own attack.

Level Progression: Fixed

Cost: 6 SP

Effect: Expend an Attack Action to prepare a Damage Technique. When an enemy declares an Attack Action against you but before any rolls are made, you may use the prepared Damage Technique, resolving that action before your enemy resolves theirs. After your Attack Action, their Attack Action resolves as normal. If they are no longer able to use the Attack Action they were originally intending to use, the action is refunded and they may

resume their turn. A prepared Technique may only be used once, after which it is expended.

Special: You may prepare as many *Counterattack*s as you wish. You cannot perform more than one *Counterattack* in response to a Technique. If you wish to use a Technique that requires more than an Attack Action, then you must expend other actions accordingly when preparing the counter. You may prepare the same Technique more than once.

Cover
SEASON 1

You can throw yourself in front of an ally, taking a hit that was meant for them.

Level Progression: Fast

Cost: 6/2 SP

Effect: Once per round, you may take damage instead of an Ally within your Zone of Control. *Cover* is used after dice have been rolled and the attack is determined to have hit. The person using *Cover* is automatically hit by the Technique.

Level up: You can use *Cover* once more per round.

Special: If you have prepared a *Counterattack*, you may activate that action when you use the *Cover* Skill. *Cover* can be used to defend against Techniques with an area of effect. It is possible to be hit by the same Technique more than once when using *Cover*.

Damage Feedback
SEASON 2

Striking you is painful to your enemies.

Level Progression: Fixed

Cost: 5 SP

Effect: Every time you successfully guard against a melee attack with your Muscle, the attacker takes damage equal to your Damage Increment. This damage is not modified by Defense or Resistance.

Defensive Clash
SEASON 3

You can use your own Techniques to protect an ally from harm.

Level Progression: Fixed

Cost: 4 SP

Effect: You may activate *Clash* when an ally is attacked, so long as the attacking enemy is within range of your prepared Technique.

Deflecting Shield
SEASON 3

While shielding your allies you can use the shield to deflect line attacks back at your foes.

Level Progression: Fixed

Cost: 4 SP

Effect: When using the *Area Shield* Skill against a Technique with the *Line Attack* modifier, if you successfully defend for yourself or an ally, you may deflect the Technique as per *Line Deflect*.

Special: You must have the *Area Shield* and *Line Deflect* Skills to take this Skill. You may not deflect the same line more than once, but you can divert it from targeting other allies being targeted by the Technique in this fashion.

Diving Escape
SEASON 2

You can escape from powerful blasts by diving out of the way.

Level Progression: Slow

Cost: 5/2 SP

Effect: Every time you successfully guard against a Technique with the *Blast Radius* or *Line Attack* modifiers using Dexterity, you may move up to 2 spaces towards the nearest space outside of the target area.

Level up: The maximum distance you can move with this Skill increases by 1.

Final Attack
SEASON 2

With a final defiant surge of Strength you can make one last attack before you lose consciousness.

Level Progression: Fixed

Cost: 6 SP

Effect: If an enemy Technique will reduce your Health to a level that will incapacitate you, you can instantaneously use any one Technique, ignoring all Stamina costs and Limits before becoming Incapacitated as normal. Ultimate Techniques cannot be used in this manner.

Ignore Effect
SEASON 1

You overcome an effect with pure resolve.

Level Progression: Fixed

Cost: 5 SP

Effect: When targeted by an active Skill, you may defend with Resolve, so long as your Valor is 2 or higher.

Interrupt Attack
SEASON 1

You can attack a foe as he tries to pass you, stopping them in their tracks.

Level Progression: Slow

Cost: 3/2 SP

Effect: If you have a prepared *Counterattack*, you may instead use it to interrupt an enemy's movement through your Zone of Control. Whenever an enemy moves into or through your Zone of Control, you may immediately use a prepared *Counterattack* against them. If the Technique hits, their Move is reduced by 2 for that action in addition to the normal effects of the Technique resolving.

Level Up: Increase the movement reduction by an additional 2.
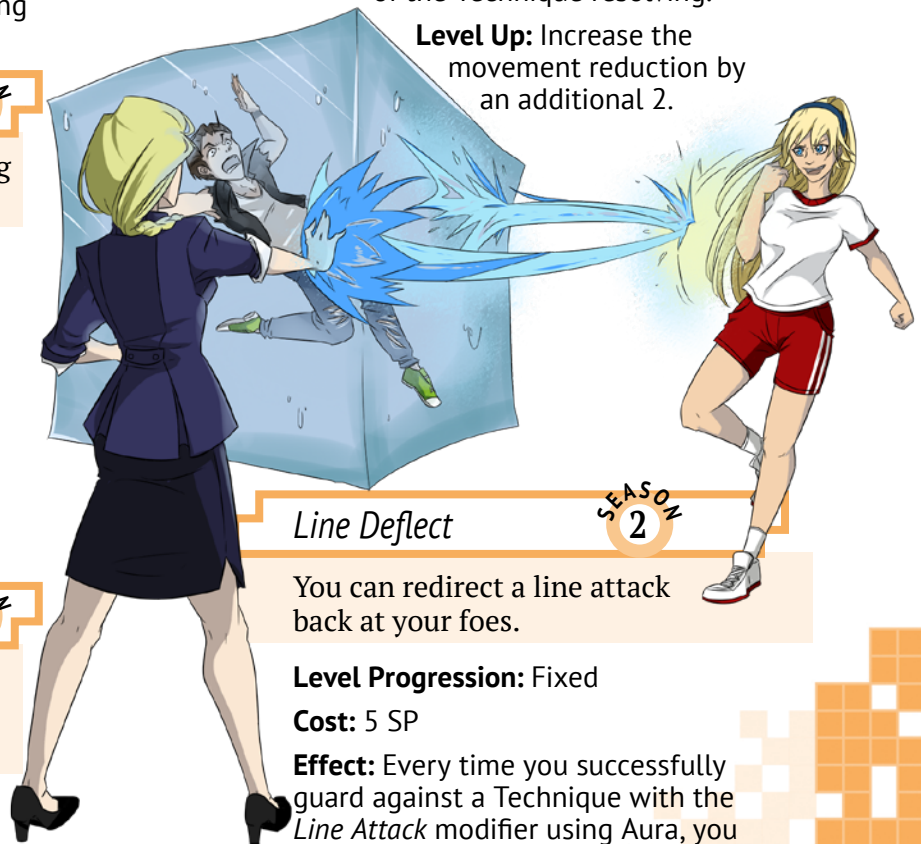
Line Deflect
SEASON 2

You can redirect a line attack back at your foes.

Level Progression: Fixed

Cost: 5 SP

Effect: Every time you successfully guard against a Technique with the *Line Attack* modifier using Aura, you may deflect the line from your space, using the remaining movement the attack had, starting from the space you occupy.

Special: You cannot redirect the Technique directly back in the direction it came from. If the Technique has *Line Variation*, the originator may retake control of it by bending it again.

Mobile Cover

SEASON 2

You can take hits for allies at a great distance.

Level Progression: Fixed

Cost: 5 SP

Effect: You may expend a Move Action to prepare to *Cover*. Whenever any ally within your movement range is attacked, you may move adjacent to them as part of the use of the *Cover* ability.

Special: If you possess the *Swift Step* Skill, you may instead expend a Support Action for this, and use *Swift Step* in order to adjust your position accordingly. If desired, you may also expend a Move Action to set a *Swift Step*. The Stamina cost is paid when the *Mobile Cover* Skill is used.

Mobile Dodge

SEASON 2

You move around quickly to avoid attacks.

Level Progression: Fixed

Cost: 4 SP

Effect: Any time you succeed a defense roll using Dexterity, you may instantly move one space in any direction.

Special: If you have the *Swift Step* Skill, you may pay 1 Stamina to move two spaces instead of one when using this Skill. This is considered a use of the *Swift Step* Skill for purposes of other Skill effects.

Opportunistic Dodge

SEASON 2

You can throw your opponent off balance as you dodge their attack, setting you up for a better attack.

Level Progression: Fixed

Cost: 6 SP

Effect: Any time you succeed a defense roll using Intuition, you get a +1 bonus to your next attack roll against that target. This bonus cannot stack with itself.

Push Away

SEASON 2

Your resolution is so great you can force your enemies away from you.

Level Progression: Slow

Cost: 4/2 SP

Effect: Every time you successfully defend against an attack from an Enemy inside your Zone of Control using Resolve, the attacker is pushed away 1 space.

Level Up: Distance pushed is increased by 1 space.

Prepared

SEASON 3

You are able to counter attacks upon entering combat.

Level Progression: Fixed

Cost: 6 SP

Effect: When you enter combat, set a *Counterattack* Action. You must pay the cost for the Technique you prepare immediately upon entering battle. The Technique is considered to have been used once at the start of battle for the purposes of cooldown, ammunition, and other related Limits. If the Limits prevent you from using the Technique at the start of the battle, you cannot use it with the *Prepared* Skill. You cannot prepare a Technique that requires more than an Attack Action.

Ranged Interrupt

SEASON 2

You can attack and stop the movement of foe attempting to move around the battlefield.

Level Progression: Fixed

Cost: 4 SP

Effect: You may use *Interrupt Attack* at any point during an enemy's movement that they are within range of your prepared Technique.

Shrug Off

SEASON 2

Irresolute attacks cannot bring you down.

Level Progression: Fixed

Cost: 6 SP

Effect: If an attack would reduce you from 2 or more Health to 0 or less Health, make an opposed resolve check against the attacker. If you succeed, you are instead reduced to 1 Health.

Special: This Skill can only be used once per scene. If you are reduced below 1 Health by a source other than damage inflicted by someone else using a Technique, you cannot use this Skill.

OVERDRIVE SKILLS

These Skills allow you to increase your strengths and abilities by using Valor.

Acceleration
SEASON 1

You may use an Overdrive to increase your Dexterity.

Level Progression: Fixed

Action: Overdrive

Cost: 5 SP

Effect: Once per scene, you may pay 3 Valor to increase your Dexterity by 1 for the remainder of the scene.

Analysis
SEASON 1

You may use an Overdrive to increase your Intuition.

Level Progression: Fixed

Action: Overdrive

Cost: 5 SP

Effect: Once per scene, you may pay 3 Valor to increase your Intuition by 1 for the remainder of the scene.

Blazing Might
SEASON 1

You may use an Overdrive to increase your Spirit and Mind Attack.

Level Progression: Slow

Action: Overdrive

Cost: 6/3 SP

Effect: Once per scene, you may pay 3 Valor to increase your Spirit and Mind Attack by 8 for the remainder of the scene.

Level Up: Increase Attack bonus by 4.

Burning Passion
SEASON 1

You may use an Overdrive to increase your Resolve.

Level Progression: Fixed

Action: Overdrive

Cost: 5 SP

Effect: Once per scene, you may pay 3 Valor to increase your Resolve by 1 for the remainder of the scene.

Fighting Spirit
SEASON 1

You may use an Overdrive to increase your Strength and Agility Attack.

Level Progression: Slow

Action: Overdrive

Cost: 6/3 SP

Effect: Once per scene, you may pay 3 Valor to increase your Strength and Agility Attack by 8 for the remainder of the scene.

Level Up: Increase Attack bonus by 4.

Hardened Defense
SEASON 1

You may use an Overdrive to increase your Defense.

Level Progression: Slow

Action: Overdrive

Action: Overdrive

Cost: 6/3 SP

Effect: Once per scene, you may pay 3 Valor to increase your Defense by 8 for the remainder of the scene.

Level Up: Increase Defense bonus by 4.

Hardened Resistance

SEASON 1

You may use an Overdrive to increase your Resistance.

Level Progression: Slow

Action: Overdrive

Cost: 6/3 SP

Effect: Once per scene, you may pay 3 Valor to increase your Resistance by 8 for the remainder of the scene.

Level Up: Increase Resistance bonus by 4.

Resolute Aura

SEASON 1

You may use an Overdrive to increase your Aura.

Level Progression: Fixed

Action: Overdrive

Cost: 5 SP

Effect: Once per scene, you may pay 3 Valor to increase your Aura by 1 for the remainder of the scene.

Strength of Will

SEASON 1

You may use an Overdrive to increase your Muscle.

Level Progression: Fixed

Action: Overdrive

Cost: 5 SP

Effect: Once per scene, you may pay 3 Valor to increase your Muscle by 1 for the remainder of the scene.

Challenge Skills

Challenge Skills are those specifically applied to challenge scenes.

Asset

SEASON 1

Be it a possession or a personal relationship, you have an asset that is useful in specific circumstances.

Level Progression: Fixed

Cost: 3 SP

Effect: Choose a specific *Asset* such as great wealth or connections to local law enforcement. When making a roll against a meter that your *Asset* gives you an advantage against, you may gain +3 to the roll. You can only do this once per scene. You may not use more than one *Asset* on a single roll, but you may use an *Asset* in conjunction with a *Challenge Technique*.

Special: This Skill may be taken multiple times. Each time grants a different *Asset*.

Challenge Technique

SEASON 1

In specific circumstances, you can employ a Technique to give yourself a boost.

Level Progression: Fixed

Cost: 3 SP

Effect: Choose a specific challenge situation such as revealing a falsehood or making an investigation. When making a roll against a meter that requires the use of this specific action, you may gain +3 to the roll. You can only do this once per scene. You may not use more than one *Challenge Technique* on a single roll, but you may use a *Challenge Technique* in conjunction with an *Asset*.

Special: This Skill may be taken multiple times. Each time applies to a different situation.

Favorable Insight

SEASON 1

You attempt to gain insight into what would be most beneficial to you in the given situation.

Level Progression: Fixed

Cost: 3 SP

Effect: Choose a general challenge situation such as Negotiation or Mystic Arts. When involved in a Challenge scene where the selected situation is relevant, you may make an Intuition or Resolve roll against an opposing character or against a flat difficulty at the GM's

prerogative. This roll can be defended with either Intuition or Resolve. If you succeed, you gain information on what action or tactic would benefit you in the current situation, such as the fact that the person you are speaking with is honorable or the ward you are attempting to disarm is vulnerable to fire magic. You may then make an action accordingly.

Special: This Skill may be taken multiple times. Each time applies to a different situation.

Favorable Success *SEASON 2*

Your ability to succeed in certain challenges causes a domino effect, making you more successful in related challenges.

Level Progression: Fixed

Cost: 4 SP

Effect: Whenever you successfully move a meter by 2 or more points, you may also move a related meter 1 point in the direction of your choice.

Special: You can only use this Skill if the meter moved in the direction you intended to move it.

Proficiency *SEASON 1*

You are skilled in a certain type of challenge action.

Level Progression: Fixed

Cost: 2 SP

Effect: Choose a challenge action group such as Athletic or Negotiation. You gain a +1 bonus to all uses of that action group.

Special: You can take this Skill multiple times, choosing a different action group each time.

Recovery *SEASON 1*

When making a mistake, you can cover your tracks, lessening the effect of your mistake.

Level Progression: Fixed

Cost: 3 SP

Effect: Choose a specific challenge situation such as negotiation or stealth. If, through your action and roll, you would move the target meter in the wrong direction, you can spend 1 Valor to negate the effects of the roll entirely, preventing the meter from moving at all.

Special: You can take this Skill multiple times, choosing a different situation each time.

COMPANION SKILLS

Companion Skills allow you to gain a Companion who can aid you in combat.

Companion *SEASON 1*

You have a companion that follows you and assists you.

Level Progression: Slow

Cost: 6/4 SP

Effect: You gain access to a *Companion*. The Companion takes up its own space and has a Move of 4, and defends using your Active Attributes. Companions may substitute defenses as normal, and suffer no penalty for substituting. Companions are immune to the effects of Weaken Cores or status conditions, but any Weaken Core effects applied to you also apply to the Companions as well.

Companions do not possess their own Actions, Skills or Techniques. When using a Technique, you may have the Technique originate from the Companion instead. Companions move on your Move Action. Companions do not have their own Health, whenever a Companion is hit by a Technique, it is disabled and cannot move or have Techniques originate from it. You may use a Support Action to revive a disabled Companion, after which it can be used as normal.

Special: You must take this Skill to take and use any other Skills in the *Companion* category. If an enemy hits your Companion with a Technique that inflicts damage, they are disabled. If a disabled Companion is within your Zone of Control, you can revive them with a Support Action. Companions share the benefit of any active boosts and Transformations when applicable.

Level Up: You gain access to an additional *Companion*.

Skills & Flaws

Ally Mount

Your Companion will allow allies to ride it.

Level Progression: Slow

Cost: 3/1 SP

Effect: If a Companion can be ridden, an Ally may ride instead of you, expending a Support Action to mount it as normal.

Level Up: Another Companion capable of being ridden may be ridden by an ally.

Special: You must have the *Companion* and *Mount* Skills to take this Skill.

Companion Sense

Your Companion can detect enemies using senses you may lack.

Level Progression: Fixed

Cost: 2 SP

Effect: While at least one of your Companions is active, you can activate this ability by expending 2 Stamina. While *Companion Sense* is active, you can identify the square any invisible or otherwise concealed targets are on and suffer no attack roll penalties when attacking them. You can keep *Companion Sense* active by expending 1 Stamina for each additional round.

Special: You must have the *Companion* Skill to take this Skill.

Companion Zone of Control

Your Companion can control the battlefield, making it difficult for your enemies to disengage.

Level Progression: Slow

Cost: 4/4 SP

Effect: Choose a Companion. That Companion's Zone of Control impedes movement.

Level Up: An additional Companion gains a Zone of Control.

Special: You must have the *Companion* Skill to take this Skill. You do not get this extension of your Zone of Control while the Companion is disabled.

Extended Revival

You can revive multiple Companions at once.

Level Progression: Fixed

Cost: 4 SP

Effect: If more than one of your Companions have been Incapacitated, you may revive all your Companions that are in range.

Special: You must have the *Companion* Skill to take this Skill. If you have *Trusting Companion*, your allies may also revive multiple Companions if they are within range.

Fast Companion

Your Companion moves with great speed to assist you in battle.

Level Progression: Fast

Cost: 2/1 SP

Effect: Your Companion's Move increases by 1. If you have multiple Companions, this applies to all of them.

Level Up: Your Companion's Move increases by a further 1.

Special: You must have the *Companion* Skill to take this Skill.

Flank Attack

You coordinate your attacks with your Companion for greater accuracy.

Level Progression: Fixed

Cost: 4 SP

Effect: If you and your Companion or two of your Companions are both adjacent to an enemy, you gain +1 to attack rolls made against that enemy.

Special: You must have the *Companion* Skill to take this Skill.

Flying Companion

Your Companion can take to the air at will.

Level Progression: Slow

Cost: 3/3 SP

Effect: One of your Companions (your choice upon selection of the Skill) is considered to be Flying at all times.

Level Up: One more Companion (your choice upon level up of the Skill) is considered to be Flying at all times.

Special: You must have the *Companion* Skill to take this Skill.

Hidden Companion

Your Companion can hide itself from the sight of enemies.

Level Progression: Slow

Cost: 4/2 SP

Effect: By expending 5 Stamina, one of your Companions (your choice upon selection of the Skill) can mask itself from your foe's senses. You may turn invisibility on and off at will as a Free Action, paying all costs when activating the ability. When invisible, the Companion's location is not known to the enemies. What is known is where they were last time they performed a Technique. Enemies can attack any space they suspect of having an invisible Companion in it – if the square is empty, nothing happens, and if it's occupied, then the attack is resolved normally. While invisible, the Companion gets a +2 bonus to defense rolls. Each turn spent invisible expends 5 Stamina for the Companion's owner.

Level Up: One more Companion (your choice upon level up of the Skill) can make itself invisible.

Special: Enemies can attempt to follow an Invisible Companion's movement. As a Support Action, anyone can make an opposed Intuition roll against you to ascertain your Companion's location. You must have the *Companion* Skill to take this Skill.

Instant Mount

You can instantly mount your Companion on the battlefield.

Level Progression: Fixed

Cost: 3 SP

Effect: If you start the battle adjacent to your companion, you may instead start the battle already riding them as a mount. You can mount your companion during your turn without expending an action. The Companion must be capable of being ridden.

Special: You must have the *Mount* Skill to take this Skill. Dismounting still requires a Support Action.

Mount

You can ride your companion to move around the battlefield at high speed.

Level Progression: Slow

Cost: 3/1 SP

Effect: Select one of your Companions, this Companion can now be ridden. If you are adjacent to your companion, you may expend a Support Action to ride them as a mount. The Companion is removed from the battle and cannot be targeted while you are riding it, and you now use the Companion's Move distance instead of your own when using an action to move. As a Support Action, you may stop riding the Companion, and it re-enters the battle in a space adjacent to you.

Level Up: Another Companion can be ridden as a mount.

Special: You cannot use any other Companion Skills while riding your Companion as a mount. If you have the *Ally Mount* Skill, your allies may mount your Companion in your stead.

Protect Ally

Your companion will take hits intended for its Master's friends.

Level Progression: Fixed

Cost: 2 SP

Effect: Once per round, if one of your Companions is adjacent to an ally, it may take damage in their place. *Protect Ally* is used after dice have been rolled and the attack is determined to have hit. The Companion is automatically hit by the Technique and disabled.

Special: You must have the *Companion* Skill and the *Protect Master* Skill to take this Skill. Even if you have more than one Companion, only one Companion may take a hit in such a fashion this turn. If *Protect Master* was used this turn, this Skill cannot be used.

Protect Master

Your companion will take hits intended for its Master.

Level Progression: Fixed

Cost: 4 SP

Effect: Once per round, if your Companion is adjacent to you, it may take damage in your place. *Protect Master* is used after dice have been rolled and the attack is determined to have hit. The Companion is automatically hit by the Technique (and immediately disabled).

Special: *Protect Master* can be used to defend against Techniques with an area of effect. If you and a Companion you wish to have protect you are both caught in an area of effect, roll defense for the Companion first. If the Companion is not disabled by the attack, it may protect you as normal. You must have the *Companion* Skill to take this Skill. Even if you have more than one Companion, only one Companion may take a hit in such a fashion this turn.

Ranged Revival

You can revive your companions even if they are far from you.

Level Progression: Fixed

Cost: 3 SP

Effect: You may revive a disabled Companion from 20 spaces away.

Special: You must have the *Companion* Skill to take this Skill.

Reactive Companion

Your companion is flexible and can strike back at foes as they attack.

Level Progression: Fixed

Cost: 4 SP

Effect: You may use Reaction abilities through your Companions, so long as the companion is within range to use the Skill normally.

Special: You must have the *Companion* Skill to take this Skill.

Sense Malice

Your companion can inherently detect malice or evil in others.

Level Progression: Fixed

Cost: 2 SP

Effect: Your Companion can alert you to nearby people having hostile intent towards you or your friends.

Special: You must have the *Companion* Skill to take this Skill.

Tossing Companion

Your companion can quickly reposition an ally.

Level Progression: Slow

Cost: 3/1 SP

Effect: One of your Companions (your choice upon selection of the Skill) can use the *Toss* Skill.

Level Up: One more Companion (your choice upon level up of the Skill) can use the *Toss* Skill.

Special: You must have the *Companion* Skill and *Toss* Skill to take this Skill.

Trusting Companion

Your companion trusts your allies enough to accept their aid.

Level Progression: Fixed

Cost: 4 SP

Effect: Any Companion you possess that has been disabled may be revived by an Ally. The Ally must be within 5 spaces of the Companion and expend a Support Action to revive the disabled Companion.

Special: You must have the *Companion* Skill to take this Skill.

BOOST SKILLS

These are power Skills that cannot be purchased for a character. They can only be granted by a Boost Core Technique.

Change Attributes

Your Transformation allows you to fight in a completely different way than normal.

Level Progression: Fixed

Cost: 2 SP

Effect: When buying this Skill, create an alternate set of Base Attributes by freely rearranging your current set. When entering your alternate form through use of the Transformation ultimate Technique, switch to this set of Attributes.

Special: All Active Attributes, Attack values, Defense, Resistance, and Move change accordingly, as do maximum Health and Stamina, along with the according Increments.

Enhanced Range

Your ranged Techniques go further.

Level Progression: Slow

Cost: 2/2 SP

Effect: +1 range to any Technique using the *Ranged Technique* Modifier.

Level Up: +1 range
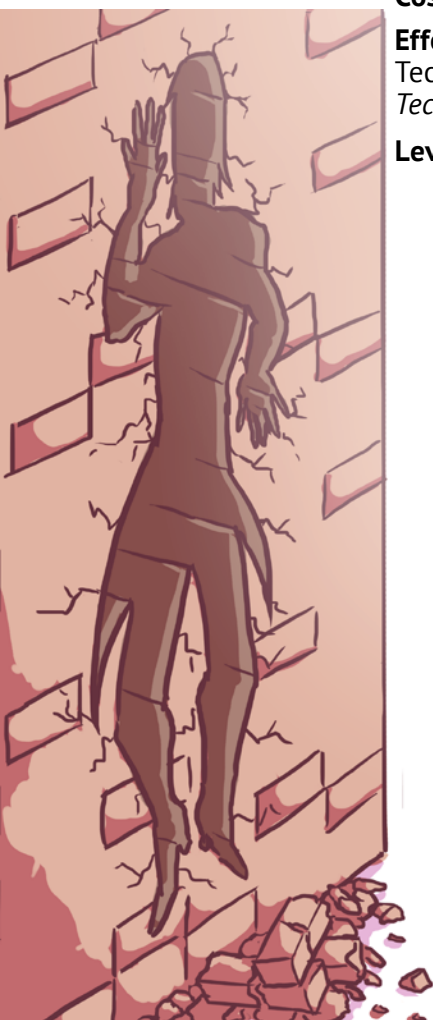
Great Accuracy

Your attacks land more consistently and reliably than normal.

Level Progression: Fixed

Cost: 6 SP

Effect: When rolling any attack roll, add 1 to the roll.

Great Evasion

Your enemies find you hard to land a blow on.

Level Progression: Fixed

Cost: 6 SP

Effect: When rolling any defense roll, add 1 to the roll.

Long Reach

Your reach is extended allowing you to strike at a greater distance.

Level Progression: Fixed

Cost: 6 SP

Effect: Techniques with no targeting modifiers can target enemies one space beyond your Zone of Control.

Powerful Blow

Your attacks are so strong they always push back the enemy they strike.

Level Progression: Fixed

Cost: 6 SP

Effect: All damage Techniques you use gain the ability to reposition the target or targets by 1 space.

Special: If the Technique already possesses the ability to reposition the target, increase the distance the target is moved by 1.

65

CREATING SKILLS

The Skill system is designed to provide options for any typical in-game situation. However, sometimes someone might have a concept that requires a more specialized or unique Skill that isn't presented in this book. Creating an original Skill is not a difficult process, but it involves the GM and player working together to make the Skill fit within the GM's system.

CREATING A CUSTOM SKILL

The cost of a Skill is based on how dramatically it can affect the narrative of the story and the kinds of advantages it can grant. In many cases, what the player wants can be easily represented by a simple bonus to a certain non-combat action, which is represented by a fixed +1 bonus to Attribute checks in a certain situation, and a cost of 2 SP.

However, sometimes a desired Skill is harder to represent. Gauge the narrative effect of a Skill, and set a price accordingly. Generally, a Skill should be 1 or 2 SP for a minor effect on the game, 3 or 4 SP for a moderate effect on gameplay, and 5 or more SP for a Skill that can potentially have a major effect on gameplay. In general, minor Skills (such as a helpful combat advantage or a reasonable role-play advantage, like the ability to see the map of an area the characters are in) are likely to have a Fast progression, and major Skills (such as an increase to Attributes or statistics that are often used) are likely to have a Slow progression.

EXAMPLE

Steve wants to build a psionic character for his upcoming fantasy game – one who can use the power of his mind to influence others. Looking at the custom Skills rules, he makes two Skills that will work conceptually with his character and brings them to Jessica, his GM.

The Skills he proposes look like this:

Telepathy ·SEASON 1·

You can speak directly to the minds of others.

Level Progression: Fixed

Cost: 2 SP

Effect: You can communicate telepathically through words, feelings, and images with any sentient creature within range. If you do not share a common language, you can still communicate to a degree, but must communicate through pictures and feelings instead.

Mind Reading ·SEASON 1·

You can read the surface thoughts of a target.

Level Progression: Fixed

Cost: 4 SP

Effect: By spending 2 Stamina and winning an Intuition roll that can be defended with either Intuition, Aura or Resolve, you can read the surface thoughts of any sentient creature within your field of vision.

Jessica looks over the presented Skills. She immediately notices that the Telepathy Skill mentions a range, but doesn't specify what that range is. Realizing his oversight, Steve changes the Skill's description slightly to specify that it works on anybody he can see. The new Skill looks like this:

Telepathy

SEASON **1**

You can speak directly to the minds of others.

Level Progression: Fixed

Cost: 2 SP

Effect: You can communicate telepathically through words, feelings, and images with any sentient creature you can see within 20 spaces. If you do not share a common language, you can still communicate to a degree, but must communicate through pictures and feelings instead.

The second Skill, Jessica feels, should have a more specific combat application, since her game is going to be a bit more combat-oriented. She suggests that it can, in battle, give a slight bonus to defense rolls. Steve also suggests that it might also give him an idea of what actions the enemy is going to take next, intending to use his character's telepathy to pass on the results of the check to his allies if necessary.

She also says that the target should be aware of what is happening when their mind is read. However, Steve says he intended the Skill to be more subtle, one in which he quietly picks up the surface thoughts being projected. After a bit of discussion, Jessica agrees to this as well, but increases the SP cost by 4 and the Stamina cost by 4 to compensate. She also has him add that the Skill requires a Support Action in combat and raises it to a higher season to make it more balanced with the benefit it grants. Thus, the final Skill looks like this:

Mind Reading

SEASON **3**

You can read the surface thoughts of a target.

Level Progression: Fixed

Action: Support

Cost: 8 SP

Effect: By spending 6 Stamina and winning an Intuition roll that can be defended with either Intuition, Aura or Resolve, you can read the surface thoughts of any sentient creature within your field of vision. If you succeed in combat, gain a +1 bonus on your next defense roll against the attack initiated by the target and a vague idea of what they plan to do next.

