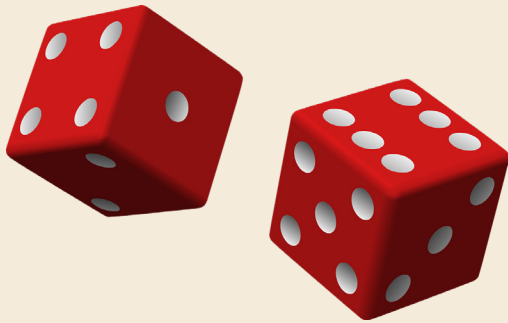## CHAPTER CONTENT
ROLLING DICE
TASK ROLLS
COMBAT ROLLS
MISSIONS AND CAMPAIGNS
FAILURES
PLAY DURATION TERMS

Two six-sided dice, a.k.a. 2d6.
This is the main gameplay tool of Cloudbreaker Alliance.

Learn the Basic rules of Cloudbreaker Alliance in this chapter. Once you've learned the four basic dice roll types, the rest of the rules would make much more sense. You will also learn what missions are and how to complete or fail them.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

ROLLING DICE

While undertaking missions, you will meet various challenges that you need to overcome. They may come in the form of tasks that you will need to complete, or enemies that you will have to defeat in combat. To do both, your game master will need you to resolve those challenges by rolling your two six sided dice (2d6) and add the relevant bonuses.

In general, only the acting character is required to roll.

There are two main categories of dice rolls, **Task Roll** & **Combat Roll**. They're commonly used in non-combat and combat situations respectively. However, there are overlaps such as when you're neutralizing enemies in combat using task rolls.

ROLLING DICE SUMMARY

TASK ROLL

TASK ROLL
Also known as Standard Task Roll, this 2d6 dice roll is made to resolve various non-combat challenges.

Subsets of Task Rolls are:
- Skill Roll
- Toolkit Roll

CONTESTED TASK ROLL
This is opposing Task Rolls, made against each other by two sides, usually between a player character (PC) and an important NPC. The highest result wins.

In case of a tie, reroll until there's a winner.

Edge & Setback
Edge: Roll 2d6 twice, you may pick your preferred result.
Setback: Roll 2d6 twice, you must pick lowest result.

COMBAT ROLL

ATTACK ROLL
Attacks Rolls are made against the enemy's defense.

Subsets of Attack Rolls are:
- Major Attack
- Follow-Up Attack
- Simultaneus Attack

EFFECT ROLL
Effect Rolls are made against the enemy's Physical Fortitude ot Mental Fortitude.

Subsets of Effect Rolls are:
- Physical Effect Roll
- Mental Effect Roll

Mastery Bonus
- Adds Mastery bonus to Skills, Toolkits, and Weapons roll your mastered
- Armor Mastery lets you benefit from Max HP bonus
- Mastery increases when you reach certain levels.

Edge & Setback

Certain conditions, traits, quirks and features may require you to reroll your 2d6 dice. When the condition is favourable to you, such as when you are trying to sneak into a castle but the guards are distracted, you have an **edge**. When the condition is unfavourable, such as when you are tyring to climb up a rope but the rope is oily, you have a **setback**.

Edge - When you have an edge, it means that when you roll your 2d6 dice for a task roll or to attack, you MAY reroll the dice again and pick the best result between the previous or the new roll. For example, if you roll a 7 on your first dice roll and 4 on your reroll, you MAY choose the 7. (If for some reason you want to choose the 4, you may do so as well)

Setback - When you have setback, you are forced to reroll the dice and MUST use the lowest result of the two rolls. For example, if you rolled a 10 on your first dice roll and 3 on your reroll, you MUST use the 3.

You cannot gain edge or setback from more than one source. When you have both edge and setback on your roll, they cancel out each other and you roll normally without any rerolls. (It doesn't matter even if you have 10 edges and only 1 setback, they cancel out each other)

Effect Rolls are not affected by edge nor setback.

Mastery Bonus

Your training and life experiences are represented by your mastery bonus. When you have mastery in certain skills, toolkits and weapons, you can add your mastery bonus to the related rolls. Mastery also allows you to reap the benefit of armor of the weight categories you have mastery in.

