

1) Core Notions & Glossary

1.1) General Notions

- **Story Seed:** One or more occurrences that are considered unusual, weird or ominous based on the setting.
 - **Setting Story Seed:** Something that affects all denizens of the game world, not just the player characters.
 - **Group Story Seed:** Defined by the players describing why their characters join forces and/or stick together.
 - **Character Story Seed:** Personal mission or personality issue that pushed the character into adventuring.
- **Scene:** Interaction between participating characters in a specific place. Ends when the interaction has run its course.
- **Conflict:** When opposed parties want different things, e.g. when foes are standing in the way of the player characters.
- **Goal:** Any kind of non-trivial objective that may be achieved during **Conflicts**, other than beating up the opponents.

1.2) Character Notions

- **Skill:** Special talent or expertise that the character may use during **Scenes** and/or **Conflicts**.
- **Defense:** Measurement of how easy or difficult it is to harm the character.
- **Wound Circles:** Defines how many times the character can be injured before being defeated.
- **Power:** An extraordinary ability, supernatural or otherwise, which surpasses average capabilities.
 - **Passive power:** An ability which provides a continuous advantage or benefit.
 - **Charge power:** An ability that requires **1** or more **Charge** dice to be spent in order to be activated.
 - **Soulbound weapon power:** An ability channeled from an extraordinary weapon or item for its owner.
 - **Summoning power:** An ability to bind **Eidolons** to your will, allowing you to summon and direct them.
 - **Eidolon:** Creature bound to a summoner, who may jump between their home realm(s) and this one.
- **Type:** Category which describes the numerality of non-player entities, including **Eidolons**.
 - A) Individual:** The entity is a single character.
 - B) Squad:** Multiple characters that act as a group, e.g. a small pack of demonic howlers.
 - C) Swarm:** Huge crowd of similar creatures that act as a group, e.g. a hundred vengeful spirits.
 - With regards to game mechanics, all types above are handled the same way as if they were 1 character.
- **Dice Pool:** Distinct dice pools that hold 6-sided dice which serve specific functions during **Conflicts**.
 - **Action Pool:** Holds dice used in **Maneuvers** to be transferred to the **Strike Pool** and/or the **Charge Pool**.
 - **Strike Pool:** Holds dice used in **Strikes** to injure foes, or **Achievements** to achieve **Goals**.
 - **Charge Pool:** Holds dice used to activate **Powers**.

1.2.1) Player Character Notions

- **Concept:** Overall idea that concisely defines the character, e.g. Spirit Warrior, Vengeful Ninja, etc.
- **Mark of Power:** Exotic, subtle or flamboyant physical aspect distinguishing the character from common folk.
- **Passion:** Profound emotional state of the character which permeates their actions.
- **Trait:** Characteristic, interest, ability, goal, relationship, flaw, etc. Can be general or related to other characters.
- **Background:** Backstory elements for the character, excluding elements that could alter the game's narrative.
- **Link:** Backstory elements which could potentially resurface and impact the game's narrative.

2) Character Creation

- 1) Define all aspects below for your player character.
 - Name.
 - One (1) **Passion**.
 - Three (3) **Skills** from the suggested list, or custom ones based on the game's setting.
 - One (1) on these **Skills** shall be valued at a rating of 5 (best).
 - One (1) on these **Skills** shall be valued at a rating of 4.
 - One (1) on these **Skills** shall be valued at a rating of 3.
 - One (1) **Concept**.
 - Three (3) **Traits**.
- 2) Set the following aspects to their initial values.
 - **Wound Circles:** 3.
 - **Defense:** 2.
 - **Action Pool:** Initial maximum capacity of 6 dice. Filled with dice.
 - **Charge Pool:** Initial maximum capacity of 6 dice. Empty.
 - **Strike Pool:** Empty.
- 3) Select 9 **Powers** from the suggested list, or custom ones based on the game's setting.
 - Note: Some **Powers** affect the number of **Wound Circles**, **Defense** rating, or **Dice Pool** capacities.
 - **Recommendations:**
 - Take at least 1 - 2 **Powers** that use **Charge** dice.
 - First-time players should pick **Resilience 1 & 2**.
 - Half of the party should pick **Refresh**.
- 4) Define the remaining aspects below. This step can optionally be skipped for quick-play or 1-shot adventures.
 - One (1) **Mark of Power**.
 - One (1) or more **Links**.
 - One (1) **Background**.
 - One (1) **Character Story Seed**.

3) Character Scenes

- Character **Scenes** (or just **Scenes**) are usually composed of a location, participating characters and interactions.
- By default, when player characters attempt something, all players agree on whether or not the attempt succeeds.
 - In other cases, the **Skills in Scenes** or **Conflict** mechanics may be used instead.

3.1) Skills in Scenes

- Whenever a player character attempts something non-trivial or opposed without undergoing a full **Conflict**:
 - 1) The GM sets a **Difficulty Number** between 3 (regular) and 6 (nearly impossible).
 - 2) The player picks a relevant **Skill** and rolls a number of 6-sided dice equal to its rating, i.e. (**Skill x d6**).
 - If no **Skill** is applicable to the attempted action, the player rolls **2d6** by default.

3) Resolve by counting the number of dice that show a value greater or equal to the **Difficulty Number**.

Num. ≥ Difficulty	Outcome
0	Failure, and an additional negative side effect occurs.
1	Success, but a negative side effect occurs.
2	Success.
3 or more	Success, and an additional positive side effect occurs.

- **Note:** The GM determines what the negative and positive side effects are.

3.1.1) Skills in Scenes Success Probability Tables

← Difficulty Number →

	3	4	5	6
2d6	88.9% 44.4%	75.0% 25.0%	55.6% 11.1%	30.6% 2.8%
3d6	96.3% 74.1%	87.5% 50.0%	70.4% 25.9%	42.1% 7.4%
4d6	98.8% 88.9%	93.8% 68.8%	80.3% 40.7%	51.8% 13.2%
5d6	99.6% 95.5%	96.9% 81.3%	86.8% 53.9%	59.8% 19.6%

- **Large %:** Success chance incl. negative side effects.
- **Small %:** Success chance without negative side effects.

Variant: Simplified Pass/Fail Skill Checks

- Outcome is success or failure. No side effects.
- Success: 2+ dice match or exceed **Difficulty**.
- Win probability corresponds to table's **Small %**.

3.2) End of Scene

- At the end of a **Scene**, each player chooses 1 benefit to incur from the list below:

A) Heal 1 Wound on self.	B) Heal 1 Wound on 1 Eidolon .
C) Mark 1 own unmarked Trait .	D) Refill Action Pool back to maximum.

 - The above benefits are skipped if there is no **Wound** to heal, no **Trait** to unmark and the **Action Pool** is full.
- Additional benefit(s) may apply under special circumstances, at GM's discretion.
- If **Scenes** are flowing organically, the GM may explicitly choose moments at which these benefits should be incurred.

4) Conflicts

4.1) Start of Conflict

- By default, foes begin with their **Action Pools** filled, and **Strike/Charge Pools** empty, at GM's discretion.
- The GM can choose to impose initial **Conditions** (e.g. **Darkness** if the fight takes place at night.)
- The GM can choose to set up initial **Goals** relevant to the **Conflict**.
- Players with **Soulbound Weapons** choose which one they will initially equip for the **Conflict**, if any.
- **Initiative:** The GM determines (once for the entire **Conflict**) whether the players or foes start first during rounds.
 - During each of the players' turn, they choose in which order their characters will play.
 - During each of the opponents' turn, the GM chooses in which order the opponents will play.

4.2) **Conditions** Statues that affect characters. A **Condition** does not stack with itself. 1st instance applies only.