Techniques

Technique Cores

Name	Effect	Pg.
Barrier Core	Creates a barrier that can impede movement or block an attack	79
Boost Core	Bestow skills upon the target	79
Damage Core	Damages the target	80
Healing Core	Heals the target	80
Mimic Core	Mimics another technique, taking on its properties	80
Summoning Core	Summons a creature to fight by your side	81
Weaken Core	Bestows flaws upon the target	81

Ultimate Technique Cores

Name	Effect	Pg.
Transformation	Transforms the user, increasing health, abilities, and bestowing skills	94
Ultimate Damage	Damages the target with greater power than normal	94

Target Modifiers

Season 1

Name	Effect	Lvl	Benefits From	Applicable to	Pg.
Blast Radius	Targets everything within 1/+1 spaces of target	2/2	Spirit	Boost, Barrier, Damage, Healing, Weaken	82
Line Attack	Targets everything in a line of length 3/+3	1/1	Spirit	Boost, Barrier, Damage, Healing, Weaken	83
Multiple Targets	Can hit another 1/+1 targets	1/1	Agility	Boost, Damage, Healing, Weaken	83
Ranged Technique	Can hit from 3/+3 spaces away	1/1	Agility	All	84
Rush Attack	Move through enemies, target each one you move through	3	Strength, Agility	Damage, Weaken	84
Whirlwind Attack	Target each enemy in ZOC	2	Strength	Damage	84

Target Modifiers (Continued)

Season 2

Name	Effect	Lvl	Benefits From	Applicable to	Pg.
Chain Attack	Recast from each target you hit, can't hit the same target twice	1/1	N/A	Boost, Damage, Healing, Weaken	82
Line Variation	Line can change directions 1/+1 times	1/1	Mind	Any technique with Line Attack	83
Indirect Attack	Target any one space within 20 spaces	3	N/A	Boost, Damage, Healing, Weaken (Mind only)	83
Smart Area of Effect	Ignore whichever targets you choose within area	2	Mind	Any technique with Line Attack or Blast Radius	84

Special Attack Modifiers

Season 1

Name	Effect	Lvl	Benefits From	Applicable to	Pg.
Debilitating Strike	Also functions as a Weaken with flaw SP = Core Level	0	N/A	Damage	84
Drain	Half of damage is restored as HP	0	N/A	Damage	84
Persistent Effect	Attack stays on field, striking again on your next two turns	0	N/A	Boost, Damage, Weaken	84
Piercing Strike	Ignores Defense and Resistance	0	N/A	Damage	85
Sapping Strike	1/3rd of intial damage is dealt on each of the next 3 turns	0	N/A	Damage	85

Ultimate Modifiers

Season 1

Name	Effect	Lvl	Benefits From	Applicable to	Pg.
Transform Ally	Your Transformation can affect an ally within 5 spaces	1	N/A	Transformation	95
Unerring Attack	If you miss every target, attack again	1	N/A	Ultimate Damage	95

Season 3

Name	Effect	Lvl	Benefits From	Applicable to	Pg.
Consecutive Transformation	Your Transformation stacks with another Transformation	1/1	N/A	Transformation	95
Intimidating Transformation	Resolve or Aura roll to leave enemies within 2/+1 spaces Shaken when you transform	1/1	N/A	Transformation	95

Alteration Modifiers

Season 1

Name	Effect	Lvl	Benefits From	Applicable to	Pg.
Accurate Strike	Add +2 to Attack Roll	4	Agility	Damage, Weaken	85
Aura Strike	Roll Aura to hit	1	N/A	Damage	85
Damage Shift	Swap whether it is affected by Defense or Resistance	1	N/A	Damage	85
Darkness Zone	Fills target area with darkness	2	N/A	Damage, Weaken	85
Dash	Move 1/+1 spaces before or after using	1/1	Agility	Damage	86
Destruction	+2 durability damage to objects	1/1	N/A	Damage	86
Dexterous Strike	Roll Dexterity to hit	1	N/A	Damage	86
Drop Attack	Flying targets fall and take an Increment of damage	1	N/A	Damage, Weaken	86
High Barrier	Also blocks flying targets	2	N/A	Barrier	86
Immobilizing Strike	Immobilizes on a hit	3	N/A	Damage, Weaken	86
Intuitive Strike	Roll Intuition to hit	1	N/A	Damage	86
Knock Down	Knock Prone on a hit	3	N/A	Damage	86
Light Zone	Dispel darkness in target area	1	N/A	Damage, Weaken	86
Muscular Strike	Roll Muscle to hit	1	N/A	Damage	87
Ramming Attack	On a hit, move and move the target along with you	2	Strength	Damage	87
Reposition	Move target 2/+1 spaces	1/1	Strength	Damage	87
Throw	If target runs into another target, attack them too	2	Strength	Any technique with Reposition or Ramming Attack	88
Violent Barrier	If a target tries to move through the barrier, they take an Increment of damage	1	N/A	Barrier	88

Season 2

Name	Effect	Lvl	Benefits From	Applicable to	Pg.
Launching Attack	Target is launched	3	N/A	Damage	86
Phasing Attack	Ignores all obstacles	1	N/A	Damage	87
Quick Summon	Summon as an Attack Action	3	N/A	Summon	87
Selective Barrier	You can choose to let people or techniques pass through	1	N/A	Barrier	87
Terrain Disruption	Fills target area with difficult terrain	1	N/A	Damage	88
Terrain Repair	Repairs difficult terrain	1	N/A	Boost, Damage, Healing	88

Limits

Season 1

Name	Effect	Cost Reduction	Applicable to	Pg.
Ally Limit	You may not target yourself with this technique	1	Boost, Healing	88
Ammunition Limit	You may only use this technique 3 times or less per scene	4/4	Barrier, Damage, Weaken, Healing	88
Companion Limit	This technique may only originate from one of your Companions	2	All Cores	89
Cooldown Limit	You may not use this target again for 1 turn/limit level, to a maximum of 3 turns	2/2	Barrier, Damage, Weaken, Healing	89
Dark Power Limit	Using this technique invokes a Malevolent Entity roll (per the Malevolent Entity flaw)	10	All Cores	89
Form Limit	You must be transformed to use this technique	2/2	All Cores	90
Falling Limit	Using this technique causes you to fall prone	4	All Cores	90
Grant Flaw Limit	This technique grants flaws to the target	*	Boost, Transformation	90
Grant Skill Limit	This technique grants skills to the target	**	Debilitating Strike Damage, Weaken	90
Health Limit	Lose 5 health/limit level when using this technique	2/2	All Cores	90
Initiative Limit	Reduce your initiative by the limit level after using this technique	3/3	All Cores	91
Immobile Limit	You cannot move before using this technique	3	All Cores	91
Injury Limit	You cannot use this technique unless you are missing one increment of health/limit level, to a maximum of 5 increments.	2/2	All Cores	91
Landbound Limit	This technique cannot target flying enemies if you are not flying yourself.	1	Boost, Damage, Healing, Weaken	91
Mercy Limit	This technique cannot reduce a target's health below 1.	3	Damage	91
Minimum Range Limit	You cannot target anything within 1/limit level spaces of you.	1/1	Any Technique with the Ranged Attack modifier	91
Movement Limit	You must move at least as many spaces as the limit level to use this technique.	1/1	All Cores	91

Limits (Continued)

Season 1

Name	Effect	Cost Reduction	Applicable to	Pg.
Pull Limit	Your technique must move the target closer to you with each movement.	1	Any Technique with the Reposition modifier	92
Push Limit	Your technique must move the target further away from you with each movement.	1	Any Technique with the Reposition modifier	92
Reaction Limit	This technique may only be used in conjunction with the Counterattack skill	3	Barrier, Boost, Damage, Healing, Mimic, Weaken	92
Reload Limit	You must expend a Support action to reload this technique before using it again.	4	Barrier, Boost, Damage, Healing, Weaken	92
Sequence Limit	You must use another technique to set up this technique before you can use it.	4	All Cores	92
Self Limit	You may only target yourself with this technique.	1	Boost, Healing	92
Set-Up Limit	At the start of combat, technique cannot be used for 1 turn/limit level, to a maximum of 3.	1/1	All Cores	93
Single Companion Limit	This technique may only originate from a single specific Companion, selected when this limit is taken.	3	All Cores	93
Slow Limit	This technique requires a Slow action instead of an Attack action.	6	Damage	93
Temporary Limit	This technique lasts one less turn.	6	Boost, Weaken	93
Unstable Summon Limit	Whenever you command a summon, roll a d10. If the result is less than or equal to the limit level, the Summon refuses orders and does not act. This limit cannot exceed level 5.	4/4	Summoning	93
Upkeep Limit	At the beginning of your turn, expend 1 Stamina/limit level in order to keep the effect active.	4/4	Summoning, Transformation	94
Vitality Limit	This technique cannot be used if you are at or below critical health.	3	All Cores	94
Valor Consumption Limit	You must expend 1 Valor/limit level to use this technique. Valor lost in this fashion can bring you to negative Valor.	5/5	All Cores	94
Valor Limit	You must have 1 Valor/limit level to use this technique.	2/2	All Cores	94

Limits (Continued)

Season 2

Name	Effect	Cost Reduction	Applicable to	Pg.
Clone Limit	You must have a clone on the field to use this technique	2	All Cores	89
Node Sacrifice Limit	Technique must originate from an Attack Node and destroys the node.	8	All Cores	91
Refraction Limit	This technique must pass through a Refraction point before it takes effect.	2	Damage Core	92
Time Limit	This technique expires after 4 turns after it is initiated at limit level 1, reducing the amount of turns for each additional limit level to a minimum of 1 turn.	5/5	Summoning, Transformation	93

Season 3

Name	Effect	Cost Reduction	Applicable to	Pg.
Airborne Limit	You must be flying to use this technique	1	All Cores	88
Drop Limit	You must cease flying to use this technique	4	All Cores	89
Revert Limit	This technique ends a transformation after it is used.	10	All Cores	92

Ultimate Limits

Season 1

Name	Effect	Cost Reduction	Applicable to	Pg.
Ultimate Cooldown Limit	You cannot use this technique again for 1 scene/limit level.	10	Transformation, Ultimate Attack	96
Ultimate Health Limit	Expend 1 health increment to use this technique.	20	Transformation, Ultimate Attack	96
Ultimate Valor Limit	Expend 1 Valor/limit level to use this technique. You must have the Valor to spend it.	10/10	Transformation, Ultimate Attack	96

Season 2

Name	Effect	Cost Reduction	Applicable to	Pg.
Dark Surrender Limit	After using this technique, you automatically surrender to your Malevolent Entity and its Resolve is set to 2 above your current Resolve.	30	Transformation, Ultimate Attack	95

Season 3

Name	Effect	Cost Reduction	Applicable to	Pg.
Final Limit	After using this technique, your health and Valor are reduced to 0.	∞	Transformation, Ultimate Attack	95

TECHNIQUES

The slash of a sword, the blast of a fireball, and the firing of a bullet: all these abilities are Techniques. Techniques represent your combat ability; they are special moves unique to your character that allow you to attack your enemy or the campaign environment. Techniques can vary from mundane to exotic. Techniques are the primary means to act in combat, and as you increase in power, so do they.

BUILDING A TECHNIQUE

TECHNIQUE LEVEL

When first constructing a level one character, you start with 12 Technique Points (TP) with which to build Techniques. Each Technique Point can be used to create a new, or increase the level of, a Technique at the cost of one TP per Technique level.

Techniques are comprised of a Core and Modifiers. The Core determines how the Technique functions, while Modifiers give Techniques more flexibility in their function. A Technique level is the combined total of your Core Power and your Modifier costs. A Technique can be any level up to your character level + 3.

STEP 1: CONCEPT

Building a Technique is more than just designing an attack. Techniques embody the fighting style of your character. As with Skills, the Technique cores and modifiers can be represented in any number of ways to represent any number of possible attacks. A damage core, for example, can be anything from a thrown dagger to a blast of lightning magic. Design Techniques to suit a character and give your character the weapons necessary to defeat their foes in the best way they are able.

Example

John is building Techniques for his new first level character, Hiiro. Hiiro is a fighter; he has high Strength and Spirit and is good at taking hits and dealing high levels of damage. John wants to build a powerful ranged attack for Hiiro, so he decides to make an attack called "Phoenixflame Slash," which will unleash a blade of destructive spiritual energy at his foes.

Step 2: Core

Different Cores lend themselves to different kinds of Techniques; a Damage Core is used for offensive abilities while a Boost Core can represent anything from a sudden burst of speed to a temporary energy shield. The higher level the core is, the better its basic effect, so a higher level Damage Core deals more damage and a higher level Boost Core gives greater bonuses.

Example

Since Phoenixflame Slash is an attack ability, John opts for the Damage Core.

Step 3: Determine Attribute

All Techniques, even those that do not normally require a roll must be assigned an Attribute. For Damage Cores, you may select one of the four following Attributes: Strength, Agility, Mind, and Spirit. The selected Attribute applies their respective Attack stat to determine their additional damage. This also determines which Active Attribute is used when rolling to attack with or defend against this Technique. For all other Techniques, you may select Guts in addition to the other four Attributes. When determining the appropriate Attribute, it is important to have an idea of how an attack manifests. Strength Attacks, for example, are generally straightforward strikes with a sharp or blunt object, whereas Agility Attacks are attacks with arrows fired from a bow or bullets

fired from a gun. Spirit Attacks tend to make use of a character's inner power, whereas Mind Attacks are either psychic attacks, or ritualistic spells a character knows, such as a fireball or lightning bolt spell. Likewise, a Strength Weaken Core might use raw power to knock someone off balance, an Agility Weaken might target pressure points to cause someone to lose their motor skills, a Spirit Weaken might use mystic power to remove a target's abilities and a Mind weaken might bind a target with mystic runes.

If you have Skills that increase your attack statistics, the bonuses they grant are added in this step as well.

Example

Most of Hiiro's attacks are physical attacks, but Phoenixflame Slash is different. It unleashes a burst of energy that travels along the ground to hit its target. Since Phoenixflame Slash is tapping into Hiiro's spiritual power to launch the attack, it is instead a Spirit Attack. Since Hiiro is level 1 and has a Spirit of 6, his attack is 14, which is added to the base damage of the Damage Core Hiiro has selected. If it were a Strength Attack, he would instead add 18, as his Strength is 8, but because he's making an attack that shoots a blast of energy, making it a Strength Attack isn't viable.

STEP 4: MODIFIERS

Modifiers are what set one Technique apart from another. They can add special attributes to a Technique, or change how it is used in battle.

Each modifier has a level adjustment associated with it. This is how much the level of the Technique is increased by that modifier. For example, a Technique with a Level 3 Damage Core and the *Indirect Attack* modifier, which has a level of +3, would be a level 6 Technique.

Some modifiers have a variable level - these can be taken with any value for the level of the modifier. The higher the modifier Level, the more powerful the modifier becomes. For example, the *Ranged Technique* Modifier allows the Technique to target someone up to 3 spaces away at modifier level 1, but if taken at level 3 it can target someone up to 9 spaces away.

Keep in mind that since your Core must be at least level 1, so you can't fill up your entire

Technique with just modifiers, you need to allow at least 1 level for the Core.

Example

John wants this Technique to be as powerful as possible, so he's planning on making it a level 4 Technique, which is the highest he can reach at level one. He also wants to give it a good range. He decides that *Line Attack*, which hits every target within a straight line, is more suited to how the attack works than *Ranged Technique*. He takes two levels of *Line Attack*, which would ordinarily give it a line of 6 spaces. However, since he is building a Spirit Technique, he gains a bonus to the range of the line, so it instead has a line of 7.

STEP 5: CORE POWER

Take the total level of the Technique, and subtract the levels of the modifiers. What remains is the Core Power.

As stated earlier, higher level cores are more powerful. While Techniques with many levels in modifiers tend to have greater utility, Techniques built around high level cores are stronger and more effective at what they do, albeit more limited. Deciding whether function or power is more important in the Technique is important to building a good Technique - if you want to deal a lot of damage you need a high damage core but if you want to have a high range you need to spend points on modifiers so it can be used at a distance.

Example

Two levels of *Line Attack* is a +2 modifier. Since the Technique is level 4, John decides to bring the Damage Core up to level 2, giving it a base damage of 25, which is added to his attack of 14 for a total of 39 damage and a final Technique level of 4.

STEP 6: STAMINA COST AND LIMITS

All cores have a listed Stamina cost to determine how much a Technique costs to use. The cost is calculated by the total level of a Technique (Core and Modifiers) multiplied by the Core's Stamina cost.

Limits are drawbacks that can be applied to Techniques in order to make them cost less Stamina to utilize. Each Limit reduces the Stamina cost by a number dependent on the type and level of the Limit. The Stamina cost of a Technique cannot be reduced below 0.

Example

Since Phoenixflame Slash is a level 4 damage Technique, it costs 2 Stamina +1 for each Technique Level, or 6 Stamina. John decides to put some Limits on the Technique since Hiiro has low Stamina and can't afford to spend 6 Stamina on his Techniques. First he decides that he doesn't need to use Phoenixflame Slash every turn, and puts a Cooldown 1 Limit on it, bringing its Stamina cost down to 4. This is still a bit too much for John, so he decides he also doesn't think Hiiro can fire the attack more than a few times in battle. He puts a level 1 Ammo Limit on the Technique, so that Hiiro can only use the Technique 3 times in a battle. This brings the Stamina cost down to 1, meaning he only needs to spend 1 Stamina to use it, but can only use it 3 times per battle and can't use it two turns in a row.

UPGRADING A TECHNIQUE

In Season One, every Character Level you gain gives you 4 Technique Points to upgrade your Techniques. You may spend a Technique Point to increase the level of a Technique by one. Alternately, you can spend any amount of available Technique Points up to character level + 3 to create a new Technique of that level. You are not required to spend all of your Technique Points immediately, and you may build or upgrade Techniques between scenes even if you haven't gained a level yet, so long as you have the Technique Points to do so.

As characters grow in power, they gain access to more Technique Points every level. Season Two characters gain 5 Technique Points, Season Three characters gain 6 Technique Points, and Season Four characters gain 7 Technique Points.

ALTERING A TECHNIQUE

Whenever you spend a Technique Point on an existing Technique you may change any aspects of it you wish, rebuilding it completely if so desired.

ULTIMATE TECHNIQUES

Every 5th Character Level, you gain an Ultimate Technique. Ultimate Techniques are built using an Ultimate Core. Modifiers can be attached to it as normal, including special Ultimate Modifiers. An Ultimate Technique is gained three levels higher than your Character Level. Technique points can be applied to an Ultimate Technique normally. Ultimate Limits may also be applied to an Ultimate Technique to help reduce its Stamina cost, in addition to normal Limits.

Ultimate Techniques may only be used once per scene.

CORES

Cores represent the most basic form of a Technique. They determine its function and purpose when used.

Barrier Core

You create a powerful field of force or even a physical wall to block off parts of the battlefield or protect yourself.

Action: Support

Stamina Cost: 1 + Technique Level.

Target: Any space within 5 spaces of the user. Targets an area as if the Technique had a single level of either the *Line Attack* or *Blast Radius* modifiers, chosen when the Technique is created. The modifier is free and does not add to either the Stamina cost or Technique level.

Effect: Creates a barrier that covers all spaces the Technique targets which blocks Techniques and movement. Select either Aura or Intuition, which determines how modifiers interact with the Technique. If someone tries to use a Technique that targets something across the barrier from the attacker, they must make an opposed roll against the Barrier, using their own Technique's Core Power against the Barrier's Core Power. If they succeed, the Technique continues as normal; if they don't, the Technique affects no spaces beyond the barrier. Either way, the barrier is destroyed.

If any ally or enemy tries to move through a barrier, they instead make a roll with an Active Attribute of their choice against the Active Attribute chosen upon creation of the Barrier Technique.

Special: You cannot create a barrier if any space it targets is occupied by a character. When being used with the *Blast Radius* modifier, the barrier only occupies the spaces on the edge of the area of effect.

Boost Core

You impart abilities or boosts of power to yourself or your allies.

Action: Support

Stamina Cost: 2 per Technique Level

Target: One target within your Zone of Control.

Effect: When creating a Boost Core Technique, select a set of Skills whose total SP cost does not exceed twice the Core Power of the Technique. When you use this Technique, the target acquires all Skills associated with the Technique. These Skills remain in effect for 3 rounds, including the round it was activated. Boosts can key into any Attribute, and gain modifier effects based on the selected Attribute. Normally there are no rolls involved for Boosts, but if desired the target may attempt to resist the Boost as if it were a Weaken Core, and uses the Active Attribute selected for the opposed roll. Active Attribute substitutions function as if it were a Weaken Core in these cases

Special: Using a Boost Technique on someone overlaps any other Boost they already had when it was used. It does not, however, override Weaken effects. Accordingly, Boosts can allow someone to have combinations of Skills and Flaws normally not allowed on a temporary basis, such as *Weak Physical Attacker* and *Physical Attacker.* If the target already has a Skill granted by the Technique, the Skill Level is increased by the level granted by the Boost, even if it exceeds the maximum Skill level the character would naturally be capable of attaining. Skills attached to a Boost cannot exceed the maximum Skill level allowed by the user's character level. You may attach Skills one season higher than your current season to a Boost if desired.

Damage Core

You attack your foe in any number of ways in order to defeat them.

Action: Attack

Stamina Cost: 2 + Technique Level

Target: One target within your Zone of Control.

Effect: This Technique reduces an enemy's Health. The Technique requires an attack roll to take effect. When creating this Technique, choose a damage type: Strength, Agility, Spirit, or Mind. Add the appropriate Attack to the Core's value. All attack rolls with this Technique and defense rolls against it use the corresponding Attribute, Muscle, Dexterity, Aura, or Intuition. This also determines how modifiers interact with this Technique.

Damage Inflicted: 15 + 5 per Core Power + Attack

Healing Core

You heal a target's wounds.

Action: Support

Stamina Cost: 1 + Technique Level

Target: One target within your Zone of Control.

Effect: Technique restores a target's Health. Value increases by 1 for each point of either Mind, Spirit or Guts (chosen when the Technique is created). The selected Attribute affects how modifiers affect the Technique.

Value: 12 + 4 per Core Power

Special: If desired, the target can attempt to resist it with an opposed roll, using the Attribute the Technique is assigned to. The Technique is treated as a Weaken Core for cases of Attribute Substitution.

Mimic Core

You copy the Techniques of your enemy.

Action: As Technique being mimicked (see text)

Stamina Cost: Special, see text.

Target: One target within 20 spaces of the user

Effect: Copy a Technique you have witnessed during this scene. When creating a Technique, select an Active Attribute. This Attribute becomes associated with the Mimic Technique and is the Attribute rolled whenever the Mimic Technique is used. As part of using a Mimic Technique, use the Technique that is copied immediately, paying all costs. If the Mimic's Core power is lower than the level of the target Technique, the Technique's Core Power is reduced by the difference. Should this bring the Core Power below 1, the Mimic fails but the action is not expended. If the Mimic's Core Power is higher than the Technique it is duplicating, the copied Technique's Core Power is increased by the difference (if the Core is a Boost or Weaken you may add Skills or Flaws as appropriate). If applicable, any Limits the Technique possesses are also mimicked. Limits that cannot be applied, such as the *Dark Power Limit* for a character that does not possess the *Malevolent Entity* Flaw are removed and the Stamina cost is added back into the Technique. As a Free Action, you can dismiss a Mimicked Technique, replacing it with the original Mimic Core Technique.

Value: Core Power

Special: No matter what Active Attribute was selected for the Mimic, the Technique still functions the same as the original. Damage and healing both use the original attribute, so even if the Mimic Technique uses Resolve as the Active Attribute, a Mimicked Strength-based Damage Technique would use your personal Strength attribute to calculate the damage. Mimic Cores cannot copy Ultimate Techniques.
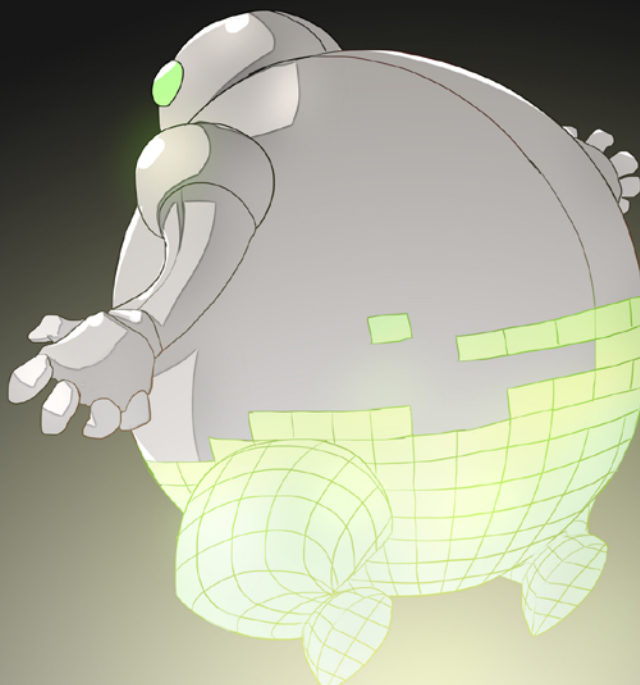
Summoning Core

You create or call forth a monster to do your bidding.

Action: Slow

Stamina Cost: 3 + 2 per Technique Level

Target: One adjacent space

Effect: Technique summons a creature to assist you in combat. Summoned creature must be pre-built, and summons are constructed as normal player characters, but have ½ Health, ½ SP, ½ TP, and ½ attack. Summons have -1 to all Active Attributes. Calculate the total Health value before halving and rounding up. All healing Techniques possessed by Summons are ½ effective. Summons do not gain Valor and cannot take the *Bravado* Skill. If a Summon loses Valor, it instead becomes Shaken.

Summons cannot naturally take actions on their own. You may command a Summon with a Support Action, doing so immediately grants it a full complement of Move, Attack and Support actions. A Summon may only be commanded once per turn. Any damage taken and Stamina used by a Summon carry over to the next scene and it recovers Health and Stamina via Increment as normal. You may only have one summon on the field at a time. This Technique's Core Power cannot be raised above your Character Level.

Summon Level: Core Power

Weaken Core

Either through enchantment or exerting your will upon another, you lower their capabilities momentarily.

Action: Support

Stamina Cost: 1 + Technique Level

Target: One target within your Zone of Control

Effect: When creating a Weaken Core Technique, select a set of Flaws whose total SP value does not exceed the Core Power of the Technique. When you use this Technique, make an opposed roll of any Active Attribute, chosen at the time of creating the Technique, against a selected target. These Flaws remain in effect until the end of your turn two turns from after the turn you activate it. This Active Attribute also determines how modifiers interact with the Technique.

Special: Using a Weaken Technique overlaps (does not stack with) any other Weaken they already had when it was used. It does not, however, override Boost effects. Accordingly, Weakens can allow someone to have combinations of Skills and Flaws normally not allowed on a temporary basis, such as *Weak Physical Attacker* and *Physical Attacker*. If the target already has a Flaw granted by the Technique, the Flaw Level is increased to the level granted by the Weaken. If the target has the Flaw at a level greater than or equal to the level granted by the Weaken, then the Flaw Level is increased by one. When determining the set of Flaws imparted by the Technique, none may be higher level than you could normally acquire at your Character Level.

MODIFIERS

Modifiers make your Techniques more unique and versatile. Modifiers increase your Technique level by a set number. In some cases, a modifier can have variable levels, for example, if a modifier's level is listed as +1/+2, taking it initially is 1 Technique level and each subsequent level of the modifier counts as an additional 1 Technique levels.

Depending on the Attribute selected for a Technique, a modifier may be stronger or weaker.

TARGET MODIFIERS

Target modifiers affect the area you can target with your Technique, allowing you to target allies or enemies beyond that which the Core specifies.

Blast Radius
SEASON 1

Your attack explodes in a burst, targeting everyone around its focal point or creating a field or barrier within a wide area.

Applicable to: Damage Core, Weaken Core, Boost Core, Barrier Core, Healing Core

Level: +2/+2

Effect: This Technique targets everyone within one space of the normally targeted area.

Level Up: The size of the blast expands by a further one space.

Special: Allies can also be hit with this Technique. The user is not affected by the Technique, even if they are in range. If the Technique is a Spirit Technique, the level is reduced to +1/+2.

Blast Radius Techniques can target Flying enemies and allies.

Chain Attack
SEASON 2

Your Technique can leap from target to target, harming multiple people.

Applicable to: Damage Core, Weaken Core, Boost Core, Healing Core

Level: +1/+1

Effect: When you target someone with this Technique, you may target another character with the same Technique effect. The Technique originates from the first target and the Technique affects both targets.

Special: You cannot target the same character more than once. If the Technique has the *Multiple Target* modifier, only a single instance of the attack can be chained. Technique cannot have the *Blast Radius* modifier.

Level Up: You may chain the Technique an additional time.

Line Attack

SEASON 1

Your attack travels in a line, striking everyone within it.

Level: +1/+1

Applicable to: Damage Core, Weaken Core, Barrier Core, Healing Core, Boost Core

Effect: This Technique targets all spaces in a straight line 3 spaces long originating at the user. The line may travel in any direction from the point of origin.

Level Up: The length of the line increases by a further 3.

Special: Allies in range of this Technique are also targeted by it. If combined with *Ranged Technique*, the origin of the line can be somewhere other than the user. If combined with *Blast Radius*, the Technique targets anyone within a certain distance of any space on the line, equal to the radius of the *Blast Radius* Modifier.

If the Technique is a Strength or Agility Technique, the length of the line and the length of its per-level increase are both reduced by one. If the Technique is a Damage Core Technique inflicting Spirit damage, the length of the line (but not the length of its per-level increase) is increased by one.

Line Attack Techniques target Flying enemies and allies.

Line Variation

SEASON 2

Your line can twist and turn around obstacles to strike in the most opportune ways.

Applicable to: Any Technique with the *Line Attack* Modifier

Level: +1/+1

Effect: The line of spaces targeted can change direction once along its length.

Level Up: The number of times the line can change directions increases by one.

Special: If the Technique is a Mind Technique, the first level of this modifier allows the line to change directions twice instead of once.

Multiple Targets

SEASON 1

Either through multiple attacks or splitting an effect, your Technique can attack multiple people at once.

Applicable to: Damage Core, Weaken Core, Boost Core, Healing Core

Level: +1/+1

Effect: This Technique may include one additional target.

Level Up: Number of targets increases by one.

Special: If combined with modifiers such as *Line Attack* or *Blast Radius*, multiple areas can be targeted using the normal placement rules for those Modifiers. No Technique can ever target the same enemy multiple times.

If the Technique is an Agility Technique, the Technique gains one additional target.

Indirect Attack

SEASON 2

Your Technique can reach past barriers and other defenses and strike at great range.

Applicable to: Mind Damage Core, Mind Healing Core, Mind Boost Core, Mind Weaken Core

Level: +3

Effect: This Technique can target any space within 20 spaces of the user. This modifier ignores Barriers and terrain cover.

Special: The correct square must still be targeted if the target cannot be seen. If you cannot see the target, penalties for lack of vision still apply. *Indirect Attack* may not be combined with any other Alteration modifiers except for *Multiple Targets*.

Indirect Attack Techniques can target Flying enemies.

Ranged Technique

SEASON 1

Your Technique can strike people from a distance.

Applicable to: All Cores

Level: +1/+1

Effect: This Technique can target any enemy within 3 spaces of the user.

Level Up: The range increases by a further 3.

Special: The *Ranged Technique* can be combined with other target modifiers like *Blast Radius* and *Line Attack*. It allows the point of origin of the line or blast to be set from anywhere within the range of the Technique.

If the Technique is an Agility or Spirit Technique, the initial range and range per level are both increased by one. If it is a Strength Technique, initial range and range per level are reduced by 1.

Ranged Techniques can target Flying enemies.

Cores that inherently have range such as Barrier have their range increased when taking levels of this Modifier.

Rush Attack

SEASON 1

You mow through your enemies as you move, rushing through and attacking them all.

Applicable to: Damage Core, Weaken Core

Level: +3

Effect: Combine this attack with your Move Action. You can move through enemies with this Move Action, and ignore their Zones of Control. After moving, the Technique targets all spaces you moved through.

Special: If the Technique is a Strength or Agility Technique, the level is reduced to +2. *Rush Attack* cannot be used with *Swift Step* or with the *Chain Attack*, *Indirect Attack*, *Line Attack*, *Line Variation*, *Multiple Targets*, *Ranged Technique* or *Ramming Attack* Modifiers.

Smart Area of Effect

SEASON 2

You can control the blast of your Technique and prevent allies from being harmed.

Applicable to: Any Technique with *Blast Radius* or *Line Attack* modifiers.

Level: +2

Effect: You can choose not to affect targets in the area of effect of this attack.

Special: If the Technique is a Mind Technique, the modifier level is reduced to +1, and can be taken in season 1.

Whirlwind Attack

SEASON 1

You quickly spin around, attacking all enemies within your reach.

Applicable to: Damage Core

Level: +2

Effect: Attack all enemies within your Zone of Control.

Special: If the Technique is a Strength or Agility Technique, the Level is reduced to +1.

Special Attack Modifiers

Special Attack modifiers are modifiers that change the nature of a Damage Core while reducing its power. All Techniques with this modifier have their damage reduced to 12 + 4 per Core Power, and the damage bonus from the character's Attack is halved. Only one Special Attack modifier can be applied to any given Technique. None of these modifiers increase the level of a Technique.

Debilitating Strike

SEASON 1

Your attack also weakens your target, draining their abilities.

Applicable to: Damage Core

Effect: Upon creation assign a set of Flaws to this Technique whose total SP value does not exceed the Core Power. If you hit the target, those Flaws are all applied to the target in the same manner as a Weaken Core. The effects of the flaws are applied before damage is calculated.

Drain

SEASON 1

As you attack, you siphon the Health or Stamina from your target and add it to your own.

Applicable to: Damage Core

Effect: Half of the damage inflicted by this Technique is regained by the user as Health.

Persistent Effect

SEASON 1

Your attack lingers, its effects remaining on the field.

Applicable to: Boost Core, Damage Core, Weaken Core

Effect: The effects of this Technique persist until the end of your turn 2 turns after activating it, rather than resolving immediately.

When used, and on the beginnings of your two next turns, the Technique activates, targeting everyone within its area of effect. Techniques will target all allies or enemies in their area of effect indiscriminately.

Special: When the *Smart Area of Effect* Modifier is applied to this Technique, you select who is excluded each time the effect activates. Weaken or Boost Techniques using this modifier only affect the target until the start of your next turn, but if they remain in the zone it can target them again.

Piercing Strike

SEASON 1

Your attack punches through a target's defenses as if they weren't there.

Applicable to: Damage Core

Effect: This attack ignores all defense and resistance.

Sapping Strike

SEASON 1

Your attack continues to cause damage after it lands.

Applicable to: Damage Core

Effect: In addition to the normal damage, if this attack hits it deals and additional 1/3 of the base damage dealt after resistance or defense is applied for the next three turns. This additional damage takes effect starting on the target's next turn, and ignores defense and resistance entirely.

Alteration Modifiers

Alteration modifiers are modifiers that add special effects to the Technique.

Accurate Strike

SEASON 1

Your attack is more accurate and likely to hit.

Applicable to: Damage Core, Weaken Core

Level: +4

Effect: Attack rolls with this Technique are made at a +2 bonus.

Special: If the Technique is a Damage Core inflicting Agility damage, the level is reduced to +3.

Aura Strike

SEASON 1

Your attack makes use of your Aura.

Applicable to: Damage Core

Effect: This Technique uses opposed Aura rolls to determine whether or not it hits.

Level: +1

Damage Shift

SEASON 1

Your attack targets different defenses than normal.

Applicable to: Damage Core

Level: +1

Effect: If the Technique would normally target Defense, it instead targets Resistance, and vice-versa.

Darkness Zone

SEASON 1

Your Technique creates a zone of darkness upon hitting.

Applicable to: Damage Core, Weaken Core

Level: +2

Effect: All spaces targeted by this Technique become dark terrain for the remainder of the battle.

Dash
SEASON 1

You are able to reposition yourself after your attack lands.

Applicable to: Damage Core

Level: +1/+1

Effect: Before or after using this Technique, move one space.

Level Up: Distance moved is increased by one.

Special: If combined with Rush Attack or *Ramming Attack*, this increases the distance of the Move Action. If the Technique is a Damage Core Technique that inflicts Agility Damage, the distance moved is increased by one.

Destruction
SEASON 1

Your attack is well-suited to destroying objects.

Applicable to: Damage Core

Level: +1/+1

Effect: This Technique reduces the durability of an object by an additional 2.

Level Up: Increase the durability reduction by an additional 2.

Special: The additional durability damage is applied if this Technique moves a target into an object.

Dexterous Strike
SEASON 1

Your attack makes use of your agility.

Applicable to: Damage Core

Level: +1

Effect: This Technique uses opposed Dexterity rolls to determine whether or not it hits.

Drop Attack
SEASON 1

Your Technique knocks a target out of the air.

Applicable to: Damage Core, Weaken Core

Level: +1

Effect: If the target is Flying when they are hit by this Technique, they immediately stop Flying and take additional damage equal to your Damage Increment.

High Barrier
SEASON 1

Your Barrier blocks the movements and attacks of those who are Flying.

Applicable to: Barrier Core

Level: +1

Effect: The Barrier Core's effects extend to all Flying characters as well as land-bound characters.

Immobilizing Strike
SEASON 1

Your attack stops the enemy in their tracks.

Applicable to: Damage Core, Weaken Core

Level: +3

Effect: If this Technique hits an enemy, then that enemy is Immobilized.

Intuitive Strike
SEASON 1

Your attack makes use of your intuition and foresight.

Applicable to: Damage Core

Level: +1

Effect: This Technique uses opposed Intuition rolls to determine whether or not it hits.

Knock Down
SEASON 1

Your attack knocks your enemy to the ground.

Applicable to: Damage Core

Level: +3

Effect: If you hit with this Technique, the enemy gains the Prone status.

Launching Attack
SEASON 2

Your attack launches your enemy into the air.

Applicable to: Damage Core

Level: +3

Effect: If you hit with this Technique, the enemy gains the Launched status.

Light Zone
SEASON 1

Your Technique creates a zone of light upon hitting.

Applicable to: Damage Core, Weaken Core

Level: +1

Effect: All dark spaces targeted by this Technique are no longer dark for the remainder of the battle.

Muscular Strike
SEASON 1

Your attack makes use of your strength.

Applicable to: Damage Core

Level: +1

Effect: This Technique uses opposed Muscle rolls to determine whether or not it hits.

Phasing Attack
SEASON 2

Your attack can move past barriers to strike those beyond them.

Applicable to: Damage Core

Level: +1

Effect: This Technique can pass through barriers and target characters with cover without penalty.

Special: If ignoring cover penalties, this Technique cannot target and damage the barrier itself, it instead passes through the barrier without damaging it.

Quick Summon
SEASON 2

You can summon your ally more quickly than normal.

Applicable to: Summoning Core

Level: +3

Effect: The Technique's action changes from Slow to Attack.

Ramming Attack
SEASON 1

You slam into an enemy and push them along with you.

Applicable to: Damage Core

Level: +2

Effect: Combine this attack with your Move Action. Ignore all Zone of Control effects during this movement. If at any point during the move you would attempt to move into a space occupied by an enemy, make an attack roll against that enemy. If the attack fails your movement ends. If it succeeds, continue moving, and for each space you move, move the enemy one space, ending in an adjacent space to you.

Special: You cannot use this ability if you have already used your Move Action for the turn. This Technique cannot be taken with *Ranged Technique* or with the *Chain Attack*, *Indirect Attack*, *Line Attack*, *Line Variation*, *Multiple Targets*, *Ranged Technique* or Rush Attack modifiers. *Ramming Attack* cannot be used with *Swift Step*.

If the target hits a solid obstacle, both your movement and their movement stop, and

the damage of the Technique increases by your Damage Increment. If the target hits another character, make an attack roll against that character. If successful, you may push both of the characters, and both characters take an additional Damage Increment. If the Technique is a Damage Core inflicting Strength damage, the level is decreased to +1.

Reposition
SEASON 1

Your Technique allows you to shift your enemy's position.

Applicable to: Damage Core

Level: +1/+1

Effect: When you strike an enemy with this Technique, the target is also moved up to 2 spaces in the direction of your choosing.

Level Up: The Move distance is increased by 1 space.