For example, when you have mastery in heavy weapons, you can add +2 mastery to your attack roll with a heavy weapon such as a greatsword (2d6 + 2). When you have mastery in light armor, you can benefit from the maximum hit points bonus from your light armor (15 Max HP + 7 Max HP).

Your mastery bonus grows according to your character's level. At level 1 it is +2, at level 4 it becomes +3, at level 8 it is +4, and finally at level 12 it is +5, from there on, your mastery no longer increases. See the level up table for more details.

TASK ROLLS

During your adventures, you may need to complete various non-combat tasks to achieve your mission objectives. To successfully complete a task, you need to make a Task Roll (TR) against the difficulty rating of the task (Task Difficulty) and achieve a result that's equal to or higher than it. If your result is below the Task Difficulty, then you failed that roll.

TASK ROLLS SUMMARY

Task Roll

- **Skill Roll:** 2d6 + Relevant Attribute + Mastery (if you mastered the Skill)
- **Toolkit Roll:** 2d6 + Toolkit Quality + Mastery (if you mastered the Toolkit)
- You need to bring the toolkit or have mastery in it to be able to make the roll
- **Task Difficulty:** The target amount you need to match with your Task Roll
- Success when your Task Roll matches or is higher than Task Difficulty
- **Critical Success:** When you rolled two sixes on the die, you automatically succeeds.
- **Fumble:** When you rolled two ones on the die, you automatically fail.

Contested Roll

- Two sides make Task Roll, only one side can win. Reroll when tied
- Rolled against Important NPC or other players

Making A Task Roll

When a character attempts something with an element of risk, danger, or uncertainty, they make a Task Roll (TR) by rolling 2d6 and adding the bonus of either their most relevant skill or toolkit to the result. Then, compare the Task Roll (TR) result to the Task's Difficulty (TD). If your TR is equal to or higher than the TD, then you have completed the task successfully. You need to have the toolkit with you or mastery in it to be able to make the roll.

Skill bonus is derived from the attribute associated to the skill plus the mastery bonus if you have mastery in that skill. As for toolkit bonus, is derived from the quality of the toolkit you own plus the mastery bonus if you have mastery in that skill

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Task Roll = 2d6 + (A Skill Bonus or A Toolkit Bonus)

Skill Bonus = Attribute + Mastery (if you have mastery in the skill)

Toolkit Kit Bonus = Toolkit Quality + Mastery (if you have mastery in the toolkit)

Example:

- **James (role playing as Pelton):** I want to sneak into that bandit's camp.
- **GM:** Sure. Just to let you know, that camp is being watched by a very vigilant guard. You can sneak in by making a Thievery skill roll or an Infiltration Kit roll. The task difficulty rating for both is 11.
- **James:** Gotcha! I got 3 Agility, but no mastery in Thievery, so my Thievery Skill bonus is only 3. That's not good enough eh? Luckily, I brought a Basic Infiltration kit (3) with me, and I also have mastery (+2) in it. So my Infiltration Kit bonus is 5.

  Pelton's Thievery Skill Bonus: 3 (Agility) + 0 (Mastery) = 3

  Pelton's Infiltration Kit Bonus: 3 (Basic Infiltration Kit) + 2 (Mastery) = 5

- James rolled his 2d6 (2 six-sided dice) and his dice roll result is 6. By adding Pelton's Infiltration Kit Bonus (5) to the result, his Infiltration Kit Roll becomes 11.
- **James:** All right! I rolled an 11! I thought I would've gotten higher though...
- **GM:** That's good enough. Since your Infiltration Kit Roll (11) matches the Task Difficulty (11), you slipped on your stealth suit, which is part of your Infiltration Kit and succeeded in sneaking in undetected.

Obviously, he would also succeed if the Task Roll result is higher than the task difficulty.

