GRAND SAGA TTRPG ALPHA PLAYTEST 1.3

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What is GRAND Saga?

GRAND SAGA is a fast-paced, Tactical Tabletop Role Playing Game set in a Fantasy world of Swords and Magic. It combines a simple tactical grid based combat and a flexible and collaborative narrative storytelling.

It's inspired by video games like the Final Fantasy series and Fighting Games. As well as manga and anime.

Core Concepts

Grand Saga is Fantasy World drawing heavily from Shonen Anime, JRPGs and Fighting Games, where heroes call out named attacks and beat up bad guys into friends.

Your players are Heros and are tough as nails. Defeat rarely means death.

Everyone is considered to be Human.

Combats are conducted in instances and on a grid. You will not be fighting on the same map your players are exploring to combat like in other TTRPG games like Dungeons and Dragons. Combat scenes and Narrative scenes are separate like transitions in a Movie.

COMMENTS OR QUESTIONS: http://winwithdice.ca/contact/

Character Creation

All Player Characters start at Level 1.

STEP 1: CREATING YOUR BACKSTORY
Give your Character a Name and a Background.
- Where are you from?
- How did you end up here?
- Where are you going / What are your Goals?

STEP 2: CHOOSING CLASS

STEP 3: CHOOSE ABILITIES

Character Advancement

When you gain a Level you increase a SKILL by 1 and you choose 1 of the following:

THE ADVENTURE

An ADVENTURE is made of STORY BEATS that consists of a combination of COMBAT SCENES and STORY SCENES (usually one leads into the other). The ADVENTURE should have a grand goal for the PC to accomplish.

EXAMPLE: "Recover an artifact and return it to the king", "find a missing archeologist who has not returned from an expedition" or "defeat the Demon Lord Maanelnupath and his evil minions".

These goals are then split up into smaller OBJECTIVES that the PCs will try to overcome to complete the goal.

tp their foes.

NARRATIVE SCENES are where the PCs overcome OBSTACLES outside of combat. Drawing upon their character's background and expertise to solve problems.

NARRATIVE ROLEPLAY

The player describes their goal and chooses a relevant skill to accomplish it. The GM decides whether or not the situation the player is in provides any advantages or disadvantages and what is the level of risk involved, if any, for the taking this action. A

ACTION MODIFIERS
PRESSING AN ADVANTAGE = +1D6
IN A BAD POSITION = -1d6

RISK
The GM might choose to make situations risky or a scene might be come risky based on a PCs actions or inaction.

A risk has an outcome or consequence associate with it, but does not directly interfere with the challenge or obstacles that player is trying to overcome.

Player must pull 1 die from there dice pool and allocate it to any risk after rolling. If the result is 1-3 then the risk comes true, other wise that player avoids the misfortune.

TACTICAL COMBAT

Combat takes place on a square grid. Where the players and GM alternate taking turns. Each combatant takes a turn starting with a player alternating until all combatants have taken a turn. Using actions to get to position to perform Attacks or Techniques. Each turn of a combatant should last only take 2 to 3 mins.

ACTION ROLLS

Many Spells, Combat Arts and Maneuvers require spending TOKENS and/or making an ACTION ROLL, rolling higher than an opponent's defenses.

The attacking combatant rolls a D20 + Skill then compares each result to the opponent's Defense if the result is higher than their defense the attacker scores a HIT, if the attack rolls 20 or above the attack scores a critical hit.

CONTESTS - are special rolls where attacker and defender both roll a 1d20 + SKILL and then compare results
- Whoever is higher wins the exchange and can apply effects or damage.

EDGE

Several factors from terrain, abilities or status conditions can give either the attacker or defender an EDGE in combat.
- If and attack has more edge Attackers rolls d6s = difference on there action rolls and choose the highest among them rolled to add to result
- If the Defender has more edge the attacker rolls d6s = difference on there action rolls and choose the highest among them rolled to subtract from the result

COMBAT TERMS

Movement

ENGAGEMENT
Spaces adjacent to an enemy combatant cost +1 movement to move through, this is called **ENGAGEMENT**. This is ignored by the TELEPORT and FLY movement and larger combatants.

FLY
When you fly you can move onto elevations spaces higher than your current elevation = to your movement and ignore vertical distances when moving to lower elevations.

TELEPORT
Move to a space, a # of spaces away ignoring LoS.

FORCEFUL MOVEMENT

COLLIDE
When a COMBATANT is FORCEFULLY MOVED into a space of a another COMBATANT

PUSH-BACK X
The comabant is forcefully pushed away from the source of the FORCEFULLY MOVEMENT.

PULLED-IN
The comabant is forcefully pulled towards the source of the FORCEFULLY MOVEMENT.

Elevation
Moving onto a higher elevation requires movement = to double the elevation, this is considered Climbing.

Moving off of higher elevation requires movement = to the elevation, this is considered Climbing. Airborne combatants ignore this additional movement.

A Combatant can choose to fall while moving off an elevated position. They take Damage = to the difference in height greater than their size. If you are forcefully moved off an elevated position they take this damage as well.

TERRAIN

Terrain refers to the spaces on a battlefield. As your character moves through spaces they are subjected to the conditions of that space.

EXAMPLE: ROCKY TERRAIN [OFF-BALANCED,CLUMSY]

Unless noted spaces are considered to not have any terrain effects. Terrain can be made up of a combination of multiple types of terrain effects. Abilities that create/alter terrain have are called **TERRAFORM** effects and will override the existing terrain in the specified area.

TERRAIN EFFECTS

[ROUGH] - Movement through these spaces cost +1 additional space of movement.

[DANGEROUS] - combatants take 1 Damage for every space of movement they move through this space. If they start their turn in this space they take

[COVER] - while in this terrain combatants have EDGE from hostile actions from non adjacent combatants.

[OBSCURING] - this terrain block LoS for attacks from non adjacent enemies.

TAKING ACTION IN COMBAT

Every turn each combatant can TAKE 2 ACTIONS (ACT) and 1 free STRIDE on their turn.

ACTION RANGES
Actions ranges indicate how far away you can Target a combatant with an action. Actions with '**RANGE: [#]**' can target any valid combatant in line of sight (LoS) up to **[#]** of spaces away. While in an Enemy's ENGAGEMENT any actions used against enemies not in your ENGAGEMENT give the Defender 1 Edge vs that action

SINGLE TARGET ACTIONS
Unless otherwise stated all ACTIONS without a **TARGET AREA** targets 1 combatant.

AREA ACTIONS
These ACTIONS target all combatants and affect all space within the indicated **TARGET**

LINE OF SIGHT (LoS)

Line of sight drawn from the spaces both horizontal and vertical that a Combatant to another space or combatant on the Battlefield. Combatants or objects of the same size do not block LoS. Combatants or objects of larger size provide cover to smaller combatants or objects. Solid objects, Terrain and walls block LoS.

DAMAGE

Damage can be inflected to enemies and taken by Players from attacks, the environment or a condition.

CALCULATING DAMAGE

Both Player Characters and NPCs have HIT POINTS or HP that represent how much Damage before they are taken out.

HEAL [X]

Increase HP by [X] up to their Max HP. this does not remove a WOUND.

WOUNDS

If your HP reaches 0 or below you gain a WOUND, Choosing 1 of the following options you currently do not have:

BATTERED: reduce the # of ACT / Turn by 1.

BLEEDING: you lose 1 HP every time you ACT, you cannot lose your last HP from this wound.

Then you HP put back up to its max.

Once you gain your 3rd WOUND, you become **DEFEATED**.

DEFEATED

If your HP reaches 0 or below you become **DEFEATED**. When you are DEFEATED Roll 1d6:

1- 4: DOWN, BUT NOT OUT

You are too injured to keep fighting for much longer. At the end of your turn, you can choose to keep fighting and make another DEFEATED ROLL, rolling 2 dice taking the higher result or flee, leaving the battlefield or retreat to the sidelines leaving the rest up to your team mate.

You also gain the **POWER OF FRIENDSHIP**, POWER OF FRIENDSHIP - You give an ally that can hear or see you EDGE.

5 - 6: KNOCKED OUT

You are unconscious, but still alive. Your Allies can use an action to pick up. While carrying you they reduce their movement by ½. When you remove 1 or more of your WOUNDS, return to the Battlefield in a free adjacent space adjacent to the Ally that healed you. (Optional if your are struck with an attack while unconscious you are Dead)

6,6 : DEAD

You succumb to your injuries.

HEALING A WOUND
When you remove 1 a wound and fill HP to Max

CONDITION TOKENS

CONDITION TOKENS are temporary modifiers that affect PCs and NPCs during Can be gained or applied to a combatant from attacks or other effects and removed or spent. THey come in 2 types BUFFS and DEBUFFS

BUFFS

This token can be spent for positive effects.

VANTAGE: You can spend this token to gain +1 action or EDGE while attacking

FOCUS: You can spend this token to perform an action in response to an Enemy's actions. They must be in range of any techniques used.

GUARD: when you or and adjacent ally gets hit or is forcefully moved, You can spend this token to reduce any forceful movement by 1d6 and reduce Damage taken by 1d6.

FLY: You can spend this token to fly 1 space any unspent tokens are removed at the end of your next turn.

POWER: You can spend this token to deal extra Damage when you land and attack.

SPEED: These tokens move 1 space for free. Or gain EDGE while Defending

DEBUFFS

This token can be spent for negative effects.

STAGGER: You can spend this token to gain 1 EDGE against the combatant holding it.

PRESSURE: You can spend this token to force the combatant holding it to move 1 space away from you when you land an attack. When you voluntarily move, reduce any movement by the amount of tokens you have and remove them.

VULNERABLE: You can spend this token to apply extra HIT against the combatant holding it.

STUN: You can spend this token to use an action for free against the combatant holding it.

WEAK: You can spend this token to reduce damage being dealt by the combatant holding it by 1.

BLEED: the holder of the token loses 1 HP every time you ACT, remove 1 token at the end of the turn.

COMBAT ROUNDS BREAKDOWN

During combat each combatant gets to take at least 1 turn a round. Both sides of the conflict get the same amount of turns. So out numbers side choose an active combatant to take that extra slot.

CLASS

Professions and backgrounds, jobs, hobbies or talents of the Heroes and abilities that affect both combat or narrative scenes.

FRONTLINERS

HP 10 | MOVE 3 | SIZE 1 | DODGE 6

ASSAULT
ATTACK STRIKE
RANGE: MELEE
MOVE 2 and make an attack roll. On hit deal 1d6 Damage and Deal 1 KNOCKBACK

CLASH
REACTION
When you are hit with an STRIKE attack from an adjacent enemy: You negate either the Damage or effects of the attack.

RAMPART
Enemy combatants gain -2 to movement from **ENGAGEMENT** with you. When you use a **STRIDE** Action roll 1d6, 4+ you can Deal 1 Knockback to an adjacent enemy before moving.

SKIRMISHERS

HP 7 | MOVE 5 | SIZE 1 | DODGE 10

RANGE SHOT
ATTACK SHOT
RANGE: 2 - 6
On hit deal 1d4 Damage

DARTING MOVEMENTS
When you STRIDE and do not move your full amount you can use the remaining movement after the next Non-STRIDE action has resolved.

AMBUSH EXPERT
Gain EDGE on enemies who have not taken their turn for the ROUND.

SORCERERS

HP 7 | MOVE 4 | SIZE 1 | DODGE 7

SPELL BLAST
ATTACK, SPELL
RANGE: 1 - 4
DAMAGE: STANDARD (1D6)

ARCANA ACE
If you elected not to take your free STRIDE this turn, Single Target SPELL ACTIONS can Target 2 combatants within RANGE.

COUNTERSPELL
REACTION
when an SPELL action successfully hits you, roll a 1d6, 4+ Negate either the Damage or effects of SPELL.

BRAWLER

Unstoppable, massive and imposing, known for their sheer power and resilience.

HP 10 | MOVE 4 | SIZE 1 | DODGE 8

RUSH
STRIDE
YOu move your full movement in a straight line, ignoring combatants dealing 1 DAMAGE them as you move through them.

STURDY BODY
While you are not WOUNDED you have resistance to forceful movement and Ignore Difficult Terrain.

FIERCE FIST
HEAVY ATTACK STRIKE
RANGE: 1
On hit deal 2d6 Damage and any Destroy Walls, Terrain and Objects adjacent to the Target.

TACTICIAN

HP 7 | MOVE 4 | SIZE 1 | DODGE 9

SWAP POSITION
STRIDE
Swap positions with an willing Ally within 3 spaces, the Ally can use an attack as a reaction.

PILE-ON
Reaction
When an ally lands an Attack vs an adjacent enemy, you can also automatically land an ATTACK against that enemy as well.

SKILL BREAKER
When you land CRITICAL HIT remove a buff token from the DEFENDER.

COMBAT SKILLS

SHOW FIGHTER

OPENING ACT
If you would be the first PC to take their turn in the Round: Choose:
1. **BOASTFUL TAUNT**: You or an Ally within range 2 gain 1 [POWER] and an enemy gains 1 [WEAK]
2. **TALK SHIT:** Target NPCs gains 1 [STAGGERED] and 1 [VULNERABLE]
3. **HYPE MAN**: You or an Ally within range 2 gain 1 [SPEED] and enemy gains 1 [PRESSURE].

CLOUD STEP

1. **WALL JUMP:** When you enter this STYLE or move adjacent to a new piece of Terrain/Object/wall you gain 1 [FLY]. You cannot Repeat this effect on the same piece of Terrain in the same turn.
2. **GRACEFUL DODGE:** when an enemy attacks you, Gain 1 [SPEED] or [FLY] for every 2 MISSES they roll (1s rolled count as 2 misses)
3. **AERIAL ASSAULT:** When you FLY over an enemy you can give 1 [PRESSURE].

AIR DASH
MANEUVER
SPEND 1 AIRBORNE Token and FLY 3 and gain a fly token.

SUPER JUMP
When you use **LEAP** FLY 5 instead of 3

AX KICK
COMBAT ART - MARTIAL ARTS
SKILL: AGILITY
RANGE: 1
HIT: give 1 STAGGERED Token.

SKYDIVE KICK
COMBAT ART - MARTIAL ARTS
Spend 1 AIRBORNE Token and FLY 2 spaces towards the enemy and make the attack.

CYCLONE KICK
COMBAT ART - MARTIAL ARTS
Spend 1 AIRBORNE Token. HIT = 1 OFF-BALANCE, CRIT = 1 **STAGGERED**

SOARING DRAGON KICK
FLY 3 towards your enemy and gain 1 AIRBORNE Token
MISS = 1 OFF-BALANCED TOKEN

GRACEFUL MOVEMENTS
When an enemy wiffs and attack. Move 2 spaces and gain an AIRBORNE Token.

ACROBATIC STUNT
When your land a **MARTIAL ARTS** Combat Arts, you can spend your AIRBORNE Tokens to deal extra Damage.

AERIAL ASSAULT
When you FLY over an enemy them a 1 OFF-BALANCED TOKEN.

JUGGLER
When your land a **MARTIAL ARTS** Combat Arts, you can spend your AIRBORNE Tokens to forcefully move the Defender 1 space.

CLOUD STEP
REACTION: when an NPC uses a STRIDE Action you can use **JUMP** or **SUPER JUMP** as a **REACTION**.

FEATHER FOOT
When you move adjacent to a new piece of Terrain/Object/Surface you gain 1 AIRBORNE Token. You cannot Repeat this effect on the same piece of Terrain in the same turn.

PRIMING PUNCH
ATTACK [MARTIAL ARTS]
SKILL: MIGHT
HIT = OFF-BALANCED

2 TON HAYMAKER
ATTACK [MARTIAL ARTS]
MISS = VULNERABLE.
HIT = 2 Damage

HEADBUTT
ON HIT: Target is IMPAIRED.

2 TON FIST
When you remove you can Remove 3 and is the [MARTIAL ARTS] action would bring a Target's HP enough to be STAGGERED they gain DISORIENTED.

UNDERDOG SPIRIT
Gain +1 CRITICAL HIT RANGE on [MARTIAL ARTS] vs NPCs with higher HP or if you are WOUNDED and they are not.

WALL SPLAT
When from an forceful movement into an obstacle from your [MARTIAL ARTS] deal 1 damage

EXPLOSIVE FIST
ATTACK
SKILL: MIGHT
ON HIT: apply OFF-Balance Totkens, Where X is the number of successful [MARTIAL ARTS] COMBAT ARTS use this turn.

COUNTER BLOW
REACTION: When you are Targeted by an ATTACK from an Adjacent NPC, you use a [MARTIAL ARTS] attack.

