

## **Turn Order**

**Start of Turn** – Any abilities that trigger “at the Start of your (next) **Active Turn**” trigger at this point.

Any ability that lasts “for the next X turns” decreases its count by one. If that effects count reaches 0 it ends immediately. (Bonuses or penalties from the ability will not influence the rest of the turn). If numerous effects trigger at this point the **Active Player** decides their order, with all controlled effects occurring after non-controlled effects.

Characters movement pool is refilled to its maximum.

Characters gain all Reactions.

**Maintenance Step** – Characters determine how many, if any, Maintain effects they wish to continue to pay for. If they chose to end an effect the die are moved from their **Maintenance Pool** to their **Spent** pool and the effect ends immediately (Bonuses or penalties from the ability will not influence the rest of this turn.)

**Persist Step** – Characters determine how many, if any Persist Costs they wish to continue to pay for. If they choose to end an effect the die are moved from their **Persist Pool** to their **Spent Pool** any immediately occurs (Bonuses or Penalties will influence the rest of the turn). A **Persist** effect cannot be paid again after it has ended.

**Regenerate Step** – The character regenerates stamina, moving four die from their **Spent Pool** to their **Available Pool**.

**Main Phase** – Characters may choose to act and move in this step. Characters may move as far as they are capable of paying movement for. They may use any number of available actions. Actions generally involve using an expertise, an ability, or completing some task. Any of these takes the characters 1 action for the turn.

**Free Actions** are actions that require such little effort that you may complete them without using your Action for the turn. This may include things like: Dropping an item you are holding or speaking a short phrase. If the action is simple but involves movement it can most likely be accomplished by paying movement (See **Movement** below)

**End of Turn** – A turn ends whenever a character chooses to pass the **Active Turn** to the next character in priority. Any abilities that trigger “at the end of your (next) **Active Turn**” trigger at this point. If numerous effects trigger at this point the **Active Player** decides their order, with all controlled effects occurring after non-controlled effects.

**Delaying** A character may choose to delay when their Priority comes up. If a character chooses to delay then they may choose to act instead before another priority of their choice. Once they have chosen to act they will continue to act on that Priority for the rest of combat. If a character delays until their original Priority comes up again they have effectively skipped their turn.

## **Combat Abilities and Reactions**

### **Combat Abilities**

Combat abilities cover any ability you choose to pay to activate during your **Active Turn**. An ability remains a combat ability even if its activation cost is reduced to 0. The steps to activate are as follows:

1. A character must choose a valid target for the ability. If the target somehow becomes illegal during this step the ability cannot be activated and no costs can be paid
2. Once the Target is chosen you pay all activation costs. This includes the base cost of the move as well as separate activation modifiers (such as Invest or Lethargic). Unless otherwise stated cost must be paid from Stamina die from your Available Pool. Costs are paid in full (all dice must be moved to the **Spent Pool**.)
3. Determine Success.
4. If you succeed you may choose to pay any amount of available **Stamina Die** to roll against the targets armor. These die are rolled with each die rolling 3+ counted as a "Hit." Each hit deals your weapons listed damage and may have further effects depending on the move in question. Each ability will also list any additional damage or effect based on this Success. If an ability fails it may still deal damage or jhave an effect, this will be listed under each individual ability.
5. All damage is dealt as well as any additional effects. Damage and effects are dealt simultaneously. So the Base Damage from a move, the extra Stamina die "Hits" and passive abilities that increase damage will all be added into one number and applied to the target. Effects are also applied at the same time. Triggered abilities will not have a chance to trigger until all damage and effects have resolved on the target.

### **Reactive Abilities**

Reactive abilities are any ability which requires a reaction timing. These abilities do not require an activation cost. Reactive abilities can be activated according to their reactive timing.

**Attack** – Reactions are eligible after an attack is made, but before damage is dealt. You will know if the attack is successful or not when making this reaction, but not the results of the attack.

**Damage** – Reaction occurs after all damage and effects have been applied to the target.

**Movement** – Reaction occurs as the target is entering a new hex. Any damage or effects applied to the target will happen in the new hex they enter.

