

CONDITIONS

BLEEDING

Whenever you use a main action, use a triggered action, or make a test or ability roll using **Might** or **Agility**, you lose Stamina equal to 1d6 + their level after it is resolved. Stamina loss can't be prevented in any way.

DAZED

You can do only one thing on your turn: use a maneuver, use an action, or take a move action. You also can't use triggered actions, free triggered actions, or free maneuvers.

DYING

You are also Bleeding and can't use the Catch Breath maneuver in combat.

FRIGHTENED

Ability power rolls you make against the source of your fear take a **Bane**. If that source is a creature, their ability or power rolls against you gain an **Edge**. You can't willingly move closer to the source of your fear if you know the location of that source. A new source replaces an old one.

GRABBED

Your speed is 0; you can't use the Knockback maneuver, you can't be force moved except by a creature, object, or effect grabbing you, and you take a **Bane** on abilities that don't target it. If the creature grabbing you moves, they bring you with them. If the creature's size is equal to or less than yours, their speed is halved while they have you grabbed.

The creature grabbing you can use a maneuver to move you into an unoccupied space adjacent to them.

Escape:

The creature grabbing you can end the grab at any time (no action required). Alternatively, you can attempt to escape using the Escape Grab maneuver. If you teleport or if the creature is force moved to a space that isn't adjacent to you, you are no longer grabbed.

PRONE

Strikes you make take a **Bane**, and melee abilities made against you gain an **Edge**. You must crawl to move along the ground, which costs you 1 additional square of movement for every square you crawl. You can't climb, jump, swim, or fly while prone. If you are climbing, flying, or jumping while knocked prone, you fall.

Standing Up:

You or an adjacent creature can use the stand up maneuver to end the condition, unless the ability or effect that imposed the condition says otherwise.

RESTRAINED

Your speed is 0; you can't use the Stand Up maneuver, and you can't be force moved. You take a **Bane** on ability power rolls, on **Might** and **Agility** tests, and abilities made against you gain an **Edge**.

SLOWED

Your speed is reduced to 2 unless it is already lower, and you cannot shift.

TAUNTED

You have a **Double Bane** on ability power rolls that don't target the creature who taunted you while you have line of effect to that creature. A new source replaces an old one.

WEAKENED

While you are weakened, all your power rolls take a **Bane**.

SURGES & HERO TOKENS

SURGES OVERVIEW

Surges are temporary resources earned during battle, granting combat advantages that expire at the end of combat.

USING SURGES

Extra Damage: Spend up to 3 surges to add damage equal to your highest characteristic score per surge to one target.

Boost Potency: Spend 2 surges to increase an ability's potency by 1 for a single target (maximum +1 per target).

HERO TOKENS IN ACTION

Hero tokens can be spent in various ways, but only one token may be used on your turn or per test.

- Spend a hero token to gain two surges.
- Spend a hero token to automatically succeed on a failed saving throw.
- Spend a hero token to reroll a test. You must use the new roll.
- Spend 2 hero tokens to regain Stamina equal to your Recovery value, either on your turn or before taking damage, without using a Recovery.

COMBAT ACTIONS

CHARGE

You move up to your speed in a straight line, then make a melee free strike against a target when you end your move. If you have an ability with the Charge keyword, you can use that ability against the target instead of a free strike.

You can't move through difficult terrain or shift when you charge. You can fly or burrow as part of the Charge main action if you have that movement available to you, but you can't climb or swim while charging unless you can automatically use that movement at full speed.

CONVERT

You can convert your action into either a maneuver or a move action.

DEFEND

Taking the Defend action imposes a **Double Bane** on all ability power rolls made against you until the start of your next turn. Additionally, you have a **Double Edge** on tests when called for to resist environmental effects or a creature's traits or abilities. This benefit does not apply if another creature is currently taunted by you.

FREE STRIKE

The Free Strike action allows you to make a basic attack when no other options are available. While most characters and creatures will rely on more impactful actions listed on their sheets or stat blocks, Free Strikes serve as a fallback.

HEAL

The Heal action allows you to use medicine or inspiring words to aid an adjacent creature. The creature can either spend a Recovery to regain Stamina or make a saving throw to end a "save ends" effect affecting them.