SPEED BLITZ
ATTACK [MARTIAL ARTS][LINK:STRIDE]
SKILL: AGILITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON HIT: On Hit Target gains CLUMSY until the end of your turn.

KI FIST BLAST
SPECIAL ATTACK [SPELL][MARTIAL ARTS][LINK:SPELL]
SKILL: DEXTERITY
RANGE: 4 or MELEE
DAMAGE: STANDARD (1D6)
You can spend SPECIAL METER to repeat this attack.

JET JAB
ATTACK [MARTIAL ARTS][LINK: MARTIAL ARTS]
SKILL: DEXTERITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)

LEG SWEEP
COMBAT ACTION [MARTIAL ARTS][LINK: STRIKE]
RANGE: MELEE
Make a FLAT ROLL and on a success the NPC Target is Prone.

AURA PALM THRUST
ATTACK [SPELL][MARTIAL ARTS][FINISHER]
Requires: you have hit with a [MARTIAL ARTS] this turn.
SKILL: SPELLCRAFT
RANGE: MELEE
DAMAGE: STANDARD (1D6)
On Hit: Target is DISORIENTED and Deal 1d6 KNOCKBACK

PUMMELING BARRAGE
ATTACK [MARTIAL ARTS][FINISHER]
Requires: you have hit with a [MARTIAL ARTS] this turn.
SKILL: AGILITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
Duplicate this attack up to 2 times. For a max of 3 Attacks.

THUNDERING KNOCKDOWN
ATTACK [MARTIAL ARTS][FINISHER]
Requires: you have hit with a [MARTIAL ARTS] this turn.
SKILL: MIGHT
RANGE: MELEE
DAMAGE: HEAVY (1D6+6)
On Hit: Target is Prone and DISORIENTED

BURNING UPPER
ATTACK [MARTIAL ARTS][FINISHER]
Requires: you have hit with a [MARTIAL ARTS] this turn.
SKILL: MIGHT
RANGE: MELEE
DAMAGE: HEAVY (1D6+6)
On Hit: Target is SENT-FLYING 3 and BURNING.

KI STEP
When you use a [MARTIAL ARTS] ATTACK you can Move 2 before making the ACTION ROLL.

CHAKRA FLOW
When you succeed on the **POOL POWER COMBAT ACTION**
The next [MARTIAL ARTS] Attack used this turn gains FOCUSED and Deals BONUS DAMAGE.

SHADOW CLONE
Size 1 - SHADOW CLONE MINION. The **SHADOW CLONE** is indistinguishable from you. When you use a STRIDE action all **SHADOW CLONES** move as well. CONDITIONs are still applied and removed individually. You can use any action from the **SHADOW CLONE** as if they were you. When you take DAMAGE you can reveal that a **SHADOW CLONE** actually took the Damage.

SUBDUE
COMBAT ACTION [MARTIAL ARTS][FINISHER]
REQUIRES: Target has a 1/4 or less HP.
Reduce Target's HP to 0.
This decisive martial arts technique is employed when your target is already weakened and on the brink of defeat.

SHURIKEN/KUNAI
COMBAT ACTION [MARTIAL ARTS][SHOT][LINK: STRIDE]
Deal CHIP Damage to a target NPC within Range 4. Repeat this effect from every **SHADOW CLONE** on the battlefield.
With a swift and precise motion, you unleash a flurry of shurikens or kunai, each finding its mark with deadly accuracy. bombarding the enemy with a relentless barrage of projectiles.

POISON NEEDLE
ATTACK [MARTIAL ARTS][SHOT]
SKILL: DEXTERITY
RANGE: 4 or MELEE
DAMAGE: STANDARD (1d6)
Target NPC gains POISONED.
With a quick and accurate strike, you pierce your opponent with a poison-laden needle.

SHADOW TRAP
SPECIAL ATTACK [SPELL]
RANGE: 3
SKILL: SPELLCRAFT
On HIT: Target is SLOWED and BLINDED.
You unleash a dark, mystical trap that ensnares your target upon impact. This shadowy sorcery can effectively incapacitate your foes and give you the upper hand in battle.

DEADLY ASSAILANT
Gain FOCUSED on ATTACKS if you are Hidden or OBSCURED or if the Target is BLINDED or STAGGERED.

MISDIRECTION
When you pass a SAVE: Gain Hidden and OBSCURED. You can Summon a **SHADOW CLONE**

TAIJUTSU
Your [STRIKE] and [MARTIAL ARTS] ATTACKS gain ON HIT: Deal Bonus Damage if Target is adjacent to a **SHADOW CLONE**

NINJUTSU
[SPELL] actions gains ON HIT: You can Summon a **SHADOW CLONE** and ON CRIT: you gain OBSCURED

SURPRISE ATTACK
You do not trigger Reactions from NPCS that have not taken a turn in the round.

SHADOW DECOY
REACTION SPECIAL [MARTIAL ARTS][SPELL]: When you Fail a SAVE: you pass the SAVE instead and FLY 3. You can Summon a **SHADOW CLONE**

HERCULEAN
1/Round Gain +1 Accuracy on a MIGHT ROLLS and you count as being larger for characters that are the same size as you and the Same size if they are Larger than you

HURRICANRANA
SPECIAL ATTACK
TAGS: [MARTIAL ARTS]
RANGE: MELEE
SKILL: MIGHT
ON TARGET: FLY 3
DAMAGE: STANDARD (1D6)
On Hit: Target is PRONE and GRAPPLED. Airborne Targets are Grounded.

CHOKEHOLD
COMBAT ACTION
TAGS: [MARTIAL ARTS]
REQUIRES: Target is GRAPPLED.
DAMAGE: STANDARD (1D6)
While you are Grappling a NPC they gain SILENCED.

HURL
COMBAT ACTION
TAGS: [MARTIAL ARTS]
REQUIRES: Target is GRAPPLED
Target is SENT-FLYING 2D6

LARIAT
SPECIAL ATTACK
TAGS: [MARTIAL ARTS]
SKILL: MIGHT
RANGE: MELEE
ON TARGET: MOVE 3
ON HIT: Target is PRONE and DISORIENTED

GRAPPLER KING/QUEEN
Your actions that apply the GRAPPLED CONDITION, automatically succeed if TARGET is DISORIENTED or RESTRAINED Targets and While Grappling a NPC you gain Cover.

POWER SLAM
ATTACK
TAGS: [MARTIAL ARTS][FINISHER]
REQUIRES: Target is Grappled.
RANGE: MELEE
SKILL: MIGHT
DAMAGE: HEAVY (1D6+6)
ON HIT: Target is Prone and is no longer Grappled.
ON CRIT: Other adjacent NPCs also gain Prone.

PILEDRIVER
ATTACK
TAGS: [MARTIAL ARTS][FINISHER]
REQUIRES: Target is Grappled.
RANGE: MELEE
SKILL: MIGHT
DAMAGE: HEAVY (1D6+6)
You / Target both FLY / SENT-FLYING 3 in tandem. Airborne Target is Grounded. The NPC is no longer Grappled.

SUPLEX
ATTACK
TAGS: [MARTIAL ARTS][FINISHER]
REQUIRES: Target is Grappled.
RANGE: MELEE
SKILL: MIGHT
DAMAGE: HEAVY (1D6+6)
ON HIT: Target is knocked Prone and can be relocated to any free adjacent space. Airborne Targets are grounded. The NPC is no longer Grappled.

GET BACK HERE!
REACTION
TAGS: [MARTIAL ARTS]
When a NPC is leaving adjacency: Make a FLAT ROLL and on a success Target is Grappled.

REVERSAL
REACTION
When you pass a Save and the attacker is adjacent: Deal CHIP Damage and the target is Grappled.

SPELLCASTER

GRIMRIOR
While equipped you can cast 1 additional spell.

WIZARDS WAND
You can Target an additional Combatant with single target spells.

EMBODY THE HEAVENS
Gain AIRBORNE Token = to SPELLCRAFT
You adopt a stance to weave an anti gravity field, You ascend and float freely.

CRUSHING GRAVITY
ATTACK [SPELL]
Target NPC is STRAINED and RESTRAINED and remove all AIRBORNE Tokens.

TIME WARP
All combatants in range gains 1 AMPED token or 1 STAGGER Token

SINGULARITY
SUMMON a SIZE 1 **SINGULARITY** (HP 1). At the start of a combatants turn, the are pulled 1 space towards the the closest **SINGULARITY.**

RIFT
SUMMON a SIZE 1 **RIFT** (HP 1).
RIFT TERRAIN: Adjacent spaces become **RIFT TERRAIN** that Blocks LoS. When moving through **RIFT TERRAIN** combatants are teleported to an adjacent Non **RIFT TERRAIN** space and continue their movement.

WARP
MANEUVER
TELEPORT 3 or adjacent to the closest **RIFT** and removed it.

FORCEFIELD
REACTION [SPELL]: When you take Damage: Reduce taken equal to your SPELLCRAFT SKILL

You have trains to reinforce your defenses with added mass from your gravity magic, Absorbing physical damage.

REFLECT
REACTION [SPELL]: When you SAVE vs an ATTACK **[SPELL]** you Deal Damage and effect back on the attacker
You shift the flow mana, bending magic backgrounds to the casters.

WIZARD
1/Round Gain FOCUSED on a [SPELL] action

GRAND SORCERY
You double the CRITICAL HIT RANGE on [SPELL] Actions.

DUALCAST
You can SPEND 1 SPECIAL METER to have a SINGLE TARGET [SPELL] Actions Target 2 combatants within RANGE

BURNING FIRE FLARE

THUNDERCLAP LIGHTNING BOLT

FREEZING FROST BLIZZARD

STONE PILLAR PRISON

WHIRLING WINDSTORM

GIGA BUSTER
You can SPEND 1 SPECIAL METER per Targeted NPC to have the Damage from a [SPELL] ATTACK ignores
FORTIFIED. You can Spend 1 additional SPECIAL METER to change any listed STANDARD DAMAGE to HEAVY DAMAGE

TURBO LANCE SPIRAL RAY
You can SPEND 1 SPECIAL METER to have a [SPELL] ATTACK become TARGET AREA: BEAM 1 (RANGE 0) and can gain the [SHOT] TAG.

EXPLOSIVE SALVO BIG BLAST
You can SPEND 1 SPECIAL METER to have a [SPELL] ATTACK become TARGET AREA: BLAST 2 (AURA 2 for RANGE:MELEE)

SPELL PARRY
1 / ROUND you can choose to use the MIGHT or DEXTERITY SKILL instead of SPELLCRAFT for a SAVE ROLL.

SUB-ZERO SABER

LIGHTNING LASH

WIND WHIP

BLAZE BLADE

MANA ARMOR
REACTION [SPELL]: When you take Damage, Reduce taken equal to your RESILIENCE SKILL

FLASH WARD
REACTION[SPELL]: When you are targeted with an [SPELL] attack: Gain COVER vs that attack.

LIGHT SPEED DASH

BANISHING SPELL

BONES
SIZE 1 **BONES MINION.** When a **BONES MINION** is Defeated, Deal CHIP Damage to an adjacent NPC.
TURN START: MOVE 3
TURN END: Deal CHIP Damage to adjacent NPCs

GHOST
SIZE 1 **AIRBORNE GHOST MINION**. **GHOST MINION** can move through solid objects and terrain.
TURN START: Fly 3
TURN END: Deal CHIP Damage to adjacent NPCs

CORPSE
SIZE 1 **CORPSE MINION.** NPC's adjacent to a **CORPSE MINION** are **CLUMSY.**
TURN START: MOVE 2
TURN END: Deal CHIP Damage to adjacent NPCs

WALKING GRAVEYARD
You can spend 1 SPECIAL METER when a CORPSE, BONES or GHOST is summoned you can Summon 1D6 instead.

BONE CHILLER
ATTACK [SPELL][SUMMON]

POLTERGEIST
ATTACK [SPELL][SUMMON]

ROTTING TOUCH
ATTACK [SPELL][SUMMON]

MANTRA
Your [SPELL] ATTACKS gain ON HIT: You or a PC within RANGE 3 of you or the Target NPC can HEAL 2. ON CRIT: HEAL 4 instead.

SAFEGUARD
COMBAT ACTION [SPELL]
RANGE: 3
Target Ally Gains FORTIFIED until the Start of their next turn.

SERAPH WIND
SPECIAL COMBAT ACTION [SPELL]
TARGET AREA: AURA 2
All Allies HEAL 1D6.

CLEANSE
COMBAT ACTION [SPELL]
RANGE: 3
Remove BLINDED, BURNING, CLUMSY, CURSED, DISABLED, DISORIENTED, POISONED, SILENCED, SLOWED or STRAINED from yourself or an Ally

SHINING LIGHT
ATTACK [SPELL]
SKILL: SPELLCRAFT
RANGE: 5
DAMAGE: STANDARD (1D6)
ON HIT: Target is BLINDED. Allies adjacent to the Target NPC HEAL 2

SHRINE
SPECIAL COMBAT ACTION [SPELL][SUMMON]
RANGE: 5
SIZE 1 SHRINE OBJECT (HP 6). Allies within AURA 2 gain FORTIFIED and can use your SPELLCRAFT or RESILIENCE SKILL for SAVE ROLLS.

ARCHON
SPECIAL COMBAT ACTION [SPELL][SUMMON]
SIZE 1 **AIRBORNE ARCHON** (HP 6)
TURN START: Fly 6
TURN END: Adjacent PC gain **FORTIFIED**. Use a SAGE [SPELL] action from the **ARCHON**

HEALING DOVE
COMBAT ACTION [SPELL][SUMMON]
Summon a SIZE 1 **AIRBORNE HEALING SPRITE** (HP 3).
TURN START: Fly 5
TURN END: Adjacent allies HEAL 2

DIVINE

You can SPEND 1 SPECIAL METER to have a [SPELL] ACTION Target any PC on the Battlefield regardless of Range or LoS. Spend 2 SPECIAL METER to Target NPCs.

JUDGMENT
REACTION: When a NPC within LoS (or LoS of an **ARCHON**) Deals Damage to an Ally Roll 1D6:
1-4: Target is STRAINED
5-6: Target is DISABLED

BARRIER
COMBAT ACTION [SPELL][FINISHER]
REQUIRES: you have not moved this turn and you have not dealt damage this turn.
Until the start of your turn you and ADJACENT allies cannot be TARGETED by Attacks from NPCs greater than 2 spaces away.

BLOOD VOODOO
When you remove BLINDED, BURNING, CLUMSY, CURSED, DISABLED, DISORIENTED, POISONED, SILENCED, SLOWED or STRAINED affecting you. You can inflict it on a NPC within LoS.

GORGON'S GAZE

EVIL EYE

BRIMSTONE BREATH

SOUL TETHER
REACTION
When you gain BLINDED, BURNING, CLUMSY, CURSED, DISABLED, DISORIENTED, POISONED, SILENCED, SLOWED or STRAINED: Inflict that status on a NPC RANGE 5 of you.

BRAND OF WANING RESILIENCE
SPELL CURSE
CONTEST RESILIENCE
Choose an enemy in LoS, the loser gains a number of VULNERABLE tokens based on the difference between the results.

BINDING ENCHANTMENT OF RESTRAINT
SPELL CURSE
CONTEST RESILIENCE
Choose an enemy in LoS, the loser gains a number of RESTRAIN tokens based on the difference between the results.

WINGED FEET
SPELL SELF
3 AIRBORNE TOKENs

HAZE CLOAK
SPELL SELF
You cannot be targeted by enemy attacks that are greater than 3 spaces away.

BLAST **BEAM**
SKILL: DEXTERITY or MIGHT
RANGE: 3
BLAST 1

ARTEMIS STAR ARROW
[SPELL]
Requires you to be outside. COMBAT START: You launch an arrow to the heavens. Roll a d6 this indicates the round the arrow comes down on. At the end of the round you deal the damage indicated to any combatant on the field:
- 1 - 4 = STANDARD DAMAGE (1d6)
- 5 - 6 = HEAVY DAMAGE (1d6+6)
You can choose to call down the arrow earlier than what you rolled.

6 FOLD CLEISTIAL INVOCATION OF THE ETERNAL BLACK HEAVENS
[SPELL]
When you activate **OVERDRIVE** you can use an action 6 times ignoring the once per round rule and this costs 0 actions.

TORNADO FALL
[SPELL]
SKILL: SPELLCRAFT
TARGET AREA: AURA 2
Move to any free space in or adjacent to the area. You are unaffected by this ability.
ON HIT: Targets are SENT-FLYING outside the area to an adjacent free space and they gain Grounded. Any created objects that are not bound are also SENT-FLYING. Area becomes **TORNADO TERRAIN**
[AERIAL,DANGEROUS]. Until the start of your next turn.