You may not react to any ability more than 6 Hex from you. You may not react to any attack, damage, or movement that occurs in your rear facing Hex.

Reactions can never activate from another Reaction.

## **Movement**

Each character has a movement pool. This number reflects how much movement you can pay in a single Active Turn. To enter a new hex you pay the cost.

You may move as often as you wish, and any number of times during your Main Phase, so long as you can afford the cost. Once you have paid to enter a Hex you move into it.

### **Movement Costs**

Entering a hex with no additional modifiers costs 1 movement to enter.

Modifiers can change the cost to enter a hex, either from the hex being difficult to enter or your character having an effect that requires them to pay more movement.

Reactions and Triggers always activate after you have completed a move. If an ability changes the cost or amount of movement you have it will never stop you from entering the declared hex, though they may make further movement impossible.

You may spend your full unused movement to enter any legal, unoccupied, Hex, even if its movement cost is too high.

**Example:** Bart has only 3 Movement due to being Staggered. His only legal moves are into nearly impassable Hex's which costs 4 to enter. He may pay his entire Movement for the turn and move 1 even though this costs is above his ability to pay. If he moved even 1 Hex (leaving him with 2 available) he could not then choose to do this.

### **Immediate Movement**

Some abilities grant you additional movement and allow you to use it immediately. If you do not use the movement at that time you will not be able to move until your **Active Turn** or another ability grants immediate movement

### **Special Movement**

An action may constitute such a small expenditure of time or effort that losing an entire action is too much but paying 1 movement is sufficient. This can include actions such as: Pulling a lever, opening a stuck door, retrieving an object or weapon from a pack.

When you are prone you may stand up for the equivalent movement cost to enter the hex you occupy. This is usually 1 but effects that modify the cost of movement will alter this as appropriate

Some effects require movement to be paid to end. This movement must be paid in full. Unless otherwise stated effects that modify the cost of movement do not affect this cost.

Some abilities allow you to move, or forcibly move you, as part of the effect. You do not pay for this movement and it does not count against you available movement in a turn.

## Triggers

Triggered abilities automatically activate when a specific circumstance, the trigger, is met. These circumstances will be indicated by the specific ability. Triggered abilities are not optional and may not be held until a later time. A triggered ability will trigger one time for every unique circumstance in a chain, but will continue to trigger each time this circumstance is met so long as the ability is active.

### **Trigger Chains**

On every active turn, triggered abilities creates a chain of effect in which any further triggers checks against before activating. A triggered ability can only activate if the trigger has not occurred in the current chain.

### **Example:**

Andrea has a triggered ability, **First Aid**, that grants “Whenever you take damage gain 1 HP”  
Ben has a triggered ability, **Tainted Care**, that grants “Whenever an opponent in range is healed, deal them 1 damage”

When a trigger ability occurs it remembers the chain of events that led to it and will not trigger again off an ability controlled by the same character.

In the example above the chain would look like this:

Andrea is hit by an arrow and takes damage. This damage causes **First Aid** to trigger, which leads to the following chain.

Attack → **First Aid**

At this point Ben’s **Tainted Care** checks to see if it has ever triggered to this life gain ability. It will see it has never reacted to **First Aid** prior to this chain and will trigger:

Attack → **First Aid** → **Tainted Care**

After this step **First Aid** will examine the chain to see if it has ever triggered to this instance of damage. It will see that it has never reacted to **Tainted Care** prior in this chain and will trigger:

Attack → **First Aid** → **Tainted Care** → **First Aid**

With another instance of healing Ben’s **Tainted Care** looks at the chain again, but this time sees the chain already has an instance of triggering on this ability and will not fire:

Attack → **First Aid** → **Tainted Care** → **First Aid** – Already triggered.