4.2.1) **Individual Conditions** **Conditions** which only affect 1 specific character.

Blinded	You must discard 1 die from any roll that you make before you roll the dice.
Diseased	You can no longer heal Wounds nor benefit from Powers with the Healing keyword.
Hexed	You must spend 1 extra Charge die for each Power used that costs at least 1 Charge die.
Poisoned	You lose 1 Action Pool die at start of each turn. Cured if the Action Pool becomes empty.
Slowed	All your Skill ratings are considered to be 1 lower.
Weakened	When you Strike , opponents are considered to have +1 to their Defense vs. your attack.
Darksighted	You are immune to the Blinded and Darkness Conditions .
Empowered	You add 1 Bonus die to your Strike rolls.
Quickened	You add 1 Bonus die to your Maneuver rolls.
Shielded	Your Defense rating is increased by 1.

4.2.2) **Overarching Conditions** **Conditions** inflicted on everyone in either or both sides of the **Conflict**.

Darkness	Applies Blinded on everyone in the Conflict until removed.
Custom	At GM's discretion, any Individual Condition can be made into an Overarching Condition . <ul style="list-style-type: none"> • Example: A villain releases a toxin cloud which inflicts Poisoned on all characters.

4.3) End of Conflict

- Conflict ends when 1 side is defeated or retreats. Then, the following apply for each player character:

• Action Pool dice remain the same.	• Charge Pool dice are halved (50%), rounded up.
• Marked Skills remain marked.	• Conditions granted or inflicted are removed.
• Strike Pool dice are transferred into the Action Pool , refilling it up to max. capacity. The rest are discarded.	
• Eidolons' Action Pools are refilled, and their Strike and Charge Pools are emptied.	
- If the player won: regain any disarmed **Soulbound Weapon(s)**.
 - Otherwise, the **Weapons** will each have to be regained with a **Goal** of difficulty 8 in another **Conflict**.
- Unspent **Awesome Tokens** can each be spent to obtain 1 benefit below for ally or self (or otherwise discarded):

A) Preserve all Charged dice in Charge Pool .	B) Refill Action Pool dice back to maximum.
C) Preserve up to 3 Strike dice within the Strike Pool instead of using them to refill the Action Pool .	

- If there are **Goals** remaining, the winners are assumed to have won those beneficial to them, at GM's discretion.

4) Conflicts (Continued)**4.4) Turn Actions**

Each character chooses 1 action below to perform on their turn.

4.4.1) ManeuverTo gain **Strike** and/or **Charge** dice.

- Choose 1 **Skill**, mark it if currently unmarked (unless the character only has 1 **Skill** in total), and describe your action.
 - If all **Skills** marked: Distribute 2 free dice to **Strike** and/or **Charge Pool(s)** after action, then unmark all **Skills**.
 - If no **Skill** matches description: Use 2 **Skill** dice, but you cannot mark any **Skill**.
 - At GM's discretion, 1 **Awesome Token** can be awarded based on description (max. 1 per **Maneuver**).
- Roll $[2 \dots 5 \text{ Skill rank}] + [0 \dots 2 \text{ Action}] + [0 \dots N \text{ Bonus}]$ dice → Keep successes (3s and above), up to **5*** max.
 - Can spend **[Cost] Charge** dice to use **Maneuver Power(s)**. Follow/apply **Power** description(s).
 - Allies (incl. defeated and absent ones) can each gift 1 **Action** dice as **Bonus** dice without spending their turn.
 - Eidolons** can spend a combination of own and summoner's **Action** dice.
 - You or ally can unmark 1 marked **Trait** to reroll all 1s and 2s. Summoners can unmark for their **Eidolon**.
 - On 0 successes: Refund **Action** dice to **Action Pool** and gifted dice back to helper(s). Others are discarded.
 - Discard all 1s and 2s, and discard any successes (3s and above) beyond the first **5*** ones you chose.

Combined Maneuver

- Helpers must spend their turn to help. • Leader gains **[Num. Helpers] Bonus** dice in roll.
- Helpers can contribute $[0 \dots 2 \text{ Action}]$ dice on top of leader's invested **Action Pool** dice.
- Summoners can't do **Combined Maneuvers** with own **Eidolons**, and **Eidolons** cannot be leaders.

- Distribute remaining successes (i.e. up to 5) to the **Strike** and/or **Charge Pools**.
 - Every 3, 4 or 5 rolled: Gain 1 **Strike Pool** die. • Every 6 rolled: Gain 1 **Charge Pool** die.
 - If the character cannot make use of **Charge** dice, 6s grant **Strike** dice instead.
 - If 5 or more total **Strike/Charge** dice were gained: Earn 1 **Awesome Token** (max. 1 per **Maneuver**).

4.4.4) StrikeTo inflict **Wounds** to an opponent.

- Roll $[1 \dots 6* \text{ Strike}] + [0 \dots 2 \text{ Action}] + [0 \dots N \text{ Bonus}]$ dice → Attack hits if num. 3s or above \geq Target's **Defense**.
 - Can spend **[Cost] Charge** dice to use **Strike Power(s)**. Follow/apply **Power** description(s).
 - Eidolons** can spend a combination of own and summoner's **Strike** and/or **Charge** dice.
 - You or ally can unmark 1 marked **Trait** to reroll all 1s and 2s. Summoners can unmark for their **Eidolon**.
 - On a miss: Refund **Strike** dice to **Strike Pool** and **Action** dice to **Action Pool**. Others are discarded.
 - On a hit: Number of **Wounds** → (Num. 3s or above / Target's **Defense**) rounded down.

4.4.5) Power (Type: Action)To use a **Power** that requires spending your action to activate.

- Spend **[Cost] Charge** dice to use the **Action Power**. Follow/apply **Power** description.
 - Eidolons** can spend a combination of own and summoner's **Charge** dice.

4.4.6) Command EidolonTo command a summoned **Eidolon** and make them perform 1 action.**4.4.7) Switch Soulbound Weapon**To swap your current **Soulbound Weapon** for another one you have.* **Note:** Certain **Powers** may increase these limits, i.e. max. **Strike** spending limit and max. **Maneuver** successes.**4.4.2) Achievement**To accomplish a **Goal**.

- Choose 1 **Skill**, mark it if currently unmarked (unless the character only has 1 **Skill** in total).
 - If all **Skills** marked: Distribute 2 free dice to **Strike** and/or **Charge Pool(s)** after action, then unmark all **Skills**.
 - If no **Skill** matches description: Use 2 **Skill** dice, but you cannot mark any **Skill**.
- Roll $[2 \dots 5 \text{ Skill rank}] + [1 \dots 6* \text{ Strike}] + [0 \dots 2 \text{ Action}] + [0 \dots N \text{ Bonus}]$ dice.
 - Can spend **[Cost] Charge** dice to use **Achievement Power(s)**. Follow/apply **Power** description(s).
 - Eidolons** can spend a combination of own and summoner's **Strike** and/or **Charge** dice.
 - You or ally can unmark 1 marked **Trait** to reroll all 1s and 2s. Summoners can unmark for their **Eidolon**.
 - At GM's discretion: Can spend **Charge** dice to use **Strike Power(s)** that grant **Bonus** dice for **Strike** rolls.
 - GM will determine num. **Bonus** dice granted as less or equal to **Strike Power's** description.

Combined Achievement

- Helpers must spend their turn to help. • Leader gains **[Num. Helpers] Bonus** dice in roll.
- Helpers can contribute $[0 \dots 6* \text{ Strike}]$ dice, but maximum total **Strike** dice rolled remains **6***.
- Helpers can contribute $[0 \dots 2 \text{ Action}]$ dice on top of leader's invested **Action Pool** dice.
- Summoners can't do **Combined Achievements** with own **Eidolons**, and **Eidolons** cannot be leaders.