Critical Success & Fumble

If you rolled two sixes on the face of your dice, then your character achieved Critical Success, and automatically succeeds at the task, regardless of the roll total after bonuses. Likewise, if you rolled two ones on the face of your dice (snake eyes), then your character Fumbled and automatically fails the task, regardless of the roll total after bonuses. (When you achieved critical success or the result of your task roll result is 4 points above the TR, Game Master may reward you with bonuses such as additional clues or edge on the next roll)

Task Difficulty (TD)

The difficulty of tasks are represented by its task difficulty rating.

Task Difficulty:

- 4 - Very Easy
- 6 - Easy
- 8 - Normal
- 10 - Hard
- 12 - Very Hard
- 14+ - Nearly Impossible

Common Task Difficulties encountered by grade:

- **Copper Grade** (Level 1 - 4): TD 8
- **Silver Grade** (Level 5 - 8): TD 9
- **Gold Grade** (Level 9+): TD 10.

Contested Task Rolls

When you are making a task roll against important NPCs, or when the mission scenario calls for it, the GM may make a competing roll (Contested Task Roll) using the NPC's skills or toolkit instead of setting a TD. This is called contested task roll. It adds more drama and uncertainty but takes longer to resolve, so it might not be optimal to use all the time. The side that rolled a higher result wins and completes the task it sets out to do. In case of a tie, roll again until a side wins.

Skills

A character's skills represent their individual ability to overcome different types of challenges. When making a task roll, you may add the bonus of your most relevant skill to your dice roll. Your skill bonus is derived from the skill's associated attribute, such as Agility for Sports, and your mastery bonus if you have mastery in that skill.

The following is a list and brief description of all the skills. (See CH 8 - ADVENTURING, SKILLS & TOOLKITS for a more detailed description)

STRENGTH

Brute - Use your raw strength to push, pull or manipulate objects

Endure - Withstand rough weathers, intoxicants or other punishments

Intimidation - Shout or frighten a creature

AGILITY

Sports - Run, jump, drive a vehicle, be an action hero

Thievery - Sneak, pickpocket, disarm traps and related actions

Deception - Lie, come up with excuses, cover tracks

AWARENESS

Detect - Find hidden things or use your senses to see or hear better

Information - Find information with your booksmarts & hacking skills

Reason - Argue with logic or just think logically

EMPATHY

Psychology - Discern another creature's intentions and see through illusions

Artistry - Sing, impersonate, and appreciate the value of art

Appeal - Ask, plead, request and seduce your way to get what you want

Toolkits

Instead of relying on your personal abilities, why not just bring the right tools to the tasks? When making a task roll, you may instead add the bonus of your most relevant tookit to your dice roll. Your toolkit bonus comes from the quality of the toolkit you have in your inventory and your mastery bonus if you have mastery in that skill.

The following is a list and brief description of currently available toolkits and their functions. (See CH 8 - ADVENTURING, SKILLS & TOOLKITS for more details)

TOOLKITS

Climbing Kit - Contains grappling hooks for climbing, pulley system to lift & pull heavy objects and others.

Navigator's Kit - Contains mapping, tracking tools and devices that assist in vehicle operation.

Arcanist Kit - Contains manuals and tools to deal with problems related to nature, cinder and arcane magic.

Thaumaturgist Kit - Contains manuals and tools to deal with the supernatural, fiends and cosmic magic.

Chemist Kit - Contains tools to perform forensic examinations, chemical and medical examinations and various usable chemicals such as acids.

Mechanics Kit - Contains various tools to examine and fix mechanical objects & devices.

Impersonation Kit - Contains make up sets and costume making kit to impersonate or seduce and forgery tools.

Infiltration Kit - Contains lockpicks, trap deactivation tools, hacker deck and sneaking suit.

COMBAT ROLLS

Combat is part of a Cloudbreaker's repertoire. Unless you want to be a monster fodder, it will do you well to know the basics of fighting. A Combat Roll is a type of dice roll you make when you attempt to deal damage to your enemy's Hit Points (HP) or Mind Points (MP). When either of those are reduced to 0, your enemy is defeated.