MOVE ACTIONS

ADVANCE

You can move a number of squares up to your speed. You can break up this movement granted with your maneuver and action however you wish.

DISENGAGE

You can shift 1 square. If your shift speed is greater than 1, you can break up the movement with your maneuver and action however you wish.

SHIFT

While shifting, creatures cannot make opportunity attacks against you. Shifting cannot be used to move into difficult or damaging terrain.

JUMP

When moving, you can automatically long jump a number of squares up to your Might or Agility score (your choice; minimum 1 square) as part of that movement. The height of your jump is automatically 1 square as part of that movement.

If you want to jump even longer or higher than your baseline jump allows, make a Might or Agility test:

Power Roll + Might or Agility:	You don't jump any farther than your baseline
≤11:	Jump allows.
12-16:	You jump 1 square longer and higher than your baseline jump allows.
17+:	You jump 2 squares longer and higher than your baseline jump allows.

You can't jump farther or higher than the distance of the effect that allows you to move. You can't jump out of difficult terrain or damaging terrain

RIDE

You can take the Ride move action only while mounted on another creature. This action allows your mount to move up to their speed, carrying you with them.

Alternatively, you can use the Ride move action to have your mount perform the Disengage move action as a free triggered action. A mount can only be ridden with the Ride move action once per round.

This movement can be broken up with the rider's maneuver and main action however they wish.

ONE-TIME HAZARD DEADLINESS

Level	Not Deadly	Little Bit Deadly	Deadly
1	7/5/3	9/7/5	11/9/7
2	10/7/4	12/9/6	15/12/9
3	11/8/5	14/11/8	17/14/11
4	12/9/5	16/13/9	19/16/12
5	13/10/6	17/14/10	21/18/14
6	14/11/6	19/16/11	23/20/15
7	15/12/7	21/18/13	25/22/17
8	16/13/7	23/20/14	27/24/18
9	17/13/8	25/21/16	29/25/20
10	18/14/9	27/22/18	31/27/22

PERPETUAL HAZARD DEADLINESS

Level	Not Deadly	Little Bit Deadly	Deadly
1	5/4/2	7/6/4	9/8/6
2	6/4/3	8/6/5	10/8/7
3	7/5/3	9/7/5	11/9/7
4	8/6/4	11/9/7	14/12/10
5	9/7/4	12/10/7	15/13/10
6	10/8/5	13/11/8	16/14/11
7	11/9/5	15/13/9	19/17/13
8	12/9/6	16/13/10	20/17/14
9	13/10/6	17/14/10	21/18/14
10	14/11/7	19/16/12	24/21/17

AREA EFFECTS

Area	Description
Aura:	Originates from you and moves with you. Targets creatures within X squares of you.
Burst:	Originates from you and targets creatures within X squares of you.
Cube:	A cubic area with sides of length X.
Line:	A linear area expressed as A x B line, where A is length and B is width/height in squares. The effect forms a straight line, either rectangular or diagonal.
Wall:	Created as X wall, where X is the number of squares. Must be contiguous and blocks line of effect. Can be stacked vertically.

Special: A unique area of effect, with details in the ability's description.

POTENCY

Abilities may have a potency. Potency is based on one of your characteristic scores:

Weak Potency – Highest Characteristic Score -2

Average Potency = Highest Characteristic Score -1

Strong Potency = Highest Characteristic Score

ENCOUNTER BUILDING

- Max of 8 creatures per hero at a time in any encounter.
- If more than 3 creatures per hero, at least half the creatures in that encounter should be minions.
- Max 6 different kinds of stat blocks in an encounter

DAMAGE TYPES

Type	Description
Acid:	Corrosive damage that weakens and melts organic material or armor.
Cold:	Freezes or chills the target, slowing them or causing frostbite-like effects.
Corruption:	Damage tied to dark, unnatural forces, often eroding the target's vitality or sanity.
Fire:	Burns the target, causing ongoing pain and potential environmental hazards.
Radiant:	Radiant damage, often used by divine powers, harming undead and evil creatures more.

Lightning: Electric damage that can shock and potentially paralyze or disrupt electronic devices.

Poison: Toxic damage that weakens or kills over time, often affecting health or energy.

