

CORE RULES

CHAPTER CONTENT

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Learn how Critical Situations are run in this chapter. Combat Situations are the most common type of situations players will come across. Thus, this chapter is written around it. But GMs can use this frame work to create other situations, such as Escape Situations, which is briefly discussed near the end of this chapter.

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



Spirit Tokens

These are gained by the PCs to unleash their Spirit Bursts

CRITICAL SITUATIONS

CRITICAL SITUATIONS SUMMARY

- Use the flowchart to make the critical situation easier to manage
- Critical situations are won by fulfilling victory conditions and lost by fulfilling failure conditions
- Losing failure conditions will cause mission failure only if winning the situations is part of the mission objective.
- Common types of Critical Situations are Combat Situation and Escape Situation

Critical Situation Flowchart

1. Establish Situation Goals and Fail Conditions
2. Establish Turn Order
3. Position Placement
4. Players & GM Take Turns until Victory is achieved (or Failure)
5. Continue Mission (if possible)

As described in the Basic Rules chapter, cloudbreakers may come across a variety of Critical Situations in the process of completing their missions. When they do, the Game Master will establish the victory and failure conditions of the situation according to the mission, or the players' decision. For example, in a

combat situations where the players are pitted against adversaries that are too strong for them, they may choose to retreat rather than fighting to the bitter end.

Unless specifically stated, critical situation failure does not mean mission failure. Veteran Cloudbreakers are smart enough to retreat, take a break, and retry the critical situation if possible.

This book details the process of running Combat Situation and Escape Situation. You can modify them to create your own situations such as Chase Situation or Investigation Situation.

Combat Situation

Combat Situations are the most common type of situations the Player Characters (PCs) will come across. As the name suggests, players will be fighting enemies controlled by the Game Master (GM). A combat situation can be resolved by achieving the victory conditions outlined by the GM. This can be done by reducing their morale to 0. But depending on the scenario, you may not necessarily need to defeat your enemies. Sometimes, just by surviving is enough.

Example

Combat Situation Victory Condition Examples

- Rout enemy group (Reduce enemy morale tokens to 0).
- Don't get wiped out for 5 rounds.
- Destroy the cataclysmic ancient artifact.

Combat Situation Failure Condition Examples

- The High Priestess is killed.
- Your party is wiped out. (Default failure condition)

Escape Situation

In escape situations, PCs need to scramble their way to safety through a series of hazards in limited amount of time. Failing to reach the safe zone will lead to them being crushed by an Epic Trap. You can learn more about Epic Traps and other hazards in Chapter 13 (HAZARDS).

Example

Combat Situation Victory Condition Examples

- All PCs Reach the safe zone. (Epic Trap will be activated at the end of round 3)
- Survive the Epic Trap
- Defuse the Epic Trap before it's set off.

Combat Situation Failure Condition Examples

- Your party is wiped out. (Default failure condition)

Critical Situation Failure Conditions

The default fail condition is having your party wiped out by your enemy. In other words, all the PCs are downed or killed. Other fail conditions related to the situation will be specified by the GM. Failing to emerge victorious out of a critical situation does not necessarily mean that you fail your mission, unless victory is part of the mission's core objective. In other words, getting into a fight unnecessarily does not benefit you, especially when there's no reward for winning combat.

Combat Situation Failure Condition Examples

- Failing to defeat all enemies by the end of the 3rd round.
- NPC A's HP or MP is reduced to 0.
- Your party retreats
- Your party is wiped out. (Default failure condition)

Retreat

PCs can individually retreat from combat and other critical situations using their Major Action on their turn. This counts as moving and it leaves them susceptible to opportunity strikes. If they survive the attacks, then they have retreated safely and are removed from the location. The critical situation is suspended when all PCs have retreated.

Obviously, some situations do not allow the PCs to retreat, such as the Chase situation, since that's the point of the situation in the first place. The GM may also decide to have the enemies pursue the retreating PCs, allowing them to take only a short break before the enemies catch up.

COMBAT SITUATION SETUP

COMBAT SITUATION SETUP FLOWCHART

1. Establish Combat Situation Victory and Failure Conditions
2. Establish Turn Order
3. Establish Position & Formation
4. Players & GM Take Turns Until Victory or Failure is Achieved

Turn Order & Round

To keep the situation under control, Player controlled PCs and GM controlled enemies act according to their turn order. One round lasts 12 seconds.

TURN ORDER & ROUND SUMMARY

- **Turn order = Turn Speed** - Highest number goes first
- After all characters finish taking their turn, go to next round & repeat.
- **Priority for same turn speed:** PC first, followed by NPC then Enemies. Boss ranked enemies have special rules.
- If ambushed, acquire the Surprised condition and can't take any actions until the end of first round.
- You can delay your turn as long as you want.
- Pay attention to the difference of turn & round for your features & spells.

Turn Speed determines a character's turn order, the higher it is, the earlier they take their turn. The PC's turn order is decided by their primary class' turn speed. The enemy character's turn speed, on the other hand, can be found in their stats block. When every combatant's turn is complete, a new round begins. This process is repeated over a few rounds until the victory or failure conditions are met.

Same Turn Speed

Turn order priority is arranged in the following way:

Player Character  NPC  Enemies

When PCs, NPCs and enemies have the same turn speed value, player controlled PCs take their turn first, followed by GM controlled NPCs then enemies. If multiple player characters have the same turn speed, the players can decide their turn order among themselves. As for NPCs & enemies with the same turn speed, the gamemaster decides their turn order.

Boss ranked enemies takes an extra turn per round. See Chapter 12, MONSTERS & NPCS for more.

Surprised

If a group of combatants are ambushed, they acquire the Surprised averse condition unable to take any actions during the first round of the combat situation.

Delay Turn

Players can delay their turn order by any amount at any time. When they do so, they will take their turn next round on the same delayed turn order. If you reduce your turn order below 0, it loops back to 10 of the next round and you can drop it further from there.

Features Usable Once Per Turn

Some features and spells may specify that it can only be used once per turn. It means that it can be used only once on your turn AND once on every other character's turn. So in effect, it can be used multiple times per round.