Special: If the target hits a solid obstacle, their movement stops, and the damage of the Technique increases by your Damage Increment. If the target hits another character, both characters are pushed the remaining distance and take your damage increment in damage. This damage ignores defense and resistance if it is the only damage taken from this Technique. It is possible to take multiple damage increments from this modifier. If the Technique is a Damage Core Technique inflicting Strength Damage, the Move distance is increased by one space.

Selective Barrier
SEASON 2

You decide who can move and attack through your barrier unimpeded.

Applicable to: Barrier Core

Level: +1

Effect: You and your allies can move and attack through this Barrier unimpeded, but cannot end your movement on a Barrier space.

Terrain Disruption

SEASON 2

Your Technique is so powerful that it reshapes the ground it affects.

Applicable to: Damage Core

Level: +1

Effect: All spaces targeted by this Technique become Rough Terrain for the remainder of the battle.

Terrain Repair

SEASON 2

Your technique mends shattered terrain.

Applicable to: Damage Core, Boost Core, Healing Core

Level: +1

Effect: All spaces targeted by this Technique that are rough terrain become normal terrain for the remainder of battle.

Throw

SEASON 1

Your Technique blasts its target into others, causing them equivalent damage.

Applicable to: Damage Core Technique with *Reposition*

Level: +1

Effect: If the target is knocked into another target, roll to attack and damage the second target as well.

Special: Any secondary effects of this Technique (such as the reposition) do not apply to the second target. Both targets hit take the additional Damage Increment, and the second target can still be pushed along with the reposition effect from the first hit.

Violent Barrier

SEASON 1

Your Barrier damages those who attempt to pass through.

Applicable to: Barrier Core

Level: +1

Effect: If a character attempts to force a Barrier with a Move Action, they take an Increment of damage, regardless of whether or not they succeed.

LIMITS

Limits can be attached to Techniques in order to reduce the Stamina cost but otherwise make the Technique more difficult to use. Any number of Limits can be attached to any given Technique, but the Stamina cost cannot be reduced below 0.

Airborne Limit

SEASON 3

Your Technique is only usable while Flying.

Applicable to: All cores

Effect: You must be Flying to use this Technique.

Cost Reduction: 1 Stamina

Ally Limit

SEASON 1

Your Techniques are meant for your allies, not yourself.

Applicable to: Boost, Healing

Effect: This Technique cannot include you in its effect.

Cost Reduction: 1 Stamina

Ammunition Limit

SEASON 1

Your Technique requires ammunition rounds or drains on you in such a way that you cannot use it more than a few times within a short period of time.

Applicable to: Damage Core, Weaken Core, Barrier Core, Healing Core

Effect: You can only use this Technique a limited number of times per scene.

Value: 3 uses at Limit Level 1, 2 at level 2, and 1 at level 3.

Cost reduction: 3 per Limit Level

Special: Cannot take Limit above level 3. Cannot use on an Ultimate Technique.
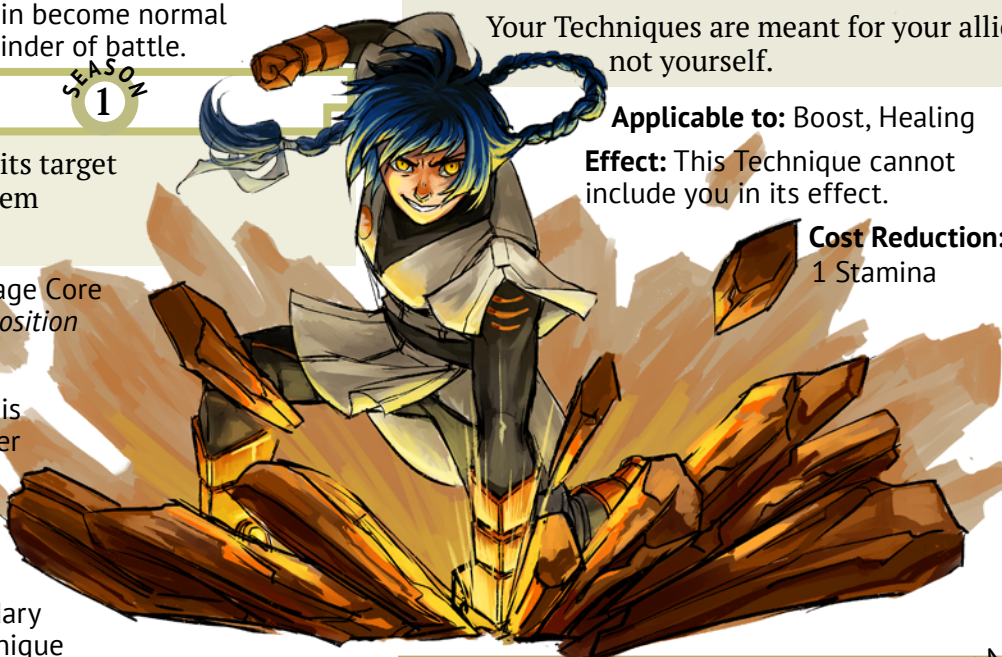
Clone Limit

You must have at least one clone on the field in order to use this Technique.

Applicable to: All Cores

Effect: You must have a Clone on the field to use this Technique.

Cost Reduction: 2 Stamina

Companion Limit

This Technique can only be used by your Companion.

Applicable to: All Cores

Effect: This Technique must be used originating from one of your Companions. It cannot be used if your Companion is inactive.

Special: You cannot take this Limit unless you have the *Companion* Skill.

Cost Reduction: 2 Stamina

Cooldown Limit

Your Technique takes some time to recharge or reposition before it can be used again.

Applicable to: Damage Core, Weaken Core, Barrier Core, Healing Core

Effect: After using this Technique, you cannot use it again for a number of turns equal to the Limit Level.

Special: Cannot take Limit above level 3. Cannot use on an Ultimate Technique.

Cost reduction: 2 Stamina per Limit Level

Dark Power Limit

Your Technique draws upon a more powerful entity deep within, allowing it a chance to escape.

Applicable to: All Cores

Effect: After using this Technique, the Entity makes an attempt to take over the user (see *Malevolent Entity* Flaw).

Cost reduction: 10 Stamina

Special: The user must have the *Malevolent Entity* Flaw to take this Limit.

Drop Limit

You must drop from the skies to use this Technique.

Applicable to: All cores

Effect: You must be Flying to use this Technique. After using it, you are no longer Flying.

Special: This Limit cannot be combined with *Airborne Limit.*

Cost reduction: 4 Stamina

Form Limit
SEASON 1

You must be Transformed to use this Technique.

Applicable to: All cores

Effect: This Technique can only be used while you have an active Transformation. You must specify which Transformation this Limit applies to when it is added to a Technique.

Cost reduction: 2 Stamina per active transformation. If multiple transformations are bound to this Technique, all of them must be active in order to use this Technique.

Falling Limit
SEASON 1

You fall to the ground when using this Technique.

Applicable to: All cores

Effect: After using this Technique, you become Prone.

Cost reduction: 4 Stamina

Grant Flaw Limit
SEASON 1

When this Technique grants Skills, it grants Flaws at the same time.

Applicable to: Boost Core, Transformation

Effect: Select a set of Flaws when building this Technique. When you use the Technique, in addition to granting Skills, it grants the associated Flaws for the same duration.

Special: Any Flaws applied to a Boost do not apply to enemies targeted by this Boost.

Cost Reduction: 1 Stamina for each 1 Skill Point the Flaws would normally grant.

Grant Skill Limit
SEASON 1

When this Technique grants Flaws, it grants Skills at the same time.

Applicable to: Weaken Core, *Debilitating Strike* Damage Core

Effect: Select a set of Skills when building this Technique. When you use the Technique, in addition to other effects, it grants the associated Skills to the target for two turns.

Special: Allies cannot be granted Skills using this Limit. You cannot grant any Challenge Skills with this Limit.

Cost Reduction: 1 Stamina for each 1 Skill Point the Skill would normally cost.

Health Limit
SEASON 1

Your Technique drains your vitality to use.

Applicable to: All Cores

Effect: Using this Technique consumes the user's Health. The Health loss is not affected by defense or resistance.

Health Drained: 5 per Limit Level

Cost reduction: 2 per Limit Level

Initiative Limit
SEASON 1

Your Technique puts you off balance, making it take longer for you to act again.

Applicable to: All Cores

Effect: After the attack resolves, reduce your Initiative count by an amount equal to the Limit Level. This initiative change takes effect next turn. If this would reduce your Initiative count below 0, you cannot use this Technique.

Cost reduction: 3 Stamina per Limit Level

Immobile Limit
SEASON 1

Your Technique requires stationary positioning to use effectively.

Applicable to: All Cores

Effect: You cannot move before using this Technique.

Special: You cannot use this Limit in conjunction with the *Slow Limit*.

Cost Reduction: 3 Stamina

Injury Limit
SEASON 1

You cannot use your Technique until you have sustained a suitable amount of damage.

Applicable to: All cores

Effect: You cannot use this Technique unless you are missing at least 1 Increment of Health. For each Limit Level past the first, reduce this value by one Increment.

Special: Cannot take Limit above level 5.

Cost Reduction: 2 Stamina per Limit Level

Landbound Limit
SEASON 1

This Technique cannot target those in the air from the ground.

Applicable to: Damage Core, Healing Core, Boost Core, Weaken Core

Effect: If you are not Flying, you cannot target enemies who are Flying with this Technique.

Special: This Limit can only be applied to a Technique that would normally be able to target Flying enemies.

Cost Reduction: 1 Stamina

Mercy Limit
SEASON 1

Your attack is nonlethal.

Applicable to: Damage Core

Effect: This Technique cannot reduce a target to below 1 Health.

Cost Reduction: 3 Stamina

Minimum Range Limit
SEASON 1

Your Technique cannot be used on targets close to you.

Applicable to: Any Technique with the *Ranged Technique* Modifier

Effect: You cannot use this Technique on a target within a number of spaces equal to the Limit Level.

Special: Minimum Range cannot equal or exceed Maximum Range.

Cost Reduction: 1 Stamina per Limit Level

Movement Limit
SEASON 1

You need to move before using this Technique.

Applicable to: All cores

Effect: You cannot use this Technique unless you have moved to a position at least one space per Limit Level away from where you were at the start of your turn.

Special: This Limit cannot be applied to a Technique with the *Ramming Attack* or *Rush Attack* modifiers.

Cost Reduction: 1 Stamina per Limit Level

Node Sacrifice Limit
SEASON 2

This Technique must be channeled through an Attack Node and it consumes the Attack Node in the process.

Applicable to: All cores

Effect: This Technique must be targeted through an Attack Node. After using the Technique, the Attack Node is destroyed. You cannot take this Limit unless you have the *Attack Node* Skill.

Special: You may use multiple nodes with this Technique if it possesses the *Multiple Targets* modifier. If you do, all nodes you use are destroyed but you may decrease the Stamina cost by an additional 8 per additional node destroyed.

Cost Reduction: 8 Stamina

Pull Limit

SEASON 1

This Technique can bring the enemy closer, but not push them away.

Applicable to: Any Technique with the *Reposition* Modifier

Effect: When moving the enemy with this Technique, each space moved must bring the target closer to you.

Cost Reduction: 1 Stamina

Push Limit

SEASON 1

This Technique can push the enemy away, but not bring them closer.

Applicable to: Any Technique with the *Reposition* Modifier

Effect: When moving the enemy with this Technique, each space moved must push the target farther from you.

Cost Reduction: 1 Stamina

Reaction Limit

SEASON 1

This Technique is only used as a reaction to others.

Applicable to: All cores

Effect: This Technique can only be used in conjunction with the *Counterattack* Skill.

Cost Reduction: 3 Stamina

Reload Limit

SEASON 1

You must manually reload or refocus whenever you use the Technique before you can use it again.

Applicable to: Barrier Core, Boost Core, Damage Core, Healing Core, Weaken Core

Effect: After using this Technique, you cannot use this Technique again until you spend a Support Action reloading the Technique. You cannot combine this Technique with *Cooldown Limit* or a level 3 *Ammunition Limit*. You cannot use this on an Ultimate Technique.

Cost Reduction: 4 Stamina

Refraction Limit

SEASON 2

This Technique must be channeled through a Refraction Point.

Applicable to: Damage Core

Effect: This Technique must first pass through a Refraction Point before it may affect any other targets. You cannot take this Limit unless you have the *Refraction Point* Skill.

Cost Reduction: 2 Stamina

Revert Limit

SEASON 3

After using this Technique, you revert back to an earlier form.

Applicable to: All cores

Effect: This Technique must also have the *Form Limit*. After using the Technique, the Transformation specified by the *Form Limit* ends.

Cost Reduction: 10 Stamina

Sequence Limit

SEASON 1

Your Technique needs to be set up by another Technique before it can be used.

Applicable to: All cores

Effect: Pick one other Technique. You cannot use this Technique unless you have used the selected Technique earlier in the battle. After using this Technique, you must use the selected Technique again before you can use this Technique again. Cannot be taken with *Cooldown Limit*.

Special: If multiple Techniques are sequentially tied to the same Technique, you must choose which to activate when the Technique is used. You may not activate more than one sequence for each use of an activating Technique.

Cost Reduction: 4 Stamina

Self Limit

SEASON 1

You may only target yourself with your Technique.

Applicable to: Boost Core, Healing Core

Effect: This Technique cannot include anyone else.

Cost reduction: 1 Stamina

Set-Up Limit

SEASON 1

You need to prepare this Technique for awhile, making it inaccessible in early combat.

Applicable to: All cores

Effect: You cannot use this Technique until a number of combat rounds equal to the Limit Level have passed, after which it may be used freely. This cannot be combined with the *Valor Limit* or the *Sequence Limit*. If it is combined with the *Form Limit*, the count begins the turn you use a Transformation Technique.

Cost Reduction: Limit Level

Single Companion Limit

SEASON 1

This Technique can only be used by a specific Companion.

Applicable to: All Cores

Effect: This Technique must be used originating from a single Companion (designated when the Limit is chosen). It cannot be used if your Companion is inactive.

Special: You cannot take this Limit unless you have the *Companion* Skill.

Cost Reduction: 3 Stamina

Slow Limit

SEASON 1

Your Technique takes some time to execute properly.

Applicable to: Damage Core

Effect: This Technique requires a Slow Action instead of an Attack Action. This Limit cannot be used with *Immobile Limit*.

Cost reduction: 6 Stamina

Temporary Limit

SEASON 1

This Technique does not last as long as normal.

Applicable to: Boost Core, Weaken Core

Effect: This Technique lasts for one less turn.

Cost Reduction: 6 Stamina

Time Limit

SEASON 2

Your Technique only functions for a limited time before the effect ends.

Applicable to: Transformation Core, Summoning Core

Effect: Automatically ends at the end of your turn 4 turns from the turn it is initiated. Each additional Limit Level reduces the duration by an additional turn, to a minimum of 0 turns (ending at the end of the turn following the turn the effect was initiated) at Limit Level 5.

Cost reduction: 5 Stamina per Limit Level

Unstable Summon Limit

SEASON 1

Your summon has a mind of its own and doesn't always obey your command.

Applicable to: Summoning Core

Effect: Whenever you attempt to command a Summon, roll a d10. If the result is less than or equal to the Limit Level, the Summon remains stationary and refuses to act, but the action is still expended.

Special: Cannot take Limit above level 5.

Cost Reduction: 4 Stamina per Limit Level

Upkeep Limit

Your Technique costs Stamina to maintain.

Applicable to: Transformation, Summoning Core

Effect: consumes Stamina at the beginning of your turn every turn that it is active, dissipating when you run out.

Stamina Upkeep per turn: Limit Level

Special: You may elect not to pay the upkeep and dismiss the effect early.

Cost reduction: 4 Stamina per Limit Level

Vitality Limit

You cannot use your Technique if you have taken too much damage.

Applicable to: All cores

Effect: This Technique cannot be used if your Health is critical.

Cost Reduction: 3 Stamina

Valor Consumption Limit

Using this Technique consumes Valor.

Applicable to: All cores

Effect: Using this Technique expends 1 Valor per Limit Level.

Special: If you do not have the Valor available, you are instead dropped to the appropriate negative Valor. This loss of Valor only occurs when you activate the Technique and does not occur in order to maintain it.

Cost Reduction: 5 Stamina per Limit Level

Valor Limit

You need a certain amount of Valor to use your Technique.

Applicable to: All cores

Effect: You cannot use this Technique if you do not have Valor equal to the Limit Level.

Cost Reduction: 2 Stamina per Limit Level

ULTIMATE CORES

Ultimate Cores are used to build Ultimate Techniques, which are powerful Techniques attained at levels 5, 10, 15 and 20.

Transformation

You shift into a more powerful form.

Action: Support

Cost: 3 Stamina per Technique Level

Effect: Technique changes the user into an alternate form. While in the form, your maximum and current Health increase by 10 per character level, and all Active Attributes are increased by 1. When creating a Transformation Technique, select a set of Skills whose total SP cost does not exceed twice the Core Power of the Technique. As long as you remain in the alternate form, you have all of the selected Skills. This functions identically to a Boost Core, but it has access to all Skills no matter what season they are normally available in. Transformations cannot be Nullified. If you are affected by two or more Transformations, the bonus Health stacks but the bonuses to Active Attributes and Skills do not.

Ultimate Damage Core

You strike your foe with an attack that causes massive damage.

Action: Attack

Cost: 4 + 2 per Technique Level

Effect: Technique greatly reduces an enemy's Health.

Damage: 24 + 8 per Core Power + Attack

Special: An Ultimate Damage Core Technique gets 2 levels of modifiers at no cost. If combined with a Special Attack modifier, the base damage is reduced to 15 + 5 per Core Power and attack is not halved when calculating damage. Each level of an Ultimate Damage Core Technique that is not used for a Core Power counts as two levels for the purpose of modifiers.

ULTIMATE MODIFIERS

Ultimate Modifiers can only be applied to Ultimate Damage Core and Transformation Techniques. Meant for only the strongest and most powerful Techniques, these modifiers can produce powerful effects in combat. When applied to an Ultimate Damage Core, Ultimate Modifiers must be exchanged at a rate of 1 Core Power for 1 Modifier Level.

Consecutive Transformation
SEASON 3

Your transformations mesh together, allowing you to grow further in power.

Applicable to: Transformation Core

Level: +1/+1

Effect: Specify another Transformation Technique. The bonuses to Active Attributes for both Transformations stack. Both Transformations must have this modifier in order to properly stack.

Level Up: This Transformation can stack with an additional Transformation.

Special: You may specify another ally's Transformation Technique.

Intimidating Transformation
SEASON 3

The majesty of your transformation frightens your foes.

Applicable to: Transformation Core

Level: +1/+1

Effect: When you use this Technique, and at the beginning of each subsequent turn while the Transformation remains active, Resolve or Aura roll that can be defended with Resolve or Aura against all targets within 1 space.

Level Up: Increase the targeted area by 1 space.

Transform Ally
SEASON 1

Your transformation may be used on an Ally to dramatically increase their personal strength and abilities.

Applicable to: Transformation Core

Level: +1

Effect: This Transformation may target any ally within 5 spaces.

Special: This modifier is affected by the *Extended Range* Skill.

Unerring Attack
SEASON 1

If your Technique fails to connect, you may try again.

Applicable to: Ultimate Damage Core

Level: +1

Effect: If you fail to hit every target with this Technique, you may attempt to use it again, expending the appropriate action and paying all costs as normal.

Special: This cannot be combined with the *Ultimate Cooldown Limit*.

ULTIMATE LIMITS

Ultimate Limits are major limitations that can only be applied to Ultimate Damage Cores and Transformation Techniques. Ultimate Limits provide a high amount of cost reduction, but also place heavy restrictions on the use of the Technique.

Dark Surrender Limit
SEASON 2

In order to use this Technique, you must surrender to the darkness within you and allow it to take control.

Applicable to: Transformation Core, Ultimate Damage Core

Effect: You are immediately taken over by your malevolent entity after completing this Technique. Its Resolve increases to 2 higher than your Resolve.

Cost reduction: 30 Stamina

Special: You cannot take this Limit unless you have the *Malevolent Entity* Flaw.

The malevolent entity may, at the GM's discretion, decline to take over. If this is done, its Resolve instead increases by 5.

Final Limit
SEASON 3

Using this Technique drains the last of your strength.

Applicable to: Ultimate Damage Core

Effect: After using this Technique, Health and Valor are both reduced to 0.

Cost reduction: ∞ Stamina

Special: If your Health is below 0, you instead lose a Health Increment. If your Valor is below 0, you instead lose 5 Valor.

Ultimate Cooldown Limit

It takes a longer period of time to refocus your Technique.

Applicable to: Transformation Core, Ultimate Damage Core

Effect: You cannot use this Technique for a number of scenes equal to the Limit Level after using it once.

Cost reduction: 10 Stamina per Limit Level

Ultimate Health Limit

You lose large portions of Health when you use this Technique.

Applicable to: Transformation, Ultimate Damage Core

Effect: Expend 1 Health Increment to use this Technique.

Special: Reduce the cost by an additional 20 Stamina for each Season beyond Season 1.

Cost reduction: 20 Stamina

Ultimate Valor Limit

You must expend Valor to use this Technique.

Applicable to: Transformation, Ultimate Damage Core

Effect: Expend Valor equal to the Limit Level in order to use this Technique.

Special: You must have the Valor available in order to expend it.

Cost reduction: 10 Stamina per Limit Level

Game Master's Guide

Game Master's Guide

The position of Game Master is the most challenging, but it can also be the most rewarding. As a Game Master, you must formulate and plan adventures for your players. You are the voice through which the world of the campaign speaks, through the characters the players interact with and through the tone and movement of the world itself.

Cardinal Game Master Rules

As a Game Master, you are crafting an experience for your players, a story or narrative that will propel the game and, in theory, lead to everyone having a lot of fun. There are a few basic rules to keep in mind that are often required to run a smooth game – not every game may require the explicit statement of these rules but in general you will want to utilize them to some degree to keep things running.

- The GM's word is law. If you make a final judgment, it is not open for argument or debate. That disrupts the flow of the game and some players may take advantage of a GM who isn't willing to lay down the law. On the other hand you shouldn't be overbearing about it either, simply firmly establish that if you make a ruling on something, that's how it's going to be.

- Rules shouldn't get in the way of the fun. This can often tie into the first rule, but if something comes up where you aren't certain of the rules, it is encouraged to simply make a judgment call and keep going. Better to have things progress than to stop while someone starts scanning the rulebook for the official ruling. If a situation rises that you aren't sure how to properly resolve, go with whatever seems right and then look it up later – just because you make a ruling for one session doesn't mean you can't reverse it later once you've verified with the rules.

- The GM is free to block or allow any content in this or any other books that they see fit. Not every Skill or Technique will fit into every setting; this book is an open set of rules that are designed to allow just about any character concept under the sun. However, not every campaign is meant to allow such freedom. The GM should be free to bar any Skills and Technique Modifiers that just don't fit with the setting. Never allow a player to argue that because it is in the book they are entitled to use it. The GM has the final say on what to allow and disallow.

- The game is for the PC's benefit. This is sometimes easy to forget, and indeed some games may be highly adversarial, but any GM can throw out an encounter the PCs cannot beat, or an encounter the PCs will crush easily. To keep the game flowing and interesting, try to challenge the players. Sometimes, you may want to defeat them but the important thing to remember is if all the PCs die, the game is over. You want to keep the game going as long as it is fun.

- Feel free to fudge rolls to make things more interesting, or ignore them entirely. If you want something to happen, there's no reason to fix the results so that it's impossible for it to fail on the roll of the die. Just make it happen. In combat, feel free to adjust rolls up or down – if an encounter is too hard or a player isn't having much luck, feel free to dial it down a bit or let them get a hit in. It can be very frustrating for players to never have their attacks work because the dice aren't rolling in their favor that night. On the other hand, it's also sometimes good to fudge rolls higher if the players are having too easy a time of it.

- Try to keep fudging and cheating to a minimum. While it's fine for some things to be unavoidable, it's never OK to make everything unavoidable. At the core of it a game should allow players to solve a set of problems via creative solutions, and if you constantly thwart their solutions they will simply become frustrated with the game. Don't be afraid to change things to accommodate for a crazy scheme, and don't be afraid to let your game go in directions you weren't planning. That said, don't be a doormat either, if it shouldn't work then it shouldn't work. A good approach is to strive to strike a balance between plot-based hooks and GM-planned scenes, as well as leaving an openness to player reaction and agency. This might lead your game in new and interesting direction.

- Ultimately though, it is up to the players. Some players prefer rigid games where they don't have to worry about what to do next, whereas some players delight in throwing the game for a loop and going in new and exciting directions. Knowing your group and knowing what they want is the best way to find the sweet spot balancing these two factors.

NON-PLAYER CHARACTERS (NPCs)

Be they friendly or antagonistic, most encounters the PCs have in the world you have created will be with the NPCs, characters you run to make it more interesting. This can range from the simple innkeeper to the evil overlord bent on world domination. Many NPCs do not require statistics, they won't be engaged in combat and are there to help tell the story. In these cases, the PCs may be employing non-combat actions against them, and they should generally be rolling at around where the PCs are, usually no more than 2 higher or lower.

Sometimes you need to make important NPCs. These NPCs, be they friendly or hostile, require their own statistics. The rules presented below are special NPC-only abilities and rules on how to craft NPCs to make interesting encounters for your PCs. It's always good to have a few NPC statistics prepared for odd eventualities or particularly unpredictable PCs.

NPC SKILLS AND FLAWS

NPC Skills and Flaws are Skills only NPCs have access to because they are too powerful or not relevant to regular player characters. They are intended for Elite and Master NPCs to give them abilities normal characters do not have access to in order to make them more difficult and interesting encounters. You may give PCs access to NPC Skills at your discretion, but the power and feel they bring to the game will require special considerations.
In general these Skills are meant for particularly difficult boss encounters or special Standard encounters against a lone Standard enemy (possibly with Flunkies) to make them more challenging or dynamic.

FLAWS

Battle Damage

Taking significant damage reduces your overall combat capabilities.

> **Level Progression:** Fixed
>
> **Value:** +3 SP
>
> **Effect:** If you lose more than two Increments of Health in one attack, you take a -1 penalty to all Active Attributes for the rest of the battle.

SKILLS

Invisibility — SEASON 3

Through stealth or supernatural ability, you can remove yourself from sight.

> **Level Progression:** Fixed
>
> **Cost:** 8 SP
>
> **Action:** Support
>
> **Effect:** You can mask yourself from your foe's senses. You may turn on and off invisibility at will. When invisible, the NPC's location is not indicated to the players. What *is* indicated is where they were last time they performed a Technique. Players can attack any space they suspect of having an invisible target in it – if the square is empty, nothing happens, and if it's occupied, then the attack is resolved normally. While invisible, you get a +2 bonus to defense rolls. Each turn spent invisible expends 5 Stamina.
>
> **Special:** As a Support Action, anyone can make an Intuition, Aura, or Resolve roll against you that may be defended with either Intuition, Aura or Resolve to ascertain your location.

Revive

SEASON
2

You can restore vitality to those on the field, bringing them back into the fight.

Level Progression: Slow

Cost: 8/3 SP

Action: Attack

Effect: A defeated Soldier allied with the NPC within 5 spaces is restored to full Health. Expend equal Stamina to the Soldier's level multiplied by 2.

Level Up: One more Soldier can be revived by a use of the Skill.

Special: In place of reviving one Soldier, four Flunkies can be revived. Each Flunky revived in this way costs Stamina equal to half their level, rounded up.

NPC Technique Limit

NPC Techniques have a special Limit that allows stronger characters to access their Techniques at the expense of their underlings.

Sacrifice Limit

You draw upon the life force of your servants to fuel your attacks.

Applicable to: All Cores

Effect: The Health of an ally is reduced when using this Technique.

Value: 10 Health per Limit Level

Cost reduction: 2 per Limit Level

Constructing NPCs

Unlike PCs, NPCs can be constructed in a variety of ways to suit whatever purpose they need to serve. Flunky, Soldier, and Swarm enemies are for situations in which the PCs are facing challenges by large groups of enemies that they can defeat through great feats of personal strength. Elite and Master NPCs are intended to offer a significant challenge to the party. Elite and Master NCPs are intended to be named and have personality and impact within the narrative. Many such characters should recur to challenge the party several times over the course of their adventure.

NPCs are initially constructed using the same rules as the PCs. These rules are then modified depending on the NPC type.

NPC Types:

Flunkies

Flunkies are weak enemies that the PCs can blow through with ease. They are easy to take down, but if left alone can cause some damage and slow PCs down with their Zones of Control, impeding their movement. In general, between 4 and 8 Flunkies are needed to pose a significant threat to a single PC. Flunkies have the following attributes:

- 1 Health.
- ½ starting SP and SP gains.
- ¼ TP starting TP and TP gains (round up when necessary)
- All Active Attributes reduced by 1.
- ½ normal attack.
- Flunkies cannot take the *Health* or *Stamina Transference* Skills.
- Flunkies cannot be defeated on a missed Technique, even if that Technique still does damage.
- Flunkies cannot take Support Actions; each turn they get one Move Action and one Attack Action.
- Healing Techniques heal ½ the normal amount when used by Flunkies.
- Flunkies do not accrue Valor.
- If a Flunky would lose Valor, it is instead defeated.
- Flunkies have ½ the standard Damage Increment value.
- If a Flunky is targeted by an effect that gives it the "Shaken" status, it is instead defeated.

Soldiers

Soldiers are enemies that represent a threat to a player character, but are generally weaker than them. This can be anything from wild animals to leaders of a smaller military regiment to even minor named characters. In general, two Soldiers pose a significant threat to a single PC. Soldiers have the following attributes:

- ½ Health (round up when necessary)

- ½ starting SP and SP gains.

- ½ starting TP and TP gains (round up when necessary)

- All Active Attributes reduced by 1.

- ½ normal attack (round up when necessary)

- Soldiers cannot take the *Health* or *Stamina Transference* Skills.

- Healing Techniques heal ½ the normal amount when used by Soldiers.

- Soldiers do not accrue Valor.

- If a Soldier loses Valor, it instead becomes Shaken.

- Soldiers have ½ the standard Damage Increment value.

Swarms

Swarms are large groups of enemies that, while weak individually, possess a significant threat to the PCs in large groups. They specialize in enveloping the PCs and trapping them within their mass, damaging them. Swarms have the following attributes:

- ½ starting TP and TP gains (round up when necessary)

- ½ normal attack.

- Swarms occupy a radius of 2 spaces beyond their central space. However, any space they occupy can be entered by a PC. A Swarm can also move onto the spaces of other characters. Swarms may take the *Increased Size* Skill as normal.

- A Swarm's Zone of Control extends to all spaces it occupies.

- All Techniques a Swarm uses target all spaces it occupies.

- Swarms can move through enemy Zones of Control unimpeded.

- When a Swarm reaches Critical Health, its radius is reduced by 1 and all its Active Attributes are reduced by 1.

- If a Damage Technique targets at least 3 spaces occupied by a Swarm, its damage is increased by an Increment.

- Swarms cannot gain or lose Valor, and ignore any effects that would change their Valor.

Elites

Elites should almost always be named characters. They are on par with the PCs in terms of powers and abilities, and are usually rival characters, but can also be mythic creatures of considerable strength. There are no differences between Elites and PCs in construction.

Masters

Masters should always be named characters. They are powerful characters that should be confronted at the end of story arcs and major sequences. Masters are far more powerful, and are intended to confront an entire party alone, or with a few Flunkies or Soldiers at most. Masters have the following attributes:

- Twice normal Health.

- Twice normal Stamina.

- Attack is 3 times Base Attribute instead of the normal 2.

- Masters have an additional attack action on their turn.

- Masters have +1 to all attack rolls.

- Masters have 25 SP at level 1, and gain 7 SP every level.

- Masters have 14 TP at level 1, and gain an additional 1 TP every level up.

- Masters may remove two status effects with a single action.

- Masters gain 2 Valor at the end of every round instead of 1.

Combat Scene Difficulty

When planning a Combat Scene, it is important to build it with your player's capabilities in mind. Due to the open nature of Valor character progression, it is difficult to properly encapsulate what will and will not properly challenge a party, but in terms of raw numbers, there are some guidelines that can be followed to effectively build combat scenes.

A combat scene should generally be a challenge to the players, but not overwhelmingly so. In terms of raw numbers, 2 Soldiers, 1 Elite or 1 Swarm is roughly equivalent to a single player character in terms of challenge presented. A standard scene should aim to be about ½ the party's capabilities, so a party of 4 could face, for example, 4 Soldiers; 1 Elite and 2 Soldiers; 1 Elite and 1 Swarm; or any other number of combinations.

Masters and Flunkies, however, are on a separate scale. Masters by themselves tend to be roughly equivalent of two player characters. Flunkies, on the other hand, are variable in difficulty depending on a number of factors such as if the players have access to high amounts of area of effect attacks, if the Flunkies are grouped up and if the Flunkies can stay at a high range, which makes them harder

to deal with. Depending on these factors, 4-8 Flunkies can be roughly equivalent to a single player character, if the PCs don't have a lot of area of effect, the Flunkies are spread out, and they have ranged options it's closer to 4 whereas if the Flunkies are grouped up and the PCs have access to area of effect it's closer to 8.

Raising the level of an enemy can increase their difficulty, making them stronger than a single PC but weaker than two. This is a good way to make a combat scene more challenging, employing the standard ½ rule with enemies a single level higher is a challenging but surmountable scene and can be effective for bigger plot-based combat scenes. With experienced players who work well together, it is possible to go up to 2 levels higher than the party, but a combat scene should never use enemies over 3 levels higher than the players, that can easily be too much for them to handle.

Sometimes, usually near the end of a season, you'll want to have a challenging combat scene. In this case, use about ¾ of the party's capabilities (3 Elites or a Master and two Soldiers, etc.). Again, the goal is to be challenging without defeating the party outright.

While these numbers are an effective baseline, a lot depends on the strength of the party. Especially when starting out, the players may not be quite as coordinated and lower level characters have a lot less flexibility in combat. It's better to underestimate their capabilities early on in a campaign so players can get a feel for working as a group before throwing particularly challenging combat scenes at them.

BATTLEFIELD HAZARDS

Adding Battlefield Hazards can make a Combat Scene more exciting, but they can also make scenes harder or easier, depending on the nature of the Hazard. When calculating the additional challenge added by a Hazard, it is first important to determine its presence, as well as its effects and its target. Hazards that only target the players will always make a Combat Scene more difficult, whereas Hazards that the PCs can push enemies into will make a scene potentially easier, depending on if the PCs possess strong reposition capabilities.

If a hazard can only harm the PCs and makes up a significant part of the available battlefield, it should count as the rough equivalent of a single

Elite in terms of combat difficulty. A smaller area can be the rough equivalent of a single Soldier, whereas an all-encompassing negative battle effect can even be as powerful as a Master.

If the effect can target everyone, the impact changes. It should generally have a neutral impact on the battlefield. So long as both PCs and enemies must look out for and can utilize the hazards, it simply makes the battle more interesting, not more dangerous.

EXPERIENCE AND PC PROGRESSION

As your PCs fight more battles and experience more, they become stronger. The system is built to progress the PCs in power every two or three sessions, and the scenes can be planned accordingly. Below are charts on how to distribute experience to your PCs and the rate at which it should be given. Experience is by no means required in a game, it's just a tool presented to allow GMs to track character progression if they so desire.