In situations where numerous triggered abilities may be created across more than 2 characters each chain is unique. In the below example a third player, Charles, also has **Tainted Care**. He and Ben are allies. The chain begins the same, with Andrea taking damage from an unrelated attack

Attack – **First Aid**

At this point two triggered abilities will fire simultaneously, causing two chains to form

Attack – **First Aid** – **Tainted Care (Ben)**

**Tainted Care (Charles)**

Andrea's ability will not look back and see if it has ever reacted to **Tainted Care** before. Since each chain and controlled ability are unique it activates twice

Attack – **First Aid** – **Tainted Care (Ben)** – **First Aid**

**Tainted Care (Charles)** – **First Aid**

The next step is each ability will look to see if they have ever triggered in this chain. In the top example Ben's **Tainted Care** will see it has already triggered off this ability and do nothing, while Charles' will see it has not triggered and activate. The same steps occur in the bottom chain:

Attack – **First Aid** – **Tainted Care (Ben)** – **First Aid** – **Tainted Care (Charles)**

**Tainted Care (Charles)** – **First Aid** – **Tainted Care (Ben)**

Andrea's **First Aid** will again look to the chain and see it has a new unique controlled ability to be triggered.

Attack – **First Aid** – **Tainted Care (Ben)** – **First Aid** – **Tainted Care (Charles)** – **First Aid**

**Tainted Care (Charles)** – **First Aid** – **Tainted Care (Ben)** – **First Aid**

Finally, both Ben and Charles' **Tainted Care** will look at the chain and see, in both instances, they have triggered off this ability prior and no activate ending the chain

Attack – **First Aid** – **Tainted Care (Ben)** – **First Aid** – **Tainted Care (Charles)** – **First Aid**

**Tainted Care (Charles)** – **First Aid** – **Tainted Care (Ben)** – **First Aid**

## **Hit Points, Damage, and Dying**

### **Hit Points:**

Each character has a number of hit points which are their ability to absorb damage during battle. Hit points are restored to their full maximum value at the end of each combat.

If a character takes more damage than they have hit points they will be set to zero and become **Wounded**. Hitting zero HP will also interrupt any action the character is currently taking and knock them prone.

**Wounded** characters lower their maximum HP value to their wounded limit. In addition they will move 2 stamina die from their Available Pool to their Wound Pool until the wound has been healed. If there are no die in the available pool move from the Path Pool, Maintenance Pool or Persist Pool, or finally the Spent Pool.

A wounded character will still restore to their full maximum hit points at the end of each combat, but this will be their wounded limit. If a wounded character is reduced to zero hit points they are killed.

NPC characters do not get wounded, they instead become incapacitated when they reach 0 hit points.

## **Keywords**

**Active Character:** The character who is currently taking their Active Turn. Normally this is the only character who may use abilities that are not Reactions.

**Active Turn:** A character's Active Turn is any turn in which that character has priority. If a character has rolled priority, but is unable to take any action they still receive an Active Turn.

**Available Pool:** All available stamina die stay in this pool. These die can be used to activate abilities or roll for additional hits or success in skills. Unless otherwise directed available die are moved to your **Spent Pool** upon use. You may not attempt to pay a cost greater than your Available stamina.

**Bleed (X):** A character that is Bleeding will take the listed damage at the start of that characters Active Turn until the condition ends.

**Blind:** A character that is Blind may only make attacks into an adjacent Hex until the condition ends. Ranged attacks may be fired into an 8 Hex area up to half the weapons range.

**Burn (X):** A character that is Burned will take X damage at the start of their Active Turn for the number of turns listed.

**Clash:** Pay any amount of available Stamina you wish in secret. All defending targets then do the same. Once all payments are complete they are revealed. Roll these die. Each die that rolls higher than a 3 counts as a hit. If you land more hits than defending target Clash is a success. Any die that are successes move to your Spent Pool., the rest return to your Available Pool. Additional effects will listed in the individual ability description for winning or losing the Clash. Ties are granted to the defender.

**Commit (X):** Whenever you pay stamina die towards an ability each die counts towards its commit cost. Every time you meet X cost you gain an additional effect. This effect is listed in the individual ability description. Commit die are counted regardless of whether they roll a Hit or not. Commit die are rolled when determining the additional stamina and will always be after you know of your move is a success.