Position & Formation

After establishing all combatant's turn order, the PCs get to choose their combat position, in most cases, they would want to adopt the **Standard Combat Formation**. If they're ambushed or the narrative flow places them in a certain position however, the GM will decide their combat position. This is called **Scenario Formation**.

POSITION & FORMATION SUMMARY

Standard Combat Formation

- Start with 1 empty zone between PCs & enemies
- Frontliners move 1 zone forward into melee zone
- Backups stay in zone
- If one side has no frontliners, the other side can advance all the way.

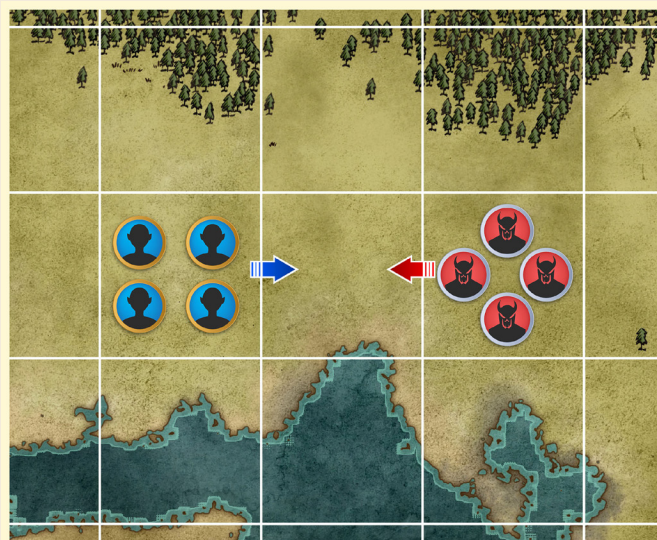
Standard Combat Formation

- When ambushed or following narrative flow
- GM decide positions

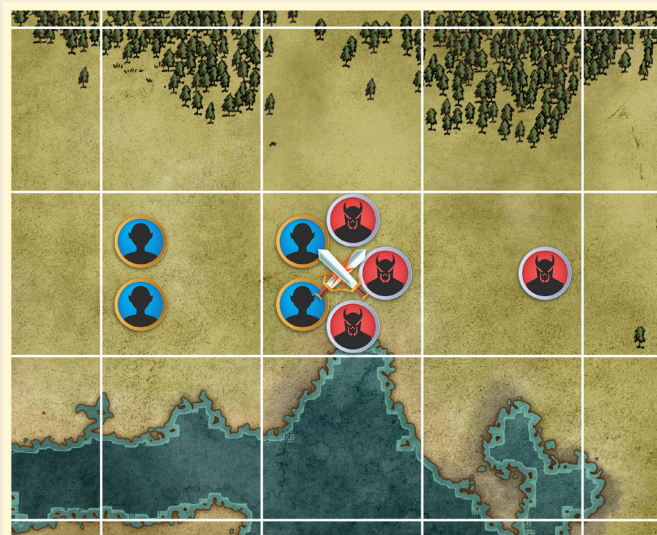
The following diagrams show a limited battlefield area for the sake of simplicity. In actual play, there are no limitations for the size of the battlefield you can have. Each zone represents a 10m by 10m area. If you're using maps with the standard 1 by 1 inch grid, you may treat 6 by 6 squares as one zone while outdoors or 4 by 4 while indoors. Alternatively, the GM may adjust it according to the context.

Standard Combat Formation

Standard combat training have drilled into cloudbreakers the dangers of exposing their physically weaker party members to enemy's attacks. So, in most occasion, physically tougher melee combatants from both sides would move forward as frontliners, forming a buffer for their physically weaker backups. Characters that can make melee attacks can punish enemies that tries to leave their zone with Opportunity Strikes. This arrangement is known as the standard combat formation.



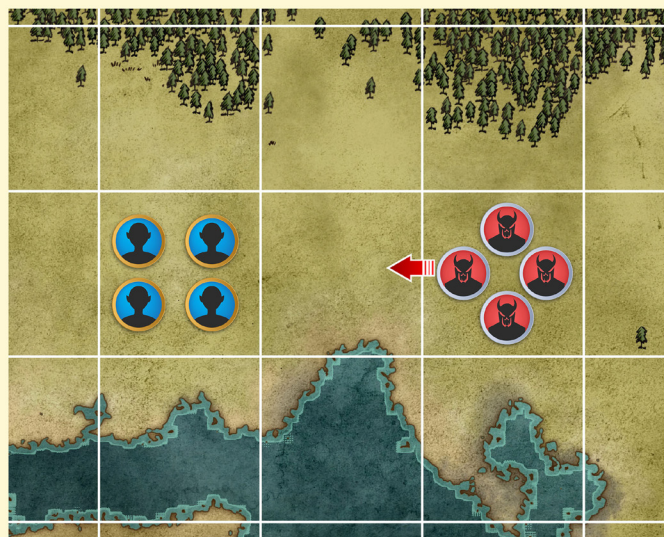
Assuming standard combat formation.



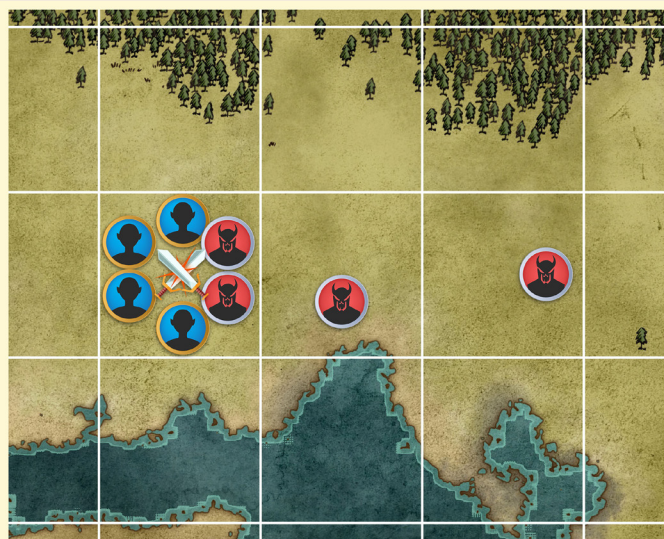
Combat starts! Now characters act according to turn order.