TSUNAMI WAVE
[SPELL]
SKILL: SPELLCRAFT
TARGET AREA: SLASH 4
ON HIT: Target is moved outside of the Area, and is dealt 1d6 knockbacks. Any created objects that are not bound are also subjected to this effect.

EARTHQUAKE CROSS
[SPELL]
SKILL: SPELLCRAFT
TARGET AREA: SLASH 4
On Hit: Non - AIRBORNE Targets Gain Prone, any Targets in or adjacent to or in Cover Terrain, Walls or Objects take STANDARD DAMAGE. Destroy all Objects and Cover and Terrain in the area. Area becomes
[ROUGH] TERRAIN.

8 HEAD SNAKE OROCHI
ATTACK
TAGS: [STRIKE]
SKILL: DEXTERITY or AGILITY
RANGE: MELEE
TARGET AREA: AURA 2
DAMAGE STANDARD (1d6)
This attack ignores PCs
ON HIT: MOVE 1 and Target is POISONED.

SENTINEL
WHILE EQUIPPED: at the end of your turn: Deal CHIP Damage to a Target within RANGE 5. TURN START: You can Deploy this item as a SIZE 1 OBJECT (3 HP) with TURN END: Deal CHIP Damage to a Target within 5.

EARTH PIERCER
when you use the DASH action move you can destroy parts of Terrain, sections of Walls and objects equal to your size or smaller in your path.

EARTH GRINDER
you ignore the movement penalties from TERRAIN. **EDGE GRIND:** when you Move adjacent to an object or terrain with a ledge, edge or rails you can move along that edge until you reach the end or a sharp turn and continue your movement. All objects and terrain you create are considered to have edges and rails.

SLIPSTREAM EXPRESS
Fly 4 Spaces in a straight line and create **TAILWIND TERRAIN** Tailwind Terrain marking the direction that lasts till the start of your turn. COMBATANTS can move into the area and FLY in the indicated direction and to an adjacent space to the end of the **TAILWIND.**

WARRIORS

ATTUNED
TRANCE
Gain FOCUSED, but you can use actions with the [SPELL] TAG for the rest of your turn.

EMPOWERED
you can DEAL BONUS DAMAGE on SINGLE TARGET [SPELL] ATTACKS

MASSIVE WEAPON

This Weapon gains +2 WT,[HEAVY] and [2 HANDED] if it did not have it already. WHILE EQUIPPED: [STRIKE] Attacks ON HIT Deal +2 KNOCKBACK. SINGLE TARGET [STRIKE], can gain TARGET AREA LINE 2 and AREA ATTACK have +1 to their TARGET AREA.

PERFECTLY BALANCED
[STRIKING]
WHILE EQUIPPED: you can use an additional [LINK: STRIKE] when making a COMBO.

EXPLOSIVE SLASH
ATTACK
TAGS: [STRIKE][LINK STRIKE]
SKILL: MIGHT or DEXTERITY
TARGET: AREA SLASH 1
RANGE: MELEE
DAMAGE STANDARD (1d6)

SLASHER
This Weapon gains +2 WT,[HEAVY] and [2 HANDED] if it did not have it already. WHILE EQUIPPED: [STRIKE] gain "The Damage from this Attack ignores FORTIFIED", but cost +1 extra action to use.

BACKSTAB
CONTEST: DEXTERITY + GUILE Vs AGILITY
RANGE MELEE
Damage from this Attack ignores **FORTIFIED.**

JUGGLER'S KNIFE THROW
[STRIKE]
POOL: DEXTERITY + EXPERTISE VS AGILITY
RANGE: X DEXTERITY
DAMAGE STANDARD

HAMMER BASH
ATTACK
TAGS:[STRIKE]
SKILL: MIGHT
RANGE MELEE
DAMAGE STANDARD (1d6)
ON CRIT: DEAL 2 KNOCKBACK

BUSTER SLASH
ATTACK
TAGS: [STRIKE]
SKILL: MIGHT
RANGE: MELEE
TARGET AREA: SLASH 1
DAMAGE STANDARD (1d6)

DASH SLICE
ATTACK
TAGS: [STRIKE]
SKILL: DEXTERITY or AGILITY
RANGE: MELEE
ON TARGET: MOVE 1
DAMAGE STANDARD (1d6)

HOOK SHOT
COMBAT ACTION
RANGE 5
SKILL: DEXTERITY
You can Target Free space at higher elevation and FLY to that space.
ON HIT: If Target is the same size they are **PULLED** adjacent to you. If Target is 1 or more sizes Larger you **FLY** Adjacent to them and RIDE them.

SMASH
MIGHT [STRIKE] ATTACKS gain ON HIT: DEAL X (X = WEAPON WT) Knockback. If the Target's forceful movement from Knockback would be stopped short by a NPC or an object. Deal CHIP Damage and X Knockback to the combatant, object or terrain that stopped the movement, where X Knockback from this attack.

MIGHTY CLEAVE
ATTACK [STRIKE]
SKILL: MIGHT
TARGET AREA: SLASH 2 or LINE 3
RANGE: MELEE
DAMAGE: STANDARD (1D6)

COLOSSAL CHOP
SPECIAL ATTACK [STRIKE][TERRAFORM]
SKILL: MIGHT
RANGE: MELEE
ON TARGET: FLY 1
DAMAGE: HEAVY (1D6+6)
On Hit: Target gains Grounded and creates Difficult Terrain under targets occupied spaces.

PULVERIZE
SPECIAL ATTACK [STRIKE]
SKILL: MIGHT
RANGE: MELEE
DAMAGE: HEAVY (1D6+6)
On Hit: If the Target did not have / gain FORTIFIED or BRACED they gain DISORIENTED until the start of their turn.

TOO BIG TO FAIL
MIGHT [STRIKE] ATTACKS Deal CHIP Damage on a MISS

SUNDER
[TERRAFORM]
When you make an AREA [STRIKE]: Destroy any object, walls or terrain fully within your Area of effect before making any rolls.

WRECKER
When you Deal Knockback from a [STRIKE] you can choose the direction the combatant moves. You cannot have them move into your space. Additionally when you Critical Hit with a [STRIKE] you also double the Knockback as well as damage.

HEFTY STRIKE
[TERRAFORM]
Your [STRIKE] actions also gain the [TERRAFORM] TAG and when you miss with a [STRIKE] action with a Non-LIGHT WEAPON, Create [ROUGH] TERRAIN in the Targeted Area. If the Target was standing on or next to breakable terrain or object then you deal all the damage to it instead.

BACKSWING
When you Miss all targets with an AREA [STRIKE]: Repeat this attack in a new target area that cannot overlap with the previous attack

POWER BREAKER
You can SPEND 1 SPECIAL METER to have a MIGHT [STRIKE] ATTACK gain, this attack does not trigger Reactions. You can spend 1 additional SPECIAL METER in addition for this attack to ignore BRACED and FORTIFIED.

COMMON SHIELD
WHILE EQUIPPED: you can use the BRACE SHIELD COMBAT ACTION to gain BRACED.

SNAP SHIELD
WHILE EQUIPPED: you can use the SNAP SHIELD REACTION to gain BRACED on a SAVE ROLL.

AEGIS SHIELD
WHILE EQUIPPED: you can use the BRACE SHIELD COMBAT ACTION to gain BRACED and while you are **BRACED** you gain **FORTIFIED**.

ARROW VOLLEY
ATTACK [SHOT][ARCING]
SKILL DEXTERITY or AGILITY
RANGE 5
DAMAGE STANDARD (1d6)

HIP FIRE
WHILE EQUIPPED: SHOTS gain +1 to CRITICAL HIT RANGE against Targets within range 3.

GOAD
TURN START, you can make a FLAT ROLL and on a success: A Target NPC in RANGE 5 moves adjacent to you. This counts a [STRIKE] ACTION for [LINK: STRIKE] Actions.

FAINT
COMBAT ACTION [LINK: STRIKE]
RANGE: MELEE
SKILL: DEXTERITY
Target NPC is CLUMSY until the end of your Turn. You can also reposition to any adjacent free Space around the Target.

PROVOKE
COMBAT ACTION [LINK: STRIKE]
RANGE: MELEE
Make a FLAT ROLL and on a success, the target NPC Gains VULNERABLE until they target you with an attack or are successful Hit with an Attack.

TAUNT
COMBAT ACTION [LINK: STRIKE]
RANGE: MELEE
Make a FLAT ROLL and on a success, cannot move until they target you with an attack or are no longer adjacent to you.

DUALIST CHALLENGE
COMBAT START, choose an NPC in LoS and issue them a challenge.The NPC can accept the challenge or decline and be DISORIENTED and SLOWED. The challenge ends once you or the NPC is defeated or at **ROUND START** one of you chooses to submit and become DISORIENTED and SLOWED ending the challenge. While in the challenge, the challenging PC gains DIFFICULTY on ACTION ROLL when TARGETING other NPCs and other PCs gain ACCURACY on SAVE roll vs the challenged NPC ACTIONS.

EN GARDE
REACTION: When adjacent NPC uses a Reaction, Deal STANDARD DAMAGE before resolving the reaction.

DUCK AND WEAVE
When you pass a Save and the attacker is adjacent: you can move to free any adjacent space of the Attacker.

SWIFT STRIDE
Requires: you are not SLOWED or DISORIENTED.
ROUND START: use a STRIDE action.

SWORDPLAY
[STRIKE] Attacks gain: On Critical Hit Roll a d6, Target is affected by 1 of the following:
1-2: BLINDED
3-4: PRONE
5-6: DISORIENTED

SUPPRESSING FIRE
When you successfully hit a target with a SHOT attack they also gain STRAINED and if you are wielding a HEAVY SHOOTING WEAPON they are also DISORIENTED. These can be removed if they are no longer in your LoS, they gain COVER or they become adjacent to you.

VOLLEY FIRE
SPECIAL ATTACK [SHOT]
TARGET AREA: BLAST 1
RANGE: 6
DAMAGE: STANDARD (1D6)
This attack ignores PCs in the TARGET area.

MULTI-BARRAGE
SPECIAL ATTACK [SHOT]
TARGET AREA: BLAST 1

RANGE: 6
DAMAGE: STANDARD (1D6)
This attack uses 2 Target Areas and they cannot overlap.

DEMOLITION BLAST
SPECIAL ATTACK [SHOT][TERRAFORM]
TARGET AREA: BLAST 1
RANGE: 6
DAMAGE: STANDARD (1D6)
Objects and TERRAIN whole within the TARGET AREA are destroyed and turned into [ROUGH] TERRAIN

FLAK BLAST
SPECIAL ATTACK [SHOT]
TARGET AREA: BLAST 1
RANGE: 6
DAMAGE: STANDARD (1D6)
ON HIT: AIRBORNE targets are forced to land.

SMOKE SCREEN
COMBAT ACTION [SHOT][FINISHER][TERRAFORM]
REQUIRES: you are not DISORIENTED or and NPC is not adjacent to you.
RANGE: 6
EFFECT AREA: BLAST 1
Create an area of **SMOKE COVER TERRAIN**, That lasts until the end of the Round.

BLAST YIELD
Gain +1 to the Area for Area [SHOT] attacks.

SECONDARY MUNITIONS
TARGETS are SENT-FLYING X (X = # Targets in the AREA) on a hit with a AREA [SHOT] Attacks.

SUSTAINED FIRE
SHOTS gain +1 to CRITICAL HIT RANGE if the previous action used was a SHOT

POWERFUL GRIP
Inherent [STRIKE] ATTACKS from equipment weapons deal BONUS DAMAGE ON HIT.

BLADE RUSH
SPECIAL ATTACK [STRIKE]
SKILL: MIGHT or AGILITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON TARGET: MOVE adjacent to Target NPC within RANGE 5 before making this attack. If they are exactly 5 paces away gain +1 CRITICAL HIT RANGE.

HAWK TALON
SPECIAL ATTACK [STRIKE]
SKILL: AGILITY or DEXTERITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON HIT: FLY through the Target's space to an adjacent space on the opposite side of the attack. Deal BONUS DAMAGE VS SIZE 2+ NPCs.

CRASHING WAVE
SPECIAL ATTACK [STRIKE][SPELL]
SKILL: MIGHT
RANGE MELEE
DAMAGE: STANDARD (1D6)
ON HIt: Deal 1 Knockback
ON CRIT: deal the same Damage to all adjacent NPCs to the Target. This damage is dealt after any forceful movement.

BLADE BLOSSOM TECHNIQUE
STANCE: (REQUIRES: you are Equipped with a STRIKING WEAPON.) Gain -1 Action, When you fail a Save from an ADJACENT NPC choose to negate either the Damage or effects of the attack. When a NPC is leaving your engagement range you can Make a [STRIKE] Attack as a REACTION.

LORD OF BLADES TECHNIQUE
STANCE (REQUIRES: you are Equipped with only STRIKING WEAPONS.) While in this STANCE you count as being equipped all the STRIKING weapons not STOWED in your INVENTORY. You do not gain any actions this turn, but instead make a [STRIKE] ATTACK and on a HIT, you can use different [STRIKE] ATTACK, repeat this until you have used all [STRIKE] ATTACKS available to you or you MISS.

OVERDRIVE EDGE
While in **OVERDRIVE**, Double the CRITICAL HIT RANGE for STRIKES.

STORM DRAGON'S FANG TECHNIQUE
STANCE: [STRIKE] attacks Gain: Move 2 Spaces Before and after making this Attack. On CRIT: REPEAT this attack.

WARRIORS FURY
1/ROUND Deal Bonus DAMAGE on [STRIKE] ATTACKS vs NPCs with higher HP or if you are WOUNDED and they are not.

DEADLY ACCURACY
1/ROUND, When you hit with a [SHOT] attack and the Target NPC is Not benefiting from Cover or BRACED: DEAL BONUS DAMAGE in addition.

GUN-KATA
ATTACK [SHOT][LINK: MARTIAL ARTS][POINT BLANK]
SKILL: DEXTERITY
RANGE: 3
DAMAGE: STANDARD (1D6)

RICOCHET
ATTACK [SHOT]
SKILL: DEXTERITY
RANGE: 5
DAMAGE: STANDARD (1D6)
ON HIT: Deal CHIP Damage to another NPC or object within RANGE 3 of the original Target.

DRAW!
SPECIAL ATTACK [SHOT]
SKILL: DEXTERITY
RANGE: 5
DAMAGE: STANDARD (1D6)
On Hit: If the target has not taken a turn this Round the Gain SLOWED.

BULLSEYE
SPECIAL ATTACK [SHOT]
SKILL: DEXTERITY
RANGE: 5
DAMAGE: STANDARD (1D6)
Damage from this Attack ignores FORTIFIED.

RETURN FIRE
REACTION: When you take damage from an Attack, Use a [SHOT] as a Reaction.

GUNSLINGER
Move 1 space after using a [SHOT] and [SHOT] attacks gain, ON CRIT: if the target is less than 5 spaces away gain +1 SPECIAL BAR.

SHARPSHOOTER
ATTACK [SHOT][FINISHER]
Requires: Target to be 6 or greater spaces away and you are not adjacent to a NPC.
RANGE: LoS
SKILL: DEXTERITY
DAMAGE: STANDARD (1D6)
Increase Damage to **HEAVY** if you have not moved this turn.