COMBAT ROLLS SUMMARY

Combat Attack Rolls (Attack Roll)

- Rolled against target's defense
- Hits target if Attack Roll result matches or beats defense
- **Major Attack:** 2d6 + Mastery (if you have mastery) + Bonus
- **Major Attack Damage:** Excess + Damage + Bonus Damage
- **Follow-Up Attack:** 2d6 + Mastery (if you have mastery) + Bonus
- **Follow-Up Attack Damage:** Damage + Bonus Damage
- **Simultaneous Attack:** 2d6 + Mastery (if you have mastery) + Bonus (one roll against all selected targets)
- **Simultaneous Attack Damage:** Excess + Damage + Bonus Damage (Calculate the single roll against all selected targets)
- **Critical Hit:** When you rolled two sixes on the die, you automatically hits and the damage you deal is doubled.
- **Fumble:** When you rolled two ones on the die, you automatically miss.
- **Opportunity Strike:** When an enemy leaves your zone, you can make a single Major Melee Attack at it as Free Action.

Damage

- Additions bonus first before multiplication bonus
- If attack or effect deals no damage, you can choose to take 1 damage
- Three components: Stats, Type, Method

Combat Effect Rolls (Effect Roll)

- Physical Effect: Rolled against target's Physical Fortitude
- Mental Effect: Rolled against target's Mental Fortitude
- Effect Roll: 2d6 + Mastery (if you have mastery) + Bonus
- Affliction: Enemy is afflicted when Effect Roll match or beats the relevant Fortitude
- Damage: Effect Roll + Effect Damage - relevant Fortitude
- Can't Critical or Fumble

Combat Rolls are subdivided into two categories.

- **Combat Attack Rolls** (Attack Rolls for short), are made against a target's Defense. These are attacks that can be reasonable parried or defended against by the target, such as a sword attack or an arrow.
- **Combat Effect Rolls** (Effect Rolls for short), are made against a target's Physical or Mental Fortitudes, depending on the effect. These are effects that are near impossible to evade from and can only be endured against, such as an explosion or being caught in a blast of blizzard spell.

Combat Roll Mastery and Bonuses

When making a combat roll, you can add your mastery bonus to your attack or effect rolls as long as you have mastery in the combat method.

Weapon Combat Roll Mastery - Comes from your Discipline's weapon mastery. Weapon mastery is further subdivided into the weapon's weight category, light, medium, heavy and the rare Xtra heavy.

Manuever Combat Roll Mastery - Comes from your Discipline's maneuver mastery. Maneuvers are subdivided into Scuffle and Cheapshot, but there are maneuvers such as Trip & Disarm which can be executed by either maneuver types.

Spell Combat Roll Mastery - Comes from your weapon mastery.

Martial Arts Combat Roll Mastery - Comes from your Discipline's relevant feature, such as the Martial Artist's Martial Arts Feature.

Eidolon Combat Roll Mastery - Comes from your Discipline's relevant feature, such as the Channeler's Command Eidolon feature.

Unarmed Combat Roll Mastery - All characters have this.

and more.

Certain special weapons, spell catalysts or class features may provide you with additional combat roll bonuses. Soularms, for example adds +1 to all combat rolls made with it.

Some Disciplines have features that turn certain attack method to another, such as the Weapon Master, which can change Weapon Combat rolls into Martial Arts Combat rolls.

Making An Attack Roll

There are three types of attack rolls, Major Attack, Follow-Up Attack and Simultaneous Attack.

Attack rolls are divided into two phases, hit phase and damage phase. To deal damage with your attack roll, you must first hit them by making a roll equal to or higher than your target opponent's defense. If you roll below the enemy's defense then you miss and do not deal any damage.

Major Attack: Deals Excess Damage, made at single target.

- Attack Roll = 2d6 + Combat Roll Mastery + Combat Roll Bonus
- Excess Damage = Attack Roll - Target Defense
- Major Attack Damage = Excess Damage + Attack Damage + Damage Bonuses

This is the standard and most common form of attack, usually made using your Major Action. When you are in a critical situation, such as combat situation, you have one Major Action on your turn and one or more minor actions depending on your character's level.

When you're making a Major Attack, for each point your attack roll is above your enemy's defense, you deal the difference as Excess Damage. Then, you add the damage of your weapon, spell or other methods of dealing damage and any related bonuses, followed by the relevant reductions and multiplications if there are any. (In general, follow this rule: Additions first, multiplications last)

Follow-Up Attack: Deals no Excess Damage, made at single target.