Only One Side Moves

In the event where one side doesn't send out any frontliners, characters from the other side are allowed to move forward until they clash with their opponents. Or they can just move 1 zone forward.



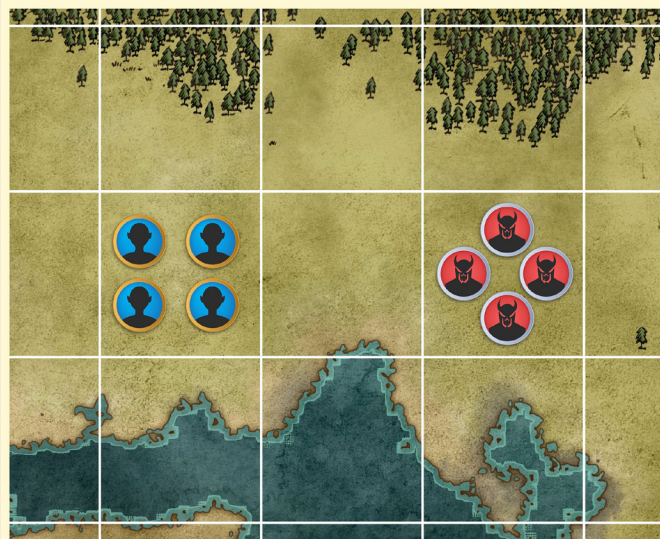
Only one side advancing



If you don't send out any frontliners, your enemy can advance all the way

Nobody Moves

When both sides refuse to send frontliners. They remain in position with one zone in between.



Nobody moves

Scenario Combat Formation

During the flow of the adventure, the player characters' party may be caught by ambush or separated by obstacles. In this situation, their starting position would be determined by whatever placement that seems logical to the GM.



A chaotic battle in scenario formation starts

Zones & Movement

In combat and critical situations, distance and position is loosely divided into 10m x 10m zones. Melee attacks can only reach targets within the same zone. Certain zones can contain **covers** and **hazards** such as obstacles and traps.

POSITION & FORMATION SUMMARY

Movement

- Use minor action to move as far as Primary Class movement range
- Can't move further than Primary Class Max movement range
- Can't move diagonally
- Can take other actions while moving

Zone with Covers

- Ranged attacks at targets in this zone is made with setback
- Weapons with "curvable" tag ignores covers

Hazards

- Hazards may block your move, damage you or both
- Traversal hazard activates when travelling between zones
- Zone hazard may activate when you enter, stay or exit zone

Opportunity Strike

- When an enemy leaves your zone, you can make a single Major Melee Attack at it as Free Action.

A zone is not a space where characters stand stationarily waiting to swing their weapon. It represents an area of activity, where characters move, dodge, weave, lounge and attack. While in combat, the PCs are expected to be autonomously engaged in fierce struggle between the player directed turns.

Movement

Player characters' movement speed are determined by their primary class. Every 10m of movement range allows them to traverse one zone.

- By expending a minor action to move on their turn, a player character can move from zone to zone as far as their movement range allows. Characters cannot move diagonally between zones.
- They can spend additional minor actions to move

further, but they can't move beyond their maximum movement range in a turn.

- Classes with movement range above 10m, such as dragon soul, can break up their movement with other actions before continuing to move. (For example, Marla spends her minor action to move, allowing her to move 20m (2 zones). After moving 10m, she uses her major action to attack an enemy. She then uses the rest of her movement range to move 10m away.)

Covers

When you make a ranged attack roll against a target in a zone with covers, the attack roll is made with setback. Ranged weapons and spells with the "curvable" tag nullifies covers and allows you to attack without setback.

Opportunity Strike

Melee combatants can make Opportunity Strikes at enemies voluntarily moving out of the zone they share. See Chapter 2 - Basic Rules for more details.

Hazards

There are two kinds of hazards, **traversal hazards**, which are located between zones and **zone hazards**, which are located inside zones. Traversal hazards are activated when characters travel through them and zone hazards are activated when characters enter, stay or leave the zone.

Most hazards can be neutralised so that they no longer pose problems to other PCs. The following are visual representations of some hazards. For more details, see Chapter 13 - HAZARDS.



Traversal Hazard & Zone Hazard

SPIRIT AND MORALE TOKENS

SPIRIT & MORALE TOKENS SUMMARY

Spirit Tokens (5 Tokens max per character)

- They are accumulated by individual PCs during Critical Situations, such as combat situations.
- Can't be used outside of critical situations
- They can be spend to fuel the PCs' special features.
- They're reset at the start of the next Critical Situation

Gaining Spirit Tokens

- Starting turn
- Morale Capture (When enemy's morale is reduced)
- Receive from other PCs (Spirit Overflow/Share)
- Discipline/Class features

Spending Spirit Tokens

- Spirit tokens can be spent on Spirit Bursts
- Default Spirit Bursts:
 - **Rage** (3+ Spirit Tokens)
 - **Retry** (2 Spirit Tokens)
 - **Evade** (4 Spirit Tokens)
- Reduce Resolve damage by 5 per token

Morale Tokens (10 Tokens max for enemy group)

- Enemy group share a pool of Morale Tokens. When reduced to zero, they lose.

Reduce Morale Tokens

- Defeating an enemy
- Neutralising an enemy
- GM uses Morale Boost (Boosts enemy power)
- A PC earns Spirit Token at Morale Token reduction

Gaining Morale Tokens

- Morale Generators (enemy or object that increase morale)
- Enemy Reinforcement

Most battles through history were won by the rout of the opponents. It means that the losing side had lost their will to fight and run away. Similarly, in Cloudbreaker Alliance, combats are won when your opponents lose their will to fight. The enemy group's collective will to fight is represented by their morale tokens. When they lose all their morale tokens, so would they lose their combat. The players can then decide to narratively, wipe out the enemies or let them flee.