Experience Values

All enemies are constructed much as PCs are, with modified numbers in certain areas to reflect their specific roll. However, in all cases, when defeating a specific type of enemy the PCs gain the amount of experience listed multiplied by the level of the enemy they defeated. That experience is divided among them evenly, rounding up when necessary.

> Flunkies are worth 5 experience per level.
> Soldiers are worth 20 experience per level.
> Elites are worth 50 experience per level.
> Masters are worth 200 experience per level.

Assigning Challenge Experience

Experience doesn't have to be rewarded in combat alone. You can give experience for overcoming trials or difficulties, as well as for good role-playing and accomplishing goals.

In general challenge experience is determined by how difficult the completed task is.

Unlike with Combat experience, Challenge experience is given to each party member and does not need to be divided. The experience rewarded is based on how many meters are present in the Challenge Scene. Challenge scenes with 1 meter are considered Easy, scenes with 2-3 meters are considered Moderate, and scenes with 4 or more meters are considered Hard.

The numbers below assume the players are taking part in a full, complex challenge scene with a number of meters to be overcome. If a scene just requires a roll or two for additional information or advantage, the scene is considered minor difficulty and provides less experience.

> Minor scenes are worth 5 experience per party level, and all characters receive the full experience amount.
>
> Easy scenes are worth 15 experience per party level, and all characters receive the full experience amount.
>
> Moderate scenes are worth 20 experience per party level, and all characters receive the full experience amount.
>
> Hard scenes are worth 25 experience per party level, and all characters receive the full experience amount.

Leveling Characters Up

Normally, characters level up at the end of a gaming session. However, if your group is experienced enough and it suits the scene, feel free to subvert this.

If you know the PCs have enough experience to level up in-combat, don't be afraid to let them do so in the middle of battle if the battle is ferocious enough. If you know your players have a good idea of what they wanted to do for their next level, this shouldn't slow the game down too much (especially at higher levels where they know the system better) and, if done sparingly, can have a great dramatic effect on battle.

Players are also able to save Skill Points and Technique Points between levels, which needn't be spent at a new level. These points are available whenever they want, so using leftover resources in harsh battles if they're needed should be encouraged.

Valor Mechanics in the Game

The Valor mechanic is meant to represent a character's fighting spirit, and is the most role-play oriented statistic available. While it does slowly rise, and there are abilities that can bring it higher, any character can, through the proper role-play, drive their Valor higher. Note that in most cases, these bonuses are intended for battles against Elite or Boss enemies.

If something can be done repeatedly, it shouldn't be constantly given Valor bonuses. However, repetition of the same action and a general style of play that involves it should warrant progressive Valor bonuses every few combat rounds.

Also, depending on how heroic an action is, it should grant more or less Valor. For example, consistently calling the names of attacks or being particularly in-character, for example, might net a character +1 Valor, whereas delivering a dramatic "I will defeat you" monologue may net +2 or even more Valor.

Use Valor as an encouragement for more dramatic role-play. Valor is useful for most characters either in terms of a disposable resource to fuel their Techniques or as something to boost their character's capabilities. Use it to encourage your players to act like heroes.

As the players progress through the game, it is important to increase the difficulty of earning Valor. While screaming attack names at the table is great for the first season or so, in the end there needs to be additional substance behind it. Use Valor to ensure your players are invested in the game and in the world around them. As the game progresses, the stakes will naturally rise and so too should the expectations of the players. In later seasons, heavy Valor gains should be reserved for scenes with higher levels of personal importance to the characters and to the party. Dramatic encounters with a rival, desperate fights to save someone, these are the scenes that expect the most of players and players should be rewarded for their roleplay.
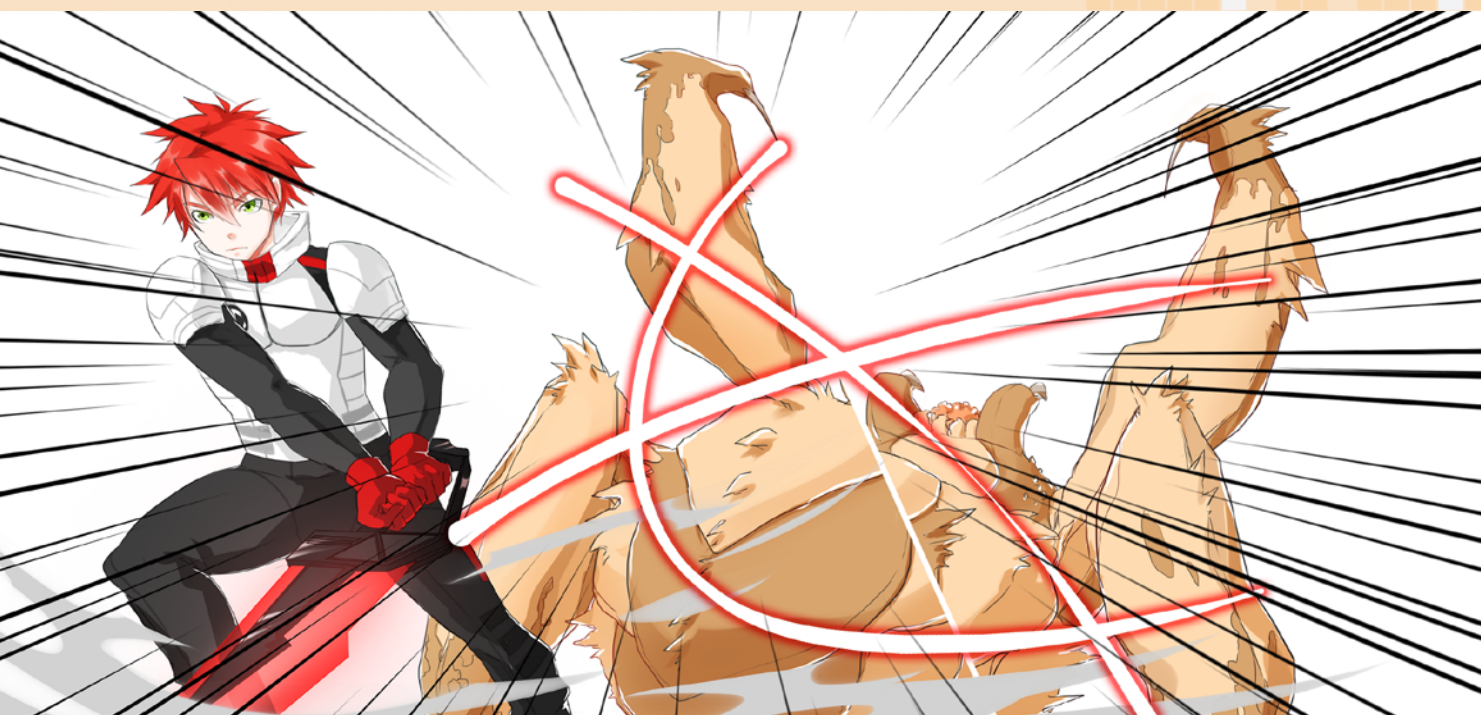
INCREASING VALOR

There are many actions players can take to increase their Valor. Here are a few examples; in general, if something seems incredibly heroic it should give a Valor bonus.

> Calling the names of their attacks in battle.
>
> Giving a dramatic monologue to an enemy.
>
> Protecting non-combatants.
>
> Confronting a rival.

DECREASING VALOR

By the same token, certain actions can lower the Valor of a character. Here are some suggestions as to actions that will lower Valor.

> Attacking someone while they are in the middle of a monologue.
>
> Attacking someone who isn't hostile.
>
> Harming innocents.
>
> Fleeing to safety instead of continuing a battle.
>
> Using underhanded or "cheap" tactics.

PLANNING VALOR REWARDS

Awarding Valor is an integral part of play, and it can turn the tides of tough scenes. When constructing scenes, it is good to plan about how much Valor you think the scene is worth and try to reward that much Valor during the scene, if you can. This also allows you to tinker the difficulty accordingly, if you know it is a big Valor scene you can potentially make the enemy forces a bit stronger.

SCENES

Scenes define the flow of a narrative within Valor. They can be anything from a chance encounter with an old man who doles out cryptic advice to a dramatic confrontation with the character's evil twin atop a tower in the middle of a storm. What makes a scene a scene is that something important to the narrative happens that must be resolved through roleplay.

There are three major types of scenes, *Combat, Challenge* and *Hybrid*. Combat scenes involve combat against a set of enemies, while Challenge scenes involve engaging in Challenge actions and do not require the use of combat rules. Hybrid scenes are a combination of both, where the players must both fight enemies and use challenge actions to progress. Scenes can also be used for transition between major points, but in many cases, it isn't necessary. If the characters are traveling from one place to another and the travel is uneventful, it need not be a scene, it just happens and the next scene starts upon arrival. Some scenes may not require any dice to be rolled at all; some scenes can be used for exposition and dialogue.

Usually when a scene changes, characters recover a single Increment of Health and Stamina, but if it fits within the narrative they may spend the equivalent of a scene resting, recovering all their Health and Stamina.

Scenes exist to help the GM plot out a coherent narrative. Events can happen between scenes that aren't touched on in the actual roleplay;

what makes a scene a scene is that something significant involving the players happens where they have an ability to affect it in some manner. While the incidental in-between actions can most certainly be played out, a proper scene should have significant impact on the plot's progression.

Special Combat Features

Pits and Ledges

Sometimes battles take place in dramatic settings with large drops, such as on top of a tower or over a cliff. When a character is knocked off the edge, they must roll an Athletic check against a static difficulty set by the GM, and based on the level of the characters. If they succeed, they are considered to be hanging on to the edge, taking -1 to all rolls. Every time they are hit by a Technique, they must repeat the check or fall. Recovering from hanging over the ledge is a Move or Support Action.

If the roll is failed, the character is knocked off. Soldiers are destroyed entirely by falling. Swarms, when knocked over the edge, lose a Health Increment and return to the edge (they do not make a check to grab on). Elites and Masters are knocked down, but can recover; they instead lose 4 Valor and are considered to be hanging on to the ledge at the start of their next turn. If you wish, you may use this mechanic for PCs as well, or if you prefer the PC can fall as normal and have their own side scene detailing the fall and the return to the party. Characters should never be killed from falling off a cliff, the fall should always be to necessitate a solo scenario with the player.

Dangerous Terrain

Dangerous terrain creates hazards to add an additional layer of challenge to a combat scene. Depending on the nature of the terrain and the party it challenges, it can make combat more or less difficult.

When creating Dangerous Terrain, you need to decide on several factors, beginning with damage. To determine damage, first select the level of the difficult terrain. Difficult terrain should, by nature, be within one level of the party.

Once the level has been selected, select the type of damage this terrain is attacking on, either Strength, Agility, Spirit or Mind. This will determine not only the damage type, but also the type of the terrain, Strength might be a giant crushing piston, whereas Dexterity might be a pathway lined with spikes, Mind might be pinpoint lasers and Spirit might be a fireball. Once the type has been determined, take the level and add 7, to determine the Base Attribute this terrain is constructed from. After calculating the Base Attribute, take the combined Base Attribute and level, add them together and divide by 2 to determine the Active Attribute, which the terrain will roll when it is activated or traversed.

Once this has been determined, build the terrain as if you were building a Technique, using tech points equal to the level of the terrain. Once you have the terrain-Technique built, calculate the Damage Core using the reduced numbers for Special modifiers, multiplying the core power by 4 and adding 12 to the total to determine the core damage. Once that is finished, calculate the attack statistic by adding the primary attribute to the terrain level, which is combined with the Core damage to determine the final damage of the terrain.

If desired, you can reduce the efficacy of a trap even further, making it more along the lines of a Soldier-class enemy. To do so, simply halve the attack stat bonus to damage and reduce the Active Attribute by 1. This will reduce the overall experience gain for overcoming the terrain in the scene.

Finally, once you have the base statistics of a terrain, determine what activates it. There are two ways terrain can be activated, the first is to have it "pulse" on a certain initiative count (if the terrain is a Dexterity-based attack, use the Active Attribute you calculated, if it is not, use terrain level+2). With this method, every time its initiative arrives, the terrain attacks anybody standing within its range.

The second method is to have the terrain activate whenever anybody passes through it. For a party with a heavy focus on reposition abilities, this can be turned against the enemies, but against a group of enemies with a heavy reposition focus, this can be potentially dangerous so construct it wisely. With this method, whenever somebody passes through or lands on a space the terrain targets, it activates and attacks them.

RESOLVING CHALLENGE SCENES

Challenge scenes can, in many campaigns, be even more important than combat. While they tend to be far more roleplay heavy, the GM still needs some hard-and-fast rules to adjudicate them properly.

The first rule of running challenge scenes is that they should be meaningful and actually challenge the abilities and ingenuity of the characters. Something as simple as cooking dinner or climbing a gentle incline need not even be rolled for, unless a character is exceptionally bad at something the GM is free to assume they automatically succeed at the task.

There are two basic ways to resolve challenge situations. The first relies on opposed rolls, much like combat, and involves Active Attributes when two people are in conflict. The second is against flat difficulties when dealing with things that have no second party, such as climbing or swimming.

When resolving Challenge Scenes, players are expected to describe in detail the action they are taking and the means they are using in order to influence the situation. In most cases, you will want to reward bonuses or penalties depending on how in-depth the description is and how effective the proposed action will be at influencing the Meter. As with Combat scenes when a player, in addition to performing the Challenge Scene actions, is acting in a particularly gutsy or spirited way, they should receive Valor either instead of or in addition to receiving bonuses or penalties to their roll.

Valor can still be rewarded in Challenge scenes, as with Combat scenes it should be based around behavior and demeanor, not the actual actions being taken. If a character comes up with a clever plan to resolve a situation, that should be giving them bonuses to their rolls. Valor should be given if the characters execute the plan in an interesting way.

OPPOSED INTERACTIONS

When PCs and NPCs collide in situations outside of combat, the basics remain the same. Both characters make opposed roles of Active Attributes against each other. The resolution, however, is a bit more complex. Most scenes such as this will likely involve diplomacy and wordplay,

which means the PCs will need to gauge their words carefully and the slightest misstep could be disastrous or, at the very least, hard to recover from. In such cases various modifiers must be applied based on who says what and how they say it, but the modifiers must be simple enough to discern that it won't bog down the session.

At its most basic level, conflict between two characters in this fashion is a single roll with appropriate modifiers. However in many cases a simple success or fail isn't enough, but rather a series of successes or failures will decide the course of action.

When resolving these situations, a bit more complex set-up is required.

RUNNING CHALLENGE SCENES

As with a combat scene, the first step of resolving a complex challenge scene is to roll initiative. All PCs and NPCs will act in their normal initiative order, which will keep the action flowing.

Whenever a character's turn in the initiative order comes, they will attempt to use an Active Attribute to influence the scene in a beneficial manner. In a diplomatic scene this may be something like making a proposal or trying to convince an NPC to agree, while in an infiltration scene this may be proceeding through the underbrush and into the castle walls. No matter the situation, the PC describes their actions and uses them to justify making a roll with one of their Active Attributes. The NPC in turn makes a roll with whatever Active Attribute is most appropriate to oppose the PC's action, so in a high-class social interaction it may be Intuition vs. Intuition, whereas if the PC is attempting to avoid detection it may be Dexterity vs. Intuition.

Depending on the scene, the PC may simply pass as their action, in which case initiative moves on to the next character. When it is an NPC's turn to act, they may make an aggressive move to put the PCs on the spot or undermine their efforts. Again, this is resolved through an opposed roll.

Depending on the roll result, the situation will change. Before entering the situation, determine a number of successes vs. failures that are required to end the scene positively or negatively. A minor scene may require 3 or 4, whereas a larger scene may require 5-6 or 7-8 in either direction. If the PCs succeed in the opposed roll

the situation shifts positively 1, plus an additional 1 for every 5 additional points of success. If they fail, the situation shifts negatively 1, plus an additional 1 for every 5 points in which they fail. If the results are tied, there is no movement as neither side has gained any ground. The scene ends where either the negative or positive resolution is reached.

Depending on the specific actions of the PCs, they can gain positive or negative modifiers to their rolls. If the PCs say or do something that will help their situation when deciding their action, they gain a bonus based on the effect. For example, in a diplomatic situation, if the PCs attempt to bribe a just and upstanding official, they will receive a fairly harsh penalty (-3), but if they frame the situation as the just and honorable way to handle the situation, they can potentially receive an even greater bonus (+4). Make sure the NPCs are planned in advance and their personalities and goals are defined enough that these judgments can be easily made. If the PCs make an enormous gaffe, feel free to rule that there is no possible way for them to positively affect the situation. In this case, even if they roll positively, the best they can hope for is no change. Similarly, if their action is so good that it can't fail, rule that there is no possible way for them to negatively affect the situation, and if they roll negatively instead there is no change.

This can also be applied to static challenges such as scaling a cliff. In such cases, instead of opposed rolls an Active Attribute check is made against a static difficulty, though the failure and success rules still apply.

Working with Meters

When constructing challenge scenes, it's important to determine the complexity in order to determine the meters you need. The more meters that are present, the more difficult a scene is for the party. The meter system allows for a great deal of flexibility and creativity, but they do require some guidelines to be used effectively.

Meter Representation

Meters can represent a number of different factors, both positive and negative to a party's success. When crafting a challenge scene, it is important to determine what meters are required. For example, in a diplomacy scene where the party is attempting to convince a king to acquiesce to their desires, there might be a single meter for the king's decision and two or three opposing enemy advisors who are acting on their own initiative attempting to discredit the party and sway the king in the opposite direction. Alternately, a scene that involves the party breaking through a difficult gauntlet of traps while pursued by an enemy force might utilize three meters, one meter representing the party's Stamina that declines as they run into trouble, a meter representing their progress and a meter representing the progress of their pursuers. In this scenario, the party can take actions to impede their foe's meter (which is a negative scene resolution if it completely fills), or fill their own meter (which is a positive scene resolution if it completely fills), and a Stamina meter that declines as the scene progresses, making it harder for the characters to succeed and which can be regained at the expense of enemy progress. Finally, the scene would have one or two pursuers who are actively rolling to increase their own meters or decrease the party's meters.

Meter and Participant Numbers

When planning a challenge scene, the level of complexity can increase the difficulty. A smaller number of meters allow a party to team up on the meter and push it higher, whereas diverse meters can split the party's attention. In general, it's good to have about half to three quarters of the party's number in opposing participants. It is possible to have more, especially if they are lower level or rolling at a lower rate than the party consistently, but too many participants can bog a scene down.

ROLL DIFFICULTY BY LEVEL

The below table shows what the roll difficulty should be for Obstacles.

Level	Easy	Medium	Hard
1	8-9	10-11	12+
2	9-10	11-12	13+
3	10-11	12-13	14+
4	11-12	13-14	15+
5	12-13	14-15	16+
6	13-14	15-16	17+
7	14-15	16-17	18+
8	15-16	17-18	19+
9	16-17	18-19	20+
10	17-18	19-20	21+
11	18-19	20-21	22+
12	19-20	21-22	23+
13	20-21	22-23	24+
14	21-22	23-24	25+
15	22-23	24-25	26+
16	23-24	25-26	27+
17	24-25	26-27	28+
18	25-26	27-28	29+
19	26-27	28-29	30+
20	27-28	29-30	31+

HYBRID SCENES

Hybrid Scenes are scenes that involve both Challenge actions and Combat. These scenes can be a lot of fun, but are much trickier to properly balance than normal scenes. While the added Challenge element can potentially make the scene more difficult, it can also give it a more dynamic and interesting element.

Hybrid scenes are characterized by having at least one Meter that needs to be affected in addition or in spite of the enemy combatants. In these cases, a Support Action is required to influence the Meter. Under normal circumstances, the addition of a Meter requirement is the equivalent to either a Soldier or an Elite of equal level to the party, depending on how difficult the meter is to move and how big the meter is. If the enemy has to also attempt to affect the meter, the difficulty change is neutral. If filling or reducing the meter will end the Scene outright, this can actually make the scene easier than normal, but if the enemy affecting the meter can end the Scene unfavorably, it can make it harder. In both cases, treat as a Soldier of equivalent level for difficulty increase or decrease.

GOING BEYOND THE RULES

Challenge scenes are intended to give the players ways to resolve problems and conflict without the use of combat. The freer nature of the challenge scene gives much more freedom to go outside of the basic statistics and allow the players to use their own ingenuity.

Often, the players will want to do something that isn't explicitly adjudicated in the rules. That is where Challenge Scenes come in to pick up the slack. When players want to do something, it is the GM's job to help them find a way to do it. A GM should always try to help the players achieve what they want, and when they come up with a crazy scheme to solve a problem, it is the GM's job to let them do it.

That said, this should never be easy. If, for example, the players are in a situation where one of their allies has been killed and they wish to bring them back to life, this goal should be a massive quest in its own right. The GM can rule, for example, that the party will need to gather special reagents from the heart of a haunted forest and bring them and the body to the top of a massive peak and perform an ancient ritual within the temple constructed into the face of the mountain. This quest can be a huge undertaking, bringing the characters to a number of exotic locales. When it comes time to perform the ritual, the ritual should be based on a number of meters and should be a large challenge scene in its own right, the success of the players in prior scenes giving applicable bonuses or penalties to this final scene to see if they succeed or fail.

Beyond Season 4

While the Valor rules support play up to the 20th level over 4 tiered Seasons, it is completely possible to move beyond it. The book is generally balanced to support campaigns up to level 20 but the system is constructed to be permitted to extend indefinitely, each additional Season would function as normal and Skill progressions would continue upon the set parameters of each Fast Skill being able to be leveled up every 3 levels and each Slow Skill being able to be leveled up every Season, and Ultimate Techniques are granted at every level divisible by 5.

The most likely reason to move beyond level 20 is for end-game enemies. The final enemies in a Campaign will, by nature, need to be level 21 or 22 to present proper challenges to the players. These villains are progressed as normal, but will have the heightened potency that should make them suitable challenges to an end-game party.

Elaborate Actions

Occasionally, players will want to attempt to do something that utilizes the terrain or features of the battlefield in order to make their attacks or actions better. This should be encouraged, but it shouldn't be a free pass to gain advantage without risk.

During a challenge scene, the resolutions are much simpler. Elaborate actions are encouraged as part of the standard flow of a scene and can be adjudicated by assigning bonuses or penalties based on the nature of the action. For combat scenes, it becomes a bit more complex.

An Elaborate Action in combat constitutes two or three Challenge actions. As an additional requirement, you may rule that they require the expenditure of a Support and/or Move Action. The maximum benefit that can be gained from an Elaborate Action is +1 to hit and an additional Damage Increment on a successful hit. Depending on the type of action, feel free to decide which of the two applies, or allow the player to specify what they're trying to improve.

Actions that are only attempting to raise either accuracy or damage requires a minimum of two rolls, anything below that does not qualify as an Elaborate Action and cannot gain any bonuses. If both rolls are successful, the character gains the bonus. If only one roll is successful, no bonus is gained and if both rolls are failed, they take a penalty instead of gaining a bonus.

If an Elaborate Action requires 3 rolls, it has the possibility of gaining a bonus to both accuracy and damage. If all three rolls are successful, both bonuses are gained, if only two rolls are successful, one of the bonuses is gained, and if only one roll is successful, there is no bonus. If all rolls fail, they take a penalty to both accuracy and damage instead of gaining a bonus.
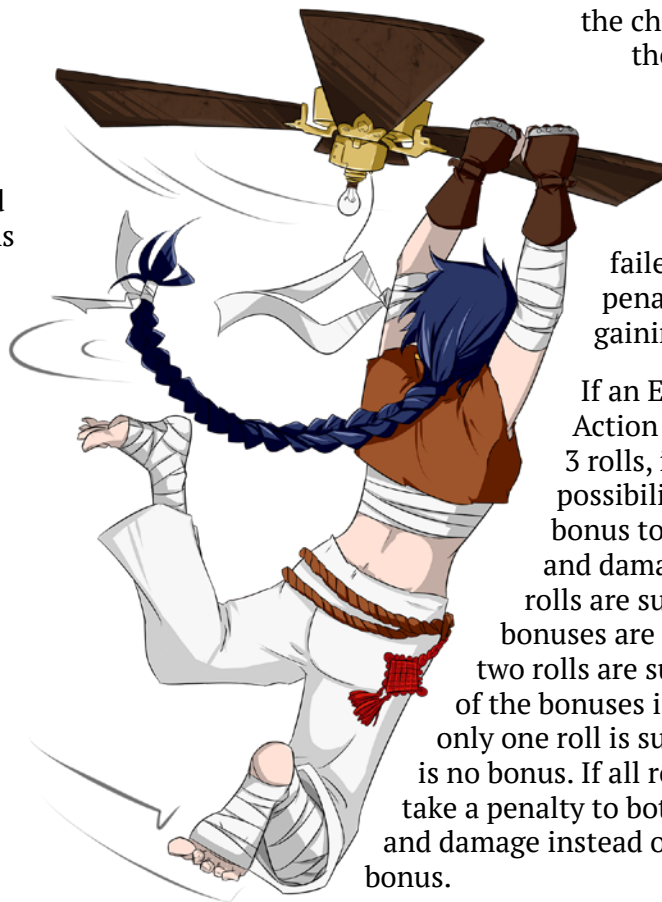
With Elaborate Actions, be sure to describe the result of the action, especially if they fail some or all of the rolls. Sometimes, botched Elaborate Actions are more fun than successful ones.

CRAFTING A CAMPAIGN

A Campaign, simply put, is a collection of game sessions that tell a generally continuous narrative. It is the journey of the characters from level 1 to level 20. A campaign is further subdivided between seasons, which encompass a set of 5 levels (levels 1 through 5 being the first season, levels 6 through 10 being the second season, and so on).

SCENE DESIGN AND FLOW

A campaign is, simply put, a succession of Scenes that string together to tell a story. Your scenes should be designed with your players in mind. For some players, a more Combat-heavy pace is appreciated, whereas for others Challenge Scenes are more enjoyable and others still may want a good mix of both.

The most important thing to remember about scenes is that each scene should be compelling and interesting in its own right, and fit with the greater narrative you are trying to tell with your players.

When designing a scene you should have two goals in mind: advancing the storyline and doing something meaningful. Scenes are intended to be important points in your character's journey. Don't be afraid to quickly move through or gloss over details that do not interest your party to keep the action moving.

CAPTURING THE VALOR FEEL

Utilizing Valor gives scenes a natural ebb and flow. When designing a scene, decide beforehand about how much Valor you intend to be giving out, and try to find a way to give that out throughout the course of the scene. Don't be afraid to go over this if your players surprise you, but determining the baseline Valor determines the importance of the scene in the overall scheme of things. Scenes that involve facing off against named rivals or completing major mission objectives should involve higher planned Valor gains than scenes involving defeating minions or achieving side objectives. Valor is all about the characters, so more Valor should always be present when dealing with named characters, especially reoccurring enemies.

When giving out Valor for a scene, always be sure to reward bold, decisive, courageous action. Even if a character is doing something that is foolish or not likely to succeed, they should be rewarded for trying and acting in such a manner. Valor is not always about being smart or cunning, it is about beating the odds and as such can sometimes be most appropriate when the party or characters are acting impulsively or even foolishly. At its core, Valor comes from players having fun and being entertaining; anything that makes you laugh out loud or flinch or otherwise evokes any kind of emotional response should always be worth at least one or two points of Valor.

CAMPAIGN-SPECIFIC MECHANICS

Some campaigns require certain mechanics that aren't necessary for all games. These mechanics are strictly here for GMs who need them, you should not under any circumstance feel obligated to add these mechanics if they don't fit in your game.

DARK VALOR

There are times when a character's determination to win at all costs comes from a darker place. Be it a thirst for vengeance or an intense rage, these raw emotions are powerful, but do not always qualify as truly Valorous.

In these situations, instead of awarding Valor you may award Dark Valor. You gain one more point of Dark Valor each round than you would with normal Valor, both through roleplay and at the end of each combat round. Dark Valor can be used to Overdrive as normal, but using it carries a harsh penalty that is chosen when the Overdrive is used. When a character overdrives with Valor, the GM selects one of the following penalties to impose.

> Take a -5 penalty to the next defense roll the character makes in this scene. Additional usages of this ability apply this to successive defense rolls after the first.
>
> If the character possesses the *Malevolent Entity* Flaw, they must make a roll to resist getting taken over by the entity. The entity rolls at a +2 bonus.
>
> An ally within 5 spaces of the character loses 2 Valor.
>
> Character loses one Health Increment.

Pillars and Vices

Pillars and Vices allow characters to codify their personal codes of conduct and failings to give them tangible mechanical benefits.

The intent of Pillars and Vices is to create interesting dynamics and conflicts in scenes. When using this mechanic, it is important to decide what you want to accomplish with them and ensure they conform to what you have in mind. It is very easy for Pillars or Vices to be created thoughtlessly and abused, so they need to be carefully constructed. Work together with your players to make sure their Pillars and Vices make the game more interesting.

Characters utilizing this mechanic should have three Pillars and three Vices, but these numbers can be altered to fit the campaign.

Pillars

Pillars are virtues, morals, or other ideals that a character upholds, or personal objects or people that are important to them. For example, a Pillar might be an object; the character carries an item of particular value to themselves or their family and will risk their life to protect it. It could be a person or a place they feel a strong attachment to, and whom fighting for gives them a strong sense of resolve.

When a character is acting to further, protect, or otherwise uphold their pillars, they gain at least one additional Valor, depending on the circumstance. However, if they fail to protect, uphold or act against their Pillar, the character loses one Valor.

Vices

Vices are Flaws and temptations that cause characters to act against their best interest. For example, Vices can be a desire to fight instead of work things out, or a disrespect for authority. What defines a Vice is that it is behavior that your character finds pleasurable, but know is wrong.

When acting on Vices, a character gains Dark Valor instead of Normal Valor.

Pillar and Vice Flaws

Unprincipled

You have a lot of Vices.

Level Progression: Fixed

Value: +1

Effect: You have an additional Vice

Special: This Flaw may be taken multiple times. Each time adds an additional Vice.

Pillar and Vice Skills

Principled

SEASON 1

You are exceptionally principled and have either more Pillars or less Vices.

Level Progression: Fixed

Cost: 2

Effect: You have either one additional Pillar or one less Vice.

Special: This Skill may be taken multiple times. Each time removes an additional Vice or grants an additional Pillar.

HUNGER AND FATIGUE

Hunger and Fatigue come into play during campaigns in which the PCs may be exposed to more grueling conditions.

Fatigue

Characters require sleep to function properly. If a character has not slept for at least 6 hours in the past 24 hours, gain the Fatigued status, giving them -1 to all rolls until they rest.

Hunger

Characters require food to function properly. If a character has not eaten at least one full meal for at least 24 hours, they gain the Hungry status, giving them -1 to all rolls until they eat a meal.

Fatigue Limit

SEASON 1

You become fatigued after using your Technique.

Applicable to: Ultimate Damage Core or Transformation Core

Effect: You become fatigued after using this Technique, or after you leave your alternate form.

Cost reduction: 15

ILLUSIONS

Illusion Skills can apply to a number of settings, but are often very character-specific and require a unified mechanic to adjudicate them. All illusion Skills use the same base mechanic.

When you use an illusion, unless people have any reason to suspect you are using it, no opposed rolls are involved, and the illusion simply works. However, if an enemy has any reason to suspect that you are deceiving them, they can make an Aura or Intuition roll that can be defended with either Aura or Intuition to try and break the illusion

at the beginning of each turn. If they succeed, they see through the illusion and are no longer affected by it. For each ally that has broken an illusion, the person rolling to break it gets a +1 bonus to their roll. All illusions can be dismissed as a Support Action. All Illusions can be nullified with the *Nullify* Skill.

Illusory Assailant

SEASON 2

You can use illusions to appear to have additional party members supporting you in combat.

Level Progression: Fast

Cost: 6/3 SP

Effect: Create a number of illusory targets less than or equal to your level in this Skill, all within 5 spaces of you; these illusions can look like anything occupying a single space. All your illusory assailants move with your Move distance, and move whenever you do. Whenever an illusory assailant is attacked, it defends using the higher of your Aura and Intuition. If they are hit, then the illusion ends, and all your illusory assailants vanish. As a Support Action you can have one of your illusory assailants make an attack; if the attack hits, the target takes no damage, but is Shaken.

Illusory Disguise

SEASON 1

You can supernaturally alter your appearance.

Level Progression: Fixed

Cost: 3 SP

Effect: Expend 1 Stamina, and change your appearance to something else close to your size and shape. For each combat round or each minute that you maintain this illusion, spend 1 Stamina.

Special: If an enemy sees you use this Skill, they are not affected by it, but can still perceive the change in appearance.

Illusory Terrain

SEASON 1

You can use illusions to make the world around you appear different.

Level Progression: Fast

Cost: 4/2 SP

Effect: Pick a number of spaces equal to or less than twice your level in this Skill, all within 20 spaces of you; those spaces are occupied by illusory barriers. Anybody who is under the effect of the illusion treats them as impassable terrain. Alternately, in exchange for one space of impassable terrain, you can create four spaces of illusory Rough Terrain. When creating the illusion, spend 2 Stamina for each space of barriers (or each four spaces of Rough Terrain). For each combat round that you maintain this illusion, spend 2 Stamina.

Special: If someone has an ally who has broken through illusory terrain, then they can move through illusory barriers as if they were Rough Terrain, as long as they don't end their movement inside them. If an Ally has broken the illusion for Rough Terrain, all allies can ignore it without penalty.

Pierce Illusion

SEASON 1

You can see through illusions even without making an active effort to do so.

Level Progression: Fixed

Cost: 4 SP

Effect: You can make checks to break an illusion even if you aren't aware of it.

Special: If you fail this check, you receive no indication that anything is unusual.

ELEMENTS

Depending on the feel of your game, you may wish to include an elemental tree of different elements that interact with each other. In general, if you're making use of the elements, they should have a large impact on the game world. This can be done by imposing elemental alignments and weaknesses, or by making a number of enemies have weaknesses to and employ elements in order to make the players more conscious of their existence. The system for the elements is set up in such a way that it's easily ignored if it doesn't suit the world, but with a little extra effort it can be a large and active part of the feel of the world if desired.

BUILDING AN ELEMENT SYSTEM

In general, elemental systems are designed in one of three ways: a direct opposition system, a wheel system, or a combination of both. In the direct opposition system, two elements are both strong and weak against each other. This makes the elemental reactions limited between pairs of opposition. In the wheel system, the elements work with and against each other in a cyclical manner, so that one element will be good against something but bad against a completely different element. This allows elements to interact more, but depending on its configuration can leave many elements neutral to each other or, in more complex settings, be difficult to track. The third system tends to involve the standard wheel, as well as a direct opposition of some of the "stronger" elements (Light and Darkness being an example of this).

Example Element Systems

Direct Opposition: Earth opposes Air, Fire opposes Ice, and Lightning opposes Water.

Wheel: Lightning defeats Water, Water defeats Fire, Fire defeats Ice, Ice defeats Air, Air defeats Earth, Earth defeats Lightning.

Combination: Earth defeats Water, Water defeats Fire, Fire defeats Air, Air defeats Earth, Light opposes Darkness.