- Attack Roll = 2d6 + Combat Roll Mastery + Combat Roll Bonus
- Follow-Up Attack Damage = Attack Damage + Damage Bonuses

As the name suggests, these are swift attacks made after you make a Major Attack. They're usually made using your minor actions. You may make them if you have the relevant features such as Martial Arts Combo or two weapons with the "dual wield" tag. If an attack is not classified as a follow-up attack, then by default it is a Major Attack. If you're making a Follow-Up Attack, then you follow the same calculation method, except that you don't deal excess damage.

Simultaneous Attack: Deals Excess Damage, single roll against multiple target. (worst roll condition)

- Attack Roll = 2d6 + Combat Roll Mastery + Combat Roll Bonus
- Excess Damage = Attack Roll - Target Defense
- Simultaneous Attack Damage = Excess Damage + Attack Damage + Damage Bonuses (Make the calculation above against all attacked targets)

This is a single major attack roll made against multiple targets simultaneously. In terms of edge and setback rolls, it takes the worst roll condition among the targets. Even if you have edge on all other targets but normal or setback on one of them, you roll normally or with setback.

Example 1: Major Attack only

- **Susan, roleplaying as level 8 spellweaver Kara:** I target the wind sprite (9 defense) and casts the flame arrow spell at rank 2 (17 HP Fire Spell Damage) with my spell catalyst.
- **GM:** Sure. Make your Spell Attack roll.
- Susan rolled her 2d6 (2 six-sided dice) and her Dice Roll result is 5.
  Kara has mastery in spell catalysts, so she can apply her mastery (4) to her spell attack roll. By adding Kara's Attack Roll Bonus (4), to the Dice Roll result (5), her Attack Roll becomes 9.
- **Susan:** I rolled 9!
- **GM:** Good. But 9 just matches the wind sprite's defense, so you don't deal excess damage. What's the rest of your damage?
- **Susan:** No excess, but 2 bonus from Templar's Protection... so I deal 19 Hit Points of Fire Spell Damage.
  Damage = excess damage (0) + spell damage (17) + damage bonus (2) = 19 total damage.

Example 2: Major Attack and Follow-Up

- **Kerry, roleplaying as level 1 Bard Imara:** I'm using my Major Action to make a Major Attack with my dagger (+1 Combat Roll, 3 HP Sharp Weapon Damage) on the target bale wolf (8 defense).
- **GM:** Sure. Make your Weapon Attack roll.
- So Kerry rolled his 2d6 (2 six-sided dice) and his Dice Roll result is 9.
  Imara has mastery in light weapons and since a dagger is a light weapon, he can apply his mastery (2) to his attack roll. Additionally, the dagger weapon type adds +1 bonus to the combat roll. (2 + 1 = 3) By adding Imara's Attack Roll Bonus (3), to the Dice Roll result (9), his Attack Roll becomes 12.
- **Kerry:** I rolled 12!
- **GM:** Great! You've rolled 4 points above the monster's defense, so you deal 4 excess damage. What's the rest of your damage?
  Major Attack Damage = excess damage (4) + weapon damage (3) + no damage bonus (0) = 7 total damage.
- **Kerry:** Excess of 4, plus 3 dagger damage, no bonus, so 7 total! I also want to use my minor action to attack with my secondary dual-wielded weapon.
- Kerry rolls 2d6 and adds his Attack Roll Bonus (3).
- **Kerry:** I got 14 this time!
- **GM:** You hit! But no excess damage since this is a follow-up attack. How much do you deal this time?
- **Kerry:** Just 3 dagger damage with no bonus, so 3!
  Follow-Up Attack Damage = no excess damage (0) + weapon damage (3) + no damage bonus (0) = 3 total damage.

Opportunity Strikes

The main role of a melee combatant is to hold enemies in the zone they currently occupy. When an enemy unit occupying the same zone as you move to another zone voluntarily, you can make an Opportunity Strike at one of its targets as free action before it leaves your zone. This means that you can make a single Major Attack at it with a melee attack, without any follow-ups. That enemy can continue its movement if it survives the attack.