RAPID FIRE
ATTACK [SHOT][POINT BLANK][FINISHER]

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REQUIRES: you hit with a SHOT attack.
SKILL: DEXTERITY
RANGE: 3
DAMAGE: STANDARD (1D6)
ON CRIT: Repeat this attack on the same Target.
```

DOUBLE TAP
SINGLE TARGET [SHOT] attacks gain: Repeat this attack if the Target is within half of the "RANGE:#".

CALLED SHOT
SPECIAL ATTACK [SHOT]
SKILL: DEXTERITY
RANGE: 6
ON HIT: CHOOSE 1
- **LEGS:** Target NPC is PRONE
- **ARMS:** Target is STRAINED
- **WINGS:** Target is GROUNDED

CLASS MASTERIES

RATTLING WRIGHT ARMY
BONES MINIONS gain immunity to CHIP Damage and damage from Dangerous terrain. When you summon a **BONES MINION** adjacent to a NPC. Make a FLAT ROLL. PASS: NPC gains PRONE.

HAUNTING WILLOW WISP
NPCs Adjacent to **GHOST MINION** gain BLINDED until they leave adjacency.

SHAMBLING GRABBING GHOUL
NPC's adjacent to **CORPSE MINIONS** move -1 less space from ENGAGEMENT. And when they end their turn adjacent to a **CORPSE MINION** they are **GRAPPLED**.

VAMPIRE
Your MARTIAL ARTS attacks gain ON HIT: HEAL 1, HEAL 2 if the target is GRAPPLED or RESTRAINED.

TOMBSTONE
REACTION [SPELL][SUMMON]: When a non MINION NPC becomes defeated, SUMMON a SIZE 1 TOMBSTONE OBJECT (HP 6). TURN END - You can Summon 1 **BONES MINION** or **GHOST MINION**. Reduce **TOMBSTONE's** HP by 1

DEAD AMALGAMATION
You can COMBINE adjacent **BONES MINION** or **GHOST MINION.** To form a SIZE [X] **DEAD AMALGAMATION**. It has all the abilities of the MINIONS used. It HP is = to the # of MINIONS used.
Its size is dependent on its HP:
HP 1-4: SIZE 1
HP 5-9: SIZE 2 TURN END: Deal CHIP DAMAGE to all ADJACENT NPCS
HP 10+: SIZE 3 TURN END: Deal STANDARD DAMAGE to all ADJACENT NPCS

SHIELD MASTER
While equipped with a Shield and you have not moved this round, gain FORTIFIED.

CATAPULT
COMBAT ACTION [SHIELD STRIKE]
RANGE: MELEE
Target Ally FLY 3. While **BRACED** they FLY 6 instead. They can use an ATTACK as a Reaction at the end of their movement.

BULLDOZE
SPECIAL ATTACK [SHIELD STRIKE]
RANGE: MELEE
SKILL: RESILIENCE

DAMAGE: STANDARD (1D6)
ON HIT: Deal 3 Knockback and Move adjacent to the Target.

SHIELD BASH
SPECIAL ATTACK [SHIELD STRIKE]
SKILL: MIGHT
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON HIT: Deal 1 Knockback, gain **BRACED.**

SHIELD TOSS
ATTACK [SHIELD STRIKE]
SKILL: MIGHT
RANGE: 3
DAMAGE: STANDARD (1D6)
ON HIT: Deal Knockback = to the SHIELD'S WT

BULWARK
Cannot be forcefully moved by abilities from combatants of the same size or smaller. While **BRACED** you cannot be moved by abilities from combatants of any size.

ZONE OUT
Adjacent NPCS have -1 to their movement in addition to any other decreases.

IRON DEFENSE
While **BRACED** you gain Immunity to CHIP Damage.

INTERCEPT
REACTION: When an ally within Range 4 is targeted by an attack, Move adjacent to them and redirect the attack to you.

TOWERING SHIELD
COMBAT ACTION [SHIELD MANEUVER][FINISHER]
Requirement: You are **BRACED**
A Slash 1 area counts as LoS blocking terrain for your allies. You lose this effect if you move or are forcefully moved or you lose **BRACED**.

SHELTERING SHIELD
COMBAT ACTION [SHIELD MANEUVER][FINISHER]
Requirement: You are **BRACED**
An adjacent ally gains HIDDEN even while they are LoS. They lose HIDDEN when you move or are forcefully moved or you lose **BRACED**.

ENEMY NPC TTRPG PROJECT WRITE UP 3.2

NPC ACTION

NPC have 2 Actions on their turn as well as 1 Reaction on any turn. Like the PCs, NPC Actions cannot repeat. When an NPC uses an Attack the PC makes a SAVE ROLL based on the listed COMBAT SKILL for that action. NPCs have access to all the same universal actions as PCs.

NPC TERMS

BASE STAT BLOCK
An NPC's Stat Block referencing their HP, SIZE, MOVE,GENERIC, MAJOR and MINOR abilities. There are 4 to choose form FRONTLINERS, SKIRMISHERS SORCERERS and MONSTROSITIES (BIO/MECH)

GENERIC NPCS
Represent unnamed enemies that cannot take TEMPLATES. They have half the HP and only have access to the ABILITIES on their STAT BLOCK and universal actions allotted to all combatants.

MINOR NPCS
Standard NPC enemies are created by adding an NPC TEMPLATE to a STAT BLOCK. They get the GENERIC ABILITIES listed on their Stat Block and the ABILITIES on their TEMPLATE. MINOR = NPC TEMPLATE + STAT BLOCK.

MAJOR NPCS
They are tougher enemies and will last longer in a fight and have additional abilities. MAJOR NPCs take 2 WOUNDS to be DEFEATED, Take 3 ACTIONS per Turn and get a MAJOR ABILITY, the GENERIC ABILITIES listed on their Stat Block and the ABILITIES on their TEMPLATE. MAJOR = NPC TEMPLATE + STAT BLOCK + ADDITIONAL MAJOR ABILITIES. **RECOMMENDATION:** Limit MAJOR NPC to a minimum of 1 per the current ARC per COMBAT.

UNIQUE NPCS
You can create UNIQUE MAJOR NPCs by combining 2 TEMPLATES. These specialized NPCs can provide fun synergies, but are overall more dangerous enemies for players. UNIQUE = 2 NPC TEMPLATE + 1 STAT BLOCK + ADDITIONAL MAJOR ABILITIES. **RECOMMENDATION:** Due to their complexity it is recommended to limit **UNIQUE NPCS** to 1 or 2 per combat.

LEGENDARY NPCS
LEGENDARY are powerful NPCS used to create Boss fights that are added to a MAJOR or UNIQUE NPC, They take 3 WOUNDS to DEFEAT and take 2 TURNS per Round. They have access to special action called **ULTRA ACTIONS** and trigger battlefield **EVENTS** based on accumulated **TENSION.** LEGENDARY = LEGENDARY TEMPLATE + UNIQUE or MAJOR NPC. **RECOMMENDATION:** It's recommended to have **LEGENDARY NPCS** to take on the PCs in a solo combat at lower levels. Adding more NPCs can overwhelm the PCs.

TENSION
Is the flow of battle during Boss fights. At the start of the round the GM rolls a 1d6 if the result is equal or lower to the current the TENSION the GM can activate an **EVENT**. Then reduce the TENSION to 0. When TENSION reaches 6 an **EVENT** immediately triggers.

TENSION increases when:
- A NPC takes a WOUND
- The start of new ROUND
- Other rule specific ways.

ULTRA ACTIONS
ULTRA ACTIONS are activated immediately when TENSION is increased. This interrupts the current combatant's turn and they will resume their turn when the action resolves.

EVENTS
EVENTS are effects that alter the flow of combat and can range from Battlefield wide effects that last for that round or modifying NPC or PC actions for that ROUND.

MINION
Minions are a group of NPCs that are weaker than GENERIC NPCs. They only have 1 HP and do not have any actions. They are always considered STAGGERED for effects. Minions do not take their turn. They activate their effects during an Ally's Turn, usually the one that Summoned or Deployed them.

TREMENDOUS
A PC'S SKILL count has half rounded down for this SAVE ROLL.

STEAL
When a PC fails a save, the NPC steals a Consumable, Stack of Supplies, Key Item or non-equipped Gear. When the NPC is defeated they drop the stolen items in a freespace.

SMALL
Requires size 1.
Combatants Gain +1 DIfficulty on Single Target attacks targeting them. They can mount Size 1 Combatants and can Hide while within LoS while benefiting from cover. When you are dealt knockback or Target is SENT-FLYING you move 2x the amount of spaces.

BULKY
You block LoS like an object of your size

ARC X

Arc refers to the level of the players / the progress of your campaign. NPCs gain access to more abilities the higher the Arc and grow their difficulty, complexity and moveset.
ARC 1: player level 1-2
ARC 2: player level 3-4
ARC 3: player level 5

BUILDING NPCS

GENERIC = STAT BLOCK [half HP]
3 GENERIC NPC = 1 PC

MINOR = NPC TEMPLATE + STAT BLOCK
1 MINOR NPC = 1 PC

MAJOR = NPC TEMPLATE + STAT BLOCK + ADDITIONAL MAJOR ABILITIES.
1 MAJOR NPC = 1.5 PC

UNIQUE = 2 NPC TEMPLATE + 1 STAT BLOCK + ADDITIONAL MAJOR ABILITIES.
1 UNIQUE NPC = 1.5 PC

LEGENDARY = LEGENDARY TEMPLATE + UNIQUE or MAJOR NPC.
LEGENDARY NPC = 4 PC

SIZE
NPC Bases list their size in their stat block. The size of a NPC indicates the area that that NPC occupies. A size 1 creature takes up a 1 x 1 grid space while a size 3 creature would take up a 3 x 3 grid space for a total of 9 spaces. Additionally unless stated otherwise size also indicates height.

ADDITIONAL MAJOR ABILITIES
MAJOR NPCS can gain an 1 optional ability per current ARC based on their STAT BLOCK

Example NPC: Arc 1, Quest 1

BUILDING COMBATS SCENES

Combat usually has equal NPC vs PC.

THE BOSS BATTLE
Requires a Legendary NPC.

NPC STAT BLOCKS

FRONTLINERS

Unyielding Warriors of the Vanguard: Frontliners are the embodiment of unyielding courage and martial prowess on the battlefield. Trained to withstand the fiercest assaults and strike back with unwavering resolve, they form the steadfast core of any fighting force.

HP 20 | MOVE 3 | SIZE 1

MELEE ASSAULT
ATTACK
TAGS:[STRIKE] or [MARTIAL ARTS]
SAVE: MIGHT
RANGE: MELEE
ON TARGET: MOVE 2
DAMAGE: STANDARD (1D6)
ON FAIL: Deal 1 KNOCKBACK

BLADE CLASH
REACTION
When you are a hit with an attack from an adjacent PC: You negate either the Damage or effects of the attack.

RAMPART
PCs combatants gain -2 to movement from **ENGAGEMENT** with you. When you use a **STRIDE** Action. You can Deal 1 Knockback to an adjacent PC before moving.

SKIRMISHERS

Agile Tacticians of Battlefield Precision: Skirmishers are the nimble and versatile combatants on the battlefield, renowned for their ability to deftly weave together ranged shots and melee strikes. They are the embodiment of agility and precision, capable of striking swiftly and accurately.

HP 14 | MOVE 5 | SIZE 1

RANGE SHOT
ATTACK
TAGS:[SHOT]
SAVE: AGILITY
RANGE: 6
DAMAGE: STANDARD (1D6)

DARTING MOVEMENTS
If this NPC used a STRIDE action and did not move its full amount they can use the remaining movement after the next non STRIDE action has resolved.

AMBUSH EXPERT
PCs who have not taken their turn for the ROUND are gain DIFFICULTY on SAVE ROLLS vs your ACTIONS.

SORCERERS

Masters of Mystic Arts: Sorcerers are wielders of powerful arcane forces, harnessing the very essence of magic itself. They are known for their mastery over spells and their ability to shape arcane energy into destructive attacks.

HP 14 | MOVE 4 | SIZE 1

SPELL BLAST
ATTACK
TAGS:[SPELL]
SAVE: SPELLCRAFT
RANGE: 4
DAMAGE: STANDARD (1D6)

ARCANA ACE
Single Target [SPELL] ACTIONS can Target 2 combatants within RANGE.

COUNTERSPELL
REACTION
when an action with the [SPELL] TAG successfully hits you: Negate either the Damage or effects of SPELL.

MONSTROSITY

Unstoppable Titans of the Battlefield: Monstrosities are massive and imposing creatures, known for their sheer power and resilience. Whether they are lumbering bio-monstrosities or mechanical mecha-monstrosities, they are forces to be reckoned with on the battlefield.

HP 20 | MOVE 3 | SIZE 2

LUMBERING BULK
Gain **BULKY** and gain the [STRIDE] action **TRAMPLE** - you move in a straight line, ignoring combatants and objects smaller than you DEALING CHIP DAMAGE them as you move through them.

SUPERHEAVY BODY
While you are not STAGGERED or WOUNDED you are immune to all forceful movement and Ignore Difficult and Dangerous Terrain.

MONSTROUS BITE (BIO)
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY or MIGHT
RANGE: MELEE
DAMAGE: HEAVY (1D6+6)
On FAIL: Target is Grappled and this NPC HEAL 1d6.

DEMOLITION (MECHA)
ATTACK
TAGS:[MARTIAL ARTS][TERRAFORM]
SAVE: AGILITY or MIGHT
RANGE: MELEE
TARGET AREA: SLASH 1
DAMAGE: HEAVY (1D6+6)
Destroy Walls, Terrain and Objects.

NPC TEMPLATES

ASSASSIN

Silent and Lethal: Assassins are masters of stealth and precision, specializing in eliminating their targets swiftly and silently. Whether they use martial arts or sorcery, assassins excel in delivering lethal strikes and disappearing into the shadows.

SUGGESTED STAT BLOCK: SKIRMISHER OR SORCERER

ASSASSINATE
COMBAT ACTION
TAGS: [MARTIAL ARTS]
RANGE: MELEE
Target a PC, CHOOSE AGILITY or RESILIENCE and Roll 2d6, if the result is higher than the chosen SKILL then apply 1 of the following:
- If the Target is not Staggered: 1/2 the Target's Current HP
- If the Target is Staggered: Reduce HP to 1.
- If Target has 1 HP: Reduce it to 0.

SHADOW JUMP
STRIDE
TAGS:[SPELL]

REQUIRES: You are not adjacent to a PC.
Teleport to an adjacent free space next to a PC within LoS and gains OBSCURED.

AIR MAGE

Masters of the Tempest: Air Mages are wielders of the tempest, harnessing the raw power of wind and air to shape the battlefield to their advantage and control the flow of combat.

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER

RAZOR WIND
ATTACK
TAGS:[SPELL][ARCING]
SAVE: SPELLCRAFT or RESILIENCE.
RANGE: 6
DAMAGE: STANDARD (1D6)
ON FAIL: Target is SENT-FLYING 2
AIRBORNE PCs gain DIFFICULTY on SAVE ROLLS.

SUDDEN SQUALL
The AIR MAGE's ATTACKS gain the [TERRAFORM] TAG and create **SQUALL TERRAIN [AERIAL,ROUGH,CLUMSY]** in the Target's occupied Space or target area.

ARSENAL

The Merciless Firepower: Arsenal is a force of relentless firepower, specializing in ranged combat with an arsenal of devastating firearms. Whether it's a hail of bullets or a precise single shot, this combatant can rain destruction on their foes with remarkable precision and deadliness.

SUGGESTED STAT BLOCK: SKIRMISHER OR MONSTROSITY

BULLETSTORM
ATTACK
TAGS:[SHOT]
SAVE: AGILITY
TARGET AREA: SLASH 4 or RANGE 4 (SINGLE TARGET)
DAMAGE: STANDARD (1D6) (HEAVY if SINGLE TARGET)

EMPTY THE MAG
You can use and combine 2 [SHOT] attacks into 1 action targeting the same PC. This requires 2 SAVE ROLLS.

BERSERKER

Unleashing Unrelenting Fury: The Berserker is a formidable force on the battlefield, harnessing unbridled rage to crush their foes with unmatched ferocity.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY

RAMPAGE
STANCE
This NPC gains VULNERABLE while in this stance, Double all movement and ATTACKS gain **TREMENDOUS.** Additionally when this NPC deals DAMAGE it HEALs the same amount and can gain HP over their MAXIMUM from this ability.

RETALIATION
REACTION
when you are dealt Damage from an adjacent PCs Attack: use an attack as a reaction and change DAMAGE to HEAVY.

BRIGAND

The Lawless Opportunist: The Brigand is a cunning and ruthless opportunist, always on the lookout for a chance to gain an advantage, even if it means resorting to theft and ambush tactics.

SUGGESTED STAT BLOCK: FRONTLINER OR SKIRMISHER

MUG
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: MIGHT or DEXTERITY
ON FAIL: STEAL a CONSUMABLE or GEAR ITEM (not EQUIPPED) from Target PC.
ON CRIT FAIL: Target is PRONE in addition.

CUTTHROAT RAIDER
ROUND START: use a STRIDE action. You ignore [ROUGH] Terrain for this movement. Adjacent STAGGERED or WOUNDED PCs are also CLUMSY.

BRAWLER

The Unstoppable Force: The Brawler is a powerhouse, using their incredible physical strength to overwhelm and incapacitate their adversaries.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY

BODY SLAM
ATTACK
TAGS: [MARTIAL ARTS]

SKILL: RESILIENCE
ON FAIL: Deal KNOCKBACK 3 + NPC SIZE.

HARD KNOCKDOWN
When a PCs gain PRONE from your FORCEFUL MOVEMENT they are also SLOWED.

CHAMPION

Beacon of Hope and Defender of Allies: The Champion, a steadfast and valiant warrior, is a beacon of hope on the battlefield. Whether they wield a mighty sword or harness the power of divine magic, their primary mission is to protect their allies and strike down their foes with righteous fervor.

SUGGESTED STAT BLOCK: FRONTLINER OR SORCERER

CRUSADER's STRIKE
ATTACK
TAGS:[STRIKE][SPELL]
SAVE: MIGHT or RESILIENCE
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: NPCs within AURA 2 Gain **FORTIFIED** until the start of their turn.

FAITH & SACRIFICE
When you or an Adjacent NPC is about to Take Damage: Roll 1d12, if the result is less than the damage, reduce that damage to 0. Additionally if take DAMAGE, NPCs within AURA 2 HEAL 2

GLAIVE

The Master of Great Weapons: The Glaive is a formidable warrior who wields massive weapons with exceptional skill and finesse, turning them into devastating instruments of destruction.

SUGGESTED STAT BLOCK: FRONTLINER OR SKIRMISHER

GREAT WEAPON
[STRIKE] ACTIONS gain +1 To TARGET AREA or gain TARGET AREA: LINE 2 or SLASH 1.

BLOCK STUN
PC's are SLOWED from your [STRIKE] ACTIONS unless they CRITICALLY SUCCEED their SAVE ROLL.

COMMANDER

Master of Battlefield Coordination: The Commander is a skilled tactician and leader on the battlefield, able to inspire and guide their allies to victory through strategic planning and precise commands.

SUGGESTED STAT BLOCK: SKIRMISHER OR FRONTLINER

ON MY MARK
COMBAT ACTION
RANGE: 5
Target Ally as a Reaction uses an ATTACK.

COMMANDING PRESENCE
While NPCs are within AURA 3 of the COMMANDER they gain FOCUSED and BRACED.

DRAGOON

The Skyborne Spearman: The Dragoon is a skilled and agile warrior, specializing in aerial combat and wielding a lance with devastating power.

SUGGESTED STAT BLOCK: SKIRMISHER OR SORCERER

WEAPON VAULT
STRIDE
FLY 4 and DEAL CHIP DAMAGE to adjacent PCs at the end of your movement.

SKY LANCE
ATTACK
[STRIKE]
SAVE: AGILITY OR MIGHT
RANGE: MELEE
ON TARGET: FLY 4
DAMAGE: HEAVY (1D6+6)
ON HIT: Target is GROUNDED.

DEFENDER

The Unyielding Sentinel: The Defender is a formidable frontline combatant, specializing in defensive tactics and protecting their allies with unshakable resolve.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY

DEFENSIVE STANCE
STANCE
This NPC gains **BULKY** and **BRACED.** Adjacent NPCs also gain the benefits of **BRACED.** Additionally when you use a STRIDE action an adjacent ally moves with you.

GUARDIAN
REACTION
As a Reaction to an adjacent Ally being successfully hit with an Attack you can apply all Damage and Effects to you instead of them.

EARTH MAGE

The Terraformer of Battle: The Earth Mage is a versatile spellcaster with a deep connection to the earth, capable of manipulating terrain to their advantage and launching powerful earth-based attacks.

SUGGESTED STAT BLOCK: SORCERER OR FRONTLINE

EARTH UPHEAVAL
ATTACK
TAGS:[ARCING][SPELL][MARTIAL ARTS]
SAVE: MIGHT OR AGILITY
RANGE: 4 OR MELEE
DAMAGE: STANDARD (1D6)
ON PASS: If the AGILITY SKILL was used for the SAVE ROLL, place a SIZE 1 **EARTH OBJECT** (5 HP) adjacent to the Target. REPEAT this attack from all **EARTH OBJECTS** (5 HP) in LoS. but on a Successful SAVE ROLL moving the Object adjacent to the target instead of placing a new **EARTH OBJECT** and On a failed SAVE ROLL destroy used the **EARTH OBJECT** used.

CRACKED EARTH
The EARTH MAGE's ATTACKS gain the [TERRAFORM] TAG and create **CRACKED EARTH TERRAIN [ROUGH,CLUMSY]** in the Target's occupied Space or target area. If a PC ends their turn on a **CRACKED EARTH TERRAIN,** Reduce elevation under their occupied space by 1 and they gain PRONE.

ENGINEER

The Master of Devices: The Engineer is a versatile combatant who excels at deploying gadgets and structures to enhance their allies and shape the battlefield.

SUGGESTED STAT BLOCK: SKIRMISHER OR MONSTROSITY

SUPER CHARGER
COMBAT ACTION
RANGE 3
Place a SIZE 1 **SMALL SUPERCHARGER OBJECT (HP 3).** Ally NPCs within AURA 3 gain **TREMENDOUS** on all their ACTIONS.

QUICK BUILD
COMBAT ACTION
Place a SIZE 1 **QUICK BUILD** OBJECT (HP 5)that Blocks LoS for PCs. repeat this action for SIZE 2 NPCs and 3 time for SIZE 3 NPCs

FIRE MAGE

Master of Infernos: The Fire Mage is a formidable spellcaster who wields the power of flames to create fiery devastation on the battlefield.

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER

ROARING FLAME
ATTACK
TAGS:[SPELL]
SAVE: SPELLCRAFT or RESILIENCE
TARGET AREA: SLASH 3 or SINGLE TARGET (RANGE 3)
DAMAGE: STANDARD (1D6)
ON FAIL: Target PC is **BURNING**
ON PASS: Deal CHIP Damage

BLAZING WILDFIRE
The FIRE MAGE's ATTACKS gain the [TERRAFORM] TAG and create **WILDFIRE TERRAIN [BURNING,DANGEROUS]** in the Target's occupied Space or target area.

ICE MAGE

Master of Frigidity: The Ice Mage is a formidable spellcaster with the power to harness the chilling forces of ice and frost to control and manipulate the battlefield.

SUGGESTED STAT BLOCK: SORCERER OR FRONTLINER

CREEPING FROST
COMBAT ACTION
TAGS:[SPELL][SUMMON]
RANGE: 3
SUMMON a Size 1 **CREEPING FROST OBJECT** (HP 5). Adjacent PCs gain SLOWED and CLUMSY. When this object is destroyed, Target, a PC within Range 5, has to make an AGILITY SAVE. On a fail, they are RESTRAINED [MIGHT].
TURN START: SUMMON a **CREEPING FROST OBJECT** in a free Adjacent space within range 3.

ENCASING ICE
The ICE MAGE's ATTACKS gain the [TERRAFORM] TAG and create **ENCASING ICE TERRAIN [CLUMSY,ROUGH SLOWING]** in the Target's occupied Space or target area. If they end their turn on **ENCASING ICE TERRAIN** they are **RESTRAINED [MIGHT]** and **SLOWED**.

LIGHTNING MAGE

Masters of Electrifying Magic: Lightning Mages are formidable spellcasters who harness the power of electricity to deal devastating damage and disrupt their enemies' movements.

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER

LIGHTING BOLT
ATTACK
TAGS: [ARCING][SPELL]
SAVE: SPELLCRAFT OR DEXTERITY
RANGE: 10
DAMAGE: STANDARD (1D6)
ON FAIL: Target is BLINDED and CLUMSY. Repeat this attack targeting a new PC within range of the previous Target that has not been affected by this attack.

ELECTRIC JOLT
The LIGHTNING MAGE's ATTACKS gain, ON FAIL: Target is DISORIENTED and if the TARGET PC is ADJACENT Deal 1d6 KNOCKBACK in addition.

MAGE KNIGHT

Masters of Spellbound Combat: Mage Knights are unique combatants who have seamlessly blended martial prowess with spellcasting abilities. They are formidable warriors who can deliver both melee strikes and spell-powered attacks.

SUGGESTED STAT BLOCK: FRONTLINER OR SORCERER

SMITE
ATTACK
TAGS: [STRIKE][SPELL]
SAVE: DEXTERITY OR RESILIENCE
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON CRIT FAIL: Target gains DISORIENTED.

BLADE SORCERY
You can use and combine a [SPELL] and [STRIKE] ACTION into 1 action targeting the same PC. The [SPELL] gain the [POINT BLANK]

MARKSMEN

The Elite Long-Range Combatants: Marksmen are unparalleled when it comes to long-range combat. They excel at delivering precise and powerful attacks from a distance, often with an advantage when firing from elevated positions.

SUGGESTED STAT BLOCK: SKIRMISHER OR SORCERER

EAGLE EYE
This NPC's [SHOT] and [SPELL] actions with RANGE: # becomes RANGE: LoS instead and if the TARGET is 10+ Spaces away they deal BONUS DAMAGE in addition.

HIGH GROUND
NPCs have DIFFICULTY on SAVE ROLLS vs this NPC's actions if they are at a lower elevation or this NPC is AIRBORNE and they are not.

MONK

Master of Martial Prowess: The Monk is a disciplined and agile combatant who excels in the art of close-quarters combat, delivering precise strikes and powerful blows to their adversaries. Their unique abilities make them a force to be reckoned with on the battlefield.

SUGGESTED STAT BLOCK: SKIRMISHER OR SORCERER

FLYING KICK
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AG
ON TARGET: FLY 3
DAMAGE: STANDARD (1D6)
ON HIT: Deal Knockback 1

KI COMBO
This NPC can combine a [MARTIAL ARTS] ACTION and [STRIKE] or [SPELL] ACTION into 1 action targeting the same PC.

PRIEST

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER

DIVINE LIGHT
ATTACK
TAGS:[SPELL][ARCING]
SAVE: SPELLCRAFT
RANGE: BATTLEFIELD

DAMAGE: STANDARD (1D6)
ON FAIL: Target is BLINDED. Allies adjacent to the Target PC HEAL 2

BLESSING
When you HEAL an ally you can Remove BLINDED, BURNING, CLUMSY, CURSED, DISABLED, DISORIENTED, POISONED, SILENCED, SLOWED or STRAINED affecting them.

RENEGADE

Master of Dual Combat Styles: The Renegade is a versatile and formidable combatant who excels in both ranged and melee combat, making them a force to be reckoned with on the battlefield.

SUGGESTED STAT BLOCK: SKIRMISHER OR FRONTLINER

HOT LEAD AND COLD STEEL
You can use and combine a [SHOT] and a [STRIKE] attack into 1 action targeting the same PC. The [SHOT] gain POINT BLANK

WICKED AIM
[SHOT] actions gain ON FAIL: ROLL 1D6
   ● 1-2: Target is PRONE (GROUNDED if AIRBORNE)
   ● 3-4:Target is WEAKEN
   ● 5-6:Target is VULNERABLE

SEALER

SUGGESTED STAT BLOCK: SORCERER OR FRONTLINER

SEALING ARTS
ATTACK
TAGS:[SPELL][MARTIAL ARTS]
SAVE: SPELLCRAFT
RANGE: 3 OR MELEE
ON FAIL: Roll 1d6 Target is:
   ● 1-2 STRAINED
   ● 3-4 RESTRAINED [SPELLCRAFT]
   ● 5-6 SILENCED

WARDING AURA
While not SILENCED, You and adjacent allies are FORTIFIED.

SLIME HORROR

Amorphous Nightmare: The Slime Horror is a grotesque and nightmarish creature, resembling a shapeless mass of acidic slime. This relentless monstrosity slithers through the battlefield, engulfing and corroding anything in its path.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY

ACIDIC SLIME BODY
[TERRAFORM]
This NPC can occupy the same space as other combatants and when they GRAPPLE a PC they are pulled into their occupied space. While occupying the same space as other combatants they treat your occupied space as **SLIME TERRAIN [BURNING POISONOUS DANGEROUS]** and If a PC starts their turn in **SLIME TERRAIN** they make a FLAT ROLL and on a FAIL they Destroy an item. **SLIME SPAWN**
When you take Damage Place that many SIZE 1 **SLIME SPAWN MINION** within AURA 2. They have **ACIDIC SLIME BODY.** They have TURN START: Use **ENGULF** and
TURN END: MOVE 4

ENGULF
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY
ON TARGET: Target's that are PRONE, DISORIENTED or RESTRAINED fail automatically.
TARGET AREA: AURA 1
ON FAIL: Target is GRAPPLED.
ON PASS: PC can MOVE 1.

STALKER

Master of Stealth and Ambush: Stalkers are experts in the art of stealth and ambush. They excel at closing the gap between them and their prey with swift, decisive strikes.
SUGGESTED STAT BLOCK: SKIRMISHER OR FRONTLINER

POUNCE
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY or DEXTERITY
RANGE: MELEE
ON TARGET: FLY 6
DAMAGE: STANDARD (1D6)
ON CRIT FAIL: Target is PRONE

CAMOUFLAGE
While this NPC is fully within COVER TERRAIN it is also OBSCURED.

SWASHBUCKLER

Dashing Duelist of the High Seas: The Swashbuckler is a charismatic and agile duelist, known for their breathtaking acrobatics and uncanny knack for disarming foes. Whether on the high seas or in the heart of a bustling city, they excel in close combat and can leave their enemies bewildered.

SUGGESTED STAT BLOCK: SKIRMISHER OR FRONTLINER

DISARM
When a PC fails a SAVE ROLL from one of your SINGLE TARGET ACTIONS, you Mark a free space with 1d6 way from the PC and Remove an Equipped Weapon from their Targets inventory until they move through that space, picking up that weapon.

SNIDE REMARKS
REACTION
When an adjacent PC starts their turn: They gain DISORIENTED and cannot move until they target you with an attack or are no longer adjacent to you.

SWORDSMEN

Masters of the Blade: Swordsmen are unparalleled masters of the blade, possessing a unique set of skills that enable them to unleash a whirlwind of attacks with precision and finesse.

SUGGESTED STAT BLOCK: FRONTLINER OR SKIRMISHER

SWORD ARTS
This NPC can combine 2 [STRIKE] ACTIONS into 1 action targeting the same PC. The CRITICAL FAIL RANGE of [STRIKE] the ACTIONS is 11-12

FLASH STEP
REACTION
When a PC within RANGE 4 moves: You Move adjacent to the PC and they make an AGILITY or MIGHT SAVE ROLL, on failure they are PRONE.