Using an Elemental System in your World

Generally, elemental systems are there if they have a dramatic impact on the world. At the very least, a world with an elemental system should have a high number of enemies that have at least an *Elemental Vulnerability* Flaw and an *Elemental Resistance* Skill. To make it more important, requiring characters to take an *Elemental Vulnerability* Flaw and giving them a free *Elemental Resistance* Skill, both of which level at a rate you as the GM prescribe, is not out of the question. These Flaws and skills should neither give nor require Skill Points, they should just be inherent to the character, enemy or NPC.

ELEMENTAL FLAWS

Elemental Vulnerability

You are particularly vulnerable to certain elements.

Level Progression: Slow

Value: +2/+1 SP

Effect: From a certain element, Defense or Resistance (whichever is applicable) is reduced by 6.

Level up: Defense or Resistance is reduced by a further 4.

ELEMENTAL SKILLS

Elemental Resistance

You are resistant to an element.

Level Progression: Slow

Cost: 4/2 SP

Effect: When attacked by a certain element, Defense or Resistance (whichever is applicable) is increased by 6 for purposes of the attack.

Level Up: Defense or Resistance is increased by a further 4.

Elemental Attunement

Be it through a weapon you wield, special training or personal affinity, your attacks are always blessed with elemental power.

Level Progression: Fixed

Cost: 3

Effect: Select an available element – all Damage Techniques you use have this element.

Special: If you attach the *Elemental Attack* modifier, replace this element with another available element. If desired, you may remove elements entirely from this Technique.

ELEMENTAL MODIFIERS

Element Attack

Your Technique is infused with an element.

Applicable to: Damage Core

Effect: An element is associated with this attack.

Level: +1

Special: If the Technique is a Damage Core inflicting Spirit or Mind damage, the level is decreased to +0

Equipment

In many games, you may wish to track equipment more closely than normal. In this case, things like money and even load can become more meaningful.

The following rules are made for settings where equipment matters. Only use these rules if losing equipment is a real and present danger to the players.

Equipment Terminology

As with most things in Valor, what a piece of equipment is can vary dramatically. The following terminology is a loose indication of the kind of item that is being affected, but it can be altered to taste as needed.

Weapon

Weapon refers to swords, axes, spears, and other melee and ranged but generally mundane equipment. It is always associated with Physical Damage.

Armor

Armor refers to physical armor, be it a suit of plate mail or a bullet proof vest. It is always associated with Defense.

Focus

Focus represents equipment generally used for spellcasting, but can also represent a different type of weapon such as a laser or grenade. It is always associated with Energy Damage.

Ward

Ward refers to a special barrier, or even an alternate suit of armor that guards against more fantastic attacks. It is always associated with Resistance.

Equipment Flaws

Armor Reliant

Much of your physical defense relies on your armor.

Level Progression: Slow

Value: +2 SP/+1

Effect: If you are not wearing armor, defense is reduced by 6.

Level Up: If you are not wearing armor, defense is reduced by an additional 4.

Ward Reliant

Much of your resistance relies on wards or special equipment that you wear.

Level Progression: Slow

Value: +2 SP/+1

Effect: If you are not using a ward, resistance is reduced by 6.

Level Up: If you are not using a Ward, resistance is reduced by an additional 4.

Equipment Skills

Polearm Wielder

You wield a polearm in combat, giving you a bit of extra range.

Level Progression: Fixed

Cost: 5

Effect: When using a Technique without the *Ranged Technique*, *Line Attack* or *Blast Radius* modifiers, you may target any space adjacent to your Zone of Control.

Ranged Weapon Wielder

You wield a ranged weapon such as a bow or magic wand with exceptional range.

Level Progression: Slow

Cost: 4/2

Effect: +2 range to any Technique with the *Ranged Technique* Modifier.

Level Up: +1 additional range
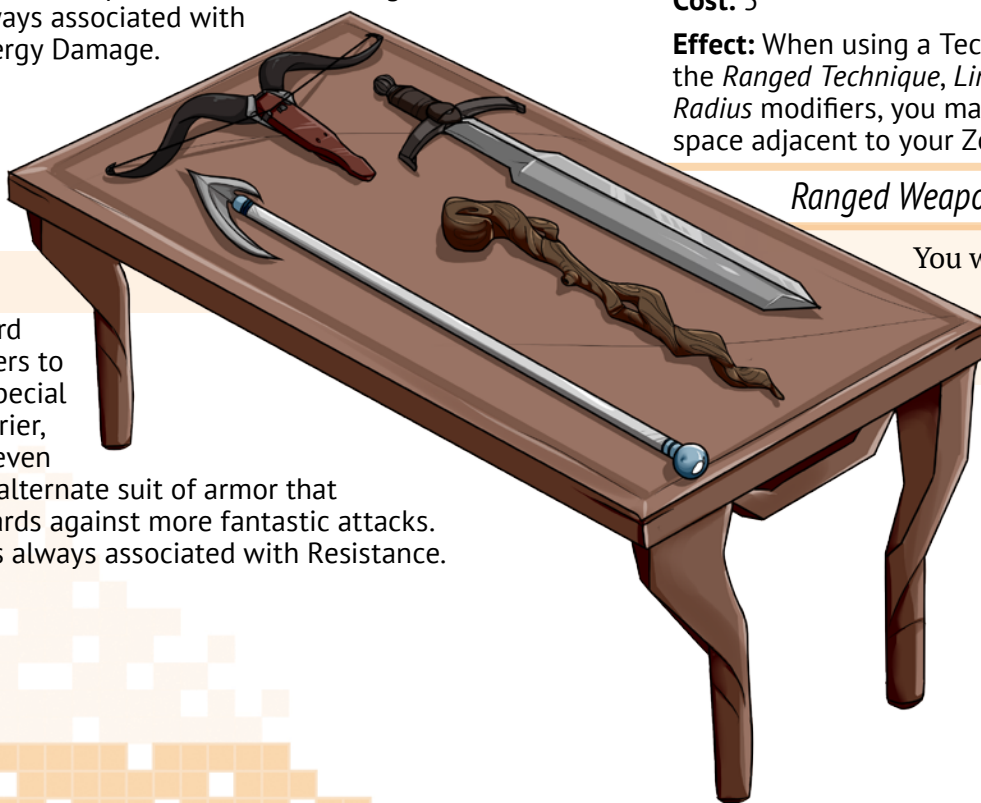
Equipment Limits

Weapon Requirement

You need your weapon to use your Technique.

> **Applicable to:** Damage Core, Weaken Core
>
> **Effect:** This Technique cannot be used if you are not holding your weapon.
>
> **Cost Reduction:** 3
>
> **Special:** Cannot be applied to a Technique that uses *Weapon Reliant.*

Weapon Reliant

Without a weapon, your Technique functions poorly.

> **Applicable to:** Damage Core
>
> **Effect:** This Technique's damage is reduced by 10 if you are not holding your weapon.
>
> **Cost Reduction:** 1
>
> **Special:** Cannot be applied to a Technique that uses *Weapon Requirement.*

Expendable Ammunition

Your Technique requires a certain amount of expendable ammunition to function.

> **Applicable to:** All Cores
>
> **Effect:** This Technique expends one of a specific resource that must be purchased or found.
>
> **Cost Reduction:** 1-5, depending on the cost and/or rarity of the item. The Game Master determines the reduction when the ammunition requirement is selected.

Special Equipment

Special equipment represents enchanted or otherwise well-made equipment that provide tangible bonuses to players. Special Equipment functions identically to Boost Cores, except they remain active as long as the piece of equipment is functional. Special equipment does not stack with Boost Cores. Special Equipment is generally divided into 3 categories of power depending on the feel of the game.

All special equipment has a level ranging from 1-20; the level determines its power. Special Equipment is subject to the *Nullification* Skill, which can render it inactive for 3 turns.

When using special equipment, it is important to note that the abilities of the PCs will be bolstered, in many cases quite significantly, by the equipment. The GM should be prepared to increase the Skill and Technique points of NPCs to reasonably equivalent levels.

Minor Items

> Minor items are the weakest available item type, intended for lower-power settings where special equipment is rare and valuable. Each level is worth 1 SP of skills that can be attached to the item.

Major Items

> Major items are more powerful and function like a traditional Boost Core. Each level is worth 2 SP of Skills that can be attached to the item. This is better for settings where special equipment are more common-place, and the setting is generally higher-powered.

Ego Weapons

Ego weapons are special items that are sentient and have a will of their own. They possess a number of abilities locked within them but require a character to attune themselves to the weapon.

In addition to the effects of standard Special Equipment, Ego Weapons possess a number of Techniques and abilities unique to them. Ego Weapons should not be used lightly; they make a character far more powerful than normal and can have a significant impact on the plot.

Ego Weapons are living, sentient creatures with their own goals and aspirations that they generally want to pursue with the aid (or enslavement) of their wielder. They can add a number of elements to a story, but should be used carefully as they can easily take control of a character away from a player for long periods of time or make one character outshine the others.

Synchronization

Ego Weapons have an additional statistic called "Synchronization," which affects how in tune the wielder is with the weapon's will and abilities. Synchronization is set on a scale of 0-5. When becoming aware of the weapon, the wielder must make a choice to either accept or subjugate the weapon.

If the weapon is accepted, the synchronization may remain at 0 or increase to 1. As the character and the Ego Weapon fight together and gain a greater understanding of each other, they can increase the Synchronization rate further and unlock greater abilities.

When using this method, Synchronization should only rise if there is a significant roleplay reason for it to do so. This can be a dramatic moment or flash of insight where the character gains just the power they need to overcome an obstacle, but an increase in synchronization should be a big event and a central part of a scene. Generally, a character should only increase the Ego Weapon's synchronization once every 3-5 scenes.

If desired, the wielder may also attempt to subjugate an Ego Weapon. At the GM's discretion, a Resolve roll may be required (an Ego Weapon's standard Resolve is 3+1/2 level, rounded up, but this can be increased or decreased as desired). If subjugation is successful, the Ego Weapon functions as if it were Synchronization 3, but that number cannot increase or decrease.

Depending on the Ego Weapon, it may accept the subjugation or fight back. Some Ego Weapons can take control of the wielder on a failed subjugation roll, or may attempt to take control of their wielder on a regular basis, especially if the wielder does not act in a manner that pleases the weapon. In these cases, a non-compliant Ego Weapon gives the wielder the *Malevolent Entity* Flaw. In this case, the SP that would be gained to the Flaw is applied to the Ego Weapon itself. In some cases, even a generally compliant weapon may have dark abilities and still bestow the *Malevolent Entity* Flaw. Whenever this is the case, the GM is encouraged to attach the *Dark Power Limit* to the Ego Weapon's Techniques.

At any time, a character subjugating an Ego Weapon may cease to do so and attempt to actually synchronize normally with it. In this case, Synchronization is set to 0, and it should be

far harder for Synchronization to rise than if they had attempted to synchronize normally from the start, as the character must reconcile with the weapon before it will trust them enough to grant them its power. In this case, increase the amount of scenes needed to increase the synchronization rate by 2-4.

While Synchronization will generally increase, depending on the actions of a character it may fall either temporarily or permanently if they don't act in a manner the Ego Weapon finds acceptable. In general, temporary lapses in the heat of battle are more likely to cause temporary Synchronization loss, which ends after the scene ends, whereas constant lapses will cause permanent Synchronization loss.

Ego Weapon Growth

Depending on the situation, Ego Weapons can be treated in two different ways. Static Ego Weapons have a set level when they are created and do not increase in level through the course of the game. This is good for Artifacts of considerable power that the players discover in their adventures. They've always been there and have their own history. Static Ego Weapons are typically quite powerful when initially obtained, but will never exceed the power they were designed to contain.

Growing Ego Weapons progress with the character. Typically, these Ego Weapons have the same level as the wielder, and will increase in level along with the character who wields them. These weapons typically start quite weak, but allow the players to customize them as they grow in power. Growing Ego Weapons not only continue to gain available Skill Points, but can have their Skills retrained as with a normal character and gain levels on the Techniques they grant as well.

Ego Weapon Abilities

Ego Weapons are made at a specific level and can, if desired, scale to the level of the wielder at the GM's discretion. Furthermore, they come packaged with 3 Techniques, one performance increase, and an Ultimate Technique. They are all based on the Synchronization rating of a wielder and the weapon, and are divided up as follows:

Synchronization 0

The Ego weapon acts as a Minor item under the Special Equipment rules.

Synchronization 1

The Ego Weapon gains its first Technique, built by the GM. The Technique benefits from the Synchronization Limit. Generally set at a Technique level equivalent to the Ego Weapon's level.

Synchronization 2

The Ego Weapon gains its second Technique, built by the GM. The Technique benefits from the Synchronization Limit. Generally set at a Technique level equivalent to the Ego Weapon's level+1.

Synchronization 3

The Ego Weapon increases in general power, becoming a Major item.

Synchronization 4

The Ego Weapon gains its third Technique, built by the GM. The Technique benefits from the Synchronization Limit. Generally set at a Technique level equivalent to the Ego Weapon's level+3.

Synchronization 5

The Ego Weapon gains its Ultimate Technique, built by the GM. The Technique benefits from the Synchronization Limit. This can be a Transformation Technique if desired, if the character wielding the Ego Weapon has their own Transformation Technique, the abilities from each form can or cannot stack at the GM's discretion. Generally set at a Technique level equivalent to the Ego Weapon's level+3.

Ego Weapon Limits

Synchronization Requirement

You need a certain level of Synchronization with your Ego Weapon to use this Technique.

> **Applicable to:** All Cores
>
> **Effect:** You must have a Synchronization with your Ego Weapon equal to the Limit Level to use this Technique.
>
> **Cost reduction:** 2 per Limit Level
>
> **Special:** Cannot take Limit above level 5.

Utilizing Experience

Awarding experience

Similarly, you may not want to work with an experience system at all. The system is designed for characters to gain a new level every 2-3 sessions. If desired, the experience point system can be done away with entirely, and characters can simply gain a level when you decide it is time. The experience system is to give a set idea of how characters should be progressing; it can be ignored if you wish them to progress at a set rate.

Since characters typically gain a level after 2-3 sessions and a standard session will usually have 2-4 scenes, each session should strive to grant a range of 33-50 experience per character level to each individual character.

No matter what method is used, all characters should always have the same amount of experience and be at the same level. Being lower level than the rest of the team is a huge and noticeable detriment to a character's abilities and being lower level than the rest of the party is frustrating for a player. Valor is designed for a party of equal level characters, and they should always level up at exactly the same rate.

Ultimate Techniques and Alternate Forms

Depending on the style of game you are playing, one Ultimate Technique every five levels may not feel right for the characters. If so, as a GM, you can freely alter the points at which characters acquire Ultimate Techniques. For example, in a high-powered game, characters may get an additional Transformation-specific Technique which scales naturally with their level. You may even allow characters to take an Ultimate Technique at level 1, if it feels appropriate, or only gain an Ultimate Technique at levels 5 and 15.

GAME MASTER'S QUICK REFERENCE

THE THREE ACTIONS

In combat, you may take a *Support Action*, **an** *Attack Action*, **and a** *Move Action*.

- Instead of taking an *Attack Action*, you may instead **take a second Support or Move action.**
- Instead of taking a *Support Action*, you may instead move **½ your Move distance**.
- Talking is a free action!

Active Attributes are the rolling attributes, whenever you are attempting to take action, use the applicable Active Attribute and add it to your D10 roll.

Move is the number of spaces you may move on your turn.

Always round up!

The damage of attacks made with *Muscle* and *Dexterity* is reduced by **Defense**.

The damage of attacks made with *Aura* and *Intuition* is reduced by **Resistance**.

Valor only requires a single ten-sided die to play. All actions are resolved by opposed rolls between the two parties involved in the action. Tied rolls go to the player who initiated the roll.

DEFENSE SUBSTITUTIONS

When you are defending in combat, you can substitute a stronger attribute in place of a weaker attribute by taking a small penalty. The available substitutions are:

- **Muscle Guard:** Substitute Muscle, even if you succeed at defending, you will take damage equal to the attacker's damage increment.
- **Acrobatic Dodge:** Substitute Dexterity, if you fail to defend you will take additional damage equal to the attacker's damage increment.
- **Aura Deflect:** Substitute Aura, you must expend 4 Stamina to use this ability.
- **Attack Prediction:** Substitute Intuition, reduce your Initiative by 2 until your next turn.
- **Resolute Defense:** If you have at least 2 Valor, you may substitute Resolve without any additional penalty.

OVERDRIVES

If you have at least 3 Valor, you may spend it to gain one of the following Overdrives:

- **Burst of Speed:** As a Free Action during your turn in combat, gain an extra move action.
- **Desperate Action:** As a reaction to the end of a character's turn, you may take your turn immediately and then skip your next turn.
- **Determination:** After any roll you make, add 5 to the roll. You can use this after you know whether or not the roll succeeded.
- **Exceed Limitations:** During your turn in combat, so long as you are not incapacitated, you can recover all of your Stamina. This Stamina is lost at the end of the encounter.
- **Indomitable:** During your turn in combat, end all adverse effects currently affecting you. This includes the effects from Weaken Techniques, Immobilization, and the *Seal* skill. Furthermore, no effects of this type can affect you until the beginning of your next turn.
- **Sudden Action:** As a Free Action that may be taken at any point in any character's turn, you may take a Support Action immediately.
- **Teamwork:** After any roll an ally makes, add 3 to the roll. You can use this after you know whether or not the roll succeeded.
- **Unbreakable:** During your turn in combat, you can recover one Increment of Health. This Health is lost at the end of the encounter. It is possible to die from hit point loss in this manner. If you are Incapacitated, recover enough health to set you at one full Health Increment.

Valor accumulates at a rate of 1 at the end of each full initiative round.

At the end of every scene, your character recovers an increment of *Health* and *Stamina*.

Damage increment is used for special circumstances in which you might do extra damage, such as by smashing someone into a wall or hitting them when they are surprised.

Sample Campaign

BACKDROP

The party takes on the role of supposedly normal folks living in Valor City, a fairly large city located on the east coast of New Jersey. However, they all share a secret. They have a deep connection to the Other Side, a world parallel to Earth where myth and legend are real. Known as Sighted, they have the ability to sense the Others, so where a normal human might see a particularly smelly homeless man, a Sighted could immediately identify it as a gremlin. Additionally, Sighted have the ability to tap into the power of the Other Side, and can perform feats beyond the capabilities of normal humans.

FACTIONS

Your characters may, at your prerogative, be working for an existing faction. This may give them some bonuses in game.

British Order of Magi

The British Order of Magi is an ancient order of wizards with chapters all over the world. Governed by the High Council of Wizardry that convenes in the prestigious universities of Great Britain, the Order governs wizards and practitioners of the mystic arts. The Order's representative is to investigate the rumors of unauthorized Necromancy in Valor City. The sample character from the British Order of Magi is Muranaka.

Supernatural Suppression Unit

The Supernatural Suppression Unit, or SSU, is a secret arm of the United States government. It is comprised both of Sighted and of staff members who have had the veil pierced and gained knowledge of the Other Side. The Supernatural Suppression Unit has active agents all over and they have access to top secret armaments and weaponry to keep the public in the dark about the Other Side. The sample character from the SSU is Shuuichi.

Otherkin

The Otherkin is a loosely associated group of Sighted who have in their bloodline a native to the Other Side. Since Otherkin can be wildly different in temperament, the association has never gained a great deal of traction but there is a ruling body that convenes in New York city, as the city has a huge variety of Otherkin living there. The sample character from the Otherkin is Gabrielle.

Fists of Susano'o

The Fists of Susano'o are an order of ascetic monks and spiritualists who revere Susano'o, the Shinto god of the sea and storms. An offshoot of the more mainstream shrines, the Fists of Susano'o have worked to contain the influence of the Others for centuries. Now a more clandestine order than they were in times past, the Fists of Susano'o continue containing the Others and keeping them from interfering with the affairs of humanity. The sample character from the Fists of Susano'o is Tora.

Freelancer

Freelancers are Sighted who either have recently come into their abilities or simply prefer to work alone. Freelancers can have any number of goals depending on their personal beliefs and position in the world. The Freelancer sample character is Hiiro.

GATHERING THE PARTY

Though they may come from disparate backgrounds, the party shares one common thread, a link to the Other Side and the dangers it presents. It is midnight on a Friday night, and the Mists of the Aether are thick. As a crowd of shambling zombies emerges from the mist, the party is forced to destroy them before they can feed upon the citizens.

SCENE 1
RISEN DEAD

COMBAT SCENE

This is a simple combat scene with minimal terrain factors. The party will encounter 1 Zombie for each member of the party present.

ZOMBIE

Zombie								Level 1 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	8	Muscle	4	Physical	9	Health	105	Hlth. Inc.	21
Agility	2	Dexterity	1	Precision	3	Stamina	26	Stam. Inc.	9
Spirit	6	Aura	3	Spirit	7	Defense	18	Critical	54
Mind	1	Intuition	1	Mental	2	Resistance	9	Damage	6
Guts	8	Resolve	4			Move	2		

Soldier Attributes

Soldiers do not accrue Valor.

Flaws

Slow

-1 Move.

Skills

Intimidate

Make an Aura or Resolve roll against one opponent within 5 spaces; which they may choose to defend using either Aura or Resolve. If you win the opposed roll, the target is Shaken. Uses a support action.

Tough

+15 Health.

Techniques

Claw

The zombie attacks with dessicated claw-like hands attempting to tear their target apart.

Effect: 34 Strength damage.

Cost: 3 Stamina

Consume

The zombie tears at their target with vicious teeth, attempting to devour them.

Effect: 29 Strength damage, return ½ of damage dealt (after defense is applied) as Health.

Cost: 6 Stamina

SCENE EXPERIENCE REWARD

20 experience per party member

SCENE 2
ASSEMBLE

CHALLENGE AND EXPOSITION SCENE

Once the zombies have been defeated, the party will have time for introductions. As the presence of the zombies is a cause for concern among any Sighted and all party members should have sufficient cause, now is a good time for the party to officially join forces for the greater good.

Any of the zombies that were laid to rest will be emanating a strong degree necromantic magic which can be sensed by any Sighted without any sort of roll. Investigating the zombies will reveal that they all have an onyx gem where their heart is supposed to be that is slowly knitting the zombie back together. In the time it took for the party to introduce themselves, it is possible that the zombies began making noises again. Should the zombies be left unchecked, they should be able to rise again within about 5-10 minutes. The gems can be removed from the chest cavities of the zombies. However, as the gems are steeped in necromantic magic, any character who holds the gem will have their maximum Health reduced by 1 Health Increment. Releasing the gemstone will end the effect and return all Health lost in this fashion, and this penalty does not alter the Critical Health threshold or Health Increment of the character.

If desired, the gemstones can be bound with magic, but this is a risky proposition as improper casting can cause the gems to explode. In order to bind the gemstones, the character must pass a difficulty 9 Mystic Arts check. If successfully bound, the gem retains its form and function, but will be sealed and will not impose any sort of penalty. If the roll is failed, the gemstone will shatter and will be lost. If desired, the party may simply destroy the gems outright, this requires no roll.

SCENE 3
CARLO AND THE DEATH SKULLZ

COMBAT SCENE

With or without the gems, the party will need to decide where to go next. Should they choose to reveal their affiliation; members of any of the organizations should have resources that should be able to assist in analyzing the gems, should any be retained. Allow the party to begin the discussion and perhaps begin to move a bit, before interrupting by the sound of motorcycle engines and will quickly find themselves encircled by a band of young gangsters. Their leader, Carlo, introduces the group as the Death Skullz.

A Knowledge roll of 7 will reveal that the Death Skullz are a young but reasonably influential gang in Valor City. A Knowledge roll of 11 will reveal that Carlo is a known Sighted and has been identified and catalogued by both the SSU and the British Order of Magi. Any characters who are members of either of those organizations will receive a +1 to their knowledge roll. Carlo is accompanied by a group of 4 Death Skullz for each party member above 2 (4 for a party of 3, 8 for a party of 4, etc.)

CARLO

Carlo						Level 2 Elite	
Base		Active		Attack		Stats		Increment
Strength	7	Muscle	6	Physical	24	Health	175	Hlth. Inc.	35
Agility	9	Dexterity	6	Precision	28	Stamina	26	Stam. Inc.	9
Spirit	2	Aura	3	Spirit	8	Defense	18	Critical	70
Mind	3	Intuition	4	Mental	10	Resistance	9	Damage	7
Guts	7	Resolve	6			Move	5		

Skills

Balanced Fighter

+1 to all Active Attributes below your highest Active Attribute.

Dirty Trick

Free Action: One target within your Zone of Control gains the Surprised status. Lose 2 Valor. This Valor loss can drop you into negative Valor.

Bravado

Begin all scenes with +1 Valor.

Physical Attacker

+6 to Strength and Dexterity attack.

Techniques

Spinning Shivs

Carlo whirls his shivs and slashes at the enemies around him.

Effect: 58 Agility damage, targets all enemies within Carlo's Zone of Control.

Limit: Cannot be used again for 1 round.

Cost: 4 Stamina

Blade Toss

Carlo launches several blades at his enemies.

Effect: 48 Agility damage, range 4, up to 3 targets, may only be used 3 times per scene.

Cost: 1 Stamina

Shank

Carlo shanks his target.

Effect: 46 Agility damage, ignores defense.

Limit: Requires a Support Action to reload before using again.

Cost: 3 Stamina

Hamstring

Carlo cuts at his opponent's legs, making it harder for them to move and defend.

Effect: Agility weaken, bestows *Slow* (-1 Move) and *Weak Defender* (-4 defense).

Limit: Cannot be used again for 1 round.

Cost: 3 Stamina

DEATH SKULL

Death Skull						Level 1 Flunky	
Base		Active		Attack		Stats		Increment	
Strength	8	Muscle	4	Physical	12	Health	1	Hlth. Inc.	-
Agility	6	Dexterity	3	Precision	10	Stamina	22	Stam. Inc.	5
Spirit	2	Aura	1	Spirit	3	Defense	-	Critical	-
Mind	3	Intuition	1	Mental	4	Resistance	-	Damage	6
Guts	6	Resolve	3			Move	5		

Flunky Attributes

Flunkies cannot be defeated on a missed Technique, even if that Technique still does damage.

Flunkies cannot take Support Actions; each turn they get one Move Action and one Attack Action.

Flunkies do not accrue Valor.

If a Flunky is targeted by an effect that gives it the Shaken status, it is instead defeated.

Skills

Physical Attacker

+3 to Strength and Dexterity attack.

Sprinter

+1 Move.

Techniques

Bash

The Death Skull bludgeons its target.

Effect: 42 Strength damage.
Cost: 5 ST

SCENE EXPERIENCE REWARD

30 experience per party member

SCENE 4
NECROTIC ENGINES

CHALLENGE AND EXPOSITION SCENE

With or without the Necrotic Engines in their possession, the party will need aid from an organization in the area to help identify them. There are five major options.

British Order of Magi

The party may seek help from the British Order of Magi, who have a small chapter within the city at the local Shorecrest Community College. The Order maintains a base in a hidden room accessible through the maintenance tunnels and shrouded in enchantments to block it from detection.

Locating the Order requires either a Knowledge (Local) roll of 10 or an Observation roll of 11.

Gaining access to the Order requires a Negotiation roll of 13. If the party has a member of the Order with them, they gain a +3 bonus to their roll. Having at least one Necrotic Engine available gives an additional +2 bonus to the roll.

SSU

The party may seek help from the Supernatural Suppression Unit, which maintains a headquarters in the Valor City Police Department. The SSU's branch is an office like any other unit in the police department, but they utilize a number of wards to keep their secrecy.

Locating the SSU requires a Knowledge (Local) roll of 8.

Gaining access to the SSU requires a Negotiation roll of 15. For each member of the party who is a member of the SSU, reduce the difficulty by 2. The party can additionally appeal to the SSU by specifically offering to assist with bringing down the Necromancers for a +3 bonus.

Fists of Susano'o

The Fists of Susano'o are based out of a traditional Shinto Shrine dedicated to Susano'o in a nondescript middle-class neighborhood. The monks are open to all Sighted who might seek them, but they are somewhat tight lipped about their information.

Locating the Fists of Susano'o requires a Knowledge (Local) roll of 9.

Gaining access to the Fists of Susano'o requires a Negotiation roll of 10, or no Negotiation roll if a member of the Fists of Susano'o is with the party. They will willingly divulge information on the Necrotic Engine if asked, but will not speak of anything else for now.

Otherkin

The Otherkin have no major base, but they frequent Lou's Infernal Grill (Wings so hot they're satanic), a bar and grill that serves Sighted and Others alike. The proprietor, Lou, is very knowledgeable on what's going on, and will generally assist the PCs willingly (although he may gripe about it a lot).

No matter the means, once the party has connected with a faction they will gain information on the Necrotic Engines, learning that they are treated gemstones specifically designed to enhance undead. Placed within an undead creature, it will regenerate their wounds and slowly evolve them into more powerful and potentially even sentient undead.

Scene 5
Start of the Investigation

Challenge Scene

The party will have to draw upon their contacts in order to discern the location of the group who is behind the undead. This challenge scene has one available meter that indicates the suspicion level of the cultists the party is investigating. The party can contact any of the four active factions as well as any Sighted or Others that are available. For each question asked, the character must make a Negotiation roll to gain information; failed rolls may potentially alert the cultists to the fact that somebody is tracking them. The Suspicion meter begins at 1, and is raised every time the party fails a roll. Additionally, after each member of the party has acted in the challenge round, cultists agents will be checking to make sure they haven't been compromised. They will make an Empathy roll at +4, which can be defended by any of the party's Negotiation rolls. If they succeed, the Suspicion meter rises.

The party may continue to investigate until they feel they have enough information. The Suspicion meter cannot fall, but the scene does not end if it reaches 10 – the party can still continue to look for information. The minimum amount of information the party will need to proceed to the next scene is that the recent spate of undead is likely at the hands of a cult that has been holding meetings in the warehouse district.

Contacts

Shifty Sam

There is a Death Skullz member hanging around Lou's Grill. Known as Shifty Sam, he knows that the cultists are convening in the warehouse district, but not much else. You can get the information out of him with an Negotiation roll of 8, but unless you roll at least a 12 the Suspicion meter will automatically rise by 1. An Empathy roll of 9 while chatting with him will reveal he's rather nervous about the undead, and if you appeal to his better nature and state that the undead can't be allowed to take over the city, you will receive a +2 to your roll.

Doctor Zahid Ibn Halim

Dr. Halim is a specialist at the local clinic. A Sighted with particularly potent healing ability, he serves the Sighted and Other community as a primary care physician. He doesn't know where the undead are coming from, but will offer assistance purifying any bodies and purging any necrotic engines the party comes across. Consulting with Dr. Halim will not raise suspicion; he does not give out patient information.

Victoria Grace

Victoria is the primary contact for "jobs" in Valor City that require the hand of a Sighted. She deals in the less-than-savory and the less-than-legal contracts, and is also a known information broker. Victoria knows the exact coordinates of the warehouse the cultists are, as well as their true identity as the Seekers of Eternity, a cult dedicated to eternal life through undeath. She also has an analysis of the wards and traps they have set around the warehouse. The available information and roll requirements are below:

> Location of the Cultists: Negotiation roll of 9
>
> Name of the Cultists: Negotiation roll of 10
>
> Details on the Wards: Negotiation roll of 12

Victoria cannot be approached by normal methods, someone needs to refer the party to her.

In conversation, Victoria will indicate that she generally doesn't give information away for free. If pressed, she will indicate she might be more willing to part with the information if the party can retrieve a Necrotic Engine for her. If the party still has one, they can turn it in for a +2 bonus to their Negotiation rolls. If anybody in the party possesses the "Wealth" *Asset*, they may use that to assist in their Negotiation roll.

Lou

Propriety of Lou's Infernal Grill, Lou will help with information where he can but is not the most discreet man in the world. A Negotiation roll of 9 will get the name of the Cultists, and a Negotiation roll of 11 will get the location of the Cultists. He can also get them in touch with Victoria with a Negotiation roll of 10. Making use of Lou will give the Seekers a +1 on their roll to seek out the party.

Joshua Washington

A public defender who is a regular volunteer and acclaimed scholar of the Torah within the Jewish community, Joshua is well-known as an upstanding member of the community who works tirelessly to promote the welfare of the people. What isn't as readily known is that he also works behind the scenes with Others who cross over, helping them integrate into human society without notice.

Joshua will give the name and location of the Cultists freely, but because he is such a public figure visiting him will raise the suspicion meter by 3 automatically.

Joshua will also refer the party to Victoria if they seek further information. Victoria doesn't like Joshua although she will work with him, so going through Joshua raises the difficulty of all of her rolls by 1.

Sarah Smith

Working under an alias, Sarah Smith is a diviner with ties to the Otherkin. Her powers allow her to peer into unknown areas. If the party knows the name and location of the cultists, they can seek her out and have her discern information on the base defenses. A Negotiation roll of 11 will get her to scry on the base, gleaning information of the wards. If anybody in the party possesses the "Wealth" *Asset*, they may use that to assist in their Negotiation roll.

During the scrying, the party may press Sarah to dig deeper for more details with an additional Negotiation roll of 11 (again, this can be aided with the "Wealth" *Asset*). This gives the party additional information but automatically increases the Suspicion meter by 2 as Sarah is not skilled enough to avoid detection when delving that deeply.

Jack Hart

Something of a playboy, Jack operates the black market and deals in goods from the Other Side. With a Negotiation roll of 13, he can give the party detailed information on the wards the cult is using (he in fact sold them the wards himself). Successfully obtaining Jack's assistance will give the party +1 to rolls for the Challenge segment of the next scene. If anybody in the party possesses the "Wealth" *Asset*, they may use that to assist in their Negotiation roll.

SCENE EXPERIENCE REWARD

20 experience per party member

SCENE 6
THE WAREHOUSE

COMBAT OR CHALLENGE SCENE

Should the party attempt to sneak in, they will have to contend with the wards protecting the warehouse. The suspicion meter from the prior scene carries over, if the meter reaches 10 the cultists will descend upon the invading party and initiate a combat scene.

There are four obstacles to overcome in order to complete this scene. Failure to overcome the required roll will raise suspicion but will still clear the obstacle.

Climb to the Warehouse roof

The party must get onto the roof of the warehouse without being detected. Each party member must successfully pass an Athletic roll with a difficulty of 11. If at least one party member stakes out the area with either a Stealth or Negotiation roll of 10 to not arouse the suspicion of the guards, they can find a pile of crates that will lower the difficulty of the Athletic roll to 9. Failing to pass the Stealth or Negotiation roll will raise the Suspicion meter but will still reduce the difficulty of the Athletic roll.

Clear an Entry Point

The warehouse is warded all over with scrying eye wards and protective wards. The party will need to delegate at least two members to the duty of either avoiding or bringing down the scrying eye wards. The wards move in predictable patterns over the area and can be avoided with an Observation roll of 11. If desired, they can be brought down with a Mystic Arts roll of 13. The protective wards can be brought down with a Mystic Arts roll of 12. If the party chooses to simply spot the scrying eyes instead of taking them out, increase the difficulty to 14, as they won't have a lot of time to bring them down before the eyes come back.

Drop into the Warehouse Undetected

The party needs to quietly drop into the warehouse without drawing anybody's attention. This is a single stealth roll for each character with a difficulty of 11, or an Athletic roll with a difficulty of 12.