You cannot make an opportunity attack at targets you can't see, or targets that are pushed away or teleporting.

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- **Tommy, roleplaying as level 12 Deadshot Wayne:** I'm using my two minor actions to mark the two balewolves (8 defense) and one wind sprite (9 defense) with my Improved Trickshot feature. Next, I'm using my Major Action to make a Simultaneous Attacks on all the marked targets with my rifle (10 HP Sharp Cinderblast Damage).
- **GM:** Sure. Make an Attack roll.
- So Tommy rolled his 2d6 (2 six-sided dice) and his Dice Roll result is 10.
  Wayne has mastery in medium weapons and since a rifle is a medium weapon, he can apply his mastery (5) to his attack roll. By adding Wayne's mastery (5), to the Dice Roll result (10), his Attack Roll becomes 15.
- **Tommy:** I got 15!
- **GM:** Great! You've rolled 7 points above each balewolves' defense, so you deal each of them 7 excess damage. As for the Wind Sprite, you rolled 6 points above its defense, so you deal it 6 excess damage. What's the rest of your damage?
- **Tommy:** My rifle deals 10 Cinderblast damage, no bonus, so 17 for each balewolves and 16 for the wind sprite.

Critical Hit & Fumbles

If you rolled two sixes on the face of your dice, then your character's attack becomes a Critical Hit and automatically hits your enemy regardless of the attack roll total after bonuses. You may have caught your enemy unbalanced and struck their weak spot or experience other fortunate events in your favour. Regardless how you do it, you calculate your damage and damage bonuses as usual and double the sum.

If you roll a pair of ones on your dice, you fumbled your attack and automatically misses regardless of the attack roll total after bonuses. Effect rolls can't crit or fumble.

Addition & Multiplication Bonus

When dealing damage, you may benefit from additive and multiplicative bonuses from various class features and spells or reductions and divisions. Unless clearly specified, the general rule in calculating damage is to do the additions and reductions first and do the multiplications and divisions last. For example, if you received Templar's Protection's +2 damage bonus to your short sword 5HP Sharp Weapon damage, and your enemy is resistant to sharp damage, then you deal (5+2) ÷ 2 = 3.5 rounded down damage, which becomes 3HP Sharp Weapon Damage.

As General rule, all calculations in Cloudbreaker Alliance are rounded down to the nearest whole number.

Misses & Choosing to Take Damage

When an attack or effect roll fails to do you any damage, you have the option to take 1 damage instead to activate your relevant features. The damage stats, type and methods is the same as the attack or effect.

Damage Stats, Type and Method

18HP Wind Spell damage
| | |
Stats   Type   Method

There are three components to every damage dealt or received, Stats, Type and Method. This distinction is important because certain enemies, such as Razorshells, are weak to the Spell damage Method, which can be of any type.

- **Stats:** This component represents the Stats the damage is directed towards, which can be the target's HP, MP or Resolve.
- **Type:** This component represents the Type of the damage dealt, which can be physical damage types such as blunt or sharp or elemental damage such as fire, chaos and more.
- **Method:** This component represents the Method how the damage is dealt, corresponding to the combat roll made. Martial Arts Combat Rolls for example, would deal Martial Arts damage. There are also other damaging methods, such as Environment damage and Eidolon damage.

Making An Effect Roll

Combat Effect Rolls are made for assaults that can't be easily defended against, such as target-seeking spells or bombs that affect all targets in an area. The affected targets can only resist with their physical or mental fortitude. Physical Effect Rolls are compared against the target's Physical Fortitude while Mental Effect Rolls are compared against the target's Mental Fortitude.

Effect rolls are also divided into two phases, using the same single roll, affliction phase and damage phase. In the affliction phase, compare your roll to your target' relevant fortitude and afflict them with the special effect if you rolled equal to or higher than the fortitude. The relevant fortitude is specified by the spell or weapon. The "Terror" chaos spell for example, afflicts the Fear

condition at the target if you rolled equal to or above the mental fortitude.