TANK FRAME

The Mobile Bastion: The Tank Frame is the epitome of resilience and destruction. It is an awe-inspiring creation that brings the full force of a mobile fortress to the battlefield, leaving destruction in its wake.

SUGGESTED STAT BLOCK: SORCERER OR MONSTROSITY
This NPC is SIZE 2

ARTILLERY
ATTACK
TAGS:[ARCING][SHOT][TERRAFORM]
SAVE: AGILITY or RESILIENCE
TARGET AREA: BLAST 1
DAMAGE: STANDARD (1D6)
Destroy Walls, Terrain and Objects within the TARGET AREA.
ON SAVE: Deal CHIP Damage
ON CRIT FAIL: Target is SENT-FLYING outside of TARGET AREA.

MOBILE FORTRESS
Adjacent or RIDING ally NPCs gain COVER and can choose to use any [SHOT] ACTION you can use on their TURN.

BURROWING BEAST

Subterranean Terror: The Burrowing Beast is a nightmarish force of nature, an embodiment of primal fear and unrelenting power. Its mastery over the earth grants it an eerie advantage over its foes, making it a formidable adversary that few dare to face.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY
This NPC's movement ignores combatants, objects and Terrain. You can also ignore elevation if connected to the ground.

BURY ALIVE
When you GRAPPLE a PC you can choose to reduce elevation under the targets occupied space by 1 and the target is also RESTRAINED [MIGHT].

GROUND BREACH
This NPC can move into the occupied space of PCs and At the end of your movement any PCs that shears your space must make an AGILITY SAVE, on a successful save they can move to a free adjacent space or RIDE this NPC, on a fail save they gain PRONE or GRAPPLED (GM's choice)

WINGED BEAST

Master of the Skies: The Winged Beast is a formidable presence in the skies, a creature born to rule the heavens and sow terror below. With its aerial supremacy and the fury of a storm in its wings, it strikes fear into the hearts of those who dare to challenge it.

SUGGESTED STAT BLOCK: SKIRMISHER OR MONSTROSITY
This NPC has Airborne

SWOOPING DIVE
STRIKES GAIN ON TARGET: You Fly 4 Spaces before making this attack.

HURRICANE WINGS
While you are AIRBORNE at the start of your turn, Adjacent PCs make a MIGHT CHECK.
FAIL: Deal Knockback 1.

TERROR KNIGHT

The Fear-Inducing Combatant: The Terror Knight is a menacing warrior who strikes fear into the hearts of their opponents while simultaneously draining their life force.

SUGGESTED STAT BLOCK: SORCERER OR FRONTLINER

TERRIFYING STRIKE
ATTACK
TAGS:[STRIKE]
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: Target gains STRAINED
CRIT FAIL: Target is DISABLED while adjacent to you.

DRAIN
ATTACK
TAGS:[STRIKE][SPELL]
RANGE: 2 or MELEE
CHECK: RESILIENCE
DAMAGE: STANDARD (1d6)
FAIL: HEAL the NPC the amount of DAMAGE dealt

THIEF

The Elusive Pilferer: The Thief is a cunning and nimble character, skilled in the art of theft and evasion.
SUGGESTED STAT BLOCK: SKIRMISHER OR SORCERER

SWIPE

ATTACK / REACTION
TAGS:[MARTIAL ARTS]
SAVE: DEXTERITY
ON FAIL: STEAL a CONSUMABLE or GEAR
REACTION - when an adjacent PC uses a CONSUMABLE or SWAPS a GEAR ITEM.

DASH STEP
REACTION
When you are targeted by an attack: use a **STRIDE.**

WATER MAGE

Master of Aquatic Arcana: The Water Mage is a formidable spellcaster who harnesses the power of water to control the battlefield. Whether they are on the offense or the defense, their mastery over aquatic magic allows them to manipulate and shape the flow of combat.

SUGGESTED STAT BLOCK: SORCERER OR MONSTROSITY

PRESSURE STREAM
ATTACK
TAG:[SPELL][MARTIAL ARTS]
SAVE: MIGHT OR AGILITY
TARGET AREA: BEAM 1 or SINGLE TARGET (RANGE 3)
DAMAGE: STANDARD (1D6)
ON FAIL: DEAL KNOCKBACK 3

WHIRLPOOL STEP
When you use a [STRIDE] Action you can Forcefully MOVE 1 all COMBATANTS with AURA 2 before moving.

WARLORD

Master of Battlefield Tactics: The Warlord is a commanding presence on the battlefield, known for their exceptional leadership skills and ability to turn the tide of battle in their favor. They excel in orchestrating their allies, boosting their movements, and ensuring the defense of their forces.

SUGGESTED STAT BLOCK: FRONTLINER OR SKIRMISHER

BATTLELINE COMMANDER
TURN START: While you are not SILENCED or DISORIENTED, NPCS in LoS can MOVE 2 and use an ACTION as a REACTION. NPCs can only be affected by **BATTLELINE COMMANDER** once per **ROUND.**

DEFENSE TACTICS
Reduce Damage Taken by the number of adjacent NPCs.

GRENADIER

Master of Explosive Warfare: The Grenadier is a formidable combatant specializing in explosive warfare. Their primary role is to rain destruction upon their foes with their powerful grenades and disruptive abilities.

SUGGESTED STAT BLOCK: SKIRMISHER OR MONSTROSITY

GRENADE LAUNCHER
ATTACK
TAGS:[SHOT][ARCING]
RANGE: 6
TARGET AREA: BLAST 1
SKILL: AGILITY
DAMAGE: STANDARD (1D6)
ON FAIL: TARGET PC is SENT-FLYING 1d6

BOMB TOSS
After using a [STRIDE] action a PC within RANGE 3 must make an AGILITY SAVE ROLL and on a fail Choose and apply 1:
- MOLOTOV - Target is BURNING
- FLASH BANG - Target is BLINDED
- CONCUSSIVE - Target is CLUMSY
- NET - Target is RESTRAINED [MIGHT]
- CONCOCTION - Target is POISONED

SIREN

Enigmatic Temptress of the Depths: The Siren is a mesmerizing and enchanting creature, known for its mystical songs and elusive nature.

SUGGESTED STAT BLOCK: SORCERER OR MONSTROSITY

OBSCURING MIST
TAGS:[SPELL]
While not WOUNDED, You gain OBSCURED from attacks greater than 3 spaces away.

SIREN'S SONG
ATTACK
TAGS: [SPELL]
SKILL: SPELLCRAFT
TARGET AREA: AURA 3 or SINGLE TARGET (RANGE 6)
ON HIT: Target moves adjacent to you and while they are adjacent gain VULNERABLE and STRAINED.

COMMANDO

Master of Tactical Suppression: The Commando excels in providing tactical support and suppressing enemy movements on the battlefield. They are skilled at hindering enemy progress and punishing those who dare to challenge their positions.

SUGGESTED STAT BLOCK: SKIRMISHER OR FRONTLINER

COVERING FIRE
COMBAT ACTION
TAGS:[SHOT]
RANGE: 6
TARGET PC gains BLINDED and SLOWED. These are REMOVED if they are no longer in LoS of you, benefiting from Cover or gain BRACED.

OVERWATCH
REACTION
When a PC moves with Range of one of your ATTACKS: you can Use that ATTACK as a Reaction.

GOLEM

Unyielding Stone Guardian: The Golem is a formidable and imposing force on the battlefield, known for its incredible resilience and strength.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY
This NPC is SIZE 2.

GRANITE FIST
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: MIGHT or AGILITY
RANGE: MELEE or RANGE 2
ON TARGET: MOVE 1
DAMAGE: STANDARD (1D6)
ON FAIL: Deal 2 KNOCKBACK

GRANITE LOCK
TAGS:[SPELL]
While not SILENCED or DISORIENTED this NPC and its within RANGE 3 are immune to Forceful movement while not AIRBORNE.

HARPY

The Aerial Menace: The harpy, a creature born of the skies and magic, possesses a unique and unsettling set of abilities that make it a formidable foe in the realm of combat.

SUGGESTED STAT BLOCK: SKIRMISHER OR SORCERER
This NPC has Airborne

SKY TERROR
While Airborne when you move over a PC's space they must make an AGILITY SAVE and a save They Move 1 space and on a fail they are CLUMSY.

SONIC SCREAMING
ATTACK
TAGS: [SPELL]
SKILL: SPELLCRAFT
TARGET AREA: SLASH 3 or SINGLE TARGET (RANGE 4)
ON HIT: Target PCs Gain DISORIENTED and SILENCED.

ASHURA

The Furious Tempest: Ashura, a towering and relentless force on the battlefield, is a true embodiment of fury and destruction. With its imposing size and multiple limbs, it wields tremendous power against its foes.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY
This NPC is SIZE 2.

MULTI LIMBED FURY
Single Target **[MARTIAL ARTS]** can Target an additional Combatant within range or The same Target Twice. This requires a separate roll.

WRATHFUL FISTS
TURN START: FLY 3 and DEAL CHIP DAMAGE to all adjacent PCS and **TURN END:** FLY 3 and DEAL CHIP DAMAGE to all adjacent PCS

DAGON

The Abyssal Sorcerer: Dagon, a formidable sorcerer of the abyss, wields dark and mystical powers that can twist the very fabric of reality itself.

SUGGESTED STAT BLOCK: SORCERER OR MONSTROSITY

BLACK PORTAL
STRIDE
TAGS:[SPELL]
Teleport 4 and adjacent NPCs also Teleport 4 as well.

INKY SPACE
ATTACK
TAGS: [SPELL]
SKILL: SPELLCRAFT
TARGET AREA: AURA 3 or SINGLE TARGET (RANGE 6)
ON HIT: Target PC is Teleport 2 and is CURSED.

KIRIN

The Flamebearer: The Kirin, a majestic and otherworldly creature, wields the power of fire with grace and authority on the battlefield.

SUGGESTED STAT BLOCK: SORCERER OR MONSTROSITY
This NPC has Airborne

SOUL FIRE
ATTACK
TAGS: [SPELL]
SKILL: SPELLCRAFT
TARGET AREA: SLASH 3 or SINGLE TARGET (RANGE 4)
ON HIT: Target is BURNING and STRAINED.
NPC are immune to effects and HEAL 1d6.

BLAZE PROOF
While not SILENCED or DISORIENTED this NPC and its allies in RANGE 3 are immune to the BURNING condition.

DJINN

Masters of Whirling Sands: Born of the desert winds and wielding the power of storms, Djinn are enigmatic beings that traverse the skies with grace and mastery over the elements. These airborne entities command the very sands beneath them, turning them into formidable weapons.

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER
This NPC has Airborne

DUST TORNADO
ATTACK
TAGS:[SPELL][ARCING]
TARGET AREA: BLAST 1 (RANGE 6) or BEAM 1
SKILL: AGILITY
ON FAIL: TARGET PC is SENT-FLYING 1d6 and BLINDED

ROLLING SAND STORM
TAGS:[SPELL]
While not SILENCED or DISORIENTED this NPC has AIRBORNE and While AIRBORNE it has COVER form attack greater than 3 spaces away.

BANSHEE

The Frost Enigma: The Banshee is a mysterious and formidable presence on the battlefield, wielding the power of frost and ice with an icy, calculating demeanor.

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER

NUMBING WAIL
ATTACK
TAGS:[SPELL][ARCING]
TARGET AREA: BLAST 1 (RANGE 6) or BEAM 1
SKILL: AGILITY
ON FAIL: SLOWED and CLUMSY

ICY HEART
When a PC fails an ACTION roll with the [SPELL] TAG that Targets you: They gain SLOWED and if they are already SLOWED they gain RESTRAINED [MIGHT] in addition.

RAIJU

Thunderous Striker: Raiju is a powerful and agile combatant, capable of delivering electrifying attacks with incredible speed and precision.

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER

THUNDER CLAW
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: The Target PC is SENT-FLYING 1d6.

LIGHTNING STEP
When you use a [STRIDE] Action: You can Teleport that many spaces instead and Deal CHIP damage to all adjacent PCs at the end of that movement.

DRAKE

The Fire-Breathing Skyborne Menace: The Drake is a formidable creature with a mastery over both the skies and the flames. It soars above the battlefield, leaving a trail of burning destruction in its wake. With its fiery breath and devastating attacks, it is a force to be reckoned with.

SUGGESTED STAT BLOCK: SKIRMISHER OR SORCERER
This NPC has Airborne

BURNING WINGS
STRIDE
TAGS: [TERRAFORM]
FLY 5 and create [BURNING, DANGEROUS] TERRAIN in the spaces you have moved though. PCs can make an AGILITY Save and on a successful save they can Move 1 space out of the TERRAIN.

VORPAL CLAW
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY
TARGET AREA: SLASH 1
DAMAGE: STANDARD (1D6)
ON FAIL: You gain +1 Action.

OGER

Brutes of the Wilds: Ogres are fearsome creatures known for their raw power and brutal tactics. They often inhabit the wildest and most untamed regions, using their formidable physical strength to survive.

SUGGESTED STAT BLOCK: FRONTLINER OR MONSTROSITY
This NPC is SIZE 2.

BRUTAL SMASHING
ATTACK
TAGS:[STRIKE]
SAVE: MIGHT or AGILITY
RANGE: MELEE
TARGET AREA: SLASH 1
DAMAGE: STANDARD (1D6)
ON FAIL: Target PC is PRONE

WILD FLING
1/ROUND When this NPC successfully GRAPPLES or inflict PRONE to a PC the are SENT-FLYING 2D6

CAVILIER

SUGGESTED STAT BLOCK: SORCERER OR SKIRMISHER

JOUST
ATTACK
TAGS: [STRIKE]
SAVE: AGILITY
ON TARGET: MOVE 6 in a straight line.
DAMAGE: STANDARD (1d6)
ON HIT: Deal +1 KNOCKBACK per space this NPC MOVED during this attack.

OVERRUN
When this NPC uses the **DASH** action. You can move through occupied spaces of PCs, but you must move in a straight line. The PC you pass through must make an AGILITY SAVE and succeed if they Move to an adjacent space out of your path. If they fail the save they take STANDARD (1D6) DAMAGE.

MAJOR NPC OPTIONS

Every MAJOR NPC can gain 1 Optional ability per ARC

FRONTLINERS OPTIONS

OFFENSIVE TECHNIQUES

MASTER DUALIST
Adjacent PCs gain DISORIENTED while there are no other Combatants adjacent to either of you and If you have not moved this ROUND, Double the Critical Fail RANGE on attacks vs adjacent PCs

OBSTRUCTING BLOW
REACTION
A PC is leaving adjacency to you: Use a [STRIKE] action and on a failed save roll, they do not move and lose that action.

PURSUING GRAB
REACTION
When a PC moves within LoS you can use a [STRIDE] action, but must move towards them. If you end up adjacent to the PC they are GRAPPLED.

GUARD CRUSH
This NPC's attacks VS ADJACENT PC's ignore **FORTIFIED** and **BRACED.**

THUNDERING CHARGE
After using a STRIDE action the next attack this NPC uses deals BONUS DAMAGE vs ADJACENT PCs.

GRAPPLER ARTS
Your **[MARTIAL ARTS]** attacks gain on a failed save roll the target PC is **GRAPPLED**.

DEFENSIVE TECHNIQUES

WARRIOR'S TENACITY
If you have not moved this round, GAIN FORTIFIED.

SPIKED DEFENSE
When you Take Damage from an Adjacent PC, are Grappled by or successfully Grapple a PC Deal CHIP damage to that PC.

WARRIOR'S RIPOSTE
REACTION
When a PC MISS a **[MARTIAL ARTS]** or **[STRIKE]** Attack: Apply any effects against Target instead.

ABSOLUTE GUARD