Psychic: Mental damage that affects the target's mind, causing confusion, pain, or fear.

Sonic: Sound-based damage, which can disorient or cause internal harm with intense vibrations.

Untyped: Common physical harm (e.g., weapons, traps, falls) with no specific type. Effects are standard and don't target weaknesses or immunities.

ENCOUNTER STRENGTH

Each 2	3	4	5	6	7	
Level	Victories	Heroes	Heroes	Heroes	Heroes	
1st	+6	18	24	30	36	42
2nd	+8	24	32	40	48	56
3rd	+10	30	40	50	60	70
4th	+12	36	48	60	72	84
5th	+14	42	56	70	84	98
6th	+16	48	64	80	96	112
7th	+18	54	72	90	108	126
8th	+20	60	80	100	120	140
9th	+22	66	88	110	132	154
10th	+24	72	96	120	144	168

MONSTER ENCOUNTER VALUE

Level	Minions	Band	Platoon	Troop	Leader	Solo
1st	6	3	6	12	12	30
2nd	8	4	8	16	16	40
3rd	10	5	10	20	20	50
4th	12	6	12	24	24	60
5th	14	7	14	28	28	70
6th	16	8	16	32	32	80
7th	18	9	18	36	36	90
8th	20	10	20	40	40	100
9th	22	11	22	44	44	110
10th	24	12	24	48	48	120

COMBAT MANEUVERS

AID ATTACK

Choose an enemy adjacent to you. The next ability power roll an ally who makes againsts that creature before the start of your next turn has an **Edge**.

CATCH BREATH

Allows you to spend a Recovery to regain Stamina equal to your recovery value. If you are in the dying state, you cannot use this maneuver yourself.

GRABBING

You attempt to grab a creature using the following ability:

GRAB

Keywords: Melee, Weapon

Distance: Melee 1

Power Roll + Might:

Power Roll

11+: No effect

12-16: You can grab the target, but if you do, the target can make a melee free strike against you before they are grabbed.

17+: The target is grabbed by you.

Effect: If your Might score is 2 or higher, you can target any creature with a size equal to or less than your Might score.

Unless otherwise indicated, a creature can grab only one creature at a time.

ESCAPE GRAB

While you are grabbed by another creature, you can attempt to escape by making the following test. You take a **Bane** on the roll if the creature's size is larger than yours.

ESCAPE GRAB

Power Roll + Might or Agility:

Power Roll

11+: You fail to escape the grab.

12-16: You can escape the grab, but if you do, the creature grabbing you can make a melee free strike against you before you are no longer grabbed.

17+: You are no longer grabbed.

ESCAPE GRAB

Keywords: -

Distance: Self

Power Roll + Might or Agility:

Power Roll

11+: You fail to escape the grab.

12-16: You can escape the grab, but if you do, the creature grabbing you can make a melee free strike against you before you are no longer grabbed.

17+: You are no longer grabbed.

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COMBAT MANEUVERS

KNOCKBACK

You attempt to shove an adjacent creature using the following ability:

KNOCKBACK

Keywords: Melee, Weapon

Distance: Melee 1

Power Roll + Might:

Power Roll

11+: Push 1

12-16: Push 2

17+: Push 3

Effect: You can usually target only creatures of your size or smaller. If your Might score is 2 or higher, you can target any creature with a size equal to or less than your Might score.

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COMBAT MODIFIERS

OPPORTUNITY ATTACKS

An opportunity attack occurs when a creature adjacent to you moves to a space that is no longer adjacent without shifting. You can make a melee free strike against them as a free triggered action. If you have a **Bane** or **Double Bane** on the power roll against the creature, you cannot make the free strike.

FLANKING

You are flanking an enemy when you and at least one ally are adjacent to the enemy on completely opposite sides. While flanking, you gain an **Edge** on melee strikes against the enemy. To determine if flanking applies, draw a line from the center of your space to your ally's space; if the line passes through opposite sides or corners of the enemy's space, flanking is achieved. You must have line of effect to the enemy and be able to take triggered actions to gain or grant this benefit.