As for the Player Characters, their battle fevor is represented by their spirit tokens. They can gain spirit tokens through combat and spend them to unleash special features called Spirit Burst.

Spirit Tokens

At level 1, you start combat without any spirit tokens, you should earn your first point at the start of your character's turn. At higher levels you may start combat with more spirit tokens, as detailed in Chapter 3.

Spirit Tokens can't be used out of Critical Situations and are reset at the start of every new situations.

Gaining Spirit Tokens

During the course of combat, You gain spirit tokens when the following happens:

- **Starting Turn** - You gain a spirit token at the start of your character's turn.
- **Morale Capture** - When your enemies' Morale Token is reduced, that token is given to the PC most responsible for the reduction as Spirit Token. Morale Tokens are reduced when an enemy is defeated, neutralised or uses Morale Boost.
- **Spirit Overflow** - PCs can only have a maximum of 5 spirit tokens at the end of their turn. Excess Spirit Tokens have to be given away to other player characters or remove them from the game until you have 5.
- **Spirit Share** - A PC can share their Spirit Tokens with another PC at anytime without using the Spirit Overflow feature. To do this, the donor has to expend 1 Spirit Token as transfer cost. Then, the donor can share any number of spirit tokens they own to the recipient. This process is repeated for each instance of Spirit Share.
- You can also choose to not gain any spirit tokens whenever you can gain them. (Some monsters may harm you using your own spirit token)

Using Spirit Tokens

Spirit Tokens can be used to execute spirit burst features or reduce resolve damage. All PCs starts with the following three default spirit burst features. New spirit burst features can be acquired as Discipline features.

Spirit Bursts

- **Rage:** When you damage a target, you can spend 3 (minimum) or more spirit tokens to increase the damage you deal. For each spirit token spent, increase the damage you deal by 2 points. This damage is affected by damage multipliers such as critical hits and resistances.
- **Retry:** Spend 2 spirit tokens to ignore the result of your attack, effect or task roll and reroll your dice. The new roll ignores edge and setback, and you must use the new result. This burst can be used in succession if you have the Spirit Tokens to spend.
- **Evade:** Spend 4 spirit tokens to completely avoid an instance of damage or affliction. This burst feature does not work on epic traps.

Resolve Damage Reduction

Spirit tokens can also be spent to reduce the resolve damage you receive by 5 for each token.

(Hint: Remember to use the Spirit Share feature when needed. Because at zero Resolve Points, the PC dies.)

Morale Tokens

Your enemies start combat with a certain number of morale tokens, which they share as a group. Each "normal" ranked enemy provides one morale token, enemies elevated to Captain provides 2, Bosses provides 3 and Hordes provides 5. Additional tokens may be added by the GM to add more challenge to the combat. They can have a maximum of 10 Morale Tokens total. Detailed rules on how many tokens they start with can be found in Chapter 12 (MONSTER & NPC).

To gain victory, you need to reduce your enemies' morale token total to zero. The enemies either retreat or be annihilated by the PCs in a narrative fast forward. The GM may ask for the players' input on how they would deal with the enemies who lost, but not required to. Some independent enemies such as constructs can operate without being affected by morale loss.

Their morale tokens can be reduced by defeating an enemy, or by neutralising them. The GM may also choose to expend morale tokens to activate the Morale Boost feature and empower the enemies. Power boosts may wreck the PCs' plan, but the silver lining is that a PC will be awarded the spent Morale Token as Spirit Token. If your party is clever enough, you might be able to trick the GM into expending too many Morale Tokens and win through clever ruse.

Morale Boost (1 Token)

- **Emergency Half Recovery:** When an enemy target receives enough damage that would reduce its HP to zero, it can immediately reduce the damage by half of its HP maximum. The excess reduction is gained as HP recovery. This boost can be stacked, but the enemy's HP cannot recover above 50% using this boost. Alternatively, you can also use this boost on the monster's MP.
- **Ignore Neutralization:** Nullify PC's successful Task Roll to neutralise an enemy.
- See Chapter 12 (MONSTERS & NPC) for more.

Morale Generator

In some combat situations, your enemies may have an artifact or special monsters that generate morale tokens at the end of the round. It would be a good idea to take them out first. When you're venturing into the cloud wall, however, the presence of the "cloud" itself would generate morale tokens for your enemy. They would gain 1 or more tokens at the end of the round, depending on the thickness of the cloud.

ACTIONS

Major & Minor Actions

On your turn, your character can take a limited number of Major Action and Minor Actions. At level one, you have a total of one Major Action and one Minor Action. You regain the use of all your actions each time you start your turn.

The number of minor actions a character can take increases at higher levels, with 2 Minor Actions at level 5 - 8 and 3 Minor Actions at level 9 onwards. You can use your actions to do the following:

Major Action

- Attack (Make a Major Attack, Maneuver Attack or other attacks)
- Use features & spells that requires a major action
- Improvised actions that are considered a major action by GM
- Retreat from combat
- Gain a Spirit Token
- Replace major action with a **minor action**

Minor Action

- Move or recover from being prone
- Subclass features & spells that require minor action
- Use item / swap weapon
- Interact with environmental object
- Neutralise enemy
- Improvised actions that are considered minor action by GM
- Reduce your own spirit token by any amount

Free Actions

Free actions are quick little actions that you can take without expending your major or minor actions. Some Discipline and Class features can be activated by your free action, you just need to fulfil the condition to do so. If a condition prevents you from taking any actions, you can't use your free actions too.

Instant Features & Spells Before First Turn

When you enter Combat or other Critical Situations, you have all your Major and minor actions ready for use. You can use them for instant features and spells, such as the Berserker Class' Violent Interpose before you take your first turn. As previously mentioned, you regain the use of all your actions at the start of your turn. If you're Surprised however, you can't use any actions, unless the feature or spell specifically says that you can.

WINNING COMBAT

WINNING COMBATS SUMMARY

- Combat is won by fulfilling victory condition
- A common victory condition is routing the enemy group. This can be done by reducing the enemy's shared pool of morale tokens to 0.
- Enemy morale tokens can be reduced by defeating or neutralising enemy units.