Entrap the Cultists

Upon gaining access to the warehouse, the party will need to encircle the cultists in secret and get the drop on them. This is a single stealth roll of 12 for each party member.

Should the cultists be alerted at any point, they will attack. However, should the party manage to encircle them without being detected, they can neutralize the cultists without a fight.

The party will encounter 3 cultists, plus 2 for each party member above 3 (so 5 cultists with 4 members, 7 cultists for 5 members, and 9 cultists for 6 members). Additionally, there will be one Haunted Chain trap present. If there are 4 or 5 party members there will be two Haunted Chain traps, and if there are 6 party members there will be three Haunted Chain traps.

CULTIST ARCANA

Cultist Arcana							Level 2 Soldier	
Base		Active		Attack		Stats		Increment
Strength	3	Muscle	2	Physical	7	Health	53	Hlth. Inc. 11
Agility	6	Dexterity	3	Precision	10	Stamina	58	Stam. Inc. 10
Spirit	9	Aura	4	Spirit	13	Defense	9	Critical 22
Mind	8	Intuition	5	Mental	12	Resistance	21	Damage 7
Guts	2	Resolve	1			Move	4	

Skills

Empower Attack

+6 damage when you use a Slow Action instead of an Attack Action to attack.

Tireless

+8 Stamina.

Techniques

Necrotic Bolt

The Cultist Arcana fires a blast of necrotic energy.

Effect: 33 Spirit damage, range 8.

Cost: 5 Stamina

Necrotic Mire

The Cultist Arcana creates a bog of black magic that harms those within it.

Effect: 27 Spirit damage, range 4, *Blast Radius* 1, persists for 3 turns on the map.

Cost: 5 Stamina

Haunted Chains (Trap)

Trigger

A player character steps on either the trap or any space adjacent to the trap.

Haunted Chains				Trap
Base		Active		Attack
Spirit	9	Aura	4	Spirit	22

Detection

If someone checks for trouble or anything suspicious on the floor, they can spot all of the traps on a Intuition or Aura roll of 9 or higher.

Disarm

A single trap can be disarmed with a Legerdemain roll of 10 or higher. Making a roll requires a Support action, and must be done while adjacent to the trap.

Haunted Chains

The trap fires ghostly chains that shackle the target to the ground.

Effect: 42 Mind damage, target is rendered Immobilized.

Scene Experience Reward

30 experience per party member

Party level up
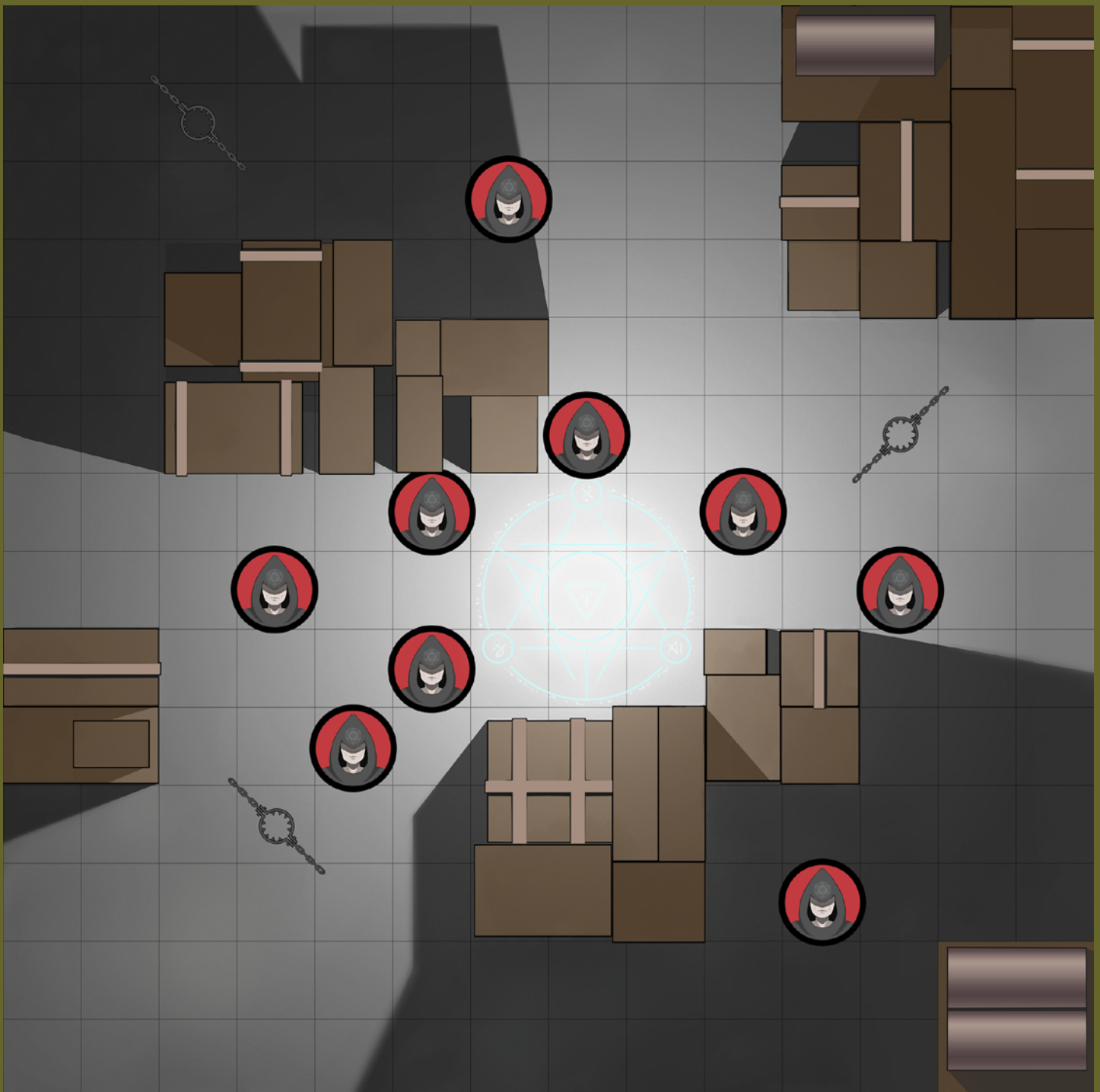
SCENE 7
INTERROGATION

CHALLENGE SCENE

With some cultists taken captive, the party is able to interrogate them. The party will first need to make a communal Legerdemain check (gaining the +2 bonus for each additional member) against the cultists to bind them. The degree of success determines where the Cultist's Escape Meter starts. For a party of 4, a roll of 13-15 starts the meter at 5, a roll of 16-17 starts the meter at 4, a roll of 18-19 starts the meter at 3, a roll of 21-22 starts the meter at 2, and any roll above that starts the meter at 1. If there are more party members, add 2 to the difficulty for each additional party member above 4 and subtract 2 from the difficulty for each party member below 4.

The party will have 3 cultists to interrogate, or 4 if there are 6 party members and 2 if there are 3 party members. During the challenge scene, each party member can attempt to interrogate the cultists. Each failed attempt at gathering information from the cultists gives the target cultist a cumulative +1 on their next escape roll, whereas each successful role gives the cultist a cumulative -1 on their next escape roll. Information can be obtained on a Negotiation or Intimidation roll with varying difficulty depending on the information being asked. During their turn, the cultists will attempt to gather their energy to escape. They roll at +5 and need to roll at least an 11 to increase their Escape meter. When the meter reaches 10, they are able to escape by using a concentrated blood magic ritual.

The cultists have information for the following questions:

"Who is your leader?"

Requires a roll of 15, and will only refer to her as "the Mistress of Death". The cultists are all absolutely terrified of her.

"What is your plan?"

Requires a roll of 12, answers that the Seekers of Eternity will bring about enlightenment through the ascension to a higher plane of existence for all mankind. If pressed on how they are killing people and converting them to undead, they will respond sacrifices must be made for the glorious ascension.

"How exactly will you carry out your plan?"

Requires a roll of 13, if the roll is failed they will respond that the wheels are already in motion, and that the chosen will be granted salvation while the unworthy will be cleansed. If the roll is successful, they will say they will implant necrotic engines into the hearts of living people. Those who are strong enough will be transformed into sentient undead, whereas those who are not will simply become Soldiers for the army.

"How are you making the Necrotic Engines?"

Requires a roll of 14, the Necrotic Engines are onyx gems procured from the Other Side and treated with necrotic magic that animates undead by drawing out the essence of life around it. In cities with such abundant life, they can operate indefinitely. If pressed on the logic of the plan, the cultists will say that some living creatures will be retained after the apotheosis in order to fuel the engines.

SCENE EXPERIENCE REWARD

30 experience per party member

SCENE 8
SEEKERS OF ETERNITY

HYBRID SCENE

As the party is returning to their base (with any captives in tow), they will come under attack by other members of the cult, the Seekers of Eternity. The party will have to fight their way back to their home base, fending off cultists and undead as they go.

They will also need to prevent any captives they have from escaping. They will face 2 Cultist Arcana and Crawlers, plus an additional Cultist Arcana and Crawler for each party member above 3 (3 Cultists and Crawlers for a 4 member party, 4 Cultists and Crawlers for a 5 member party, etc).

The party will need to keep the captives near them. If left unattended (no party member adjacent to them) the Cultist can be grabbed by an enemy Cultist, who will try to drag them out and escape. It requires a Support Action to take hold of the Cultist captive, but once grabbed they will remain grabbed until abandoned with a free action. Moving with the Cultist, either by a party member or an ally requires 1 extra move and stacks with Zone of Control and Difficult terrain effects.

CULTIST ARCANA

Cultist Arcana								Level 2 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	3	Muscle	2	Physical	7	Health	53	Hlth. Inc.	11
Agility	6	Dexterity	3	Precision	10	Stamina	58	Stam. Inc.	10
Spirit	9	Aura	4	Spirit	13	Defense	9	Critical	22
Mind	8	Intuition	5	Mental	12	Resistance	21	Damage	7
Guts	2	Resolve	1			Move	4		

Skills

Empower Attack

+6 damage when you use a Slow Action instead of an Attack Action to attack.

Tireless

+8 Stamina.

Techniques

Necrotic Bolt

The Cultist Arcana fires a blast of necrotic energy.

Effect: 33 Spirit damage, range 8.

Cost: 5 Stamina

Necrotic Mire

The Cultist Arcana creates a bog of black magic that harms those within it.

Effect: 26 Spirit damage, range 4, *Blast Radius* 1, persists for 3 turns on the map.

Cost: 5 Stamina

CRAWLER

Crawler								Level 2 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	7	Muscle	4	Physical	11	Health	73	Hlth. Inc.	15
Agility	9	Dexterity	5	Precision	13	Stamina	36	Stam. Inc.	8
Spirit	2	Aura	1	Spirit	6	Defense	15	Critical	30
Mind	6	Intuition	3	Mental	10	Resistance	14	Damage	7
Guts	4	Resolve	2			Move	6		

Skills

Sprinter

+1 Move.

Nimble Movement

When moving through an enemy's Zone of Control, make a Dexterity check against them to move at full speed.

Wall Walk

Considered Flying when adjacent to a wall.

Techniques

Darting Claw

The crawler lashes out with its claw.

Effect: 33 Agility damage, move 2 spaces before or after attacking.

Limit: Cannot be used again for 1 round.

Cost: 3 Stamina

Pouncing Tackle

The crawler leaps onto its victim and knocks them to the ground.

Effect: 38 Agility damage, knocks the target Prone.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina

SCENE EXPERIENCE REWARD

60 experience per party member

SCENE 9
DAYBREAK

EXPOSITION SCENE

After an exhaustive battle, the rising sun forces the undead forces to retreat. The party now has a chance to regroup and rest, recovering all Health and Stamina. Any retained prisoners can be handed over to one of the allied organizations if desired.

SCENE 10
SEEKING THE SEEKERS

CHALLENGE SCENE
AND POSSIBLE COMBAT SCENE

As the party moves out, they will need to gather information on the Seekers and their base of operations. However, the Seekers are also looking for them, hoping to bring them down before they can get too far. As they gather information, they will need to be discreet in order to not incur the wrath of the Seeker assassins who are hunting them. In this scene there is a Tracking meter that starts at 1. Every time the party attempts to glean information from a contact, they must make a Negotiation roll. Each failed roll increases the Tracking meter by 1. Additionally, as with the Investigation scene, the assassins will make an Observation roll at +5, which can be defended by any of the party member's Negotiation or Stealth roll. If the assassins' roll is successful, it will increase the meter by 1. If the meter reaches 5, the Assassins will locate the party and attack.

Shifty Sam

If Shifty Sam was questioned in the Investigation scene, he will have disappeared a few days ago. An Observation roll of 10 will turn up his desiccated body drained of all fluid and shoved in a dumpster.

If Shifty Sam was not questioned, he will still be available to question, but he will be somewhat changed. His skin will be pale and he'll be shivering uncontrollably. A Negotiation roll of 12 can get him to reveal the location of the Necrotic Engine Factory in a rambling diatribe that becomes increasingly more incoherent. After this, Shifty Sam will vanish and will not be contactable, but if the party is beset by assassins he will appear with them as an undead puppet.

133

A Mystic Arts roll of 9 or an Observation roll of 11 will note that he has had a Necrotic Engine attached to him and it's transforming him into an undead creature. If desired, the party can rush him to Dr Halim, who can attempt to remove the Engine. Unaided, Dr. Halim will have to roll a 6 or higher to save Shifty Sam, if he fails Shifty Sam will die. Due to the advanced state of the Necrotic Engine, Shifty Sam is very low on life-force and will need an infusion to help keep him alive during the procedure. A party member can volunteer to assist by sacrificing a Health Increment to increase the chance of success. For each Health Increment sacrificed by the party, decrease the required roll by 2. If 3 Health Increments are sacrificed, there is no chance of failure and Shifty Sam will be saved. Any Health Increments sacrificed in this manner will not be recovered at the end of this scene.

If Shifty Sam is rescued, he will reveal the location of both the Necrotic Engine Factory and the headquarters of the Seekers. He will also reveal that the Necrotic Engine Factory is producing a lot of powerful undead that can regenerate indefinitely, and if it isn't stopped it will soon produce an unstoppable army. He will thank the party and skip town.

Doctor Zahid Ibn Halim

Dr. Halim will again be willing to help the party as best he can. He can, without any required negotiation, tell them that he has been sensing the buildup of powerful necrotic energy near a corporate parkway by an industrial zone. If desired, the party can attempt to investigate the area and track down the Necrotic Engine Factory. If they do so, they will need to pass an Observation roll of 14 or a Mystic Arts roll of 13. This search may be attempted as many times as desired.

Dr. Halim will provide assistance with Shifty Sam for no cost.

Victoria Grace

As is her business, Victoria knows the location of both the headquarters and the Necrotic Engine Factory, as well as some strategic information on both. As before, assuming the party has not already been introduced to her they will require an introduction in order to access her, had they already made contact they will be able to do so again with no trouble. During negotiations, she will mention she wants to get her hands on a cultist for personal reasons. If the party wants to give up a captive prisoner, they will receive a +2 on their Negotiation rolls. As usual, Victoria has quite a bit of information on the Seekers of Eternity. Again, if anybody in the party possesses the "Wealth" *Asset*, they may use that to assist in their Negotiation roll.

The available information and roll requirements are below:

> Location of the Necrotic Engine Factory: Negotiation roll of 11
>
> Location of the Headquarters: Negotiation roll of 13, this also comes with the fact that if the Necrotic Engine Factory is still active they will be supplying the headquarters with nigh undefeatable undead.

Lou

Lou knows where the Necrotic Engine Factory is, and can provide it with a Negotiation roll of 12. He can also get the party in contact with Victoria, if needed, with a Negotiation roll of 10.

Joshua Washington

Joshua will once again freely give information to those who seek it. He knows where the Necrotic Engine Factory and the headquarters are, as well as the fact that the Necrotic Engine Factory is capable of supplying powerful, durable undead to the headquarters. If the party requests information from Joshua, they will automatically trigger the Assassin attack after leaving his office.

As before, if the party still requires an introduction to Victoria Josh can facilitate it. Once again, the party will incur an increase of 1 to the difficulty of all Negotiation rolls with Victoria.

Sarah Smith

If the party had Sarah scry the Seekers before and delve deeper, they will find she has vanished. An Observation roll of 10 will turn up her desiccated body drained of all fluid and shoved in a dumpster.

If she is still living, Sarah can scry the Necrotic Engine Factory's location with a Negotiation roll of 12. If desired, the party can also attempt to get her to scry on the headquarters with a Negotiation roll of 14. If anybody in the party possesses the "Wealth" *Asset*, they may use it to assist in their Negotiation roll.

Jack Hart

Jack Hart will give information on the Necrotic Engine Factory, as well as some special information on the Necrotic Engines with a Negotiation roll of 14 that can be aided with the "Wealth" *Asset*. He will provide blueprints of the Engines that will provide a +1 bonus on rolls for the Purification scene.

If attacked by Assassins, the party will encounter an equal number of Seekers of Eternity as there are party members. If Shifty Sam was not cured, they will also encounter Zombie Sam.

SEEKERS OF ETERNITY: ASSASSIN

Seekers of Eternity: Assassin						Level 2 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	4	Muscle	2	Physical	8	Health	55	Hlth. Inc.	11
Agility	9	Dexterity	5	Precision	13	Stamina	40	Stam. Inc.	8
Spirit	3	Aura	2	Spirit	7	Defense	11	Critical	22
Mind	9	Intuition	5	Mental	13	Resistance	16	Damage	7
Guts	3	Resolve	2			Move	6		

Skills

Physical Attacker

+6 Strength/Agility Attack.

Sprinter

+1 Move.

Quick to Act

+2 to Initiative rolls.

Techniques

Knife Toss

The Assassin hurls a knife at its target.

Effect: 38 Agility damage, range 8.

Cost: 5 Stamina

Cloak and Dagger

The Assassin moves swiftly, delivering a powerful strike.

Effect: 53 Agility damage, move up to 2 spaces before or after attack.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina.

ZOMBIE SAM

Zombie Sam						Level 2 Elite	
Base		Active		Attack		Stats		Increment	
Strength	9	Muscle	6	Physical	22	Health	185	Hlth. Inc.	37
Agility	2	Dexterity	2	Precision	8	Stamina	36	Stam. Inc.	8
Spirit	7	Aura	5	Spirit	18	Defense	24	Critical	74
Mind	3	Intuition	3	Mental	10	Resistance	14	Damage	7
Guts	7	Resolve	5			Move	3		

Flaws

Oblivious

-1 to defend against Intuition-based attacks.

Skills

Bravado

+1 initial Valor.

Iron Defense

+4 Defense.

Empower Attack

Attack as a Slow Action for +6 damage.

Reckless Attack

Can take +1 to attack rolls in exchange for -1 to defense rolls.

Unmovable

-2 distance on all forced movement effects.

Intimidate

Support Action, Resolve check, target is Shaken on a failure.

Techniques

Smash

Zombie Sam crushes his target.

Effect: 47 Strength damage.

Cost: 4 Stamina

Roar

Zombie Sam's unsettling roar reduces his target's defenses.

Effect: Strength weaken, All adjacent enemies gain *Weak Defender*.

Limit: Requires 1 Valor to use.

Cost: 3 Stamina

Wild Charge

Zombie Sam moves with startling speed, destroying everyone in his path.

Effect: 52 Strength damage, move and move the target with you on a hit.

Limit: Requires 1 Valor to use.

Cost: 5 Stamina

Reckless Bash

Zombie Sam flails wildly with startling power.

Effect: 47 Strength damage, push 3 spaces and also damage who they run into.

Cost: 3 Stamina

SCENE EXPERIENCE REWARD

60 experience per party member

SCENE 11
FACTORY ASSAULT

COMBAT SCENE

With the Engine factory identified, the party must now break into it and shut it down. The party must launch an attack on the Factory, defeat the cultists and their undead minions and make it to the core of the machinery.

The party will encounter 2 Necrotic Archers, and an equal amount of Cleavers as there are party members. If there are at least 5 party members, there will be 3 Necrotic Archers present.

NECROTIC ARCHER

Necrotic Archer								Level 3 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	5	Muscle	3	Physical	11	Health	67	Hlth. Inc.	14
Agility	7	Dexterity	4	Precision	13	Stamina	36	Stam. Inc.	8
Spirit	10	Aura	6	Spirit	22	Defense	12	Critical	28
Mind	8	Intuition	5	Mental	20	Resistance	24	Damage	8
Guts	1	Resolve	1			Move	4		

Flaws

Unthreatening

Enemies can move through Zone of Control at full speed.

Skills

Energy Attack

+6 Spirit/Mind Attack.

Empower Attack

Can attack with a Slow Action to do +6 damage.

Counterattack

Store a Technique; can use it immediately against someone who attacks you.

Techniques

Cursed Arrow

The Necrotic Archer materializes a cursed arrow that immobilizes its target.

Effect: 42 Agility damage, range 3-8, Immobilizes on a hit.

Limit: May not target anywhere within up to 2 spaces.

Cost: 5 Stamina

Necrotic Barrage

The Necrotic Archer launches a stream of arrows, blotting out the sun.

Effect: 42 Agility damage, range 3-8, hits everything in a 1-space radius

Limit: May not target anywhere within up to 2 spaces.

Cost: 5 Stamina

SEEKERS OF ETERNITY: CLEAVER

Seekers of Eternity: Cleaver								Level 2 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	9	Muscle	5	Physical	19	Health	73	Hlth. Inc.	15
Agility	9	Dexterity	5	Precision	19	Stamina	30	Stam. Inc.	6
Spirit	4	Aura	2	Spirit	8	Defense	16	Critical	30
Mind	3	Intuition	2	Mental	7	Resistance	11	Damage	7
Guts	3	Resolve	2			Move	5		

Skills

Physical Attacker

+6 Strength/Agility Attack.

Nimble Movement

Can move at full speed through an enemy Zone of Control if they beat them on a Dexterity roll.

Techniques

Chain Sickle

The Cleaver lashes out with a chain sickle.

Effect: 39 Agility damage, range 4, move 2 spaces before or after using.

Cost: 5 Stamina

Bloody Cleaver

The Cleaver slashes its target, tearing a vicious, gaping wound.

Effect: 42 Strength damage, take 1/3rd of damage each turn for 3 turns.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina

SCENE EXPERIENCE REWARD

50 experience per party member

PARTY LEVEL UP

SCENE 12
PURIFICATION

HYBRID SCENE

Once they have reached the machine's core, the party must fend off streams of cultists and undead as they destroy it.

There is one Challenge Meter, the Core Integrity. It begins at 10 and can be reduced by expending a Support action to make an Engineering roll with a difficulty of 14. This meter cannot be raised, any damage done to it is permanent. When the meter reaches 0, the Core is brought down and the scene ends.

Enemies will flood in at an equal rate as there are party members. There can be no more than twice the number of enemies as there are party members on the field at any given time (if there are 3 party members, only 6 enemies, 3 of each, can be on the field at any given time, and they will only appear 3 at a time).

Plague Bomb

Plague Bomb							Level 2 Flunky
Base		Active		Attack		Stats	Increment
Strength	5	Muscle	3	Physical	7	Health	1	Hlth. Inc.	-
Agility	9	Dexterity	5	Precision	11	Stamina	32	Stam. Inc.	7
Spirit	7	Aura	4	Spirit	15	Defense	-	Critical	-
Mind	1	Intuition	1	Mental	9	Resistance	-	Damage	7
Guts	6	Resolve	3			Move	5		

Skills

Energy Attacker

> +6 Spirit/Mind Attack.

Quick to Act

> +2 to Initiative.

Techniques

Self-Destruct

The Plague Bomb explodes into noxious fumes.

> **Effect:** 50 damage, radius 1 around self, kills the Plague Bomb.

> **Limit:** After using this Technique, Health and Valor are both reduced to 0.
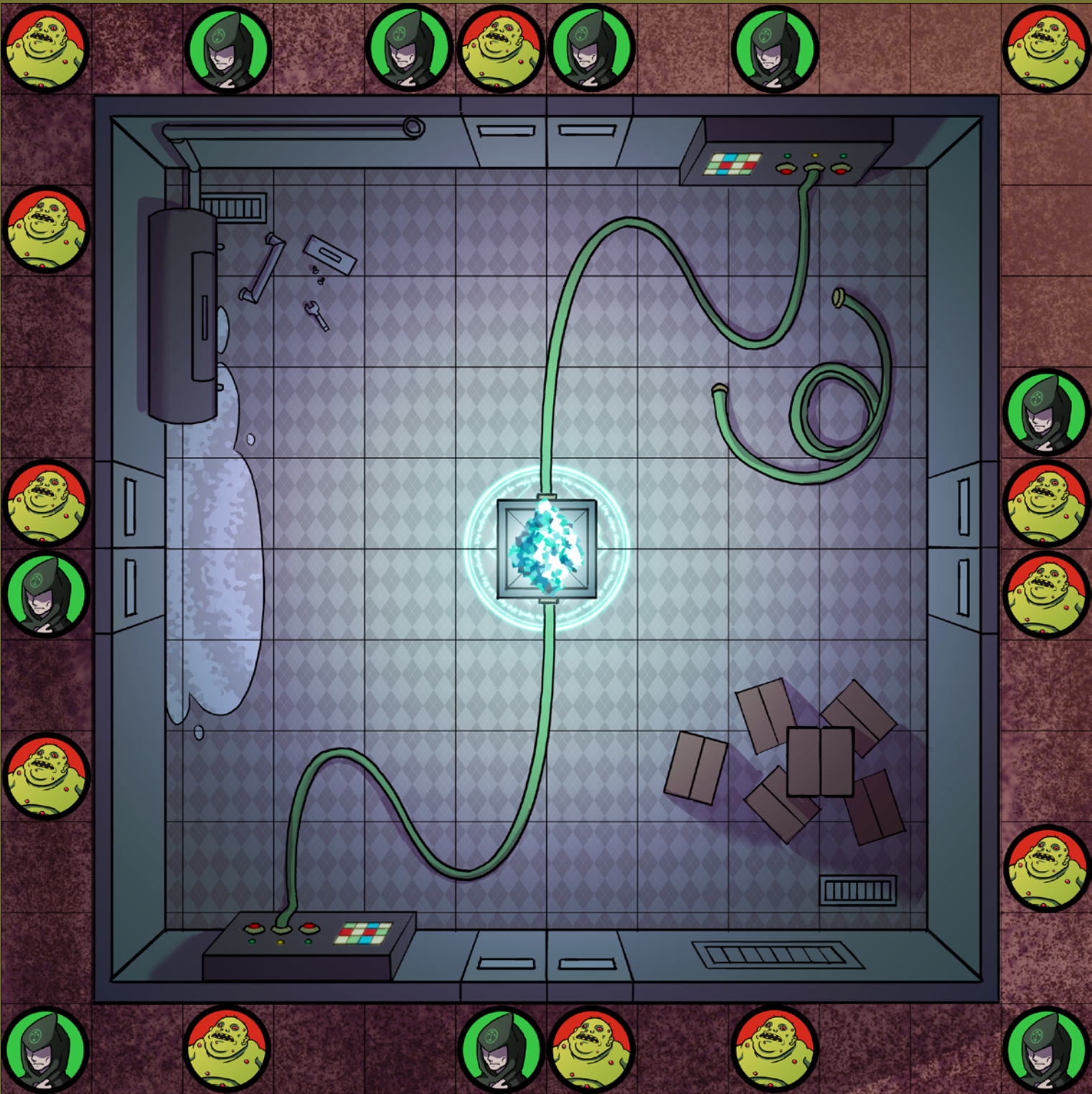
Seekers of Eternity: Spellslinger

Seekers of Eternity: Spellslinger								Level 3 Flunky	
Base		Active		Attack		Stats		Increment	
Strength	5	Muscle	3	Physical	8	Health	1	Hlth. Inc.	-
Agility	9	Dexterity	5	Precision	12	Stamina	44	Stam. Inc.	9
Spirit	10	Aura	6	Spirit	19	Defense	-	Critical	-
Mind	4	Intuition	3	Mental	13	Resistance	-	Damage	8
Guts	3	Resolve	2			Move	5		

Skills

Energy Attacker

+6 to Spirit/Mind Attack.

Reckless Attack

Can take +1 to attack rolls in exchange for -1 to defense rolls.

Techniques

Necrotic Ray

The Spellslinger fires a beam of dark magic.

Effect: 49 Spirit damage, range 8.

Cost: 7 Stamina

Scene Experience Reward

80 experience per party member

Scene 13
The Next Step

Exposition Scene

After bringing down the core the party will flee the scene. Upon returning to base, they will hear on the news about the factory's explosion, which will be officially attributed to a chemical explosion. The party will have the opportunity to rest and fully recover. If they have not yet located the final base, they will have to use this scene to do so. The methodology available from Scene 10 still applies, but there is no penalty for failing or utilizing Joshua.

Scene 14
Unexpected Adversaries

Combat Scene

As the party departs to map out their final assault, they are again surrounded by the Death Skullz. This time, Carlo explicitly warns them not to mess with the cultists and blusters that he'll shut down their meddling himself. He again flees upon defeat.

Carlo will be accompanied by 4 Bikerz, plus 2 for each additional member of the party.

Carlo

Carlo								Level 3 Elite	
Base		Active		Attack		Stats		Increment	
Strength	8	Muscle	6	Physical	28	Health	200	Hlth. Inc.	40
Agility	10	Dexterity	7	Precision	32	Stamina	30	Stam. Inc.	6
Spirit	2	Aura	3	Spirit	10	Defense	22	Critical	80
Mind	3	Intuition	3	Mental	12	Resistance	16	Damage	10
Guts	8	Resolve	6			Move	5		

Skills

Balanced Fighter

+1 to all Active Attributes below your highest Active Attribute.

Dirty Trick

Free Action: One target within your Zone of Control gains the Surprised status. Lose 2 Valor. This Valor loss can drop you into Negative Valor.

Bravado

Begin all scenes with +1 Valor.

Physical Attacker

+6 to Strength and Dexterity attack.

Improved Damage Increment

+2 Increment.

Techniques

Backpedal

Carlo slices and then leaps back out of range of retaliation.

Effect: 52 Agility damage, move up to 2 spaces before or after the attack.

Cost: 4 Stamina

Spinning Shivs

Carlo whirls his shivs and slashes at the enemies around him.

Effect: 62 Agility damage, targets all enemies within Carlo's Zone of Control.

Limit: Cannot be used again for 1 round.

Cost: 4 Stamina

Blade Toss

Carlo launches several blades at his enemies.

Effect: 52 Agility damage, range 4, up to 3 targets.

Limit: May only be used 3 times per scene.

Cost: 2 Stamina

Shank

Carlo shanks his target.

Effect: 52 Agility damage, ignores defense

Limit: Requires a Support Action to reload before using again.

Cost: 4 ST

Hamstring

Carlo cuts at his opponent's legs, making it harder for them to move and defend.

Effect: Agility weaken, bestows *Slow* (-1 Move) and *Weak Defender* (-4 defense).

Limit: Cannot be used again for 1 round.

Cost: 3 Stamina

DEATH SKULLZ BIKER

Death Skullz Biker								Level 2 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	5	Muscle	3	Physical	9	Health	98	Hlth. Inc.	17
Agility	9	Dexterity	5	Precision	13	Stamina	26	Stam. Inc.	6
Spirit	4	Aura	2	Spirit	8	Defense	18	Critical	34
Mind	1	Intuition	1	Mental	5	Resistance	9	Damage	7
Guts	9	Resolve	5			Move	6		

Skills

Sprinter

+1 Move.

Tough

+15 Health.

Techniques

Bashing

The biker bashes his enemy.

Effect: 43 Strength damage.

Cost: 5 Stamina

Drive By Bashing

The biker bashes his enemy – while on a motorcycle!

Effect: 38 Agility damage, take a Move Action and attack anyone moved through.

Cost: 6 Stamina

SCENE EXPERIENCE REWARD

100 experience per party member

SCENE 15
HEADQUARTERS ASSAULT

COMBAT SCENE

The party must make their way into the cult headquarters, fighting their way into the inner sanctum. There will be one more Headless Guardians than there are members of the party (so 4 Headless Guardians for a party of 3, 5 Headless Guardians for a party of 4, etc.)

HEADLESS GUARDIAN

Headless Guardian								Level 4 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	6	Muscle	4	Physical	14	Health	80	Hlth. Inc.	16
Agility	5	Dexterity	4	Precision	13	Stamina	62	Stam. Inc.	13
Spirit	11	Aura	7	Spirit	25	Defense	18	Critical	32
Mind	8	Intuition	5	Mental	22	Resistance	27	Damage	9
Guts	4	Resolve	3			Move	4		

Skills

Companion

Has a floating head companion with Move 4.

Exploit Weakness

Intuition roll to get +5 to any one attack roll against the target.

Energy Attacker

+6 Spirit/Mind Attack.

Techniques

Energy Burst

The Guardian smashes its target with mystic power, blasting them away.

Effect: 45 Spirit damage, push enemy 2 spaces.

Cost: 3 Stamina

Eye Laser

The Guardian's floating head fires eye lasers.

Effect: 55 Spirit damage, Line 4.

Limit: Originating from floating head only.

Cost: 4 Stamina

Defense Breaker

The floating head's infernal shrieking demoralizes its foes and lowers their defenses.

Effect: Inflicts *Weak Defender* (-4 defense) and *Energy Vulnerability* (-4 resistance).

Limit: Originating from floating head only.

Cost: 4 Stamina

SCENE EXPERIENCE REWARD

80 experience per party member

SCENE 16
NECROTIC AMP

CHALLENGE AND POSSIBLE COMBAT SCENE

As the party enters the Inner Sanctum, they will encounter a Necrotic Amp. They will need to bar the doors and keep them sealed. There will be two meters, the Amp integrity that starts at 10 and the door integrity, that starts at 10. In order to reduce the integrity of the Amp in order to destroy it, the party must make either an ability roll, Engineering roll or Mystic Arts roll of 14. Meanwhile, they will be under attack on all sides by two undead hordes and one Dullahan. The hordes and the Dullahan are all rolling at +7, and they will be attempting to bring down the doors. When the doors are attacked by the undead, they will roll against one of the PCs, if they are successful they will reduce the integrity of the doors. If the PCs are successful, they will not increase the door integrity, but on their own turn the PCs may choose to reinforce the doors instead of attacking the Amp by making a roll against the undead, if they are successful they will increase the integrity of the doors and if they are unsuccessful, the integrity of the doors will not change.

If the party fails the challenge scene, they will have to fight off a Dullahan command unit and its minions.

The Dullahan will be accompanied by 4 abductors, plus one for each additional member of the party above 3, to a maximum of 8. If there are 6 party members, there will be 2 Dullahans and only 6 Abductors.

DULLAHAN

Dullahan								Level 3 Elite	
Base		Active		Attack		Stats		Increment	
Strength	8	Muscle	6	Physical	22	Health	170	Hlth. Inc.	38
Agility	10	Dexterity	7	Precision	25	Stamina	42	Stam. Inc.	9
Spirit	3	Aura	3	Spirit	12	Defense	16	Critical	76
Mind	8	Intuition	6	Mental	22	Resistance	17	Damage	8
Guts	2	Resolve	3			Move	5		

Skills

Tough
+30 Health.

Companion
Has a floating head companion with Move 4.

Sprinter
+1 Move.