- Count successes (3s and above). The **Goal** is achieved if the total num. of successes \geq **Goal** difficulty.
 - On 0 successes: Refund **Strike** dice to **Strike Pool** and **Action** dice to **Action Pool**. Others are discarded.

4.4.3) Catching Your BreathTo gain **Action Pool** dice and boost your **Defense** temporarily.

- Your **Defense** counts as 1 higher, up to a maximum of 6, until the start of your next action.
- Recover half of maximum **Action Pool** capacity, without exceeding the **Action Pool's** maximum.
 - Dice are earned at end of your current turn. This matters if there are **Conditions** that affect your **Action Pool**.

4.5) Free Actions

Characters can take these actions without spending their turn.

- Summoners can dismiss their **Eidolon** as a free action at the beginning of their turn, without hurting it.
- Awesome Tokens (AT)** can be spent at any time on self or allies, and can be pooled together by multiple players.
 - Spend 1 **AT**: Spend 1 extra action (except **Maneuver**) during your turn or in-between others' turns.
 - Spend 2 **AT**: Redirect ally's incoming **Wound(s)** to self. Note that this bypasses your **Defense**.
 - Spend 3 **AT**: Apply your **Strike** action to 2 targets. Roll once, then apply successes to both targets.
 - (GM Only)** Spend 1 **AT** during a **Maneuver**: Disarm any number of player's **Soulbound Weapon(s)**. Then:
 - Player rolls $[2x \text{ num. Weapon effect slots}] + [2 \text{ per Weapon disarmed beyond the 1st one}]$ dice.
 - Player gains 1 **Strike** die for every 3, 4 or 5 rolled, and 1 **Charge** die for every 6 rolled.
 - Afterwards, for each **Weapon**, player and/or ally(ies) must achieve **Goal** of difficulty 8 to retrieve it.
- Sacrifice:** The GM can't kill player characters, but players can sacrifice theirs even if they were defeated prior.
 - In such cases, the player chooses 1 specific **Goal** to become automatically achieved without any roll.
 - Character vanishes immediately or at the end of the **Conflict**. At GM's discretion: sacrifice can be temporary.

5) Passions

Suggested list of available **Passions** based on the Ghostfield setting.

Anger	<i>The character has a lot of stored-up aggression.</i> Gain 1 Charge die when a foe attempts a Strike on you, regardless of success. Gain 1 Charge die when a foe inflicts 1 or more Conditions on you.
Doubt	<i>The character has a problem with low self-esteem.</i> You keep Charge die spent on failed Strike/Achievement rolls instead of discarding them.
Glory	<i>The character revels in victory and achievements.</i> Gain 2 Charge dice when you inflict the defeating Wound on a foe. If you defeat the Conflict's last foe this way, keep all Charge dice afterwards (including the +2). Wounds inflicted by your Eidolons are not covered by this Passion .
Vengeance	<i>The character has been wronged by a specific nemesis NPC and seeks revenge.</i> Gain 1 Charge die at the start of the Conflict and 1 Charge die for every Wound you take. If any foe belongs to your nemesis' faction, and allies are with you: 2 Charge dice instead. If any foe belongs to your nemesis' faction, and you're alone vs. them: 3 Charge dice instead.

Bloodlust	<i>The character revels in dealing out pain.</i> Gain 1 Charge die for every Wound inflicted on foes.
Compassion	<i>The character cares deeply about other people.</i> Gain 1 Charge die when ally is wounded from a Strike , incl. if you took the Wounds for them.
Fear	<i>The character is driven by fear.</i> At the start of each Conflict , choose 1 of the foes you are facing. You are afraid of that foe. Gain 1 Charge die when the selected foe earns 1 Awesome Token through a Maneuver . Gain 1 Charge die when the selected foe rolls a Strike on you or an ally, regardless of success.
Love	<i>The character is passionate about another PC. The feeling does not have to be mutual.</i> Gain 1 Charge die when a foe attempts a Strike on your loved one, regardless of success. Gain 1 Charge die for each Wound taken by your loved one, incl. if you took it for them.
Self-Loathing	<i>The character hates some part of herself, but doesn't necessarily have a death wish.</i> Gain 2 Charge dice for every Wound that you take.

6) Skills

Suggested list of available **Skills** based on the Ghostfield setting.

Acrobatics	Jumping around, bouncing off walls, climbing up structures or enemies, somersaulting, etc.
Courage	Stand your ground in face of danger, motivate allies to follow through, control your fears, etc.
Endurance	Tough, more stamina, can take more punishment, can charge ahead despite hindrances, etc.
Explosives	Expert in grenades, mines, Molotov cocktails, rocket launchers, fuel barrels, etc.
Firearms	Shoot a dime at a distance of 100ft, ricochet bullets off walls and around corners, etc.
Intimidate	You are downright scary, keeping enemies at bay, staring them down, threatening them, etc.
Melee weapons	You feel naked without a sword, lance, club, dagger, etc. Close combat, deflecting bullets, etc.
Quickness	Fast. Outrun enemies, being incredibly coordinated while doing so. Dodge missiles, etc.
Strength	You are one of the strongest people around. Amazing feats of strength, throw foes around, etc.
Throw	Masterful at throwing weapons, objects or even people around if you're strong enough.

Brawl	Hand-to-hand combat with enemies. Punches, flying kicks, wrestling moves, etc.
Dirty tricks	Throw sand in enemy's eyes, stuff a grenade down a foe's armor, use others as shields, etc.
Engineer	Craft artifacts, take out the weak points of a vehicle, throw a wrench in moving parts, etc.
Feint	Trick your opponent into thinking they know what you're about to do, and do something else.
Gadgets	Master of having the right tool for all the wrong jobs. Create and/or store useful contraptions.
Luck	You just have lots of good things happen to you. Beneficial, improbable things happen to you.
Perceive	You can see tiny details at vast distances, act without sight, feel vibrations on the ground, etc.
Stealth	You can disappear from sight even in battle, move silently, surprise foes from the shadows, etc.
Taunt	You can enrage or distract an enemy to the point that they make mistakes.
Vehicles	Knowledge of vehicles/steambots/power armors. Using them, knowing their weak spots, etc.

7) Powers

Suggested list of available **Powers** based on the Ghostfield setting.

7.1) Keywords

Common modifiers and labels which categorize **Powers**.

Body	Targets the body. Resisted by Body Resistance .
Elemental (Type)	Produces an elemental effect of a particular Type : electric, fire or frost. Cannot combine with other elemental Powers/effects unless they have the same Type .
Individual	Only affects Individual targets, but Mass Effect may allow targeting Squads and Swarms .
Soul	Targets the soul. Resisted with Soul Resistance .

Character	Can only be used during Character Scenes , not during Conflicts .
Extendable	Affects 1 target (regardless of Type), but Mass Effect may allow targeting more.
Healing	Can heal Wounds , but cannot be used on targets with the Diseased Condition .
Multiple (Limit)	May be acquired/leveled up more than once, up to Limit times, stacking its effect(s). Mark instances with a number to keep track, e.g. Resilience 2 for the 2nd instance, etc.

7) Powers (Continued)

7.2) Passive Powers

Powers which provide a continuous advantage or benefit.