When you are Hit with an Attack and you have not acted this round you can Ignore all Damage and Effects and Gain SLOWED.

ANTI-MAGIC AURA
PCs gain **DIFFICULTY** while targeting you with [SPELL] actions.

GUARD BLOCK
REACTION
You are Targeted by an attack: Gain BRACED Until the end of the turn and Ignore ON MISS effects and CHIP DAMAGE.

COMBAT ARTS

HACK AND SLASH
ATTACK
TAGS:[STRIKE][MARTIAL ARTS]
SAVE: AGILITY OR RESILIENCE
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: REPEAT this attack, but now the ATTACK gains SLASH 1.
ON SAVE: Deal CHIP Damage.

SLICE AND DICE
ATTACK
TAGS:[STRIKE][MARTIAL ARTS]
SAVE: DEXTERITY OR RESILIENCE
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: REPEAT this attack on the same Target PC and they are VULNERABLE to this attack.
On SAVE: Deal CHIP Damage.

SMASHING BASH
ATTACK
TAGS:[STRIKE][MARTIAL ARTS]
SAVE: MIGHT OR RESILIENCE
RANGE: MELEE
DAMAGE: HEAVY (1D6+6)
On FAIL: Deal Knockback 3
ON SAVE: Deal Knockback 1.

SILENCING STRIKE
ATTACK
TAGS:[STRIKE][MARTIAL ARTS]
SAVE: SPELLCRAFT OR RESILIENCE
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: If the Target used an [SPELL] ACTION this Round they gain SILENCED.

RIP AND TEAR
ATTACK
TAGS:[MARTIAL ARTS]
ON TARGET: This attack Gain TREMENDOUS If the Target is Grappled, RESTRAINED or PRONE.
SAVE: RESILIENCE
RANGE: MELEE
DAMAGE: STANDARD (1D6)

SUPER PUNCH
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: MIGHT or AGILITY
RANGE: MELEE
DAMAGE: HEAVY (1D6+6)
ON FAIL: The Target PC is SENT-FLYING 3.

SORCERERS OPTIONS

MAGICAL EXPERTISE

SUMMONER

When using a [SPELL] ACTION you can instead have it gain the [SUMMON] tag and SUMMON in an adjacent space a SIZE 1 **[X] MAGIC MINION** ([X] indicating the actions used) it has **TURN START:** Repeat **[X]** action and **TURN END:** Fly 4.

WARLOCK
When a PC successfully SAVES vs this NPC's
[SPELL] ATTACK, SUMMON in an ADJACENT space to the PC a SIZE 1 **SMALL HOMING [X] SPELL MINION** ([X] indicating the actions used) and Mark the PC. it gains: Fly 2d6 towards the marked PC and if the **HOMING SPELL** ends their movement next to the PC or the PC moves adjacent to **HOMING SPELL**, the **HOMING SPELL** is destroyed and action counts as an automatic failed save roll unless the PC is BRACED or has COVER.

SIEGE MAGE
Your SINGLE TARGET [SPELL] ATTACKS can gain TARGET AREA: BLAST 2 or AURA 2 and DEAL 1d6 KNOCKBACK.

BATTLE CLERIC
Your ATTACKS HEAL 3 yourself or an NPC in RANGE 3. If the NPC's HP is already at max, they Gain BRACED.

ESPER
Your Attack actions TELEPORT 1d6 PC's on a Failed SAVE Roll and When a PC misses you with an attack you can Teleport 1d6.

ILLUSIONIST
When you use a [STRIDE] Action you SUMMON a SIZE 1 **ILLUSION OBJECT (HP 1). ILLUSION OBJECT is** immune action without the [SPELL] TAG. When you would be successfully attacked or about to take damage. You can Swap Places with any **ILLUSION OBJECT (HP 1)** in LoS.

GRAND INCANTATIONS

REFLECTING MIRRORS
COMBAT ACTION
TAGS: [SUMMON][SPELL][TERRAFORM]
SUMMON in an adjacent space a **Size 1 BULKY REFLECTING MIRROR OBJECT (1d12 HP)** in an adjacent free space. Adjacent NPCs can redirect any successful attacks used against them to the **REFLECTING MIRROR**. If the Wall is destroyed then you take any remaining damage from the attack and if not Apply the Damage and listed effects on the attacking PC.

BINDING DARKNESS
ATTACK
TAGS: [SPELL]
RANGE 5
TARGET PC is BLINDED and SLOWED and while BLINDED Target occupies Space blocks LoS for PCs until BLINDED is REMOVED.

PACIFY MIND AND REBUKE VIOLENCE
ATTACK
TAGS: [SPELL]
RANGE: LoS
SAVE: SPELLCRAFT
FAIL: until the end of their next turn when a PC ATTACKS or TARGET NPC's with ACTIONS that take STANDARD (1D6) DAMAGE.

OBSERVING EYES
COMBAT ACTION
TAGS: [SPELL][SUMMON]
Summon 1d6 SIZE 1 **AIRBORNE SMALL OBSERVING EYE MINIONS** in a free adjacent space within Range 3. PCs within LoS lose Hidden and OBSCURED and NPC [SPELL] and [SHOT] attacks gain [ARCING] when Targeting them.
TURN START: FLY 3

REINFORCE
COMBAT ACTION
TAGS: [SPELL][SUMMON]
SUMMON a SIZE 1 GENERIC NPC. They do not get a turn the round they are SUMMONED

WARPING GATE
COMBAT ACTION
TAGS: [SPELL][SUMMON]
RANGE: LoS
SIZE 1 BULKY WARP GATE OBJECT (HP 3). The **WARP GATE** is immune action without the [SPELL] TAG. Any NPC that moves can choose to TELEPORT adjacent to a **WARP GATE.**

TRANSMISSION RUNE
ATTACK
TAGS:[SPELL]
SAVE: SPELLCRAFT
RANGE: LoS
ON FAIL: Target PC is marked with a **TRANSMISSION RUNE**. When a NPC starts their turn they can **TELEPORT** adjacent to any PC with a **TRANSMISSION RUNE** and remove it. A PC or an adjacent ally PC can spend an action to remove the mark with a **SPELLCRAFT SAVE ROLL**.

SKIRMISHERS OPTIONS

FIGHTING STYLES

CLOSE AND PERSONAL
[SHOT] ACTIONS gain, **[POINT BLANK]** and **[TREMENDOUS]** while Target is within Range 3.

SLIPPERY MOVEMENT
This NPC ignores ENGAGEMENT and the OCCUPIED SPACE of PCs

CHAIN FIGHTER

[STRIKE] ACTIONS with RANGE MELEE can Target PCs up to 3 spaces away and can PULL 2 on a failed SAVE ROLL

GANG UP
PCs gain DISORIENTED while adjacent to you and another NPC.

POISONER
Attacks gain with the [SHOT] and [STRIKE] tags can apply POISONED on a failed SAVE ROLL

ARCHER
ACTION with the [SHOT] Tag also gain [ARCING]

SPEEDSTAR
This NPC gains QUICKENDEN and While QUICKENDEN, you do not Trigger Reactions and cannot be affected by PC Reactions.

JUMPER
When you use the JUMP action this NPC FLYS their full movement. If you use a [STRIDE] action this Round, PC's have DIFFICULTY on ACTION ROLLS that target this NPC.

OBSCURING CAMO
While this NPC has COVER they also gain OBSCURED.

POOF!
REACTION
When a PC MISSES an Attack that is used against the NPC: It gains Hidden and OBSCURED.

MEDIC
TURN START: Adjacent NPCs HEAL 3 and if they are STAGGERED they HEAL 6 instead.

HIDDEN POSITION
When you miss with a SINGLE TARGET attack while hidden with no PC combatants within 3 spaces of you, you do not lose the hidden condition.

TOOLS OF THE TRADE

SHATTER SHOT
ATTACK
TAGS:[SHOT]
SAVE: AGILITY or RESILIENCE
RANGE: 5
DAMAGE: HEAVY (1D6+6)
DEAL CHIP DAMAGE to adjacent combatants to the Target PC.

RIPPER SHOT
ATTACK
TAGS:[SHOT]
SAVE: AGILITY
RANGE: 5
DAMAGE: HEAVY (1D6+6)
The Damage from this Attack ignores **FORTIFIED**

EXPLOSIVE SHOT
ATTACK
TAGS:[SHOT]
SAVE: AGILITY or RESILIENCE
RANGE: 5
DAMAGE: HEAVY (1D6+6)
ON FAIL: Target is SENT-FLYING 1

SPIKE SHOT
ATTACK
TAGS:[SHOT]
SAVE: AGILITY OR RESILIENCE
TARGET AREA: LINE 2
RANGE: 5
DAMAGE: STANDARD (1D6)
ON FAIL: Target PC is RESTRAINED [MIGHT].

HELM SPLITTER
ATTACK
TAGS:[STRIKE][MARTIAL ARTS]
SAVE: AGILITY or DEXTERITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: If the target does not have HEADWEAR. The Deal Heavy damage instead.
ON CRIT FAIL: Break worn HEADWEAR

SHIELD SUNDER
ATTACK
TAGS:[STRIKE][MARTIAL ARTS]
SAVE: MIGHT or RESILIENCE
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: If the target does not have SHIELD. The Deal Heavy damage instead.
ON CRIT FAIL: Break worn SHIELD

WEAPON BREAKER
ATTACK
TAGS:[STRIKE][MARTIAL ARTS]
SAVE: MIGHT or DEXTERITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: If the target does not have **WEAPON** equipped. The Deal Heavy damage instead.
ON CRIT FAIL: Break equipped **WEAPON**

MONSTROSITY BIO OPTIONS

OFFENSIVE ABILITIES

HYDRA
MONSTROUS BITE, ACID SPIT and ENERGY BREATH (SINGLE TARGET) can Target up to the # of PCs in Range instead of 1.

MONSTROUS REACH
ATTACKS with RANGE: MELEE can Target PCs up to X Spaces away, where X is your size +1. Increase your ENGAGEMENT to X as well.

DEADLY VENOM GLAND
[MARTIAL ARTS] action can also have POISONED and ROLL 1d6 [1-2 STRAINED, 3-4 CLUMSY or 5-6 CURSED] on a failed save roll.

CHIMERA
[MARTIAL ARTS] gain on a failed save, roll a d6, Target PC is affected by 1 of the following:
- 1-2: Deal 1d6 Knockback.
- 3-4: Grappled and moved adjacent
- 5-6: The Damage from this Attack ignores **FORTIFIED**

DEFENSIVE ABILITIES

DIAMONDBACK
This NPC has FORTIFIED unless they are PRONE or WOUNDED.

ANTI-MAGIC SCALES
PCs gain **DIFFICULTY** on the ACTION ROLL while targeting NPC with [SPELL] actions unless you are PRONE or WOUNDED.

STICKY COATING
When a PC Misses with a [STRIKE]: STEAL the SIGNATURE WEAPON USED for that attack. If they do not have a SIGNATURE WEAPON equipped or used a [MARTIAL ARTS] action they are GRAPPLED.

BASILISK GAZE
REACTION
When you are targeted by an attack, while you are not BLINDED and the attacking PC is within LoS and not OBSCURED: the attacking PC gains CLUMSY and If the Target is already CLUMSY they gain SLOWED.

SPELL EATER
When a targets you with an [SPELL] action: Make a FLAT ROLL and on a pass you ignore all effects and Damage and gain FOCUSED.

POISON FLUIDS
While WOUNDED, when you are hit with an attack, all adjacent PCs are POISONED.

REGENERATE
While you are staggered: HEAL 1 HP at the start of every PC's turn.

PRIMAL ACTIONS

GLAIVE TAIL
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: MIGHT OR RESILIENCE
TARGET AREA: SLASH
RANGE: MELEE
DAMAGE: STANDARD (1D6)
ON FAIL: Target is PRONE

VENOM STRIKE
ATTACK
TAGS:[MARTIAL ARTS]

SAVE: AGILITY OR RESILIENCE
RANGE: MELEE
This attack Automatically hits all Grappled, Stunted or RESTRAINED Target
DAMAGE: STANDARD (1D6)
ON FAIL: Target is POISONED

ADAMANTINE TALLON
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY
RANGE: MELEE
DAMAGE: STANDARD (1D6)
The Damage from this Attack ignores **FORTIFIED**

MACE TAIL
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY or MIGHT
TARGET AREA: SLASH 2
DAMAGE: STANDARD (1D6)
ON FAIL: Deal Knockback 2
On Crit FAIL: Knockback 4

WEB
COMBAT ACTION
TAGS: [TERRAFORM]
RANGE MELEE
EFFECT AREA: SLASH 3
Create **WEB DIFFICULT TERRAIN**. This terrain becomes AERIAL TERRAIN placed in an enclosed space with a ceiling.
PCs that start their in this AREA must make a MIGHT SAVE and on a failed save gain RESTRAINED [MIGHT]

CONSTRICT
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY or MIGHT
REQUIRES: Target is Grappled.
FAIL: 1/2 Targets Current HP
SAVE: Deal Chip Damage

STICKY APPENDAGE
ATTACK
TAGS:[MARTIAL ARTS]
SAVE: AGILITY
REQUIRES: The Target is the same size or smaller.
RANGE: 5
FAIL: Target is Grappled and Pulled Adjacent to you.

HOWL
COMBAT ACTION
Place 1D6 SIZE 1 BEASTS MINIONS on the edge of the Battlefield.
PACK TACTICS - When you use a STRIDE action BEASTS MINIONS can move up to that amount as well.
TURN START: Adjacent PCs make a MIGHT SAVE and on a fail they Prone.
TURN END: Deal CHIP DAMAGE to an adjacent PC

ACID SPIT
ATTACK
TAGS:[MARTIAL ARTS][SHOT]
SAVE: AGILITY
RANGE: 5
ON FAIL: Target is BURNING and BLINDED

DEAFENING ROAR
ATTACK
TAGS:[MARTIAL ARTS]
Required: you are not SILENCED.

SKILL: RESILIENCE
TARGET AREA: AURA 1
ON FAIL: PCs are SLOWED

ENERGY BREATH
ATTACK
TAGS:[MARTIAL ARTS][SPELL][SHOT]
SAVE: AGILITY
RANGE: 6
TARGET AREA: LINE 4 or SINGLE TARGET
DAMAGE: STANDARD (1D6) or HEAVY (If SINGLE TARGET)
ON FAIL: CHOOSE 1
- MOLTEN - Target is BURNING
- CORROSIVE - Target is POISONED
- IONIC - Target is DISORIENTED
- POLAR - Target is SLOWED

ANT LION
REACTION
When a PC moves adjacent to you or moves while adjacent to you: They must make an AGILITY or MIGHT SAVE ROLL, on a fail they are GRAPPLED

MONSTROSITY MECHA OPTIONS

OFFENSIVE ABILITIES

CLOSE COMBAT MODE
STANCE
GAIN FOCUSED. You can only use [STRIKE] and [MARTIAL ARTS] actions with RANGE MELEE.

SHOOTING MODE
STANCE
Gain FOCUSED. You can only use [SHOT] or [SPELL] actions with RANGE [#].

HEAVY SERVOS
[STRIKE] and [MARTIAL ARTS] Deal +2 Knockback on a Failed save.

BUZZ SAW
This NPC's [STRIKE] ACTIONS gain "The Damage from this Attack ignores **FORTIFIED** "

SKIP DRIVE
STRIDE
Teleport 5

TOWERING MACHINE
AIRBORN PCs do not gain the benefit from the CONDITION ON SAVE ROLLS vs your ACTIONS and cannot IGNORE this NPC's ENGAGEMENT.

JET THRUSTER
When this uses a [STRIDE] action you Double any movement.

RAIL ACCELERATOR
This NPC's SINGLE TARGET [SHOT] ACTIONS can gain TREMENDOUS and TARGET AREA: BEAM 1.

ELECTROSTATIC FEEDBACK PROJECTOR
When a PC misses an attack targeting you they take CHIP Damage.

DEFENSIVE BONUSES

SUPER ARMOR
You have FORTIFIED and are immune to Chip Damage while you are not WOUNDED.

DIG IN
At the Start of your turn gain BRACED until you move or are forced to move.

AERO DYNAMIC
You Gain Airborne. you can interrupt the [STRIDE] action with an Attack action and continue the movement after it resolves.

ANTI GRAVITY FIELD
While you are not WOUNDED NPC in AURA 3 can gain AIRBORNE and are immune to Grounded.

DAMPENING SHIELD
While not WOUNDED, When you take Damage from an ATTACK: Reduce Damage by 1d6 instead.

HOLOGRAPHIC FIELD PROJECTOR
TURN START: this NPC gains OBSCURED until they take damage.

SELF REPAIR
TURN START: While you are Staggered, HEAL 1D6.

ATTACKS AND COMBAT ACTIONS

TASER ARM
ATTACK
TAGS: [STRIKE][MARTIAL ARTS]
SAVE: MIGHT OR RESILIENCE

TARGET AREA: SLASH 1
DAMAGE: STANDARD (1D6)
ON CRIT FAIL: Target is CLUMSY

LASER BEAM
ATTACK
TAGS:[SHOT]
SAVE: AG
TARGET AREA: BEAM 1
DAMAGE: STANDARD (1D6)
ON MISS: Deal CHIP Damage
The Damage from this Attack ignores **FORTIFIED.**

FLAMETHROWER
COMBAT ACTION
[TERRAFORM]
EFFECT AREA: SLASH 2
Create [BURNING, DANGEROUS] TERRAIN. Targets make an AGILITY ABILITY SAVE
PASS: you can move outside this AREA

GRAPPLE WHIP
ATTACK
TAGS: [STRIKE][MARTIAL ARTS]
SAVE: AGILITY
RANGE: 4
DAMAGE: STANDARD (1D6)
ON FAIL: Target makes a MIGHT CHECK. FAIL: Target is pulled adjacent and is grappled.

SHIELD SWARM
TAGS: [TERRAFORM]
Placed SIZE 1d6 **BULKY SHIELD SWARM MINION** in a free space in RANGE 4

MISSILE BARRAGE