Exploit Weakness
Intuition roll to get +5 to any one attack roll against the target.

Battle Analysis
Intuition roll to get +5 to anyone defense roll from the target.

Duel
Challenge someone to single combat; both get +2 Valor, if the *Duel* is broken both get -2 Valor and the one who broke it gets -2 Valor.

Techniques

Chaos Blade
The Dullahan attacks with its Chaos Blade.

Effect: 47 Strength damage.

Cost: 4 Stamina

Chaos Chain
The Dullahan's Chaos Blade breaks apart into a whirling chain.

Effect: 50 Agility damage, Line 3.

Limit: Cannot be used again for 1 round.

Cost: 3 Stamina

Cage of Blades
The Dullahan summons a cage of black swords to impede its foes.

Effect: 41 Agility damage, inflicts *Slow*.

Limit: Requires 1 Valor to use.

Cost: 4 Stamina

Psychokinetic Ray
The floating head opens its mouth and vomits psychic fire.

Effect: 42 Mind damage, range 3, slide target up to 3 spaces.

Limit: Originating from floating head only.

Cost: 4 Stamina

Hypnotic gaze
The floating head's intense gaze and gentle swaying hypnotizes its foes, causing them to lower their guard.

Effect: Mind Weaken, Inflicts *Weak Defender* and *Impaired Evasion*, range 6.

Limit: Originating from floating head only.

Cost: 4 Stamina

ABDUCTOR

Abductor								Level 3 Flunky	
Base		Active		Attack		Stats		Increment	
Strength	10	Muscle	6	Physical	16	Health	1	Hlth. Inc.	-
Agility	7	Dexterity	5	Precision	13	Stamina	40	Stam. Inc.	8
Spirit	5	Aura	3	Spirit	11	Defense	-	Critical	-
Mind	1	Intuition	1	Mental	7	Resistance	-	Damage	8
Guts	8	Resolve	4			Move	4		

Skills

Quick to Act

+2 Initiative.

Team Tactics

+1 to hit if an ally is adjacent to the enemy and not adjacent to you.

Toss

Support Action to move an adjacent ally up to 4 spaces.

Techniques

Dragging Claw

The Abductor launches its claw to grasp and pull in its victim.

Effect: 41 Strength damage, range 4, drags target towards self.

Limit: Must move targets closer to you.

Cost: 5 Stamina

SCENE EXPERIENCE REWARD

60 experience per party member

PARTY LEVEL UP

Scene 17
Mana Emerges

Combat Scene

As the Necrotic Amp falls, standing at the center is the true source of the energy – Mana. She quickly turns on the party and attacks, but is not at full power from having powered the amp and teleports away when she takes too much damage.

Mana will be accompanied by 2 Hulking Zombies, plus an additional zombie if there are 4 party members and 1 additional Hulking Zombies for each additional party member. This scene uses the same map as the prior scene, Mana appears where the crystal was located.

Mana

Mana								Level 5 Elite	
Base		Active		Attack		Stats		Increment	
Strength	2	Muscle	4	Physical	14	Health	170	Hlth. Inc.	34
Agility	5	Dexterity	5	Precision	20	Stamina	76	Stam. Inc.	16
Spirit	12	Aura	9	Spirit	40	Defense	14	Critical	68
Mind	12	Intuition	9	Mental	40	Resistance	34	Damage	10
Guts	6	Resolve	6			Move	4		

Flaws

Unthreatening

Enemies can move through Zone of Control at full speed.

Weak Defender

-4 Defense.

Skills

Energy Attacker

+6 Spirit and Mind Attack.

Versatile Fighter

+4 Technique Points.

Overload Limits

Can ignore Limits by paying full Stamina cost.

Attack Node

Support Action, 4 ST: Create a node within 5 spaces that Mana can attack from.

Exploit Weakness

Support Action: Opposed Intuition check to get +5 to a future attack roll against the target.

Battle Analysis

Support Action: Opposed Intuition check to get +5 to a future defense roll against the target.

Counterattack

Store a Technique, and release it at someone right before they attack you.

Resolute Aura

Spend 3 Valor to increase Aura by 1 for remainder of scene.

Techniques

Restricting Net

Mana summons a net of energy to stop her target from moving.

Effect: 60 Spirit damage, range 4, Immobilizes target.

Cost: 7 Stamina

Wire Chain

Mana creates a chain of mystic steel that slashes through the battlefield, tossing her foes around.

Effect: 65 Spirit damage, range 8, 2 targets, slide each target 2 spaces.

Limit: Can't use after moving.

Cost: 5 Stamina

Razor Cloud

Mana summons animate steel to shred her foes.

Effect: 65 Spirit damage, range 8, hits everything within 1 space of target.

Cost: 7 Stamina

Energy Drain

Mana tears the life essence out of her target.

Effect: 48 Spirit damage, range 4, recover half of the damage as Health.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina

Energy Transfer

Mana channels the stolen essence into a powerful boost to her undead minions.

Effect: 2 targets within range 3, grants the Skill *Great Accuracy*.

Limit: Must use *Energy Drain* before each use.

Cost: 6 Stamina

HULKING ZOMBIE

Hulking Zombie								Level 4 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	11	Muscle	7	Physical	19	Health	138	Hlth. Inc.	25
Agility	5	Dexterity	4	Precision	13	Stamina	40	Stam. Inc.	8
Spirit	6	Aura	4	Spirit	14	Defense	33	Critical	50
Mind	2	Intuition	2	Mental	10	Resistance	16	Damage	9
Guts	10	Resolve	6			Move	4		

Flaws

Oblivious

-1 to defense against Intuition-based attacks.

Skills

Increased Size

Takes up all adjacent spaces, +1 to attack,
-1 to defend, need to roll 12 over to crit.

Iron Defense

+4 Defense.

Tough

+15 Health.

Unmovable

Reposition from enemy Techniques reduced by 2.

Cover

Can intercept hits to an adjacent ally.

Techniques

Hulk Up

The Hulking Zombie expands its muscle mass.

Effect: Grant self +2 Defense for 3 turns.

Cost: 4 Stamina

Hulking Hurl

The Hulking Zombie grabs a target, swings them
around and launches them across the room.

Effect: 44 Strength damage, target is
thrown 4 spaces away from self.

Limit: Must move targets farther away.

Cost: 5 Stamina

Kiloton Punch

The Hulking Zombie punches with immense
power.

Effect: 59 Strength damage.

Limit: Can only use every other turn.

Cost: 5 Stamina

SCENE EXPERIENCE REWARD

90 experience per party member

SCENE 18
LEY LINES OF POWER

EXPOSITION SCENE

As the party returns to base, they will discover
that agents have observed that ley lines of power
have activated all over the city. There are now
necrotic veins of magic running through the
streets, and if left unchecked it could have dire
effects on the city. The party will need to trace
the ley lines to the source. The party will have the
opportunity to rest.

SCENE 19
TRACE THE LINES

CHALLENGE AND POTENTIAL COMBAT SCENE

The party will need to trace the ley lines of power
to their original source – the library of Valor City.
There will be two meters, Progress and Suspicion.
Additionally, they will have the option of going
to their contacts in order to gain bonuses to their
rolls, but that can increase the suspicion.

The Progress meter begins at 1 and requires a
roll of 16 in order to raise. The Suspicion meter
begins at 10, any failed rolls to raise the Progress
meter will raise the Suspicion meter instead. in
order to raise the Progress meter, the party will
need to use Engineering, Mystic Arts, Observation
or Knowledge.

In addition, the party will have the options
to get information from the contacts below.
Failure to achieve aid will increase suspicion and
permanently lock the party out of the aid they
can give for this scene.

Victoria Grace

Victoria has some knowledge of the ley line
patterns and the magic being used in it. She
will reveal the ley lines are set up in staggered
but consistent patterns over the city with a
Negotiation roll of 14, which will provide a +1 to
all rolls attempting to raise the Progress meter.

Joshua Washington

Joshua can sense the ley lines as they are going up, and will freely give the party the information if requested, which will provide a +1 to all rolls attempting to raise the Progress meter but also automatically raise the Suspicion meter by 3.

If the party has not already been introduced, Joshua can introduce them to Victoria, but as she dislikes him it will raise the difficulty on her required Negotiation roll by 1.

Sarah Smith

If Sarah Smith is still alive, the party can ask her to scry on the ley lines with a Negotiation roll of 15, that can be aided by the Wealth *Asset*. She will be able to find some patterns in the ley lines that will provide a +1 on all rolls attempting to raise the Progress meter.

If the suspicion meter is raised to 10, the party will come under attack by some undead. The attackers will be 4 Dead Trackers, plus an additional 2 for every party member above 3.

Dead Tracker

Dead Tracker								Level 5 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	5	Muscle	4	Physical	21	Health	98	Hlth. Inc.	20
Agility	12	Dexterity	8	Precision	28	Stamina	54	Stam. Inc.	11
Spirit	1	Aura	2	Spirit	11	Defense	22	Critical	40
Mind	12	Intuition	8	Mental	22	Resistance	23	Damage	10
Guts	7	Resolve	5			Move	6		

Flaws

Unthreatening

Enemies can move through Zone of Control at full speed.

Skills

Exploit Weakness

Intuition roll to get +5 to any one attack roll against the target.

Empower Attack

Can attack with a Slow Action to do +6 damage.

Reckless Attack

Can take +1 to attack rolls in exchange for -1 to defense rolls.

Physical Attacker

+6 to Strength/Agility Attack.

Techniques

Trap Cell

The Dead Tracker creates a cage of energy.

Effect: Range 5, targets a ring around one space.

Cost: 7 Stamina

Crossbow Sniper

The Dead Tracker fires a precise shot from its crossbow.

Effect: 53 Agility damage, range 8, +2 to hit.

Limit: Can only be used 3 times per scene.

Cost: 7 Stamina

Scene Experience Reward

80 experience per party member

Scene 20
The Warning

Combat Scene

Upon discovering the ley lines lead to the library, the now-familiar sound of motorcycles can be heard approaching. Carlo has returned once again, but this time, instead of his normal gang, he is accompanied by a group of undead. He warns the group to back off and says if they don't there'll be trouble. He will again attempt to defeat the group, and will again flee when defeated.

Carlo will be accompanied by 2 Skullz Bikers, plus an additional 2 for each party member above 3.

Carlo

Carlo								Level 4 Elite	
Base		Active		Attack		Stats		Increment	
Strength	9	Muscle	7	Physical	32	Health	215	Hlth. Inc.	43
Agility	11	Dexterity	8	Precision	36	Stamina	36	Stam. Inc.	8
Spirit	2	Aura	3	Spirit	12	Defense	25	Critical	86
Mind	4	Intuition	4	Mental	16	Resistance	14	Damage	11
Guts	8	Resolve	6			Move	5		

Skills

Balanced Fighter

+1 to all Active Attributes below your highest Active Attribute.

Bravado

Begin all scenes with +1 Valor.

Dirty Trick

Free Action: One target within your Zone of Control gains the Surprised status. Lose 2 Valor. This Valor loss can drop you into Negative Valor.

Physical Attacker

+6 to Strength and Dexterity attack.

Improved Damage Increment

+2 Increment.

Feint

Support Action: Opposed Dexterity check to add 11 damage to your next attack.

Techniques

Backpedal

Carlo slices and then leaps back out of range of retaliation.

Effect: 56 Agility damage, move up to 2 spaces before or after the attack.

Cost: 5 Stamina

Spinning Shivs

Carlo whirls his shivs and slashes at the enemies around him.

Effect: 81 Agility damage, targets all enemies within Carlo's Zone of Control.

Limit: Cannot be used again for 1 round, may only be used 3 times per scene.

Cost: 3 Stamina

Blade Toss

Carlo launches several blades at his enemies.

Effect: 56 Agility damage, range 4, up to 3 targets.

Limit: May only be used 3 times per scene.

Cost: 2 Stamina

Shank

Carlo shanks his target.

Effect: 54 Agility damage, ignores defense.

Limit: Requires a Support Action to reload before using again.

Cost: 4 Stamina

Hamstring

Carlo cuts at his opponent's legs, making it harder for them to move and defend.

Effect: Agility weaken, bestows *Slow* (-1 Move) and *Weak Defender* (-4 defense).

Limit: Cannot be used again for 1 round.

Cost: 3 Stamina

UNDEATH SKULLZ BIKER

Undeath Skullz Biker								Level 4 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	6	Muscle	4	Physical	14	Health	130	Hlth. Inc.	29
Agility	11	Dexterity	7	Precision	19	Stamina	36	Stam. Inc.	8
Spirit	5	Aura	4	Spirit	13	Defense	25	Critical	58
Mind	1	Intuition	2	Mental	9	Resistance	14	Damage	9
Guts	11	Resolve	7			Move	6		

Flaws

Violent

If you don't attack an enemy, but you could have, you lose 2 Valor.

Skills

Sprinter

+1 Move.

Tough

+15 Health.

Split Move

You can take 2 Move Actions in a turn, provided the total distance moved is not greater than your Move.

Team Tactics

+1 to hit if an ally is adjacent to you and your target, and the ally is not adjacent to you.

Techniques

Rev Your Engines

The Undeath Skullz Biker revs its engines, getting ready to peel out.

Effect: Grant +1 Move to self.

Cost: 4 Stamina

Bashing

The biker bashes his enemy.

Effect: 57 damage.

Cost: 6 Stamina

Drive By Bashing

The biker bashes his enemy – while on a motorcycle!

Effect: 47 damage, take a move action and attack anyone moved through.

Cost: 6 Stamina

SCENE EXPERIENCE REWARD

110 experience per party member

SCENE 21
THE BARRIER

EXPOSITION SCENE

Once the party reaches the library, they will detect a powerful barrier. Tracing them back to the ley lines, they will be able to see that there are several structures around the city that are sustaining it. The party will have to bring down the glyphs in order to enter the library. They may also rest if they wish.

SCENE 22
GLYPHS OF POWER

CHALLENGE SCENE

Undead are beginning to stalk the streets along the ley lines. The party will need to sneak through the street, avoiding the undead and attacking the Glyphs. There are four active glyphs in the city. Each leg of the journey will have 3 meters, Detection, Undead Strength, and Progress. The Undead Strength meter starts at 5, and the Detection and Progress meter start at 1. In order to clear each leg of the journey, the party will have to bring either the Undead Strength to 1 or the Progress meter to 5. In order to lower the Undead Strength meter, they will have to roll a 16 on an ability roll. In order to raise the Progress meter, they will have to make a stealth roll of 15. Failed rolls instead increase the Detection meter. If the Detection meter is raised to 5, the leg is cleared but the party runs afoul with the Undead and loses a single Health Increment per point of Undead Strength. When assigning damage, divide the damage evenly among the party, so in a party of 4 members, if the Detection meter reaches 5 when there is 3 Undead Strength, 3 members will take a single Damage Increment and the remaining member will remain unscathed. After each leg, the party will reach the Glyph and will be able to destroy it.

SCENE EXPERIENCE REWARD

80 experience per party member

SCENE 23
FINAL PREPARATIONS

EXPOSITION SCENE

With the glyphs having fallen, the party can assault the gate. If needed, they can rest and recuperate, but that will give the enemies a chance to regroup and bolster their forces.

SCENE 24
SKULLZ AT THE GATE

COMBAT SCENE

As the party enters the basement of the library, they will encounter Carlo, who is flanked by some high-level undead. He will once again attempt to stop the party, and will once again flee upon defeat.

Carlo will be accompanied by 2 Ascetics, plus an additional 2 for each member of the party.

CARLO

Carlo								Level 5 Elite	
Base		Active		Stats		Attack		Increment	
Strength	10	Muscle	8	Health	230	Physical	36	HP.	46
Agility	12	Dexterity	9	Stamina	42	Precision	40	Stamina	9
Spirit	2	Aura	4	Defense	28	Spirit	14	Critical	92
Mind	5	Intuition	5	Resistance	17	Mental	20	Damage	12
Guts	8	Resolve	7	Move	5				

Skills

Balanced Fighter

+1 to all Active Attributes below your highest Active Attribute.

Dirty Trick

Free Action: One target within your Zone of Control gains the Surprised status. Lose 2 Valor. This Valor loss can drop you into Negative Valor.

Bravado

Begin all scenes with +1 Valor.

Physical Attacker

+6 to Strength and Dexterity attack.

Improved Damage Increment

+2 Increment.

Feint

Support Action: Opposed Dexterity check to add 11 damage to your next attack.

Provoke

Support Action: Opposed Resolve check to force target to attack you next turn or lose 1 Valor.

Daredevil

+1 Valor when avoiding an attack in Critical Health.

Techniques

Backpedal

Carlo slices and then leaps back out of range of retaliation.

Effect: 60 Agility damage, move up to 2 spaces before or after the attack.

Cost: 5 Stamina

Spinning Shivs

Carlo whirls his shivs and slashes at the enemies around him.

Effect: 85 Agility damage, targets all enemies within Carlo's Zone of Control.

Limit: Cannot be used again for 1 round, may only be used 3 times per scene.

Cost: 3 Stamina

Blade Toss

Carlo launches several blades at his enemies.

Effect: 70 Agility damage, range 4, up to 3 targets.

Limit: May only be used 3 times per scene.

Cost: 4 Stamina

Shank

Carlo shanks his target.

Effect: 64 Agility damage, ignores defense.

Limit: Requires a Support Action to reload before using again.

Cost: 6 Stamina

Hamstring

Carlo cuts at his opponent's legs, making it harder for them to move and defend.

Effect: Agility weaken, bestows *Slow* (-1 Move) and *Weak Defender* (-4 defense).

Limit: Cannot be used again for 1 round.

Cost: 3 Stamina

CORPSE ASCETIC

Corpse Ascetic						Level 4 Soldier	
Base		Active		Stats		Attack		Increment	
Strength	11	Muscle	7	Health	93	Physical	25	HP.	19
Agility	9	Dexterity	7	Stamina	52	Precision	23	Stamina	9
Spirit	2	Aura	3	Defense	23	Spirit	10	Critical	38
Mind	8	Intuition	6	Resistance	18	Mental	16	Damage	9
Guts	4	Resolve	4	Move	5				

Skills

Balanced Fighter

+1 to all Active Attributes lower than the highest one.

Physical Attacker

+6 Strength and Agility Attack.

Tireless

+8 Stamina

Techniques

Kung Fu of the Dead

The Corpse Ascetic may be dead, but it still knows Kung Fu.

Effect: 55 Agility damage.

Cost: 5 Stamina

Extending Punch

The Corpse Ascetic punches and its arm extends to ensure a hit.

Effect: 50 Agility damage, range 4.

Cost: 6 Stamina

Pressure Point Jab

The Corpse Ascetic jabs pressure points, bringing pain and stopping movement.

Effect: 45 Agility damage, range 2, Immobilizes on a hit.

Cost: 7 Stamina

SCENE EXPERIENCE REWARD

80 experience per party member

PARTY LEVEL UP

SCENE 26
THE CATACOMBS

COMBAT SCENE

The catacombs are lined with traps and undead guardians, the party will have to fight its way through while avoiding taking too much damage. If the party rested before attacking the library, there will be more traps.

There will be 2 Zombies and 2 Boneshooters, plus an additional Zombie and Boneshooter for each additional party member above 3. Additionally, there will be 1 Necrotic Trap, plus an additional trap for 4 or 5 party members, and 3 traps if there are 6 party members. If the party rested, you may place up to 2 more traps wherever it might be appropriate.

The rock pile in the catacombs has a durability of 3. If destroyed, it can be passed through. If the party reaches the exit, they may end the scene early and not have to deal with all of the undead. The experience rewarded for the scene will not change no matter how it is resolved.

HULKING ZOMBIE

Hulking Zombie								Level 4 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	11	Muscle	7	Physical	19	Health	138	Hlth. Inc.	25
Agility	5	Dexterity	4	Precision	13	Stamina	40	Stam. Inc.	8
Spirit	6	Aura	4	Spirit	14	Defense	33	Critical	50
Mind	2	Intuition	2	Mental	10	Resistance	16	Damage	9
Guts	10	Resolve	6			Move	4		

Flaws

Oblivious

-1 to defense against Intuition-based attacks.

Skills

Increased Size

Takes up all adjacent spaces, +1 to attack, -1 to defend, need to roll 12 over to crit.

Iron Defense

+4 Defense.

Tough

+15 Health.

Unmovable

Reposition from enemy Techniques reduced by 2.

Cover

Can intercept hits to an adjacent ally.

Techniques

Hulk Up

The Hulking Zombie expands its muscle mass.

Effect: Grant self +2 Defense for 3 turns.

Limit: Can only be used on yourself.

Cost: 4 Stamina

Hulking Hurl

The Hulking Zombie grabs a target, swings them around and launches them across the room.

Effect: 44 Strength damage, target is thrown 4 spaces away from self.

Limit: Must move targets farther away.

Cost: 5 Stamina

Kiloton Punch

The Hulking Zombie punches with immense power.

Effect: 59 Strength damage.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina

BONESHOOTER

Boneshooter								Level 5 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	5	Muscle	4	Physical	15	Health	73	Hlth. Inc.	15
Agility	9	Dexterity	6	Precision	19	Stamina	70	Stam. Inc.	14
Spirit	12	Aura	8	Spirit	28	Defense	17	Critical	30
Mind	9	Intuition	6	Mental	25	Resistance	31	Damage	10
Guts	2	Resolve	3			Move	5		

Flaws

Unthreatening

Enemies can move through Zone of Control at full speed.

Skills

Energy Attack

+6 Spirit/Mind Attack.

Empower Attack

Can attack with a Slow Action to do +6 damage.

Counterattack

Store a Technique; can use it immediately against someone who attacks you.

Exploit Weakness

Intuition roll to get +5 to any one attack roll against the target.

Techniques

Bone Bind

The Boneshooter fires a spear of bone that pins the target to the ground.

Effect: 48 Agility damage, range 3-8, up to 2 targets, Immobilizes on a hit.

Limit: May not target anywhere within up to 2 spaces.

Cost: 6 Stamina

Skeletal Barrage

The Boneshooter launches a spear of bone that explodes into fragments and rains down on its enemies.

Effect: 63 Agility damage, range 3-8, hits everything in a 1-space radius of target.

Limit: May not target anywhere within up to 2 spaces.

Cost: 8 Stamina

NECROTIC PRISON (TRAP)

Trigger

Certain radius-1 areas on the ground stepped on. Each one only triggers once.

Necrotic Prison					Trap
Base		Active		Attack	
Spirit	11	Aura	7	Spirit	30

Detection

If someone checks for trouble or anything suspicious on the floor, they can spot all of them on a Intuition or Aura roll of 11 or higher.

Effect

Prison, then Explosion at the end of the triggering character's next turn.

Prison

The trap creates a barrier of force, locking the target in.

Effect: Creates a ring of barrier tiles around the center of the trigger that rolls to resist at +5, *Blast Radius* 2.

Explosion

The trap explodes, damaging its trapped target.

Effect: 75 Spirit damage to anything in the trigger area.

SCENE EXPERIENCE REWARD

100 experience per party member

SCENE 27
HEART OF UNDEATH

HYBRID SCENE

As the party exits the catacombs, they will find an enormous Emerald pulsing with Necrotic energy. This is the Heart of Undeath, the core of the undead plague that is attacking Valor city. The party will need to destroy it in order to end the plague. As with the Necrotic Amp, in order to reduce the integrity of the Emerald in order to destroy it, the party must make either an ability roll, Engineering roll or Mystic Arts roll of 16.

As the party attempts to take down the Heart of Undeath, undead will stream in. The party will need to fend them off as they come in.

BONESHOOTER

Boneshooter								Level 5 Soldier	
Base		Active		Attack		Stats		Increment	
Strength	5	Muscle	4	Physical	15	Health	73	Hlth. Inc.	15
Agility	9	Dexterity	6	Precision	19	Stamina	70	Stam. Inc.	14
Spirit	12	Aura	8	Spirit	28	Defense	17	Critical	30
Mind	9	Intuition	6	Mental	25	Resistance	31	Damage	10
Guts	2	Resolve	3			Move	5		

Flaws

Unthreatening

Enemies can move through Zone of Control at full speed.

Skills

Energy Attack

+6 Spirit/Mind Attack.

Empower Attack

Can attack with a Slow Action to do +6 damage.

Counterattack

Store a Technique; can use it immediately against someone who attacks you.

Exploit Weakness

Intuition roll to get +5 to any one attack roll against the target.

Techniques

Bone Bind

The Boneshooter fires a spear of bone that pins the target to the ground.

Effect: 48 Agility damage, range 3-8, up to 2 targets, Immobilizes on a hit.

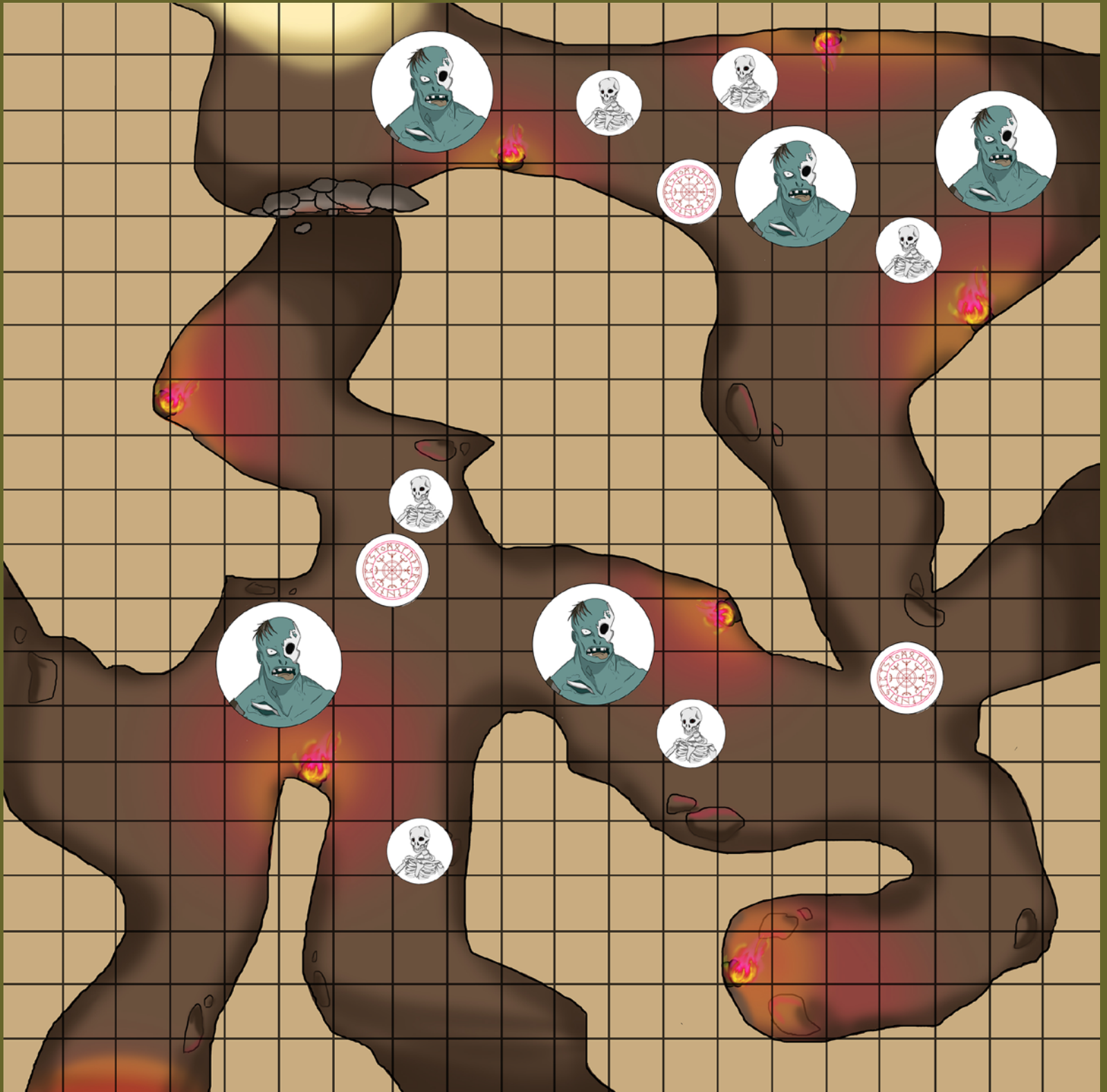**Limit:** May not target anywhere within up to 2 spaces.

Cost: 6 Stamina

Skeletal Barrage

The Boneshooter launches a spear of bone that explodes into fragments and rains down on its enemies.

Effect: 63 Agility damage, range 3-8, hits everything in a 1-space radius of target.

Limit: May not target anywhere within up to 2 spaces.

Cost: 8 Stamina

CRAWLING GHOUL

Crawling Ghoul								Level 5 Flunky	
Base		Active		Attack		Stats		Increment	
Strength	9	Muscle	6	Physical	19	Health	1	Hlth. Inc.	-
Agility	12	Dexterity	8	Precision	22	Stamina	42	Stam. Inc.	9
Spirit	5	Aura	4	Spirit	-	Defense	-	Critical	-
Mind	2	Intuition	2	Mental	12	Resistance	-	Damage	10
Guts	9	Resolve	6			Move	5		

Skills

Reckless Attack

Can take +1 to attack rolls in exchange for -1 to defense rolls.

Team Tactics

+1 to hit if an ally is adjacent to you and your target, and the ally is not adjacent to you.

Techniques

Tornado Claw

The Crawling Ghoul spins around, clawing at anyone in range.

Effect: 64 Strength damage, targets all adjacent enemies.

Cost: 9 Stamina

SCENE EXPERIENCE REWARD

100 experience per party member

SCENE 28
THE MASTERMIND

EXPOSITION SCENE

Passing through the chamber with the Emerald, the party will find themselves in a dark room with a massive magic circle in the back. Mana is standing in the middle of the circle, surrounded by a barrier and channeling powerful magic into it. Lunet will step out of the shadows and confront the party, challenging them to a duel. The party will be fully healed before the scene commences.

SCENE 29
FINAL CONFRONTATION

COMBAT SCENE

The party arrives for the final duel with Lunet.

LUNET

Lunet								Level 5 Master	
Base		Active		Attack		Stats		Increment	
Strength	5	Muscle	5	Physical	26	Health	410	Hlth. Inc.	82
Agility	10	Dexterity	8	Precision	36	Stamina	108	Stam. Inc.	12
Spirit	12	Aura	9	Spirit	40	Defense	23	Critical	164
Mind	2	Intuition	4	Mental	20	Resistance	24	Damage	10
Guts	8	Resolve	7			Move	5		

Master Attributes

Twice normal Health.

Twice normal Stamina.

Attack is 3 times Base Attribute instead of the normal 2.

Masters have an additional attack action on their turn.

Masters have +1 to all attack rolls.

Masters have 25 SP at level 1, and gain 7 SP every level.

Masters have 14 TP at level 1, and gain an additional 1 TP every level up.

Masters may remove two status effects with a single action.

Masters gain 2 Valor at the end of every round instead of 1.

Skills

Energy Attacker

+6 to Spirit and Mind Attack.

Physical Attacker

+6 to Strength and Agility Attack.

Daredevil

+1 Valor when successfully blocking a Technique while at Critical Health.

Empower Attack

+6 damage when performing a Technique as a Slow Action.

Reckless Attack

Can get +1 to an attack in exchange for -1 to defense rolls.

Intimidate

Support Action, Resolve Check,
target is Shaken on a failure.

Nullify

Support Action, Aura Check, cancel one Boost/
Weaken/Persistent Effect on a success.

Clash

Spend an Attack Action to store a
Technique, release it later to turn an
incoming attack into an opposed attack,
only the higher attack roll resolves.

Resolute Aura

Spend 3 Valor to get +1 Aura.

Acceleration

Spend 3 Valor to get +1 Dexterity.

Techniques

Ice Lance

Lunet forms a lance of ice and launches it
through her foes.

Effect: 70 Spirit damage, Line 4.

Cost: 6 Stamina

Gouge

Lunet stabs her enemy and opens a bleeding
wound.

Effect: 46 Strength damage, does 1/3 of
the initial damage (rounded up) at the start
of the target's turn for the next 3 turns.

Cost: 6 Stamina
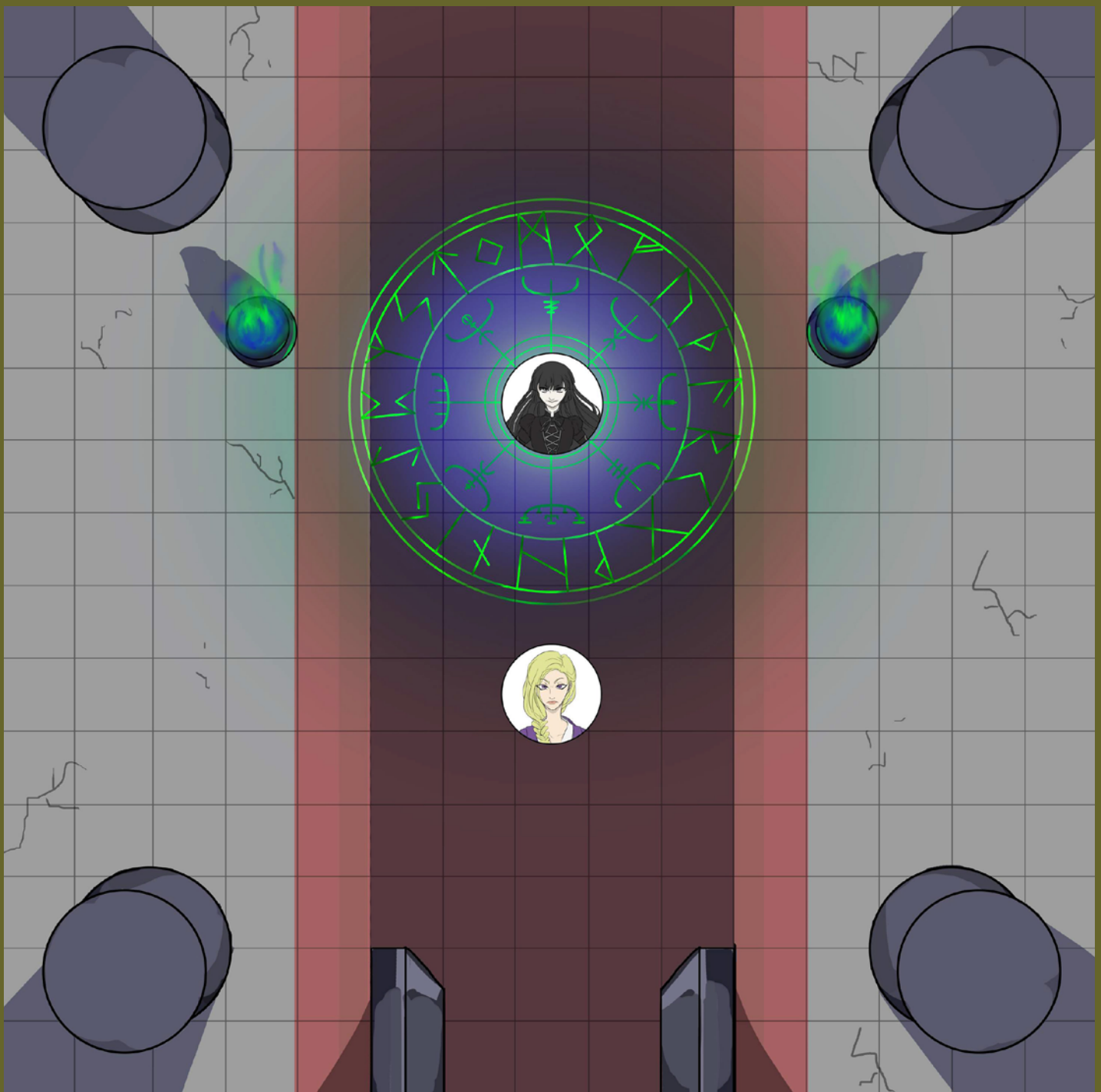
Run Through

Lunet charges with her spear, running through anyone in her path.