Achievement Boost	
Your Strike Pool dice spending limit for Achievements is raised by 2.	
You can use this Power as the leader of Combined Achievements , but helpers cannot.	
Charge Boost	Multiple (1, 2, 3)
Your Charge Pool 's maximum dice capacity is raised by 2.	
Gate Sense	Character
You can spend the Scene to sense if any gate to Beyond will appear shortly, and choose to enter it at the end.	
If you enter the gate, you do not incur Scene benefits, but allies still can even if they follow into the gate.	
This Power cannot be used outside of the actual Ghostfield.	
Maneuver Boost	Multiple (1, 2, 3, 4)
The limit of Strike and Charge dice earned in Maneuvers is raised by 1, except for Combined Maneuvers .	
Resistance to Electricity	
Your character's Defense counts as 3 points higher vs. electricity-based attacks and effects.	
Resistance to Frost	
Your character's Defense counts as 3 points higher vs. frost-based attacks and effects.	
Squad Tactics	
Grant 1 Bonus die to the leader of any Combined Maneuver or Combined Achievement in which you participate.	
This applies whether you are a leader or helper. If other participants also have this Power , the Bonus dice add up.	
Stamina	Multiple (1, 2, 3)
Your Action Pool 's maximum dice capacity is raised by 2.	
Strike Boost	Multiple (1, 2)
Your Strike Pool dice spending limit for Strikes is raised by 2.	
Toughness	
Your character has 1 extra Wound Circle , i.e. can take 1 additional Wound before being defeated.	

Body Resistance	
You are immune to Powers with the Body keyword.	
You are immune to the Poisoned and Weakened Conditions .	
Darksight	
You are immune to the Blinded and Darkness Conditions .	
Leadership	
When you lead a Combined Maneuver , you can distribute dice earned among the involved players.	
The limit of earning 5 dice altogether still applies (unless other Powers affect this limit).	
Any player to whom you distribute 5 or more dice (including yourself) earns an Awesome Token as usual.	
When you lead a Combined Achievement , helpers can also spend Charge dice to use their Powers for the dice roll.	
Resilience	Multiple (1, 2, 3)
Your character's Defense is raised by 1.	
Resistance to Fire	
Your character's Defense counts as 3 points higher vs. fire-based attacks and effects.	
Skipping	
Your character is trained and experience at skipping among the rocks Beyond.	
Ignore the extra Action die requirement for maneuvering Beyond.	
Almost all Beyonders possess this Power .	
Soul Resistance	
You are immune to Powers with the Soul keyword.	
You are immune to the Diseased and Hexed Conditions .	
Tactical Maneuvering	Multiple (1, 2)
When you lead a Combined Maneuver , the max. number of Strike and Charge dice you can earn is raised by 3.	
When you lead a Combined Achievement , the max. number of Strike dice which can be spent is raised by 3.	

7.3) Soulbound Weapon Powers

Powers channeled from extraordinary weapons or items for their owner.

• In order to equip any number of **Soulbound Weapons**, you must acquire the **Soulbound Weapon Power** below:

Soulbound Weapon	Multiple (1, 2, 3)
Form a spiritual/demonic bond with 1 Soulbound Weapon (or artifact) for each instance of this Power .	
All Soulbound Weapons initially have 1 effect slot which you can fill with 1 Soulbound Weapon Effect .	

Weapon Upgrade	Multiple (1, 2, 3)
Add 1 effect slot to all Soulbound Weapons you have, i.e. 1 new effect slot for each.	
Soulsmith	Character • Multiple (1, 2, 3, 4)
You can place/replace effects in the existing slot(s) of Soulbound Weapons , whether they belong to you or allies.	
This requires 1 Scene of ritualistic incantation, and you do not earn Scene benefits at the end of that scene.	
This Power 's level (e.g. 1, 2, 3...) indicates the maximum number of slots the effects you place are allowed to occupy.	
Weapons with the Ultimate Weapon effect may not be altered this way, unless the GM explicitly allows it.	

• You can then upgrade all **Soulbound Weapons** you have with the following **Powers**, if you wish:

Quickdraw	
In Conflicts , you can switch Soulbound Weapons at the beginning of your turn without spending your action.	
Improved Grip	
You can choose to deny the GM's ability to disarm your Soulbound Weapons .	
If you deny the disarm ability, you do not roll and earn dice you would normally get if the ability took place.	
Immediate Imbuement	Multiple (1, 2)
You can apply Soulsmith rapidly, even during Conflicts , at a rate of 1 action per effect slot involved.	
If you are affecting someone else's Soulbound Weapon , both you and the ally each spend your action/turn.	
Outside of Conflicts , you can change 1 effect per Character Scene and still get regular Scene benefits.	
Immediate Imbuement 2: Apply Soulsmith with 1 action in total regardless of how many effect slots are involved.	
Immediate Imbuement 2: Outside of Conflicts , you can change all the effects and still get regular Scene benefits.	

7) Powers (Continued)

7.3) Soulbound Weapon Powers (Continued)

7.3.1) Soulbound Weapon Effects

Effects which you may place within the effect slots of your **Soulbound Weapons**. These only apply as long as you are using the **Soulbound Weapon** to which they are attached.

Area Strike	Occupies 1 Slot	
Add 1 Bonus die to all Strike rolls vs. Swarms .		
Elemental Force	Occupies 1 Slot	
Double the Bonus dice you get from elemental auras (Fire Aura , Frost Aura , Shock Aura).		
Double the Bonus dice you get from absorption effects (Fire Eater , Frost Eater , Shock Eater).		
Fire Aura	Occupies 1 Slot	Elemental (Fire)
Your attacks are now fire-based. Add 1 Bonus die to your Strike rolls.		
If you also have electricity- or frost-based effects on your weapon, you must pick which one applies for the Strike .		
Frost Eater	Occupies 1 Slot	Elemental (Frost)
Gain 1 Charge die when an enemy makes a frost-based Strike against you, regardless of success.		
Multi Strike	Occupies 1 Slot	
Add 1 Bonus die to all Strike rolls vs. Squads .		
Power Strike	Occupies 1 Slot	
Add 1 Bonus die to all Strike rolls vs. Individuals .		
Returning	Occupies 1 Slot	
The Goal difficulty for retrieving this Soulbound Weapon after being disarmed is lowered to 6.		
Shock Aura	Occupies 1 Slot	Elemental (Electricity)
Your attacks are now electricity-based. Add 1 Bonus die to your Strike rolls.		
If you also have fire- or frost-based effects on your weapon, you must pick which one applies for the Strike .		
Toxin Immunity	Occupies 1 Slot	
You are immune to the Diseased and Poisoned Conditions .		
Haste	Occupies 2 Slots	
You obtain the Quickened Condition .		
Poisonous	Occupies 2 Slots	
When you inflict 1 Wound to a foe, you also inflict the Poisoned Condition on them.		
Does not apply to Squads or Swarms unless you have the Multi Strike or Area Strike effects as well, respectively.		
Banisher	Occupies 3 Slots	
When you inflict a Wound on an Eidolon , it is instantly banished to its home world with all Wound Circles marked.		
Soulcharge	Occupies 3 Slots	
At the end of each of your turns, if your Charge Pool is not filled to its full capacity, you gain 1 Charge die.		