**Confused:** Targets that are Confused are unable to roll stamina die for abilities or skills until the condition ends.

**Daze:** Targets that are Dazed must pay double the activation cost to activate an ability. They are unable to use Reactions until the condition ends.

**Descending (X):** This ability repeats itself each turn. When the ability repeats any applicable numeric value is decreased by X. When X= 0 the ability ends.

**Distracted:** Targets that are Distracted must reroll any successful stamina die for abilities or skills until the condition ends.

**Drowning:** A character who is submerged and can no longer hold their breath immediately falls unconscious and takes a Wound. Every round that character's stamina pool is reduced by 1. When a character has no stamina left they Drown and Die. If a character is saved and given Basic First Aid before this they regain all stamina lost to Drowning (though not any stamina lost to the initial wound)

**Encumbered** – Whenever a character is carrying too much weight, or too unwieldy of an object they become Encumbered. Encumbered characters must pay an additional 1 Movement beyond the normal cost to enter a new Hex. Additionally a character who is Encumbered cannot use Reactive abilities.

**Exhausted:** Targets that are Exhausted do not regenerate any stamina die during their regenerate step. They also may not Maintain or Persist any die (Move all Maintenance and Persist Die to the Spent Pool.)

**Helpless:** A Helpless character is unable to defend themselves in any meaningful way. Any attack against a Helpless character automatically succeeds and all die rolled against them automatically Hit. Being Helpless is not an actual condition, instead it is a result of other conditions which stop a character from moving, activating abilities, or generally defending themselves in anyway. Triggered abilities will still activate for Helpless creatures.

**Holding Breath:** A character may choose to hold their breath. A character holding their breath must pay 1 Die to hold their breath. Every 5 rounds the cost increases by an additional die. If a character has no available die to pay when the cost is increased that character falls unconscious for one round. Additional effects (such as drowning or suffocation) are outlined in their entries.

**Injury:** A character with an injury suffers specific debilitations called out in that injury's description. Unless otherwise stated basic First Aid will remove an injury from a character.

**Invest (X):** Whenever you are activating an ability you may pay additional die equal to Invest. Every time an ability is invested it gains an additional effect. This effect is listed in the individual ability description. These extra die are not used to determine hits for an ability. These die will be spent to activate the move, before you roll for a success.

**Lethargic:** Targets that are Lethargic regenerate one less stamina die during their regenerate step until the condition ends.

**Maintain (X):** Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You may end any Maintain effect at the beginning of your turn, before you have regenerated Stamina. When this effect ends move any Stamina die from the Maintenance pool to the Spent pool.

**Maintenance Pool:** Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You may end any Maintain effect



at the start of your Active Turn, before you have regenerated Stamina. When this effect ends move any Stamina die from the Maintenance pool to the Spent pool.

**Muddled:** Targets that are Muddled must pay 2 Stamina Die for each die they wish to roll for an ability or skill until the condition ends.

**Paralyze:** Paralyzed targets are unable to make any movement, including free movement, until the condition ends.

**Persist (X):** An effect with Persist lasts for the indicated number of rounds. Stamina may be paid to the Resist Pool to ignore this effect. The initial effect must be paid immediately afterwards this choice is made at the beginning of a player's Active Turn after they have regenerated Stamina Die for the turn.

**Persist Pool:** When stamina die are used to pay a persist cost they are moved here. Paying a Persists cost will negate whatever effect is calling for payment. You may end any Persist effect early at the start of you Active Turn, before you have regenerated Stamina. Once you have ended a Persist payment you immediately suffer the listed effects. You may not choose to pay a Persist cost again if you decide to cease payment.

**Reaction:** An ability a character may use when it is not their Active Turn. Characters may not use a Reaction in response to a Reaction. A character may use a Reaction at the following times

**Reactive Target:** This is the specific target that allows a character to make a reaction. If a character is reacting to a move action, whoever is moving is the Reactive Target.