In the damage calculation phase, just add the spell damage to the result of the same single effect roll and reduce it by the relevant fortitude of each individual targets affected by the spell. While technically there are two phases in an effect roll, many spells and weapons only have the damage phase. Effect rolls have a much higher chance at dealing damage, but it cannot deal critical damage.

Effect Roll = 2d6 dice roll + Combat Roll Mastery + Bonus

Affliction = If the Effect Roll is equal to or higher than the fortitude

Effect Damage = (Effect Roll + Effect Damage) - target's fortitude

Example:

- **John, roleplaying as level 1 cultist Dashan:** I wave my spell catalyst at the razor shell and cast Terror!

- **GM:** Go ahead, make your Mental Spell Effect roll.

- So John rolled his 2d6 (2 six-sided dice) and his Dice Roll result is 7. Since Dashan has mastery in his spell catalyst, he can apply his mastery (2) to his effect roll. Which means that his spell effect roll is 9 (7 + 2).

- **John:** My roll is 9!

- **GM:** Your 9 is higher than the razor shell's Mental Fortitude (6), so the razorshell is afflicted by the spell's effect, Fear.

- **Susan, roleplaying as level 8 spellweaver Kara:** I casts the Wind Shear spell with my spell catalyst at rank 2 (10 HP Wind Spell Damage), targeting that zone occupied by 3 balewolves and one razorshell.

- **GM:** Fine, make your Physical Spell Effect roll.

- Susan rolled her 2d6 (2 six-sided dice) and her Dice Roll result is 10. Since Kara has mastery in her spell catalyst, she can apply her mastery (4) to her effect roll. Which means that her spell effect roll is 14 (10 + 4).

- **Susan:** I rolled 14. But this spell doesn't afflict any special effects, just plus 10 damage. So, the Effect Damage is 24 against their Physical Fortitude.

- **GM:** OK. The balewolves' Physical Fortitude is 7, so they take 17 Hit Points of Wind Spell damage each (24 - 7). As for the razor shell, since it has 6 Physical Fortitude, it takes 18 damage (24 - 6). Oh, but wait! Razors shells are actually weak to spell damage method, so they take double damage, 36 damage.

MISSIONS AND CAMPAIGNS

In Cloudbreaker Alliance, a mission is an assignment received or initiated by a party of Cloudbreakers. It contextualizes the main goal the party tries to achieve and the related objectives. For example, when a party of cloudbreakers have accepted a mission with the goal of saving a group of miners, their objectives may include finding the miners, keep the miners alive and bring them out of the mine to safety. One of the miners however, may offer the party of cloudbreakers a side mission to retrieve a precious object that was dropped in a location where a group of monster had made a nest. Cloudbreakers can refuse side missions since it is not part of the mission they had agreed to.

MISSIONS & CAMPAIGNS SUMMARY

Missions & Campaigns

- A campaign is made up of a series of missions
- You may face various Critical Situations in a mission
- Complete missions to gain Experience Points, Cred and other rewards

A mission usually has one hour in game time limit to complete. Players may take a session or two to complete a mission or however long they may want to take.

Mission example

Mission: Operation Disaster Relief

Mission Reward: 100 Experience Points, 200 Cred/person, 1 healing powder

Mission Goal: Save the miners
- Objective 1: Find the miners
- Objective 2: Keep the miners alive (Core)
- Objective 3: Bring the miners out of the mine safely (Core)
    Side Mission: Retrieve Kevo's engagement ring
    Side Mission Reward: 100 Cred/person, 1 Giant Maul, 10 Fond Memories
    - Side Objective 1: Retrieve the engagement ring from the monster nest

Critical Situations

In the course of a mission, player characters may come across various Critical Situations that they need to resolve to progress. Some of the most common situations they may come across are, Combat Situation, Escape Situation and Social Situation. Obviously, there can be many other situation types that the game

master can come up with to challenge the players. (See Chapter 11 - Core Rules for details on how Critical Situations work.

Mission Rewards

You receive your mission rewards when you complete a mission by fulfilling its goal.

You may gain the following at the end of a successful mission.

- **Experience Points** - Earn 100 to gain a level.
- **Cred** - Monetary currency used to buy things.
- **Bond & Fond Memories** - Gain fond memories to power through tough missions.
- **Special Items** - Sometimes, you may discover special items during your mission.