Charge Container	Occupies 1 Slot	
When you earn Charge dice, you can store 1 of them in the Soulbound Weapon instead of the Charge Pool .		
The stored Charge die does not count toward the Charge Pool 's maximum dice capacity.		
If unspent, the stored Charge die is preserved within the Soulbound Weapon after the Conflict is over.		
You can spend that Charge die normally while you are using that Soulbound Weapon (and it's not disarmed).		
Fire Eater	Occupies 1 Slot	Elemental (Fire)
Gain 1 Charge die when an enemy makes a fire-based Strike against you, regardless of success.		
Frost Aura	Occupies 1 Slot	Elemental (Frost)
Your attacks are now frost-based. Add 1 Bonus die to your Strike rolls.		
If you also have electricity- or fire-based effects on your weapon, you must pick which one applies for the Strike .		
Pneumatic	Occupies 1 Slot	
Add 1 Bonus die to all Maneuvers and Achievements Beyond.		
Protection	Occupies 1 Slot	
You obtain the Shielded Condition .		
Shining	Occupies 1 Slot	
You are immune to the Darkness Condition .		
When you participate in a Combined Maneuver or Combined Achievement , this extends to other participants.		
Shock Eater	Occupies 1 Slot	Elemental (Electricity)
Gain 1 Charge die when an enemy makes an electricity-based Strike against you, regardless of success.		
Cursed	Occupies 2 Slots	
When you inflict 1 Wound to a foe, you also inflict the Hexed Condition them.		
Does not apply to Squads or Swarms unless you have the Multi Strike or Area Strike effects as well, respectively.		
Plaguebringer	Occupies 2 Slots	
When you inflict 1 Wound to a foe, you also inflict the Diseased Condition on them.		
Does not apply to Squads or Swarms unless you have the Multi Strike or Area Strike effects as well, respectively.		
Weakening	Occupies 3 Slots	
When you inflict 1 Wound to a foe, you also inflict the Weakened Condition on them.		
Does not apply to Squads or Swarms unless you have the Multi Strike or Area Strike effects as well, respectively.		
Ultimate Weapon	Occupies 4 Slots	
Grants 5 effect slots' worth of effects on 1 of your Soulbound Weapons .		
This effect can only be taken once per character, regardless of number of Soulbound Weapons .		

7) Powers (Continued)

7.4) Charge Powers

Powers activated by spending **Charge** dice.

7.4.1) Action Powers

Charge Powers activated as the character's action on their turn.

Banishment	Type: Action	Cost: (2 + Target Eidolon level) Charge dice	
Banish the target Eidolon . It returns to its home world with all its Wound Circles marked.			
Body Drain	Type: Action	Cost: 4 Charge dice	Body • Individual
The target loses 3 Action Pool dice and you gain 3 Action Pool dice (up to your limit), regardless of Defense . If the target only has 1 or 2 dice left in the Action Pool , only those 1 or 2 dice are transferred instead.			
Dispel	Type: Action	Cost: 2 Charge dice	Extendable
Removes all the following Conditions from the target: Darksighted , Empowered , Quickened and Shielded . This does not work on conditions granted by Soulbound Weapon Powers or Passive Powers .			
Life Drain	Type: Action	Cost: 6 Charge dice	Healing • Individual • Soul
The victim takes 1 Wound and you heal 1 Wound (if you had any), regardless of Defense .			
Nightvision	Type: Action	Cost: 1 Charge die	Extendable
Grant the Darksighted Condition on the target.			
Power Block	Type: Action	Cost: 2 Charge dice	Individual
Inflict the Hexed Condition on the target.			
Refresh	Type: Action	Cost: 2 Charge dice	Extendable
Add 4 dice to the target's Action Pool , up to their Action Pool 's maximum capacity.			
Rise of the Phoenix	Type: Action	Cost: 5 Charge dice	Extendable • Healing
You can bring a defeated character back into the Conflict . The target heals 1 Wound and can participate as normal. The target's Dice Pools remain the same as they were, and the target resumes their position in the turn order. This Power does not work on Squads or Swarms (not even in combination with Mass Effect). This Power does not work on characters who still have unmarked Wound Circles , i.e. not defeated yet.			
Slow	Type: Action	Cost: 2 Charge dice	Body • Individual
Inflict the Slowed Condition on the target.			
Super Combo Strike	Type: Action	Cost: 1 or more Charge dice	
Spend your action to contribute 1 or more spent Charge dice as Bonus dice to an ally's Strike on their turn. You can apply Strike Powers you have to the ally's Strike if you pay their Charge dice cost as well.			

Blindness	Type: Action	Cost: 2 Charge dice	Individual
Inflict the Blinded Condition on the target.			
Brighten	Type: Action	Cost: 2 Charge dice	
Remove the Darkness Condition from the area of the Conflict .			
Conjure Darkness	Type: Action	Cost: 2 Charge dice	
Inflict the Darkness Condition on the area of the Conflict .			
Empower	Type: Action	Cost: 2 Charge dice	Extendable
Grant the Empowered condition on the target.			
Life Transfer	Type: Action	Cost: 6 Charge dice	Healing • Individual • Soul
The victim takes 1 Wound and an ally you choose heals 1 Wound (if they had any), regardless of Defense . The chosen ally cannot be yourself. The chosen ally must be present, or be one of your Eidolons (present or not).			
Poison	Type: Action	Cost: 2 Charge dice	Individual
Inflict the Poisoned Condition on the target.			
Quicken	Type: Action	Cost: 2 Charge dice	Extendable
Grant the Quickened Condition on the target.			
Restore	Type: Action	Cost: 2 Charge dice	Extendable
Removes all the following Conditions from the target: Blindness , Diseased , Hexed , Poisoned and Weakened .			
Shield	Type: Action	Cost: 2 Charge dice	Extendable
Grant the Shielded Condition on the target.			
Spontaneous Gating	Type: Action	Cost: 2 Charge dice	
Spend your action to open a gate between Ghostfield and Beyond for 3 rounds. Only works in Ghostfield and Beyond. You can enter/exit it during that action. Other characters can spend an action to go through the gate from either side.			
Touch of Decay	Type: Action	Cost: 2 Charge dice	Individual
Inflict the Diseased Condition on the target.			
Weaken	Type: Action	Cost: 2 Charge dice	Individual
Inflict the Weakened Condition on the target.			

7.4.2) Boost Powers

Charge Powers which augment other Powers applied to the same action.

Elemental Surge	Type: Boost	Cost: 1 Charge die	
Add 2 Bonus dice to your Strike onto which an Elemental effect has been applied.			
Superior Power Control	Type: Boost	Cost: 2 Charge dice (paid after the Strike roll)	
You can use a Strike Power after you rolled your Strike dice (instead of before). You can use Guard after you rolled your Maneuver dice (instead of before), after you've earned Strike/Charge dice. You pay the other Power 's cost as usual on top of the 2 Charge dice spent to activate this one.			

Mass Effect	Type: Boost	Cost: 1 or 2 Charge dice	
This Power has 2 ways of boosting other Powers used on the same action. Choose 1 below: A) For 1 Charge die, allow your Individual Power to target Squads and Swarms . B) For 2 Charge dice, apply the effects of your Extendable Power to 3 extra targets, regardless of their Type .			

7.4.3) Maneuver Powers

Charge Powers activated during **Maneuvers** to enhance them.

Guard	Type: Maneuver	Cost: (Num. allies to guard) Charge dice	
Select as many allies as the number of Charge dice you spent. Any Strike against them is redirected at you instead. Once you have redirected 1 Strike or were Striked directly, the effect ends at the start of your turn after that Strike .			

7.4.4) Achievement Powers

Charge Powers activated during **Achievements** to enhance them.

Heroics	Type: Achievement	Cost: 2 Charge dice	
Add 4 Bonus dice to your Achievement roll.			