Defeating Individual Enemy Units

- Reduce enemy HP or MP to zero
- GM may use Morale Boost to keep enemy fighting longer.

Neutralising Individual Enemy Units

- Use minor action & make relevant Task Roll to neutralise
- Neutralize distance: 3 zones for communications, 1 zone for others
- Faltering enemies are easier to neutralise

Winning Combat

Combat situations, like other critical situations are won by fulfilling the victory condition. So players need to focus on their objectives rather than get stuck in a simple damage dealing loop. A common victory condition in combat situations is routing the enemy, which can be done by reducing their Morale Tokens to zero.

Players can reduce the enemy group's Morale Tokens by defeating individual enemy units or neutralising them. Enemy groups with zero morale tokens are left at the mercy of the PCs. Narratively, the players can choose to wipe them out or let them flee.

Finale Rush (Optional Rule)

When the enemy's morale tokens are reduced to 0, Game Masters can call for a Finale Rush. This is a special round where only PCs get to take their turns to finish off their enemies.

All PCs start their round with 5 Spirit tokens and all their actions do not consume any resources such as MP. PCs cannot gain any HP, MP, Resolve, Barrier Tokens or Spellglyph Tokens during this round.

Defeating Enemies

The most common way to defeat individual enemy units in combat is to damage them and reduce either of their HP or MP to zero. Defeated enemies are removed from the combat situation. One of the enemy group's morale token is then taken away and given to the PC who defeated it, or someone more deserving.

By default, defeated enemies are knocked out, but for expediency, the GM may consider them to be killed. Different rules apply for PCs reduced to 0 HP & MP, see later sections of this chapter.

To reduce your enemy's HP or MP to 0, you can use a variety of weapons, spells and features available to your class to damage your enemy through attacks and effects. See Chapter 2 - BASIC RULES for details on making attack and effect rolls and Chapter 9 - ITEMS & EQUIPMENTS for using weapons of different ranges.

But do not overly focus on the little victories and miss the bigger picture, as the GM may use the enemy's morale tokens to activate morale boosts and foil your strategy. The silver lining of the GM using morale boosts against you is that you receive a Spirit Token.

Neutralising Enemies

Rather than defeating enemies the in the conventional way, you can remove them from the combat situation by neutralising them.

All you need to do is to use your minor action and make the relevant Task Roll against the enemy's Neutralization Difficulty (ND). If the enemy is faltering, they become much easier to neutralise. This game has an open book policy, players can just look up the monster stat blocks in the respective book and read about their weaknesses. However, the GM may make some changes and smart monsters may hide their identity to prevent their weaknesses from being exploited. In this case, the PCs need to Analyze the monsters to identify them or discover their weakness.

For example, razorshells can be confused and made to leave the battlefield by high pitched whistles. The PC need to succeed on ND 16 Artistry Skill roll or if the razorshell is already faltering ND 8 Artistry Skill roll. There are usually more than one method of neutralizing an enemy.

When an enemy is neutralised, the enemy side loses 1 morale token and the PC that neutralised the enemy gain 1 spirit token.

Neutralization Distance

Communicative skills such as: Intimidate, Deceive, Reason, Appeal & verbal Artistry can neutralise enemies within 30m (3 zones) radius. The same goes for gears in your toolkits that makes sound, such as the Airhorn in your Mechanics Kit.

Other skills and toolkits that don't rely on communications, can only neutralise enemies within the same zone. Some special toolkits, such as Pulse Screwdriver however, may allow you to make Mechanics Toolkit Roll to neutralise enemies from a further distance. See Chapter 9 - ITEMS & EQUIPMENTS for more info.

Faltering

When certain conditions are fulfilled, most enemies' will falter and become more susceptible to be neutralized. A balewolf, for example, will falter when its hit points is reduced to 50% or below the maximum. A razorshell will also falter if it acquires the Medicated condition, having healing powder thrown at it. This information can be found in the monster's stat block.

Analyzing Enemies

You can identify enemies that have disguised themselves or figure out how to neutralize enemies you have never seen by analysing them. Using your free action on your turn, you can make a task roll with one of your chosen skill or toolkit to analyse an enemy. If you beat the analysis task difficulty with the appropriate skill or toolkit, the GM will tell you everything you want to know about the monster or where you can find its stat block in the book. When you successfully analysed a monster, you also uncover all other monsters of the same type in the

combat. The analysis task difficulty can be found in the monster's stat block.

Choosing the right skill and toolkit for your analysis is a bit of a gamble, but in general, there is a pattern that you can follow.

Analyze with Skills

- **Detect** - Uncover disguises and reveal weak spots
- **Information** - Figure out an enemy's weakness based on your general knowledge.
- **Psychology** - Usually works for sentient creatures

Analyze with Toolkits

- **Arcanist Kit** - Used to analyze Arcanoid, Cinderblighted, Plant & Eldritch creature types.
- **Thaumaturgist Kit** - Used to analyze Fiend, Undead & Apparition creature types.
- **Mechanics Kit** - Used to analyze Construct creature types.
- **Impersonation Kit** - Used to analyze Sapientoid creature types.
- **Chemist Kit** - Used to analyze Animal creature types.
- **Soul Arm** - make a combat roll to substitute for your task roll to analyze Ruin Arms creature types. You need to have mastery in the weapon type to be able to add your mastery.

UNIT SIZE AND MANEUVERS

UNIT SIZE & MANEUVERS SUMMARY

Unit Creature & Target

- An enemy **unit** may be made up of multiple **creatures** and has multiple **targets** you can hit.
- Larger unit has edge on Scuffle maneuver attack rolls against smaller unit
- Smaller unit has edge on Cheap Shot maneuver attack rolls against larger unit

Maneuvers

- Maneuver attack rolls are made against enemy defense
- Can only be made against enemies in the same zone
- Scuffle Mastery: Bullrush, Grapple, Push, Disarm, Trip
- Cheap Shot Mastery: Disarm, Trip, Blind, Silence, Deafen

In combat, sometimes it's more beneficial to gain the upper hand over your enemy by debilitating them with maneuvers instead of repeatedly attacking them. Below are instructions on how to perform maneuvers

and information on how the size of a creature can influence your maneuvers.