**Regen (X):** Targets with Regen Heal for the indicated amount of HP at the start of their next Active Turn for as long as the condition lasts

**Restrain(X):** Targets with Restrain must pay the indicated amount of movement in order to move that turn. This payment is not modified by effects that change the cost of movement. Once this has been paid the character may move as normal.

**Shield (X):** Damage done to a Shielded target is subtracted from the shield before their hit points. Once a Shield has been spent it expires. Hits still count against that target even if the Shield reduced damage to 0. Shields do not stack, a larger shield value will overwrite a smaller value.

**Shocked:** Targets that are Shocked add 1 to the cost to activate any ability with an activation cost until the condition ends.

**Sluggish:** Targets that are Sluggish lose 1 of their maximum movement until the condition ends.

**Spent Pool:** When stamina die are used, unless otherwise directed, they are moved to the Spent Pool. At the beginning of your turn you regenerate die from this pool back to your Available Pool.

**Staggered:** Targets that are Staggered lose half their movement (rounded down) until the condition ends.

**Stamina (Stamina Die):** These are the individual dice paid to activate abilities or rolled to determine Hits or Successes for skills. Character begin with 10 stamina die and will regenerate 4 at the beginning of their turns.

**Stunned:** Targets that are stunned are unable to activate any ability until the condition ends. Triggered abilities will still activate.

**Surprised:** Targets that are Surprised may not use reactive abilities until the condition ends.

**Unconscious:** An unconscious character may not pay stamina for any reason, or pay to initiate any movement until the condition ends (Paying 0 is still considered paying to activate an ability). Triggered abilities that are not passive will fail. An unconscious character is unresponsive to their environment. An unconscious character is considered Helpless.

**Winded:** Targets that are Winded regenerate two less stamina die during their regenerate step. They also may not Maintain any die (move all Maintenance Die to the spent pool)

**Withstand (X):** An ability with a Withstand cost will deliver its listed effect unless the target pays X stamina directly into their Spent pool. Paying a Withstand cost is always optional.

**Wounded:** A character who is wounded has only half their maximum hit points. That characters stamina pool is decreased by 2.

## **Conditions Quick Reference**

**STR – Conditions that hit versus Strength will change the amount of Stamina Die you can regen.**

**Lethargic:** Targets that are Lethargic regenerate one less stamina die during their regenerate step.

**Winded:** Targets that are Winded regenerate two less stamina die during their regenerate step.

They also may not Maintain any die (move all Maintenance Die to the spent pool)

**Exhausted:** Targets that are Exhausted do not regenerate any stamina die during their regenerate step. They also may not Maintain or Persist any die (Move all Maintenance and Persist Die to the Spent Pool.)

**AGI – Conditions that hit versus Agility will alter your ability to move.**

**Sluggish:** Targets that are Sluggish lose 1 of their maximum movement until the condition ends.

**Staggered:** Targets that are Staggered lose half their movement (rounded down) until the condition ends.

**Paralyze:** Paralyzed targets are unable to make any movement, including free movement, until the condition ends.

**INT – Conditions that hit versus Intelligence affect your ability to act.**

**Shocked:** Targets that are Shocked add 1 to the cost to activate any ability with an activation cost.

**Daze:** Targets that are Dazed must pay double the activation cost to activate an ability. They are unable to use Reactions while the effect lasts.

**Stunned:** Targets that are stunned are unable to activate any ability. Triggered abilities will still activate.

**WILL – Conditions that hit WILL affect your ability to pay stamina die for abilities or skills.**

**Distracted:** Targets that are Distracted must reroll any successful stamina die for abilities or skills.

**Muddled:** Targets that are Muddled must pay 2 Stamina Die for each die they wish to roll for an ability or skill.

**Confused:** Targets that are Confused unable to roll stamina die for abilities or skills.

**Surprised** – Surprised off Guard targets may not use reactive abilities.

### **Basic Attack**

**Req:** None

**Range:** Weapon

**Target:** One Opponent

**Cost:** 0

**Hit vs:** AGI

**Success:**

Deal Weapon Damage

Each additional Hit: Deal Weapon Damage

**Failure:**

None