7) Powers (Continued)

7.4) Charge Powers (Continued)

7.4.5) Strike Powers

Blaze	Type: Strike	Cost: 3 Charge dice	Elemental (Fire)
Your Strike is now fire-based. Add 4 Bonus dice vs. Individuals , 3 vs. Squads , or 2 vs. Swarms .			
Firestorm	Type: Strike	Cost: 3 Charge dice	Elemental (Fire)
Your Strike is now fire-based. Add 4 Bonus dice vs. Swarms , 3 vs. Squads , or 2 vs. Individuals .			
Frost Spikes	Type: Strike	Cost: 3 Charge dice	Elemental (Frost)
Your Strike is now frost-based. Add 4 Bonus dice vs. Individuals , 3 vs. Squads , or 2 vs. Swarms .			
Leap Attack	Type: Strike	Cost: 1 Charge die	
Add 2 Bonus dice to your Strike vs. an Individual , or 1 vs. a Squad or a Swarm .			
Vampiric Strike	Type: Strike	Cost: 3 Charge dice	Healing • Individual • Soul
If your Strike deals any number of Wounds to the target, you heal 1 Wound .			
Zap	Type: Strike	Cost: 3 Charge dice	Elemental (Electricity)
Your Strike is now electricity-based. Add 4 Bonus dice vs. Individuals , 3 vs. Squads , or 2 vs. Swarms .			

Charge Powers activated during **Strikes** to enhance them.

Chain Lightning	Type: Strike	Cost: 3 Charge dice	Elemental (Electric)
Your Strike is now electricity-based. Add 4 Bonus dice vs. Swarms , 3 vs. Squads , or 2 vs. Individuals .			
Force Attack	Type: Strike	Cost: 4 Charge dice	
Add 5 Bonus dice to your Strike regardless of opponent's Type (Individual , Squad or Swarm).			
Ice Hurricane	Type: Strike	Cost: 3 Charge dice	Elemental (Frost)
Your Strike is now frost-based. Add 4 Bonus dice vs. Swarms , 3 vs. Squads , or 2 vs. Individuals .			
Shadow Strike	Type: Strike	Cost: 1 Charge die	
Add 3 Bonus dice to your Strike vs. an opponent afflicted by the Darkness or Blinded Condition(s) .			
Whirlwind Attack	Type: Strike	Cost: 1 Charge die	
Add 2 Bonus dice to your Strike vs. a Squad , or 1 vs. an Individual or a Swarm .			

7.5) Summoning Powers

• In order to bind any number of **Eidolons**, you must acquire at least 1 instance of **Open Bond**, and **Summoning**:

Open Bond: [Eidolon Name]	Multiple (1, 2, 3)
Bond with 1 Eidolon of level 0, causing this Power's instance to be updated to include the Eidolon's name.	
This is usually done during character creation. The player can also choose the Eidolon as a Scene benefit instead.	
The player chooses a common Eidolon or creates a custom one with the GM's approval.	
In rare cases, you can break a bond to pick a different Eidolon . This should cause bad consequences, story-wise.	
Summoning	Type: Action Cost: (1 + Eidolon level) Charge dice
Spend your action to conjure 1 Eidolon bound via Open Bond to instantly appear in the Conflict .	
A summoned Eidolon usually starts with a full Action Pool , and empty Strike and Charge Pools .	
A summoner can only have 1 Eidolon summoned at any time (Note: Squads and Swarms still count as 1).	
A dismissed Eidolon can be summoned back within the same Conflict in the same state as when it was dismissed.	
A defeated Eidolon disappears and cannot be summoned back until at least 1 of its Wounds has been healed.	

Powers that bind **Eidolons** to your will, allowing you to summon and direct them.

• You can then improve all bound **Eidolons** as well as **Summoning** with the following **Powers**, if you wish:

Empower Eidolon	Multiple (1, 2, 3, 4, 5)
This Power is required to bond with Eidolons of level 1 or above. The maximum level allowed is this Power's level.	
Also, each Eidolon gets extra Powers based on the difference between their level and this Power's level.	
For instance, Empower Eidolon 2 grants 2 additional Powers to a level 0 Eidolon .	
The extra Eidolon Powers are chosen when this Power is picked or a new bond is made, and can't be changed later.	

Battlefield Summoning
When summoned for the 1st time in a Conflict , the Eidolon's Strike Pool contains the Eidolon's level in dice.
Charged Summoning
When summoned for the 1st time in a Conflict , the Eidolon's Charge Pool contains the Eidolon's level in dice.
Warfare Summoning
Any summoned Eidolon can take 1 action on the same turn in which it has been summoned.
If that action is a Strike , this adds 2 Bonus dice on the Strike roll.
Natural Summoner
The cost of summoning Eidolons of level 3 and above is now reduced to a flat amount of 3 Charge dice.
Companion
One of your level 0 Eidolons remains by your side in Scenes and is considered already present when Conflicts start.
If the Eidolon is defeated or banished, it automatically returns once 1 or more of its Wounds have been healed.
The Eidolon selected as the Companion cannot be changed unless it is permanently defeated or the bond is broken.
Magnificent Companion
Your Companion can now be a level 1 or 2 Eidolon if you have Empower Eidolon 1 or 2 respectively.
Unbreakable Bond
Your Companion is now immune to being banished by Powers , including Soulbound Weapon effects.

7) Powers (Continued)

7.5) Summoning Powers (Continued)

7.5.1) Creating Eidolons

Follow these steps to create custom **Eidolons**.

1) Define all aspects below for your **Eidolon**.

- **Eidolon's** name and general details, i.e. home world, appearance, etc.
- **Level:** Ranging from 0 to 5. • **Type:** **Individual**, **Squad** or **Swarm**.
- One (1) **Skill** valued at a rating of 5 from the suggested list, or a custom one based on the game's setting.
- Description of the **Eidolon's** entrance when summoned, based on 2 or more categories below:
 - **Sight**, e.g. bright flash, colorful sparks, ripples, window into homeworld with flames lashing out, etc.
 - **Sound**, e.g. loud bang, screeching, roar, humming, buzzing, chains rattling, mechanical noises, etc.
 - **Smell/taste**, e.g. sulfur, sweet, acidic, smoky, etc.
 - **Touch**, e.g. hot, cold, oily, burst of wind, prickling skin, etc.

2) Set the following aspects to their initial values.

- **Wound Circles:** 1. • **Action Pool:** Initial maximum capacity of 2 dice. Filled with dice.
- **Defense:** 2. • **Charge Pool:** Initial maximum capacity of 4 dice. Empty.
- **Strike Pool:** Empty.

3) Select 4 initial **Powers**, then 3 more **Powers** for each level above 0, from either source below:

- A) Suggested list of **Eidolon Passive Powers** and player **Charge Powers**.
- B) Custom **Powers** based on the game's setting.
- This means a level 2 **Eidolon** will end up with 10 **Powers** in total.

4) Select 1 weakness from the list of **Eidolon Weaknesses**.

- Contradictory **Powers** and **weaknesses** should be avoided, e.g. **Resistance to Fire** and **Vulnerable to Fire**.

7.5.2) Eidolons Weaknesses

Weaknesses specific to **Eidolons**.

Cowardly

When the **Eidolon** suffers a **Wound**, it loses its **Strike** dice and has to use **Catch Your Breath** during its next turn. The **Eidolon** is considered to be hiding that turn, and **Powers** that require its presence (e.g. **Auto Guard**) don't work. During that time, the **Eidolon** cannot use **Awesome Tokens**, but it also cannot be attacked that turn.

Crazy

The **Eidolon's** action is determined randomly on each turn. You roll 1 die to determine the action:
 1 - 3: **Maneuver** 4: **Strike** 5: **Power** (selected by the summoner) 6: Summoner chooses
 If the action cannot be taken (e.g. **Strike** while **Strike Pool** is empty), the **Eidolon** uses **Catch Your Breath** instead.

Darkbound

Unless **Darkness** is in effect, the **Eidolon** removes 1 die from every roll prior to rolling. Does not grant **Darksight**.

Overwhelmable

Squads add 2 **Bonus** dice to their **Strikes** vs. this **Eidolon**, and **Swarms** add 3 **Bonus** dice instead.

Restless

Eidolons above level 1 cannot select this weakness.