Unit, Creature and Target

While reading the Cloudbreaker Alliance rulebook, you will often come across the following terms used for enemies or non-player characters, "unit", "creature" and "target". A unit is a single or a collection of creatures which moves together and takes its actions in the same turn order. It may be comprised of a single creature (Balewolf) or multiple creatures (Preta Horde). A unit may have a single or multiple attackable targets depending on what kind of a unit it is.

Unit Types

- **Single Creature Single Target**
- **Single Creature Multiple Targets**
- **Multiple Creatures Single Target**
- **Multiple Creatures Multiple Targets**

You can learn more about this in Chapter 12 - MONSTERS & NPCS.

Unit Size

| UNIT SIZE | ZONE OCCUPIED | CREATURE EXAMPLES |
|-----------|----------------------|-------------------|
| VVV Small | Occupies 1 zone | Ant |
| VV Small | Occupies 1 zone | Mouse |
| V Small | Occupies 1 zone | Cat |
| Small | Occupies 1 zone | Goblin, Dog |
| Medium | Occupies 1 zone | Orc, Elf, Human |
| Large | Occupies 1 zone | Rhino |
| X Large | Occupies 2 by 2 zone | Elephant |
| XX Large | Occupies 3 by 3 zone | Blue Whale |
| XXX Large | Occupies 4 by 4 zone | Titans |

Size and Maneuver Edge

When a unit of a larger size category makes scuffle maneuver roll against targets belonging to a smaller unit, that roll is made with edge.

When a unit of a smaller size category makes cheap shot maneuver roll against the targets of a larger unit, that roll is made with edge.

Maneuvers

Instead of attacking to deal damage against your enemies with your major action, you can make maneuver attacks to debilitate and apply conditions to

your enemies with various maneuvers, such as grapple or disarm, without dealing any damage. Any character can perform these maneuvers against another target in the same zone, and roll 2d6 against their target's defense. But class mastery in scuffles and cheap shots allow the character to add their mastery bonus to the relevant maneuver attack rolls.

Certain maneuvers, such as Disarm can be rolled with mastery bonus if you have class mastery in either Scuffle or Cheap Shot. Other maneuvers can be rolled with mastery bonus only if you have the relevant mastery. Grapple, for example, can be rolled with mastery bonus only if you have mastery in scuffle.

Maneuvers affect the whole unit when it is made against the unit's relevant targets. GM may rule that certain targets can't be affected by certain maneuvers according to the context. A unit with multiple targets for example, can't be blinded by targeting its feet.

Grapple (Mastery: Scuffle)

- Make a maneuver attack roll against a target. If the result of your roll is equal to or above your target's defense, then you grab the target and the associated unit acquires the Grappled condition. A willing target may let itself be grappled without any roll. The grapple can be ended early by a successful disarm maneuver against you by another target.
- You can only use this maneuver if you have at least one free hand to grab something with and the target's unit is not more than one size category larger than you. (A medium sized unit can grapple a "large" sized units, but not "Xtra large" sized units.) You can grapple a maximum of 2 targets.
- To move with a reluctant unit you are grappling, you need to spend an additional move minor actions on top of the usual move minor action (you can move as usual with a willing target). A unit moved by the grappler does not trigger opportunity strikes, only the grappler is a legitimate target.

Push (Mastery: Scuffle)

- Make a maneuver attack roll against a target. If the result of your roll is equal to or above your target's defense, then the target and the associated unit will be involuntarily moved one zone away to your chosen direction. Alternatively, the unit may just let itself be pushed away. Units moved this way do not trigger opportunity strikes.
- When you successfully pushed a target, you may choose to move together with the target. This maneuver counts towards your maximum movement range limit and you are susceptible to opportunity strikes.

- You can only use this maneuver if the unit is not more than one size category larger than you. (A Medium sized unit can push a Large sized unit, but not X Large Unit.)

Trip (Mastery: Scuffle or Cheap Shot)

- Make a maneuver attack roll against a target. If the result of your roll is equal to or above your target's defense, then the unit will fall prone.
- If the unit has a separate target specified to be its legs or appendage it's using to stand with, then this maneuver needs to be directed towards that target.

Disarm (Mastery: Scuffle or Cheap Shot)

- Make a maneuver attack roll against a target. If the result of your roll is equal to or above your target's defense, then you can make the target drop an object it's holding or a unit it's grappling or latching onto. The dropped object falls within the zone the target is occupying. You can use your minor action to grab the object or kick it one zone away towards your chosen direction.

Impair (Mastery: Cheap Shot)

- Make a maneuver attack roll against a target. If the result of your roll is equal to or above your target's defense, then you can choose to have your target's unit be **blinded**, **deafened** or **silenced** until the end of your next turn.
- If the unit has multiple targets, the relevant debilitation needs to be directed towards the relevant target.

Latch (Mastery: Cheap Shot)

- Make a maneuver attack roll against a target. If the result of your roll is equal to or above your target's defense, then you latch onto the target. A willing target may let itself be latched onto without any roll. The latch can be ended early by a successful disarm maneuver against you by another target.
- You can only use this maneuver if you have at least one free hand to latch onto a target and the target's unit is at least one size category larger than you. ("Medium" sized unit can latch onto "Large" sized units or larger). Each target on a unit can only have one person latching onto it. You can move and latch onto another target on the same unit with minor action if it's within your movement range.
- When a unit you're latching onto move, you move along with it and do not provoke opportunity strikes while moved this way. Units you're grappling are also moved as long as they're allso at least one size category smaller than the unit you're latching onto.

ADVERSE CONDITIONS

ADVERSE CONDITIONS SUMMARY

General Adverse Conditions

- Blinded, Deafened, Fear, Grappled, Medicated, Prone, Restrained, Sick, Silenced, Stunned and Surprised

Player Character Adverse Conditions

- **Downed** - The PC can no longer act, but may still communicate with other players and use free actions allowable by GM
- **Knocked Out** - Players can choose to be knocked out and no longer be targeted by enemies. Their fate is left to the GM

During combat or adventure, you, your enemies and NPCs may be debilitated by various types of adverse conditions. Some conditions and deep curses have unique effects according to the units' stat block in the monster codex.