Side missions may offer credit, bond and special items, but not experience points.

Non-Mission Adventures (Down Time)

In long running campaigns, players may get to roleplay the moments between missions, called down time. They may get into trouble, befriend NPCs or attempt to earn special items. GMs may set rewards for these Non-Mission Adventures if they provide significant challenges to the players.

FAILURES

There are many ways of failing your missions, the simplest ways are to go over the mission time limit or failing to complete a core objective. Other, more violent ways of failing, is to have the whole party of PCs be defeated or killed, a.k.a. wiped out. To prevent such tragedy, it might be wise to know when to cut your losses and request the Cloudbreaker Alliance admin to send in higher grade cloudbreakers. PCs can give up on a mission at any time and leave it to another party. If they can't leave safely, they can even request admin to send rescue for a fee.

The following are some considerations for the GM on what to do when the PCs failed to complete their mission.

- **Mission Failure:** When the party is wiped out, fails or gives up on a mission, they don't get any of the completion rewards. However, if the GM think that the Players have completed a significant portion (50% or more) of the mission, they may be rewarded the consolation reward of half the experience points.

- **Rescue & Corpse Retrieval:** If the party is wiped out, or can't leave the mission safely, they can request the Cloudbreaker Alliance admin to send another party of Cloudbreakers to rescue the PCs or collect their comrade's corpse. Each rescued PC will have to pay the Cred reward they would have earned by completing the mission.

Defeat, Giving Up and Rescue

When a player character's HP or MP is reduced to 0, they fall into the "downed" condition. Downed character are conscious but too injured to act. They can still be brought back up by their allies if they recover their HP or MP above 0. If all the characters in a party are downed, it means that they are "Wiped Out" and the party is left to the mercy of their enemies or environment. In this kind of situation, the GM may allow the party to be rescued by the next group of Cloudbreakers. The PCs will have to pay the individual Cred amount they would have received for the mission's completion to be rescued.

Death

When a player character's resolve is reduced to 0, that character dies. If their party members are unable to bring their body to safety, then they will have to pay a corpse retrieval fee. The fee is the Cred amount they would have received for the mission. Dead characters may be resurrected at a cost. (See CH 10 - MAGIC & SPELLCASTING for more details)

Half Finished Mission & Partial Rewards

When the GM assesses that the players have completed a reasonable portion of the mission, they may receive half the experience points offered by the mission only. This applies to all party members, even those who need to be rescued or killed but later resurrected. A simple way to judge this, is to check how many core missions objectives the players have completed. Above 50% is a good benchmark. However, this decision is ultimately left to the GM's discretion to prevent players from abusing this option.

PLAY DURATION TERMS

All the time mentioned in this book refers to in-game time. In-game time refers to the time taken in the narrative context in a game, which may stretch according to the player's needs. A "long break", which takes half an hour in-game, may take place in just a sentence said by the Game master in the real world, "You have taken a long break." A round of combat, which lasts for 12 seconds in game, may last for fifteen minutes in the real world with players taking toilet breaks in between turns.

To help contextualise in-game and real world play duration, here are some explanations on the terms used in this book.

- **Mission Time Limit:** (In-game) This is the amount of in-game time you have to complete your mission. It does not have to be calculated in detail, you just need to note the amount of rest time you have taken. Most missions have a one hour in-game time limit. So it means that you can take a half hour Long Break for each mission.

- **Long Break:** (In-game) The player characters rests in-game for half an hour. (See chapter 8's - Adventuring section to know what you can do during your long break.)

- **Short Break:** (In-game) The player characters rests in-game for five minutes. (See chapter 8's - Adventuring section to know what you can do during your short break.)

- **Game Session:** (Real world) One game session is an instance where the GM and players come together to play Cloudbreaker Alliance. It could last from two hours to as long as the participants wanted.

- **Campaign:** (Real world) A series of missions and adventures played over a long period of time. If a mission can be compared to an episode of a TV series, then a campaign can be compared to a season or the whole series itself. There is no standard definition of a campaign.