The **Eidolon** cannot take the same type of action (**Maneuver**, **Strike**, **Achievement** or **Power**) 2 turns in a row.

Vulnerable to Electricity

Electricity-based attacks and effects vs. this **Eidolon** get 3 **Bonus** dice.

Vulnerable to Fire

Fire-based attacks and effects vs. this **Eidolon** get 3 **Bonus** dice.

Vulnerable to Frost

Frost-based attacks and effects vs. this **Eidolon** get 3 **Bonus** dice.

Weak Spot

Only **Eidolons** of level 2 or above can select this weakness.

Foes can spend 1 **Awesome Token** to add 5 **Bonus** dice to their **Strike** by targeting the **Eidolon's** weak spot.

7.5.3) Eidolons Passive Powers

Passive **Powers** specific to **Eidolons**.

Auto Guard	
As long as the Eidolon is in the Conflict , Strikes against the summoner are redirected to the Eidolon instead.	
Charge Boost	Multiple (1, 2, 3, 4, 5, 6)
Each time this Power is taken, the Eidolon's Charge Pool maximum number of dice is raised by 1.	
Resilience	Multiple (Level + 1)
The Eidolon's Defense is raised by 1.	
Resistance to Fire	Multiple (1, 2, 3, 4)
The Eidolon's Defense counts as 1 point higher vs. fire-based attacks and effects.	
Skill Boost	Level 0 - 2 cannot take • Level 3 - 4: Multiple (1) • Level 5: Multiple (1, 2)
The Eidolon's Skill value is raised by 1. This also affects Skills from Skill Set , as their ratings follow the 1st Skill .	
Soul Resistance	
The Eidolon is immune to the Diseased and Hexed Conditions , and Powers with the Soul keyword.	
Strike Boost	Multiple (1, 2, 3, 4)
The Eidolon's Strike Pool dice spending limit for Strikes is raised by 1.	

Body Resistance	
The Eidolon is immune to the Poisoned and Weakened Conditions , and Powers with the Body keyword.	
Darksight	
The Eidolon is immune to the Blindness and Darkness Conditions .	
Resistance to Electricity	Multiple (1, 2, 3, 4)
The Eidolon's Defense counts as 1 point higher vs. electricity-based attacks and effects.	
Resistance to Frost	Multiple (1, 2, 3, 4)
The Eidolon's Defense counts as 1 point higher vs. frost-based attacks and effects.	
Skill Set	
The Eidolon has 3 Skills instead of 1, and can mark them like regular characters with 3 Skills to earn dice.	
The 2 extra Skills are valued at 1 less and 2 less respectively than the 1st Skill already possessed.	
Stamina	Multiple (1, 2, 3, 4, 5)
The Eidolon's Action Pool's maximum dice capacity is raised by 1.	
Toughness	Multiple (Level)
The Eidolon has 1 additional Wound circle, i.e. can take 1 additional Wound before being defeated.	

8) Game Master (GM) Reference

8.1) Setting The Stage

Creating your setting, adventure and/or campaign.

- 1) Set an overall mood for the game, e.g. gritty, funny, dark, romantic, etc.
- 2) Decide what type of content should be most prominent, e.g. fights, romance, intrigue, etc.
- 3) Decide what type of content should be avoided, using **Lines** and **Veils**.
 - **Lines:** Events that are considered over the line and should not be included at all.
 - **Veils:** Events that can happen, but should be handled off screen (behind a veil), i.e. not roleplayed through.
- 4) Define your setting, i.e. core concept, locations, characters, groups, technology level(s), cultures, etc.
 - You may create custom **Skills**, **Powers** and **Eidolons**. Make them synergize with the mood you picked.
- 5) Define the **Setting Story Seed**. 6) Collaborate with the players to define the initial **Group Story Seed**.

8.2) Running the Game & Core Philosophy

- Both the players and the GM are responsible for establishing reasonable game facts to move the story forward.
- Once a **Group Story Seed** ends, the players can make a new one, or make new characters for a new story instead.

8.3) Character Advancement

- Below are suggestions about aspects player characters may update or improve over time, at GM's discretion.
- Note that these suggestions are merely rough guidelines. GMs may customize advancement as they see fit.

Passion	Represents a fundamental shift in personality, usually done at a critical decision point. Allow changing the Passion once per session, in Character Scenes or start/end of turn in Conflict .
Trait	Traits have little impact on mechanics, and serve to indicate aspects that players want to role-play. Allow changing at any time, but should be done sparingly to keep other players interested in them. If you use optional rule for added Trait Bonuses : Change stars to checks when changing a Trait .
Skills	Increasing Skill ratings can severely alter the game's balance, as it directly impacts Maneuvers . Avoid upgrading Skills , or only allow lower-rated Skills to catch up with higher-rated ones. Still, at GM's discretion, players might be allowed to swap a Skill for another at the same rating.
Powers	Allowing player characters to earn new Powers is the recommended way to build them up. Should strictly avoid letting a character have 2 or more Powers than any other player character. Once per session, you can allow players to lose a Power to replace it later (GM chooses when).

8.3.1) Suggested Approaches for Character Power Advancements

- Below are suggested triggers which should provide players characters with the opportunity to earn new **Powers**.

Seed-Based	Player(s) who created a Story Seed should be able to determine when it concludes. Once a Story Seed is resolved, related characters should each gain 1 new Power . <ul style="list-style-type: none"> • For Character Story Seeds: The character behind it gains the new Power. • For Group/Setting Story Seeds: All characters involved gain a new Power.
Teached-Based	When students find the right teachers, they may unlock 1 or more Powers in training. This approach provides the GM with more control, as it ties closely with the story.
Adversity-Based	Defeating certain foes may allow the players to earn additional Powers . GM chooses how often this happens, for which foes, which Powers can be earned, etc.

8.4) Player Character(s) vs. Player Character(s) Conflicts

- Should only occur if all involved players want to participate. Otherwise, all their characters walk away unharmed.
- Regular **Conflict** mechanics apply, but all players must agree with regards to **Goals** (GM shall not be involved).

8.5) Creating Goals

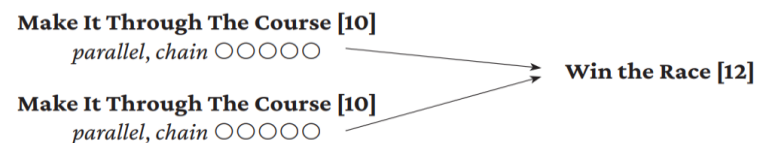
Name the **Goal**, define its outcome(s), and set a difficulty level. See examples below.

- Name the **Goal**, define the outcome of achieving it, and set a difficulty level. See examples below.

Difficulty	Example Outcome(s)
Easy: 6	<ul style="list-style-type: none"> • Lower 1 foe's Defense by 1. • Make your or an ally's next Strike electricity-, fire- or frost-based. <ul style="list-style-type: none"> • Boost 1 ally's Defense by 1.
Tricky: 8	<ul style="list-style-type: none"> • Lower 1 foe's Defense by 2. • Boost 2 allies' Defense by 1. • Make all of your or an ally's next Strikes electricity-, fire- or frost-based. • Cause 1 Elemental Strike to be rolled with 6 free dice instead of dice from a Strike Pool. <ul style="list-style-type: none"> • Lower 1 foe's Skill by 1. • Block 1 foe's Power for 1 round.
Tough: 10	<ul style="list-style-type: none"> • Boost your and all allies' Defense by 1. • Block 1 foe's Power until they achieve it back though another Goal (usually difficulty 6). • Cause 1 Elemental Strike to be rolled with 8 free dice instead of dice from a Strike Pool. • Remove 1 specific Condition from yourself or an ally. <ul style="list-style-type: none"> • Inflict a specific Condition on 1 foe.
Heroic: 12	<ul style="list-style-type: none"> • Inflict 1 specific Condition on 2 or more foes. • Grant an ally the use of a Power they don't have. • Remove 1 specific Condition from yourself and all your allies as well. • Cause 1 Elemental Strike to be rolled with 10 free dice instead of dice from a Strike Pool.