The following is a list of common conditions:

Blinded

- A blinded unit can't see and is unable to perform tasks that use sight.
- Blinded units attacks with setback and attack rolls made against a blinded unit's targets are made with edge.

Deafened

- A deafened unit can't hear and is unable to perform tasks that use hearing.

Fear

- The scared unit attacks with setback.
- It cannot willingly move into a zone that's occupied by the source of its fear.
- Depending on the effect of the spell or feature that caused the fear, this condition will end when scared target has moved a certain distance away from the source.

Grappled

- The unit can't use its action to move to another zone if any of its targets is grappled. It can still perform other actions.
- To escape being grappled, the target or its allies needs to make a successful disarm maneuver roll against the grappler.

Medicated

- A medicated unit cannot benefit from HP, MP & Resolve recovery items anymore until it has finished a full rest.

Prone

- A prone unit make its melee attacks with setbacks. Melee attack rolls against the targets on a prone unit are made with edge.
- This condition ends when the prone unit uses minor action to move and get back on its feet.

Restrained

- The unit can't use its action to move to another zone. It can still perform other actions, but they're made with setback.
- Attack rolls made against the targets of the restrained unit has edge.

Sick

- All the unit's task and attack rolls are made with setback until cured.

Silenced

- Silenced unit can't speak or cast any spells with verbal requirement.

Stunned

- A stunned unit cannot use any actions, including free actions.
- Attack rolls made against the targets of the stunned unit has edge.

Surprised

- A surprised unit cannot use any actions, including free actions.
- Player character will not gain any spirit tokens at the start of its first turn and the turn ends immediately.
- This condition ends when the unit's turn ends.

PC ADVERSE CONDITIONS

The following adverse conditions only applies to Player Characters.

Downed

- When your HP or MP is reduced to 0, you are downed but conscious. Downed characters falls prone.
- You cannot use any actions, including free actions, unless it is specified that the action can be taken while downed. However, you can still communicate, perceive your surrounding on your turn or take any very small free actions the GM allows.
- You can still gain and transfer Spirit Tokens.
- This condition ends when both your HP & MP are above 0.
- Any excess or additional damage to the character's HP or MP beyond 0 will be dealt as Resolve damage instead. At 0 Resolve, your character dies. You can use your Spirit Tokens to reduce your Resolve Damage by 5 points each.

Knocked Out

- At anytime while your character is downed, you can choose to have your character knocked out and fall unconscious.
- A knocked out character can no longer be the target of enemy attacks and effects. You cannot receive the benefits of any recovery items or spells either. Their fate is left to the Game Master. Unless the narrative calls for it, you're not going to be killed.
- Knocked out characters can be revived by taking a long break or full rest with their allies, or the right spells or items. (See the relevant chapters.)

DEATH AND RECOVERY

DEATH & RECOVERY SUMMARY

Downed, Knocked Out & Death

- Downed: when HP or MP is reduced to 0.
- When at 0 HP, additional HP damage becomes Resolve damage.
- When at 0 MP, additional MP damage becomes Resolve damage.
- Death: when Resolve is reduced to 0
- Knocked Out: Give up & no longer gets targeted. GM decides your fate.

Breaks & Rest

- Short Break (5 min) - 1:1 Resolve to HP or MP recovery
- Long Break (30 min) - 1:2 Resolve to HP or MP recovery, Recover from being Knocked Out, Elemental Attunement, Class & Equipment change
- Full Rest (8 hours) - Fully Recover HP, MP & Resolve, Class & Elemental Attunement change
- No Rest (failed to get 8 hours rest in 24 hours) - No HP or MP recovery. current Resolve halved, rounded down.

Downed, Knocked Out & Death

When a character receives damage that reduces their HP or MP to 0 or below, the character will fall prone and acquires the Downed condition. Excess damage for the blow that downed the character is converted into Resolve damage. Any additional damage that would put their HP or MP into negative are also converted to Resolve damage. When a character's Resolve is reduced to 0, that character dies.

A downed character can choose to be knocked out at any time. See the Downed & Knocked Out conditions in the previous section.

Dead characters can be resurrected. See Chapter 10 - MAGIC & SPELLCASTING for resurrecting your character from death.

Breaks and Rest

While adventuring, you can take breaks and spend your Resolve Points to recover your HP and MP. By taking a full rest, you recover your HP, MP & Resolve completely. Recovery happens at the end of your breaks or rest.

Short Break is 5 minutes long - You can recover your HP & MP by spending Resolve points on 1 to 1 basis. You regain 1 HP or MP points for every resolve point you spend.

Long Break is 30 minutes long - You can recover your HP & MP by spending Resolve points. You regain 2 HP or MP points for every resolve point you spend. If you are Knocked Out, you can regain consciousness if both your HP & MP are recovered above 0.

You can also swap your elemental attunements, classes and equipments, such as armor & attire. This reconfiguration happens prior to your recovery phase.

Full Rest is an extended 8 hours period of rest - you fully recover your HP, MP & Resolve at the end of

the full rest. You need to have a meal during this rest, either from your rations or food you gathered and shelter from a lodging or your Camping Gear.

You can also swap your classes and reconfigure your equipments. This reconfiguration happens prior to your recovery phase.

No Rest - If you are unable to get an 8 hours Full Rest after 24 hours, you do not gain any HP or MP and your current Resolve Points is reduced to half, rounded down. When your resolve reaches 0, you die.

Maximum HP or MP change - If your class or equipment reconfiguration causes your maximum HP or MP to go below your current value, then you reduce your HP or MP to the new Maximum. If your new maximum is higher, your current HP or MP stays the same. You can top them up in the recovery phase.

Break & Rest Interruptions Your Short or Long Break is interrupted if you do any strenuous activity or enters critical situations. When interrupted, none of the adjustments you made are applied and your Resolve is not spent. You will have to start your break again from the beginning.