Effect: 66 Strength damage, move and attack everyone moved through.

Limit: Cannot be used again for 2 rounds.

Cost: 5 Stamina

Frost Bind

Lunet summons a creeping chill that seeps into her target's bones.

Effect: Spirit weaken, inflicts *Slow* and *Impaired Evasion* on the target.

Limit: Must have 1 Valor to use.

Cost: 4 Stamina

Ruinous Blizzard

Lunet levels the field with a flurry of wicked ice.

Effect: 65 Spirit damage, range 8, hits everything within 8 spaces of target area.

Limit: Cannot be used again for 2 rounds.

Cost: 5 Stamina

Ice Nova

Lunet launches a ring of expanding ice that hurls her foes away.

Effect: 80 Spirit damage, Push targets 3 spaces away on a hit.

Limit: Must have 2 Valor to use, must move targets farther away.

Cost: 5 Stamina

Absolute Zero

Lunet drains all warmth from an area, leaving nothing but unyielding ice.

Effect: 112 Spirit damage, range 8, hits everything within 1 space of target area, Immobilizes on a hit.

Limit: Need at least 3 Valor to use, must be at 164 or less Health to use.

Cost: 8 Stamina

MANA

Mana									Level 5 Special
Base		Active		Attack		Stats		Increment	
Strength	2	Muscle	4	Physical	14	Health	-	Hlth. Inc.	-
Agility	5	Dexterity	5	Precision	20	Stamina	76	Stam. Inc.	16
Spirit	12	Aura	9	Spirit	40	Defense	-	Critical	-
Mind	12	Intuition	9	Mental	40	Resistance	-	Damage	10
Guts	6	Resolve	6			Move	-		

Mana is inside the barrier, and thusly she cannot be attacked, but most of her normal Techniques can't be used. Instead, she draws on the raw power of the Heart of Undeath to affect the battlefield indirectly. Her Techniques can be targeted anywhere on the map. She does not accrue Valor, and cannot be targeted by any Technique, but is defeated when Lunet falls.

Skills

Energy Attacker

+6 Spirit and Mind Attack.

Versatile Fighter

+4 Technique Points.

Overload Limits

Can ignore Limits by paying full Stamina cost.

Techniques

Curse of Agony

Mana casts a Curse of Agony upon the battlefield that drains away the life of those who stand within it.

Effect: 44 damage, persists on the field for 3 turns.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina

Curse of Despair

Mana casts a Curse of Despair upon the battlefield that saps the will to fight from those who stand within it.

Effect: Inflicts *Impaired Accuracy* for 2 turns, persists on the field for 3 turns.

Limit: Cannot be used again for 1 round.

Cost: 4 Stamina

Curse of Rage

Mana casts a Curse of Rage on the battlefield that incites a frenzy in those who stand within it.

Effect: Inflicts *Berserker* for 2 turns, persists on the field for 3 turns.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina

Curse of Vulnerability

Mana casts a Curse of Vulnerability on the battlefield that saps the ability to defend from those who stand within it.

Effect: Inflicts *Weak Defender* and *Energy Vulnerability* for 2 turns, persists on the field for 3 turns.

Limit: Cannot be used again for 1 round.

Cost: 5 Stamina

Scene Experience Reward

275 experience per party member

VALOR

Name Hiiro

Player Name

Experience

VALOR

LEVEL

Biography

Notes

BASE		ACTIVE		ATTACK		STATISTICS		INCREMENTS	
Strength	8	Muscle	5	Strength	18	Health	/160	Hlth. Inc.	32
Agility	1	Dexterity	2	Agility	4	Stamina	/32	Stam. Inc.	7
Spirit	6	Aura	5	Spirit	14	Defense	20	Crit. Health	64
Mind	4	Intuition	4	Mind	10	Resistance	16	Damage	6
Guts	6	Resolve	5			Move	4		

Initiative Modifier

F L A W S

Total Flaw SP 4

Name Uncoordinated — **GAIN** 3 — **Level** Fixed

Effect -1 to all Defense rolls against Dexterity

Name Slow to Act — **GAIN** 1 — **Level** Fixed

Effect -2 Initiative

S K I L L S

Total SP 0/24

Name Sprinter — **COST** 4

Effect +1 Move — **Level** 1

Name Resistant — **COST** 5

Effect +4 Resistance — **Level** 1

Name Proficiency - Negotiation — **COST** 2

Effect +1 to Negotiation rolls during challenge scenes. — **Level** Fixed

Name Iron Defense — **COST** 4

Effect +4 Defense — **Level** 1

Name Proficiency - Athletic — **COST** 2

Effect +1 to Athletic rolls during challenge scenes. — **Level** Fixed

Name Balanced Fighter — **COST** 8

Effect Add +1 to all Active Attributes lower than your highest Active Attribute. — **Level** Fixed

S K I L L S

Name

Cost

Effect

Level

Name

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T E C H N I Q U E S

Name: Swordplay
COST 3

EFFECT
Attack action; roll Muscle (5) to hit, 38 Strength damage

MODS
N/A

LIMITS
N/A

DESCRIPTION
Hiiro uses expert sword techniques to fell his opponents.

CORE Strength Damage
CORE POWER 2

TECHNIQUE LEVEL 1

Name: Crush Charge
COST 3

EFFECT
Move and Attack action; roll Muscle (5) to hit, 43 Strength damage, attack targets you move into, if you hit, continue moving and push the character with you, ignores Zone of Control

MODS
Ramming Attack 1

LIMITS
Requires 1 Valor to use

DESCRIPTION
Hiiro charges forward, hitting with the force of a speeding truck.

CORE Strength Damage
CORE POWER 2

TECHNIQUE LEVEL 3

Name: Eruption
COST 2

EFFECT
Attack action; roll Aura (5) to hit, 44 Spirit damage, targets everyone within 1 space

MODS
Blast Radius 1

LIMITS
Requires 2 Valor to use

DESCRIPTION
Hiiro summons a burst of powerful flame to damage everyone around him.

CORE Spirit Damage
CORE POWER 3

TECHNIQUE LEVEL 4

Name: Phoenixflame Slash
COST 1

EFFECT
Attack action; roll Aura (5) to hit, 39 Spirit damage, Line 7

MODS
Line 2

LIMITS
Cannot be used again for 1 turn, Cannot be used more than 3 times per scene

DESCRIPTION
Hiiro unleashes a powerful burst of flame that transforms into a soaring Phoenix that punches through his enemies.

CORE Spirit Damage
CORE POWER 2

TECHNIQUE LEVEL 4

Name:
COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

Name:
COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

T E C H N I Q U E S

Name

COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE
LEVEL

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DESCRIPTION

CORE

CORE POWER

TECHNIQUE
LEVEL

Name

COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE
LEVEL

VALOR

Name Shuuichi

Player Name

Experience

VALOR

LEVEL

Biography

Notes

BASE	
Strength	2
Agility	8
Spirit	2
Mind	8
Guts	5

ACTIVE	
Muscle	2
Dexterity	5
Aura	2
Intuition	5
Resolve	3

ATTACK	
Strength	6
Agility	18
Spirit	48
Mind	8

STATISTICS	
Health	/120
Stamina	/32
Defense	9
Resistance	12
Move	5

INCREMENTS	
Hlth. Inc.	24
Stam. Inc.	7
Crit. Health	48
Damage	8
Initiative Modifier	

F L A W S

Total Flaw SP 0

GAIN

Name

Effect

Level

GAIN

Name

Effect

Level

S K I L L S

Total SP 0/20

Name Sprinter

COST **4**

Effect
+1 Move

Level 1

Name Proficiency - Legerdemain

COST **2**

Effect
+1 to Legerdemain rolls during challenge scenes.

Level Fixed

Name

COST

Effect

Level

Name Improved Damage Increment

COST **5**

Effect
+2 Damage Increment

Level Fixed

Name Asset - Wealth

COST **3**

Effect
Once per scene, gain +3 to any roll in which possessing Wealth would apply.

Level Fixed

Name

COST

Effect

Level

S K I L L S

NAME COST

EFFECT LEVEL

NAME COST

EFFECT LEVEL

NAME COST

EFFECT LEVEL

NAME COST

EFFECT LEVEL

NAME Feint COST **6**

EFFECT LEVEL Fixed

Support Action; Make an opposed Dexterity or Intuition check against a target within 5 spaces. If you succeed, the damage on your next attack against that target this turn is increased by your Damage Increment. If the next attack you make against the target fails, the Feint is expended and the bonus damage is lost.

NAME COST

EFFECT LEVEL

NAME COST

EFFECT LEVEL

NAME COST

EFFECT LEVEL

Knife Flurry
NAME Knife Flurry
COST 3

EFFECT
Attack action; roll Dexterity (10) to hit, 38 Agility damage

MODS
N/A

LIMITS
N/A

DESCRIPTION
Shuuichi attacks with a quick flurry of precise knife strikes.

CORE Agility Damage
CORE POWER 1

TECHNIQUE LEVEL 1

Gunfire
NAME Gunfire
COST 3

EFFECT
Attack action; roll Dexterity (5) to hit, Agility 48 damage, range 4

MODS Ranged Technique 1

LIMITS Cannot be used more than 3 times per scene

DESCRIPTION
Shuuichi fires several shots from his handguns.

CORE Agility Damage
CORE POWER 3

TECHNIQUE LEVEL 4

Firebomb
NAME Firebomb
COST 3

EFFECT
Attack action; roll Intuition (5) to hit, 38 Mind damage, range 3, targets everyone within 1 space

MODS Range 1, Blast Radius 1 (2)

LIMITS Cannot be used more than 3 times per scene

DESCRIPTION
Shuuichi tosses an explosive firebomb.

CORE Mind Damage
CORE POWER 1

TECHNIQUE LEVEL 4

Blade Run
NAME Blade Run
COST 3

EFFECT
Attack and Move action; roll Dexterity (5) to hit, 38 Agility damage, move and attack all targets you move through, ignores Zone of Control

MODS Rush Atatck (2)

LIMITS Cannot be used again for 1 turn

DESCRIPTION
Shuuichi runs through the field, cutting down everyone in his path.

CORE Agility Damage
CORE POWER 1

TECHNIQUE LEVEL 3

(blank)
NAME
COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

(blank)
NAME
COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

T E C H N I Q U E S

COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

COST

NAME

EFFECT

MODS

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CORE POWER

TECHNIQUE LEVEL

COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

VALOR

NAME Gabrielle

PLAYER NAME

EXPERIENCE

VALOR

LEVEL
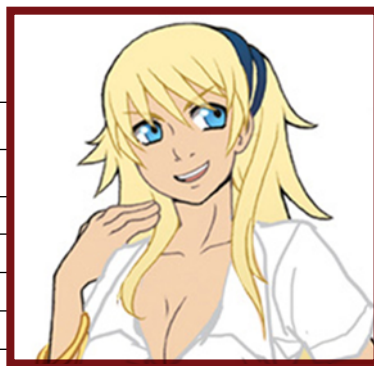
BIOGRAPHY

NOTES

BASE			ACTIVE			ATTACK			STATISTICS			INCREMENTS	
Strength	1		Muscle	2		Strength	4		Health	/125		Hlth. Inc.	25
Agility	6		Dexterity	5		Agility	14		Stamina	/36		Stam. Inc.	8
Spirit	8		Aura	5		Spirit	18		Defense	9		Crit. Health	50
Mind	4		Intuition	4		Mind	10		Resistance	13		Damage	6
Guts	6		Resolve	5					**Move**	4		Initiative Modifier	

F L A W S

Total Flaw SP 6

NAME Berserker

GAIN **5**

LEVEL Fixed

EFFECT Whenever you drop into critical health, you enter a rage. Must move toward enemy if possible and use a Damage Core technique if possible, even if this means attacking an ally. Healing above critical ends the effects. Attack rolls are at +1. Defense rolls are at -2. Attack scores are increased by 10. Defense and Resistance are reduced by 10.

NAME Non-Proficient - Big Ego

GAIN **1**

LEVEL Fixed

EFFECT -1 to situations in which having a big ego would be detrimental.

S K I L L S

Total SP 0/26

NAME Balanced Fighter

COST **8**

EFFECT Add +1 to all Active Attributes lower than your highest Active Attribute.

LEVEL Fixed

NAME Bravado

COST **6**

EFFECT +1 Valor at the start of the scene.

LEVEL 1

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

S K I L L S

NAME Empower Attack

COST 6

EFFECT
When using a Damage Core technique that requires only an Attack Action, you can instead use a Slow Action. If you do, the damage inflicted by the technique is increased by 6.

LEVEL 1

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

NAME

COST

EFFECT

LEVEL

NAME Companion

COST 6

EFFECT You gain access to the baby Dragon Companion Orvyn. The Companion takes up its own space and has a Move of 4, and defends using your Active Attributes. Companions may substitute defenses as normal, and suffer no penalty for substituting. Companions are immune to the effects of Weaken cores or status conditions, but any Weaken Core effects applied to you also apply to the Companions. Companions do not possess their own Actions, Skills or Techniques. When using a Technique, you may have the Technique originate from the Companion instead. Companions move on your Move Action. Companions do not have their own Health, whenever a Companion is hit by a Technique, it is disabled and cannot move or have Techniques originate from it. You may use a Support Action to revive a disabled Companion, after which it can be used as normal.

LEVEL 1

Lightning Blast
COST 3

NAME Lightning Blast

EFFECT
Attack action; roll Aura (5) to hit, 43 Spirit damage, Line 4

MODS
Line 1

LIMITS
Cannot be used again for 1 turn

DESCRIPTION
Gabrielle or Orvyn launch a blast of powerful lightning.

CORE Spirit Damage
CORE POWER 2

TECHNIQUE LEVEL 3

Chain Lightning
COST 5

NAME Chain Lightning

EFFECT
Attack action; roll Aura (5) to hit, 38 Spirit damage, Line 4, after resolving the Technique, it is used again, originating from the original target up to 1 time.

MODS
Line 1, Chain Attack 2

LIMITS
Cannot be used again for 1 turn

DESCRIPTION
Gabrielle or Orvyn launch a bolt of lightning that jumps to another target after striking the first.

CORE Spirit Damage
CORE POWER 1

TECHNIQUE LEVEL 3

Spear Arc
COST 4

NAME Spear Arc

EFFECT
Attack action; roll Dexterity (5) to hit, 34 Agility damage, targets all enemies within your Zone of Control, Reposition 2

MODS Whirlwind Attack (1), Reposition (1)

LIMITS
Must move targets farther away.

DESCRIPTION
Gabrielle whirls her spear around, knocking her enemies back. Orvyn simulates this movement by buzzing his enemies with razor-sharp wings.

CORE Agility Damage
CORE POWER 1

TECHNIQUE LEVEL 3

Lightning Ball
COST 3

NAME Lightning Ball

EFFECT
Attack action; roll Aura (5) to hit, 38 Spirit damage, range 4, targets everyone within 1 space

MODS Ranged Technique 1, Blast Radius 1

LIMITS
Requires 1 Valor to use

DESCRIPTION
Gabrielle launches a ball of lightning that explodes in a powerful blast.

CORE Spirit Damage
CORE POWER 1

TECHNIQUE LEVEL 3

COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

T E C H N I Q U E S

Name
COST

Effect

Mods

Limits

Description

Core

Core Power

TECHNIQUE
LEVEL

Name
COST

Effect

Mods

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Description

Core

Core Power

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Mods

Limits

Description

Core

Core Power

TECHNIQUE
LEVEL

Name
COST

Effect

Mods

Limits

Description

Core

Core Power

TECHNIQUE
LEVEL

VALOR

Name	Muranaka
Player Name	
Experience	

VALOR
LEVEL

Biography

Notes

BASE		ACTIVE		ATTACK		STATISTICS		INCREMENTS	
Strength	2	Muscle	2	Strength	6	Health	/150	Hlth. Inc.	30
Agility	5	Dexterity	3	Agility	12	Stamina	/40	Stam. Inc.	8
Spirit	2	Aura	2	Spirit	12	Defense	12	Crit. Health	60
Mind	8	Intuition	5	Mind	24	Resistance	12	Damage	6
Guts	8	Resolve	5			**Move**	5		

Initiative Modifier

FLAWS

Total Flaw SP 4

Name	Compulsion - Smoker	GAIN 4

Effect At the beginning of the second round of combat, and any two combat rounds thereafter, you must choose whether or not to engage in some compulsive activity, in this case smoking a cigarette. If you do, you are denied a Support Action for that round. If not, your Valor is reduced by 1.

Level Fixed

Name		GAIN

Effect

Level

SKILLS

Total SP 0/24

Name	Tireless	COST 5

Effect
+8 Stamina

Level 1

Name	Energy Attacker	COST 6

Effect
+6 Spirit and Mind attack

Level 1

Name	Proficiency – Knowledge (Local)	COST 2

Effect
+1 to Knowledge (Local) rolls during challenge scenes.

Level Fixed

Name	Proficiency – Mystic Arts	COST 2

Effect
+1 to Mystic Arts rolls during challenge scenes.

Level Fixed

Name	Passive Healing	COST 4

Effect
At the end of a scene, you may forfeit your recovered Stamina Increment to allow one ally or yourself to recover an additional Health Increment.

Level Fixed

Name		COST

Effect

Level

S K I L L S

NAME
COST
EFFECT
LEVEL

NAME
COST
EFFECT
LEVEL

NAME
COST
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LEVEL

NAME
COST
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NAME
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EFFECT
LEVEL

NAME Attack Node
COST 5

EFFECT Support Action; expend 4 Stamina and create an Attack Node anywhere within 5 spaces of yourself. For the rest of the battle, any Technique you use can originate from your location, or that of any Attack Node you have created. You must be within 20 spaces of the Attack Node you wish to utilize in order to use it. You can only create 1 Attack Node at a time, and you may not have more than 1 on the field at any given time. Anyone can occupy the same space as an Attack Node. No Technique can directly target an Attack Node. Techniques with the Rush Attack and Ramming Attack modifier cannot be used through an Attack Node.

LEVEL 1

T E C H N I Q U E S

Earthspike

COST 5

NAME Earthspike

EFFECT

Attack action; roll Intuition (5) to hit, 44 Mind damage, Line 6, can change the direction of the line up to 2 times.

MODS Line 2, Line Variation 1

LIMITS Cannot target Flying enemies

DESCRIPTION

Muranaka causes the earth to erupt with powerful spikes that trail along the ground.

CORE Mind Damage

CORE POWER 1

TECHNIQUE LEVEL 4

Healing Wave

COST 3

NAME Healing Wave

EFFECT

Support action; Heals 28 health, targets everyone within 1 space

MODS Blast Radius 1 (2)

LIMITS Requires 1 Valor to use

DESCRIPTION

Muranaka brings forth gentle water magic to heal those around him.

CORE Mind Healing

CORE POWER 2

TECHNIQUE LEVEL 4

Psychic Assault

COST 4

NAME Psychic Assault

EFFECT

Attack action; roll Intuition (5) to hit, 44 Mind damage, range 3, up to 2 targets

MODS Range 1, Multiple Targets 1

LIMITS Requires 1 Valor to use

DESCRIPTION

Muranaka attacks the minds of his foes directly.

CORE Mind Damage

CORE POWER 2

TECHNIQUE LEVEL 4

COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

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TECHNIQUE LEVEL

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CORE POWER

TECHNIQUE LEVEL

COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

VALOR

Name Tora

Player Name

Experience

VALOR

LEVEL

Biography

Notes

BASE		ACTIVE		ATTACK		STATISTICS		INCREMENTS	
Strength	8	Muscle	5	Strength	18	Health	/210	Hlth. Inc.	42
Agility	5	Dexterity	3	Agility	12	Stamina	/28	Stam. Inc.	6
Spirit	1	Aura	1	Spirit	4	Defense	18	Crit. Health	48
Mind	3	Intuition	2	Mind	8	Resistance	6	Damage	6
Guts	8	Resolve	5			**Move**	5	Initiative Modifier	

F L A W S

Total Flaw SP 3

Name Oblivious   GAIN **3**

Level Fixed

Effect
1 to all Defense rolls against Intuition

Name   GAIN

Effect

Level

S K I L L S

Total SP 0/23

Name Tough   COST **6**

Effect
+30 Health   **Level** 1

Name Sprinter   COST **4**

Effect
+1 Move   **Level** 1

Name Tireless   COST **5**

Effect
+8 Stamina   **Level** 1

Name Bravado   COST **6**

Effect
+1 Valor at the start of the scene   **Level** 1

Name Proficiency - Athletic   COST **2**

Effect   **Level** Fixed

Name   COST

Effect   **Level**

S K I L L S

Name

COST

Effect

LEVEL

Name

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LEVEL

Roundhouse Kick
COST 2

NAME Roundhouse Kick

EFFECT
Attack action; roll Muscle (5) to hit, 38 Strength damage, targets all enemies within your Zone of Control

MODS
Whirlwind Attack (1)

LIMITS
Cannot be used again for 1 turn

DESCRIPTION
Tora unleashes a wide roundhouse kick.

CORE Strength Damage
CORE POWER 1

TECHNIQUE LEVEL 2

Suplex
COST 4

NAME Suplex

EFFECT
Attack action; roll Muscle (5) to hit, 38 Strength damage, knocks target prone

MODS
Knock Down (3)

LIMITS
Requires 1 Valor to use

DESCRIPTION
Tora grabs an enemy and suplexes them into the ground.

CORE Strength Damage
CORE POWER 1

TECHNIQUE LEVEL 4

Don't Give Up!
COST 2

NAME Don't Give Up!

EFFECT
Support action; heal 28 health

MODS
N/A

LIMITS
Requires 1 Valor to use

DESCRIPTION
Tora's inspiring words keep herself and her allies focused and in the fight.

CORE Guts Healing
CORE POWER 3

TECHNIQUE LEVEL 3

Headstrong Charge
COST 3

NAME Headstrong Charge

EFFECT
Attack action; roll Muscle (5) to hit, 43 Strength damage, attack targets you move into, if you hit, continue moving and push the character with you, ignores Zone of Control

MODS
Ramming Attack (1)

LIMITS
Cannot be used again for 1 turn

DESCRIPTION
Tora charges head-first into battle, smashing anyone in her way.

CORE Strength Damage
CORE POWER 2

TECHNIQUE LEVEL 3

(blank)
COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

(blank)
COST

NAME

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

T E C H N I Q U E S

Name
COST

EFFECT

MODS
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CORE
CORE POWER

TECHNIQUE
LEVEL

Name
COST

EFFECT

MODS
LIMITS

DESCRIPTION

CORE
CORE POWER

TECHNIQUE
LEVEL

Level Up Suggestions · Hiiro

Level 2

- Raise Strength, Spirit and Guts by 1 point
- Take *Tough* skill
- Increase Phoenixflame Slash's Damage Core by 1
- Create new Technique:

NAME Steel Heart   **COST** 4

EFFECT

Grants *Great Evasion* (+1 to all Defense rolls)

MODS

N/A

LIMITS

Requires 1 Valor to use

DESCRIPTION

Hiiro steels his heart or the heart of his allies, making them able to face down even the greatest dangers.

CORE Spirit Boost

CORE POWER 3

TECHNIQUE LEVEL 3

Level 3

- Raise Strength, Spirit and Guts by 1 point
- Take *Cover* skill
- Increase Swordplay's Damage Core by 2 and attach level 1 *Cooldown Limit*
- Add *Blast Radius* Modifier to Phoenixflame Slash
- Add *Blast Radius* Modifier to Steel Heart and increase *Valor Limit* to level 2

Level 4

- Raise Strength, Spirit and Guts by 1 point
- Take *Bravado* skill
- Increase Phoenixflame Slash's Damage Core by 1

Create new Technique:

NAME Blade Dash   **COST** 3

EFFECT

Move and Attack action; roll Muscle (8) to hit, 50 Strength damage, move and attack all targets you move through, ignores Zone of Control

MODS

Rush Attack (2)

LIMITS

Cannot be used again for 1 turn

DESCRIPTION

Hiiro runs forward, slashing through his foes.

CORE Strength Damage

CORE POWER 1

TECHNIQUE LEVEL 3

Level 5

- Raise Strength, Spirit and Guts by 1 point
- Take *Ignore Effect* skill
- Add *Launching Attack* to Eruption
- Add *Whirlwind Attack* to Blade Dash, rename to Whirlwind Dash
- Create new Ultimate Technique:

NAME Phoenix Ascension   **COST** 8

EFFECT +50 Health and maximum Health, +1 to all rolls, bestows *Regeneration* level 1 (recover 10 Health at the end of every combat round), *Fly* level 1 (Gain the Flying status, +1 Move, you may begin Flying immediately upon transforming by paying 4 Stamina, requires 4 Stamina to maintain), and *Sprinter* level 1 (+1 Move)

MODS

N/A

LIMITS

Requires 3 Valor to use, expend 1 Valor to use

DESCRIPTION

Hiiro imbues himself with the spirit of the Phoenix, taking flight on flaming wings.

CORE Transformation

CORE POWER 8

TECHNIQUE LEVEL 8

LEVEL UP SUGGESTIONS · SHUUICHI

Level 2:

Raise Agility, Mind and Guts by 1 point

Take *Physical Attacker* skill

Increase Gunfire's *Ranged Technique* Modifier by 1

Increase Knife Flurry's Damage Core by 1 and add *Whirlwind Attack* Modifier

Increase Firebomb's Damage Core by 1

Level 3:

Raise Agility, Mind and Guts by 1 point

Take the *Quick to Act* and *Proficiency – Observation* skills

Create new Technique:

NAME Sniper Rifle

COST 3

EFFECT

Attack and Move action; roll Dexterity (7) to hit, 52 Agility damage, 12 range

MODS Ranged Technique 3

LIMITS Cannot be used more than 3 times per scene

DESCRIPTION

Shuuichi takes a long-range shot with his sniper rifle.

CORE Agility Damage

CORE POWER 1

TECHNIQUE LEVEL 4

Level 4:

Raise Agility, Mind and Spirit by 1 point

Take the *Nimble Movement* and *Challenge Technique – Trapsmith* skills

Add the *Accurate Strike* Modifier to Sniper Rifle

Increase Gunfire's Damage Core by 1

Level 5:

Raise Agility, Mind and Spirit by 1 point

Take the *Combination Attack* skill

Increase Gunfire's Damage Core by 2 and attach the *Reload Limit*

Increase Blade Run's Damage Core by 2

Create new Ultimate Technique:

NAME Arsenal of Fury

COST 4

EFFECT

Slow action; roll Dexterity+2 (11) to hit, 84 Agility damage, range 12, targets everyone within 2 spaces

MODS Ranged Attack 3, Blast Radius 2, Accurate Strike (3)

LIMITS Slow Action, cannot be used again for 1 scene

DESCRIPTION

Shuuichi unloads every bullet and explosive he has on a single spot.

CORE Ultimate Damage

CORE POWER 4

TECHNIQUE LEVEL 8

LEVEL UP SUGGESTIONS · GABRIELLE

Level 2:

Raise Agility, Spirit and Guts by 1 point

Take Energy Attacker skill

Increase Lightning Blast's Damage Core by 1 and Line Attack modifier by 1

Increase Chain Lightning's Damage Core by 1

Increase Lightning Ball's Ranged Technique modifier by 1

Level 3:

Raise Agility, Spirit and Guts by 1 point

Take Reckless Attack skill

Increase Lightning Ball's Damage Core by 1

Create new Technique:

NAME Shockbolt

COST 4

EFFECT

Support Action; roll Aura (7) to hit, Bestows *Slow* (-1 speed), Line 4

MODS

Line Attack 1

LIMITS

N/A

DESCRIPTION

Gabrielle launches a bolt of electricity that paralyzes her target's muscles, making it difficult for them to move.

CORE Spirit Weaken

CORE POWER 2

TECHNIQUE LEVEL 3

Level 4

Raise Agility, Spirit and Guts by 1 point

Take Intimidate and Proficiency – Mystic Arts skills

Increase Lightning Blast's Damage Core by 1

Add Knock Down modifier to Shockbolt and attach the Ammunition modifier

Level 5

Raise Agility, Spirit and Guts by 1 point

Take Fast Companion and Sprinter skills

Increase Chain Lightning's Line modifier by 1

Increase Spear Arc's Damage Core by 1 and Reposition modifier by 1

Increase Lightning Ball's Damage Core by 1

Create new Ultimate Technique:

NAME Devastating Storm

COST 6

EFFECT

Attack Action; roll Aura (9) to hit, 100 damage, targets everyone within 3 spaces

MODS

Blast Radius 3 (4)

LIMITS Expend 1 Valor to use, requires 2 Valor to use

DESCRIPTION

Gabrielle summons an intense storm that blasts everyone around her.

CORE Spirit Damage

CORE POWER 6

TECHNIQUE LEVEL 8

LEVEL UP SUGGESTIONS · MURANAKA

Level 2:

Raise Spirit, Mind and Guts by 1 point

Take *Nullify* skill

Create new Technique:

NAME Sharpen Mind	COST 3

EFFECT

Support action; bestows *Great Accuracy* (+1 to attack rolls), range 3

MODS Ranged Technique 3

LIMITS Cannot be used more than 3 times per scene

DESCRIPTION

Muranaka opens someone mind, increasing their perception of the events occurring around them.

CORE Agility Damage

CORE POWER 1

TECHNIQUE LEVEL 4

Level 3:

Raise Spirit, Mind and Guts by 1 point

Take *Size Up*, *Proficiency – Negotiation* and *Proficiency – Observation* skills

Increase Earthspike's Damage Core by 1

Increase Healing Wave's Damage Core by 1 and add the *Ranged Technique* Modifier

Increase Psychic Assault's Damage Core by 1

Level 4:

Raise Spirit, Mind and Guts by 1 point

Take *Combination Attack* skill

Create new Technique:

NAME Power Sap	COST 3

EFFECT

Support action; roll Intuition (8) to hit, bestows *Weak Physical Attacker* (-6 Strength and Agility attack), range 4

MODS Ranged Technique 1

LIMITS Cannot be used again for 1 turn

DESCRIPTION

Muranaka draws out his target's strength with arcane magic.

CORE Mind Weaken

CORE POWER 3

TECHNIQUE LEVEL 4

Level 5:

Raise Spirit, Mind and Guts by 1 point

Take *Recharge* skill and level up *Size Up* skill

Increase Psychic Assault's Damage Core by 1

Increase Power Sap's Weaken Core by 3 and add *Weak Energy Attacker* flaw

Create new Ultimate Technique:

NAME Arcanum Reinforcement	COST 8

EFFECT

+60 Health, +1 to all rolls, bestows Unyielding Determination (gain 2 Valor at the end of every round) and Great Evasion (+1 to all defense rolls), target any ally within 5 spaces

MODS Transform Ally

LIMITS Expend 1 Valor to use, Requires 3 Valor to use

DESCRIPTION

Muranaka builds a shell of arcane power around himself or his ally.

CORE Transformation

CORE POWER 7

TECHNIQUE LEVEL 8

Level Up Suggestions · Tora

Level 2:

Raise Strength, Agility and Guts by 1 point

Take Resistant and Proficiency
– Negotiation skills

Create new Technique:

NAME Speed Surge   **COST** 4

EFFECT

Bestows *Sprinter* (+1 Move),
targets everyone within 1 space

MODS
Blast Radius (2)

LIMITS Requires 1 Valor to use, expend 5 health to use

DESCRIPTION

Tora pulls out everything
she has to make herself
and her allies run faster.

CORE Guts Boost

CORE POWER 2

TECHNIQUE LEVEL 4

Level 3:

Raise Strength, Agility and Guts by 1 point

Take *Iron Defense* and *Proficiency – Empathy*

Increase Roundhouse Kick's Damage Core by 1

Increase Don't Give Up!'s Healing Core by 2

Increase Headstrong Charge's Damage Core by 1

Level 4:

Raise Strength, Agility and Guts by 1 point

Take *Physical Attacker* skill

Create new Technique:

NAME Wall Smasher   **COST** 3

EFFECT

Attack action; roll Muscle (8) to
hit, 56 damage, reposition 4

MODS
Reposition 2, Destruction 1

LIMITS Must move targets farther away, requires 1 Valor to use

DESCRIPTION

Tora punches a target with such
force it blasts them through
most barriers with ease.

CORE Strength Damage

CORE POWER 1

TECHNIQUE LEVEL 4

Level 5:

Raise Strength, Agility and Guts by 1 point

Take the *Provoke* skill at level 2

Increase Suplex's Damage Core by 1

Add the Ranged Attack modifier
to Don't Give Up!

Increase Wall Smasher's Damage
Core by 1 and Reposition by 1

Create new Ultimate Technique:

NAME Hidden Technique – Dance of the Four Heavenly Guardians   **COST** 4

EFFECT

Move and Attack action; roll
Muscle (9) to hit, 104 damage,
Move and attack all targets you
move through or past, ignores
Zone of Control, move an
additional 2 spaces, reposition 6

MODS Rush Attack (Free), Dash 2, Whirlwind Attack (1), Reposition (3)

LIMITS Expend 1 Valor to use, requires 3 Valor to use

DESCRIPTION

Tora unleashes her school's
hidden technique, rushing
through her enemies and
flinging them away.

CORE Ultimate Damage

CORE POWER 5

TECHNIQUE LEVEL 8

VALOR

Name _____

Player Name _____

Experience _____

VALOR ◯

LEVEL ◯

Biography _____

Notes _____

BASE	ACTIVE	ATTACK	STATISTICS	INCREMENTS
Strength	Muscle	Strength	Health /	Hlth. Inc.
Agility	Dexterity	Agility	Stamina /	Stam. Inc.
Spirit	Aura	Spirit	Defense	Crit. Health
Mind	Intuition	Mind	Resistance	Damage
Guts	Resolve		**Move**	Initiative Modifier

F L A W S

Total Flaw SP

GAIN ◯

Name _____

Effect

Level

GAIN ◯

Name _____

Effect

Level

S K I L L S

Total SP

COST ◯

Name _____

Effect

Level

COST ◯

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T E C H N I Q U E S

Total TP

Name
COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE
LEVEL

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CORE POWER

TECHNIQUE LEVEL

Name
COST

EFFECT

MODS

LIMITS

DESCRIPTION

CORE

CORE POWER

TECHNIQUE LEVEL

Dive into a heroic roleplay experience that offers the ultimate in character customization.

Valor puts players in the shoes of mighty heroes who are ready to take down evil and save the day.

Valor offers players over 150 unique skills to customize their characters and the unique Technique system lets them develop their own specialized attacks.

Valor rewards dramatic and clever roleplay by providing tangible mechanical benefits, encouraging players to really invest in and play their characters to the fullest extent.