8.5.1) Goal Types & Characteristics

Unique	Only 1 instance of that Goal exists. Anyone can try to achieve it, and then it goes away.
Parallel	Goal exists for 1/both sides of the Conflict . Each side tries to achieve their own instance, if any. <ul style="list-style-type: none"> • Example: Completing all laps of a race and reaching the finish line. • Example: One side wants to destroy the opponent's fortifications. Only 1 side will attempt this.
Grouped	Only characters in a specific situation/opportunity may attempt to achieve a Grouped Goal . In other words, such Goals may only attempted by a certain group/class of characters. <ul style="list-style-type: none"> • Example: Driving-related Goals for the vehicle's driver while the other characters are fighting.
Joint	Can be achieved by 1 character, or multiple characters with a Combined Achievement .
Solo	Can only be attempted by 1 character at a time. Combined Achievements are not allowed.
Single	Achieving that Goal leads to a specific outcome (and not to another Goal).
Chain	Achieving a Chain Goal leads to the next Goal in the chain, until the final outcome is achieved. <ul style="list-style-type: none"> • Example: Stealing diamonds involve hacking the security, breaking the vault, then escaping.



8) Game Master (GM) Reference (Continued)

8.6) Creating Adversity

1) Define all aspects below for the enemy character.

- Name. • **Type: Individual, Squad or Swarm.**
- One (1) or three (3) **Skill(s)** from the suggested list, or custom ones based on the game's setting.
 - Each **Skill** may be valued at a rating ranging from 2 (weak) to 5 (challenging).
 - Basic enemies usually have 1 **Skill**, while special ones have 3 **Skills** rated at 5, 4 and 3 respectively.
- **Defense rating:** Ranging from 2 (weak) to 6 (player character maximum), or even higher.
- **Wound Circles:** Ranging from 1 to any number you see fit.
 - Three (3) or more **Wound Circles** usually lead to extended **Conflicts**, depending of **Defense**.
 - **Squads** should not have more **Wound Circles** than the total number of units in them.

2) Configure the enemy's **Dice Pools** and dice-related aspects below. Default values are written in brackets.

Action Pool	Capacity (6).	Charge Pool	Capacity (6).
Strike Pool	Initial balance (0).	Spend limits: Strike (6), Achievement (6), Combined Achievement (6).	
Maneuver	Success/earned dice limits: Maneuver (5), Combined Maneuver (5).		

3) Select any number of **Powers** from the suggested list, or custom ones based on the game's setting.

- Player characters usually outnumber the enemy, so you may give foes strong **Powers**, or many **Powers**.
- Enemy characters may have **Powers** from the suggested list of **Adversity Powers**.

4) Optionally, you can choose to add 1 **Eidolon** weakness to your enemy character.

Average Opponent

- **Dice Pools** configured like player characters (default).
- **Wound Circles:** 3.
- **Defense:** 3.
- One (1) **Skill** at a rating of 4.
- **Suggested Skills:** Brawling, Firearms or Melee Weapons.
- **Suggested Powers:** **Force Attack**, **Leap Attack**, **Strike Boost**.

8.6.1) Adversity Powers

Suggested special **Powers** only available to enemy characters.

Aura of Decay	Type: Action	Cost: 3 Charge dice
Inflict the Diseased Condition on all opponents.		
Aura of Weakness	Type: Action	Cost: 3 Charge dice
Inflict the Weakened Condition on all opponents.		
Auto Refresh	Type: Maneuver	Cost: 2 Charge dice
Add 4 dice to the target's Action Pool (up to the maximum capacity) at the start or end of the Maneuver .		
Blink	Type: Passive	
Only 1 Strike roll can be made vs. this character in each round of conflict, regardless of success. After that, this character vanishes (e.g. to Beyond) and returns at the beginning of their turn.		
Inferno	Type: Strike	Cost: 5 Charge dice
Your Strike is now fire-based and targets all opponents. Add 4 Bonus dice to the Strike roll. Your Strike 's successes are compared to each opponent's Defense rating to see if Wounds are caused.		
Magic Vortex	Type: Action	Cost: 3 Charge dice
No Powers that require Charge dice to activate can be used until your next action.		
Poison Cloud	Type: Action	Cost: 3 Charge dice
Inflict the Poisoned Condition on all opponents.		
Spawn Critters	Type: Action	Cost: 6 Charge dice
Create a Swarm of Critters in the current conflict: <ul style="list-style-type: none"> • Defense: 2. • Wounds: 4. • Action Pool limit: 5. • Charge Pool limit: 5. • Weakness: Vulnerable to Fire. • Strike spend limit: 6, 6, 6. • Maneuver success limit: 5, 5. • Skill: Quickness, rated at 4. • Powers: Leap Attack, Skipping. 		
Stream of Power	Type: Passive	
You gain 2 free Charge dice automatically at the start of each of your turns.		
Toxic Blast	Type: Action	Cost: 2 + (1 per extra target) Charge dice
Inflict the Diseased , Poisoned and Weakened Conditions on the target. Target more for 1 extra Charge die each.		

8.7) Optional Game Modifications

Trait Bonuses To give **Traits** a greater impact on the game's mechanics and role-playing aspects.

At the of a **Scene**, the benefit of marking a **Trait** can now be performed in two (2) distinct ways:

A) If the **Trait** wasn't really role-played during the **Scene**, it is checked as usual (same mechanic as before).

B) If the **Trait** was applied during the **Scene**'s role-playing, it is marked with a star instead.

Then, during **Conflicts**, if you unmark a **Trait** to reroll 1s and 2s, the following rules apply:

- If you can describe/role-play how the **Trait** applies to your reroll, add 1 extra die to the reroll.
- If the **Trait** is marked with a star, add 1 extra die to the reroll, even if you already added 1 from the 1st point.

Threat Die The GM places a threat die showing the number of **Scenes** left before a major event.

The major event could be an unknown threat, or something the player characters are already aware of.

The threat die value is decreased by 1 when a **Scene** or **Conflict** ends. Decreasing when die is 1 → Event manifests.

Conflict Goals can be set to allow players to delay or even abort the threat. These could be suggested by players.

In **Scenes**, players can take actions to delay the threat, but if they do, they cannot earn end of **Scene** benefits.

Pick and choose the modifications that fit your game, if any.

Refresh When player characters can rest for an extended period of time, **Scene** benefits may be altered.

As directed by the GM, instead of regular **Scene** benefits, players heal all **Wounds** at the cost of unmarking all **Traits**.

Flashbacks During **Conflicts**, a player character can spend their action to have a flashback.

The flashback is immediately role-played as a **Character Scene**, and should reveal past events linked to the **Conflict**.

Flashbacks include at least 1 other player character (who does not have to spend their to be in it), and NPCs if desired.

If the flashback includes 3 or more player characters, 1 more player spends their action for each 2 extra characters.

Once the flashback **Scene** ends, all player characters involved can mark 1 **Trait** each. The **Conflict** continues.

Countdown Die In a **Conflict**, GM places a countdown die showing the number of rounds left before an event.

The event could be an unknown threat, or something the player characters are already aware of.

For example, it could represent an enemy gathering or channeling strength for a devastating attack, etc.

The countdown die value is decreased by 1 when a combat round ends. Decreasing when die is 1 → Event manifests.

The GM can create **Goals** to delay or even abort the countdown. These could be suggested by players.