COMBAT ACTION
RANGE 6
SUMMON 1d6 Size 1 **SMALL MISSILE SWARM MINIONS**
TURN START: Fly 3 spaces towards the closest PC within LoS
TURN END: Fly 1d6. If a **MISSILE SWARM** ends their turn adjacent to a PC, the PC must make an Agility SAVE.
FAIL: Deal STANDARD (1d6) DAMAGE and **SMALL MISSILE SWARM MINIONS** is DESTROYED

TRACTOR BEAM
COMBAT ACTION
RANGE: LoS
Roll 2d6 if the result is higher than the Target's MIGHT SKILL, they are Pulled adjacent to you.

GAMMA RAY
ATTACK
TAGS: [SPELL][SHOT]
SKILL: AGILITY
TARGET AREA: BEAM 1
DAMAGE: STANDARD (1D6)
ON FAIL: Target is BLINDED

AUXILIARY TURRET
At the start of your turn DEAL CHIP DAMAGE to a PC in LoS without COVER or OBSCURED.

LEGENDARY NPC TEMPLATE

TENSION
Is the flow of battle during Boss fights. At the start of the round the GM rolls a 1d6 if the result is equal or lower to the current the TENSION the GM can activate an **EVENT**. Then reduce the TENSION to 0. When TENSION reaches 6 an **EVENT** immediately triggers.

TENSION increases when:
  ● A NPC takes a WOUND
  ● The start of new ROUND
  ● Other rule specific ways.

ULTRA ACTIONS
ULTRA ACTIONS are activated immediately when TENSION is increased. This interrupts the current combatant's turn and they will resume their turn when the action resolves.

EVENTS
EVENTS are effects that alter the flow of combat and can range from Battlefield wide effects that last for that round or modifying NPC or PC actions for that ROUND.

MARTIAL MASTER

EVENT

FEVEROUS FIGHTING SPIRIT
EVENT
All STRIKES/MARTIAL ARTS ignore conditions that would prevent their use. STRIKES now can remove a CONDITION on Hit (PC) or Fail Save (NPC). If a PC uses the benefits from this effect on their Turn, increase **TENSION** by 1.

SWORDSAGE ART, DIVINE BLADE PILLARS
EVENT
SUMMON X **DIVINE PILLARS** - Ally Objects (X = TENSION)
HP 6
BULKY
SUMMON in any space within LoS.
ON SUMMON, if a **DIVINE BLADE** would be placed in a PC's occupied space. DEAL CHIP DAMAGE and they are pushed to an adjacent space.
TURN START: Adjacent PCs make a MIGHT CHECK. FAIL:they are SENT-FLYING 1.
TURN END: FLY 6 and at the end of movement Deal CHIP Damage to Adjacent Foes.
Combatants can FLY 3 when they become adjacent to **DIVINE BLADE PILLARS** and continue their movement.
When a **DIVINE BLADE PILLAR** is destroyed increase TENSION by 1.

DEADLY DANCE, DRAGONFLY DERVISH
EVENT
All STRIKES/MARTIAL ARTS can gain, ON TARGET: FLY 6.
If a PC does not use the benefits from this effect on their Turn, increase **TENSION** by 1.

HOWLING SOUL OF CLASHING STORMS
EVENT
ALL STRIKES/MARTIAL with RANGE MELEE gain ON MISS (NPC)/ON SAVE (PC) the target can use a STRIKE with RANGE MELEE ignoring the once per turn rule. This can repeat until a PC lands a Hit or Fails a Save. 1 / Turn if a PC lands a HIT from this effect, increase **TENSION** by 1.

ULTRA ACTION

WATERFALL'S TORRENT, CRASHING RAPIDS
ULTRA STRIKE
SAVE MT
ON TARGET: FLY 5
DAMAGE: HEAVY (1D6+6)
ON FAIL / SAVE: Target is Grounded and Prone.

LIGHTING FLASH, SUDDEN STRIKE
ULTRA STRIKE
SAVE AG
TREMENDOUS
RANGE: LoS
ON TARGET: Teleport Adjacent to the Target.
DAMAGE: HEAVY (1D6+6)

CRESCENT MOON, SHOOTING STRIKE
ULTRA STRIKE
ARCING
SAVE AG / MT
TREMENDOUS
RANGE: 10
ON SAVE: DEAL CHIP DAMAGE

DAYBREAK'S VICTORY OVER THE NIGHT
ULTRA MANEUVER
TARGET makes a MIGHT CHECK
ON TARGET: MOVE 5
ON FAIL: Target is SENT-FLYING 6
ON SAVE: Target is SENT-FLYING 3

MASTER MAGE

EVENTS

ORBS OF OBLIVION
EVENT
SUMMON X **ORB OF OBLIVION** - Ally Objects (X = TENSION)
HP 3
BULKY
SUMMON in a free space within AURA 3.
TURN END - Fly into a PCs occupied space and they Make an AGILITY CHECK, PASS: the move to an ADJACENT space, FAIL: they Take STANDARD DAMAGE. When an **ORB OF OBLIVION** is DESTROYED by PC, they gain QUICKENED and increase TENSION by 1.

DIVINE INCANTATION,EIGHTFOLD HEAVENS BREAKER
EVENT
CHOOSE an SINGLE TARGET SPELL RANGE MELEE now Target all PCs on the BATTLEFIELD regardless of LoS and ON FAIL: TARGETS are GROUNDED

SPELL DOMAIN, SPIRIT PRISON
EVENT
EFFECT AREA: AURA X (X = TENSION) SPIRIT PRISON AERIAL DISABLING TERRAIN. When a PC attempts to move while in this Terrain they must PASS a SPIRIT CHECK to do so.

MANA SWELL, MAXIMUM OUTPUT
EVENT
Increase Damage dealt from all [SPELLS] to HEAVY. If a PC uses the benefits from this effect on their Turn, increase **TENSION** by 1.

EARTHQUAKE AVATAR
EVENT
EFFECT AREA: BATTLEFIELD
The AREA becomes DIFFICULT TERRAIN until the end of the TURN.
Destroy all Created Terrain or objects. All Grounded or non Airborne Foes make a FLAT ROLL
FAIL: Targets are Prone.

CYCLONE AVATAR
EVENT
EFFECT AREA: BATTLEFIELD
Any Created Terrain or objects that are not bound are also SENT-FLYING 4.
PCs make a FLAT ROLL

FAIL: Targets are SENT-FLYING 4 and Grounded.

FIRESTORM AVATAR
EVENT
EFFECT AREA: BATTLEFIELD
The AREA becomes DANGEROUS TERRAIN until the end of the TURN.
PCs make a FLAT ROLL
FAIL: DEAL CHIP Damage and Targets are BURNING.

WHIRLPOOL AVATAR
EVENT
EFFECT AREA: BATTLEFIELD
Area becomes a DISORIENTED DIfficulty Water Terrain until the end of the TURN.
PCs make a FLAT ROLL
FAIL: Targets and any Terrain or objects that are not bound are Moved to any Space in the Area.

THUNDERSTORM AVATAR
EVENT
EFFECT AREA: BATTLEFIELD
PCs make a FLAT ROLL
FAIL: DEAL CHIP DAMAGE and Targets are DISORIENTED and BLINDED.

COLDSNAP AVATAR
EVENT
EFFECT AREA: BATTLEFIELD
Area becomes DIfficulty Icy Terrain until the end of the TURN
PCs make a FLAT ROLL
FAIL: DEAL CHIP DAMAGE and Targets are SLOWED.

ULTRA ACTIONS

ARCANE BARRAGE
ULTRA SPELL
SAVE: Roll a D6, MT (1,2) / AG (3,4) / SP (5,6)
RANGE: LoS
DAMAGE: HEAVY (1D6+6)

DESTROYER BEAM
ULTRA SPELL
SAVE: AG
TARGET / EFFECT AREA: SLASH BEAM
DAMAGE: HEAVY (1D6+6)
Destroy all Terrain and Objects in the Target Area.

DEMON

EVENTS

UNBOUND UMBRA SOUL ASSIMILATION
EVENT
All DEMONS gain Airborne and Cover and When an Ally NPC is Defeated HEAL X, where X is their size.

MALEVOLENT MONOLITH DARK EFFIGY
EVENT
SUMMON X **MALEVOLENT MONOLITH** - Ally Objects (X = TENSION)
HP 6
BULKY
SUMMON in any space within LoS.
ON SUMMON, if a **MALEVOLENT MONOLITH** would be placed in a PC's occupied space. DEAL CHIP DAMAGE and they are pushed to an adjacent space.
All DEMONS within AURA 2 gain Immune to TERRAIN EFFECT, CHIP DAMAGE, BURNING and POISONED. When a **MALEVOLENT MONOLITH** is destroyed, increase TENSION by 1.

666 SPIRIT TIDE DEATH COUNT
EVENT
For every PC and every PC ally on the battlefield Roll 1d6 and for every combination of triple (666) a
PC must take a WOUND (players' choice). For every combination of triple 1 (111) an NPC takes a WOUND
(players' choice) and increases the TENSION by 1.

HORN OF DOOM, DEMON FESTIVAL CELEBRATION
EVENT
Summon Xd6 SIZE 1 - DEMON MINION (X = TENSION)
SUMMON in any free space within LoS.
TURN START - MOVE 3
TURN END - Deal CHIP Damage to adjacent PC

SCREAMING PORTAL, DRAGGED TO HELL
EVENT
EFFECT AREA: BATTLEFIELD
Remove all Combatants from the Battlefield.
At the Start of a Combatant's Turn:
- NPC - Return to the Battlefield in any free space.
- PC - Make a SPIRIT or MIGHT Check, PASS: Return to the Battlefield in a free space and Increase
  the **TENSION** by 1. FAIL: The GM decides on the location you return too

ULTRA ACTIONS

LASHING CURSE
ULTRA STRIKE
SAVE: MT / SP
RANGE LoS
DAMAGE: STANDARD (1D6)
ON FAIL: Target is CURSED and while CURSED at the start of their turn repeat this attack targeting them.

BURNING BRAND
ULTRA STRIKE
SAVE: AG / SP
RANGE LoS
DAMAGE: STANDARD (1D6)
ON FAIL: Target is BURNING and while BURNING at the start of their turn repeat this attack on an PC
within LoS of their position.

BLOODY PIKE
ULTRA STRIKE
SAVE: MT / AG
TARGET AREA: BEAM 1
DAMAGE: STANDARD (1D6) (HEAVY if WOUNDED)
ON FAIL: Target is STRAINED
ON CRIT FAIL: They gain VULNERABLE

DOMINATION
ULTRA SPELL
RANGE: 10
CHECK SPIRIT
FAIL: They immediately use an Action of your choosing treating all NPCs as Allies and PCs as Enemies.

REBOUND REALITY
ULTRA STRIKE
SAVE: MT / SP
TARGET AREA: AURA 2
DAMAGE: STANDARD (1D6)
ON FAIL: Deal Knockback 1D6.
On SAVE: Target is SENT-FLYING outside of Area to an adjacent free space.

PESTILENCE CURSE
ULTRA STRIKE
SAVE: AG / SP
RANGE LoS

DAMAGE: STANDARD (1D6)
ON FAIL: Target is POISONED when they fail to remove POISONED at the End of their turn choose another Target within LoS and apply the ON FAIL effect of **PESTILENCE CURSE**.

PALE BLADE
ULTRA STRIKE
SAVE: AG
RANGE: MELEE
DAMAGE HEAVY
ON HIT: If a Foe would Take WOUND this Turn any EXCESS Damage is applied to resetting HP.

WRENCH
ULTRA SPELL
RANGE: 10
CHECK: SPIRIT
FAIL: Target is SENT-FLYING Adjacent to you.

HELL CHAINS
ULTRA SPELL
RANGE 6
CHECK: FLAT
FAIL: Target is RESTRAINED[SP] and while RESTRAINED they are CLUMSY and STRAINED.

ENMITY DEMON
ULTRA SUMMON
Summon a SIZE 1 - **ENMITY DEMON**
HP 3
Gain Airborne and Cover
TURN START - FLY 4
TURN END - Target the nearest Foe within LoS, Apply ON FAIL effect of a **CURSE** or **BRAND** and ROLL 3d6 and Deal Knockback to that Target equal to the Rolled Result minus their MIGHT/SPIRIT whichever is HIGHER.

RUIN DEMON
ULTRA SUMMON
Summon a SIZE 1 - **RUIN DEMON**
HP 3
Gain Airborne and Cover
TURN START - FLY 4
TURN END - Target the nearest PC within LoS, Apply ON FAIL effect of a **CURSE** or **BRAND** and Destroy any Terrain, Objects or Walls adjacent to the target and Deal CHIP Damage.

KAIJU

HP +10
SIZE 3

FORTIFIED from all damage from non **RIDING** PCs and ignore movement penalties while moving. Your base CRITICAL FAIL CHANCE is 10 - 12 and PCs choose to roll AGILITY for SAVE ROLLS for all your attacks.

EVENTS

GIGAS POWER
Attacks gain:
- **OVERWHELM**
- ON FAIL: Target is PRONE, If Target is AIRBORNE they are Grounded.
- On SAVE: Deal 1 Knockback.

FISSURE SMASH
Area STRIKES Lower the elevation of the Terrain in the Target Area and becomes Difficult TERRAIN.

STORM WHIP
Area STRIKES Create Aerial DISORIENTED Difficult Terrain in Target Area. You are immune to this terrain.

ULTRA ACTION

STOMP/CRUSH ATTACK
ULTRA STRIKE
SAVE MT
RANGE MELEE
Requires: Non - Flying Target
DAMAGE: STANDARD (1D6)
Deal STANDARD DAMAGE
ON FAIL: Target is RESTRAINED Escape - MT, While RESTRAINED gain Prone.

KAIJU BOLT
ULTRA SHOT
TREMENDOUS
TARGET AREA: BEAM 1
SAVE SP
DAMAGE: HEAVY (1D6+6).
ON FAIL: Target is DISORIENTED and Blinded

GREAT SWEEPING ATTACK
ULTRA STRIKE
TREMENDOUS
SAVE MT
TARGET AREA: LINE 3
DAMAGE HEAVY
ON FAIL: DEAL Knockback 3
On SAVE: DEAL Knockback 1

RAGNAROK
ULTRA STRIKE
TREMENDOUS
SAVE AG
TARGET / EFFECT AREA: SLASH 4
ON FAIL: Target is SENT-FLYING out of the AREA
Area becomes Difficult terrain. Destroy all objects affected by the Target area.

THUNDERING BATTLE CRY
ULTRA MANEUVER
EFFECT AREA: SLASH 3
CHECK: SPIRIT
FAIL: Target is DISORIENTED and STRAINED
CRITICAL FAIL: Target is DISORIENTED, STRAINED and DISORIENTED

AVALANCHE / ROCKSLIDE
ULTRA DEPLOY
Deploy a Size 2 Object - **AVALANCHE / ROCKSLIDE** (HP 10) in an adjacent space. Combatants in the Objects occupied space make an AGILITY CHECK.
PASS: Combatant is adjacent to **AVALANCHE / ROCKSLIDE**.
FAIL: They are on top of **AVALANCHE / ROCKSLIDE** and are RESTRAINED [MIGHT]. RESTRAINED is removed if the **AVALANCHE / ROCKSLIDE** is moved or Destroyed.

FEY

You can choose to gain **SMALL** at the start of your turns.

EVENTS

SHARP TOOTH BEAST GARDEN
EVENT
Summon Xd6 SIZE 1 - **BEAST PACK** MINION (X = TENSION)
SUMMON in any free space within LoS.
PACK TACTICS - When an Ally Uses the STRIDE action you can Move up to that amount as well.
TURN START: Adjacent PCs make a Might Check, Fail: Target Gains Prone.
TURN END: Deal 1 CHIP Damage to adjacent PC

SPIRIT REALM, SURREAL DREAMSCAPE
EVENT
PC requires a SPIRIT Check to move and their attacks automatically miss on an even roll.

MOON BEAM, LUNAR PARALYZING LIGHTS
EVENT
All PCs makes a SPIRIT CHECK,
PASS: PC is SLOWED
FAIL: PC is BLINDED and CURSED
CRIT FAIL: PC is STRAINED

FATE REVERBERATE, INVERSE UNIVERSE
EVENT
PCs reverse all outcomes of all rolls (Fails count as successes).

RAMPANT GROWTH, PRIMAL EFFIGY
EVENT
SUMMON X **PRIMAL EFFIGY** Objects (X = TENSION)
HP 6
BULKY
SUMMON in any space within LoS.
ON SUMMON, if a **PRIMAL EFFIGY** would be placed in a PC's occupied space. DEAL CHIP DAMAGE and they are pushed to an adjacent space. **PRIMAL TERRAIN -** AURA 1 Area of PRIMAL DANGEROUS TERRAIN. You and your allies are immune from negative effects of this Terrain.
TURN START: increase **PRIMAL TERRAIN** area by 1
All NPCs within AURA 2 gain Immune to TERRAIN EFFECTS, CHIP DAMAGE, BURNING and POISONED. When a **PRIMAL EFFIGY** is destroyed, increase TENSION by 1.

PUPPET PARTY, SHADOW MASQUERADE
EVENT
Summon a PUPPET MINION in an adjacent space for every PC on the battlefield.
Size X - **PUPPET** MINION
On a PC's TURN, all **PUPPETS** become a copy of that PC and can copy any action taken by them, but the **FEY** can control all aspects of the action.

ULTRA ACTION

FLICKER STRIKE
ULTRA STRIKE
SAVE: AG
RANGE: LoS
ON TARGET: Teleport Adjacent to the Target PC
DAMAGE: STANDARD (1D6)

BECKON
ULTRA SPELL
RANGE 4
Target Foe moves adjacent to you.

RESTRAINING ROOTS
ULTRA STRIKE
SAVE: SP / AG
RANGE 5
If Target is in **PRIMAL TERRAIN** this action gains **NEGATIVE EDGE**
DAMAGE STANDARD (1d6)
On FAIL: Target is RESTRAINED ESCAPE - Might.

RAZZLE DAZZLE
ULTRA SPELL
EFFECT AREA: AURA 1
PCs are Prone and DISORIENTED

SHADOW TUG
ULTRA STRIKE
SAVE: AG / SP
RANGE: LoS

REQUIRES: Target a Non-Airborne
DAMAGE: STANDARD (1D6)
ON FAIL: Target is Prone

HOP
ULTRA SPELL
Teleport to a free space within LoS

<u>NEW IDEAS</u>