You don't have to sleep through your full rest, you can still perform light activities such as reading, cooking or keeping watch. A single critical situation does not interrupt your full rest, but multiple critical situations will. You will have start your rest from the beginning again if it's interrupted.

ESCAPE SITUATION

ESCAPE SITUATION SUMMARY

Escape Situation Setup

- **Turn Order:** Same as Combat Situation.
- **Starting Position:** Decided by GM. Usually at epicenter of Epic Trap
- **Spirit Tokens:** Functions normally

Epic Trap

- Disclose damage to players
- Deals damage to all at the end of time limit
- **DDR:** Reduce damage by 5 for each zone away from epicenter
- There are hazards preventing escape
- **Shelter Zone:** reduces damage
- **Magical Constructs:** Spells like Stone Wall reduce damage (can't stack)
- **Safe Zone:** No damage to those who reached it

Escape situations are set up very similarly to combat situation. Instead of defeating enemies, the PCs need to run away from the epicenter of an Epic Trap into the safe zone before the time limit, otherwise, they will take a massive amount of direct damage.

To make the situation more challenging, the GM may place various hazards and monsters between the PCs and their destination.

Turn Order, Round & Epic Traps

Turn order is determined in the same way as Combat Situation. Since players can delay their turn, it would be strategic to use this option to make the most of your party members' skill and toolkit masteries.

Your party only has a limited number of rounds to reach the safe zone to escape the Epic Trap. For example, if you have 3 rounds, then the epic trap will be set off at the end of round 3 and all PCs not in the safe zone will take a portion of the Epic Trap's damage. The Epic Trap damage should be disclosed to the players to build tension.

Here is an example of an Escape Situation:

Escape Situation Victory Condition Examples

- Don't get wiped out.

Escape Situation Failure Condition Examples

- Your party is wiped out. (Default failure condition)
- Epic Trap: Burning rubbles of a collapsing tower
 - **Activation:** End of Round 3
 - **Epicenter Damage:** (2d6 + 10) Multiplied by 3 (51 average)
 - **Damage:** HP Fire Trap Damage

Epic Trap Damage

The difficulty of an escape situation is based on the traps and obstacles between the PCs and the safe zone and the damage the Epic Trap deal in the epicenter zone. The following table is a quick guide for the Epic Trap Damage separated by grade. The damage type is dependent on the situation and can be dealt to HP or MP.

| DIFFICULTY | COPPER GRADE | SILVER GRADE | GOLD GRADE |
|------------|----------------|----------------|----------------|
| Very Easy | (2d6 + 10) × 1 | (2d6 + 10) × 2 | (2d6 + 10) × 3 |
| Easy | (2d6 + 10) × 2 | (2d6 + 10) × 3 | (2d6 + 10) × 4 |
| Medium | (2d6 + 10) × 3 | (2d6 + 10) × 4 | (2d6 + 10) × 5 |
| Hard | (2d6 + 10) × 4 | (2d6 + 10) × 5 | (2d6 + 10) × 6 |
| Very Hard | (2d6 + 10) × 5 | (2d6 + 10) × 6 | (2d6 + 10) × 7 |

GMs can find more guidance on how to set difficulty in Chapter 13 - Hazards.

Epic Trap Damage Mitigation

Even if you are unable to escape the epic damage in time, there are many ways to reduce the damage you receive. One of the easiest way is to just move as far away from the epicenter as possible, because for every zone you are away from the epicenter, you take 5 less damage, whether it be HP or MP damage dealt by the Epic Trap.

The following are the many methods of reducing the damage from epic traps:

- **Safe Zone:** When you reach the Safe Zone, you do not take any damage from the Epic trap.
- **Distance Damage Reduction (DDR):** Reduce the damage you receive from the Epic Trap by 5 for every zone you're away from the epicenter of the Epic Trap.

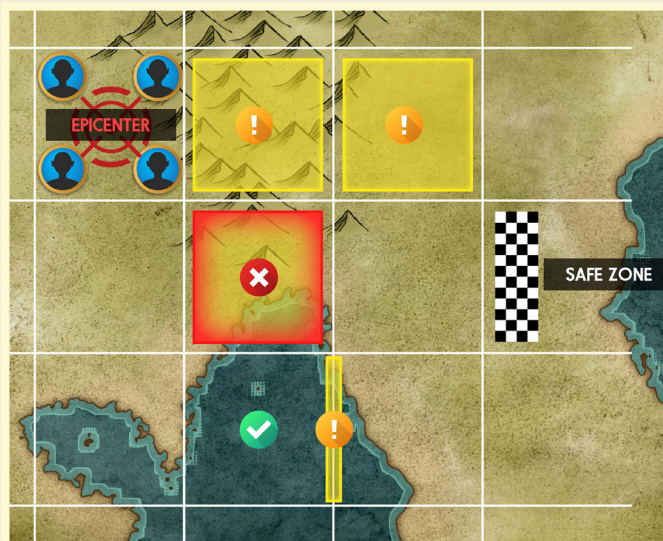
- **Shelter Zone:** Shelter Zones further reduces the damage you take from the DDR. The amount of damage varies depending on the situation created by the GM.
- **Magical Construct:** Spells such as Stonewall, Vegetation and Form Ice can create magical constructs that can be used to reduce the damage you receive from Epic Traps. One zone can only benefit from one of such spell, but the reduction of this spell stacks with Shelter Zone and DDR.

Position & Formation

Like, Combat Situations, there are also standard and scenario Escape Situation formations.

Standard Escape Formation

In the standard formation for Escape Situations, all PCs usually start in the same zone that's also the epicenter of the Epic Trap or someplace near it.



Standard Escape Situation formation

Hazards

In Escape Situations there are plenty of hazards preventing your escape. See Chapter 13 - Hazards for more.

Scenario Escape Formation

Scenario formation for Escape Situations work the same way as scenario formations for Combat Situations. The PCs' starting positions would be determined by whatever placement that seems logical to the GM according to the Scenario.



A messy escape situation created by scenario formation

Spirit Tokens in Escape Situation

You gain Spirit Tokens normally in escape situations at the start of your turn.