COVER

A creature or object has cover when at least half of its form is blocked by a solid obstruction, such as a tree, wall, or overturned table, while you maintain line of effect to it. Abilities you use that deal damage against a target with cover incur a **Bane** on their power rolls.

CONCEALMENT

Concealment occurs when a creature is fully obscured by effects like darkness, fog, or invisibility magic, though their body remains unprotected. You can target a creature with concealment for strikes unless they are hidden, but such strikes take a **Bane**. Even with line of effect, a creature has concealment if you cannot see them.

INVISIBILITY

Invisible creatures always have concealment. If they are not hidden, they can still be targeted with abilities, but strikes against them take a **Bane**. Tests to locate a hidden invisible creature also take a **Bane**.

HIGH GROUND

When using an ability against a creature or object from a position where your space is fully above theirs, with the bottom of your space higher than or bordering the top of the target's space, you gain an **Edge** on the power roll. This benefit also applies while climbing, provided your speed has the Climb keyword.

UNDERWATER COMBAT

When fully submerged, gain fire immunity 5 and lightning weakness 5. If your speed does not include the Swim keyword, all your power rolls take a **Bane**.

DIFFICULT TERRAIN

It costs 1 additional square of movement to enter a square of difficult terrain.

SUFFOCATING

In combat or under stress, you can hold your breath for a number of rounds equal to your Might score (minimum 1). After that, at the end of each round, you take 1d6 damage. Outside of combat, you can hold your breath for a number of minutes equal to your Might score. If you cannot breathe after this time, it becomes a stressful condition, and you begin to suffer the same effects as in combat.

CLIMBING ON CREATURES

You can climb a creature larger than yourself. If the creature is willing, you climb without difficulty. For an unwilling creature, make a Power Roll using Might or Agility:

Power Roll	Outcome
≤11	You fail to climb, and the creature may make a free strike against you.
12-16	You fail to climb.
17+	You successfully climb the creature.

While climbing or riding a creature, you gain an **Edge** on melee abilities used against it. The creature can use a maneuver to try to knock you off. If knocked off, you must make a test to avoid consequences. When attempting to hold on to a creature, make a Power Roll using Might or Agility:

Power Roll	Outcome
≤11	You fall off the creature into an adjacent unoccupied space of your choice, taking falling damage and landing prone.
12-16	You slide down into an adjacent unoccupied space of your choice without landing prone.
17+	You successfully hold on to the creature.

If you are knocked prone while climbing or riding a creature, you fall into an adjacent space of your choice, landing prone and taking falling damage as usual.

MOUNTED COMBAT

A willing creature with the Mount role can serve as your mount as long as their size is greater than yours. You can climb onto your mount freely. You determine which space you occupy. While mounted, you can take the Ride move action, but a mount can only be ridden this way once per round. Both mount and rider each take a turn during combat.

If a creature riding a mount is force moved, they are knocked off the mount and must make a test to determine how they land (see Climbing Other Creatures). If a mount is force moved, they carry any riders with them. Riders and mounts teleport separately. If your mount dies, they fall prone, and you fall off them and land prone in the nearest unoccupied space of your choice.

MOTIVATIONS AND PITFALLS

Benevolence: Sharing resources to help others; pitfalls include cynicism about altruism.

Discovery: Pursuit of knowledge or exploration; pitfalls involve fear or disinterest in the unknown.

Freedom: Valuing autonomy and liberation; pitfalls see freedom as chaotic and undesirable.

Greed: Desire for wealth or resources; pitfalls reject materialism for idealism.

Higher Authority: Loyalty to a superior power or figure; pitfalls dismiss the need for servitude.

Justice: Rewarding good and punishing evil; pitfalls reject the concept of fairness or morality.

Legacy: Aspiration for lasting fame or immortality; pitfalls view legacy as a vain pursuit.

Peace: Desire for calm and stability; pitfalls crave drama and excitement instead.

Power: Seeking control and influence; pitfalls have no interest in authority or leadership.

Protection: Dedication to safeguarding people or things; pitfalls prioritize self-preservation over others.

Reverry: Love of fun, parties, or thrill-seeking; pitfalls disdain leisure as frivolous.

Vengeance: A drive to repay harm with harm; pitfalls dismiss revenge as futile or beneath them.

APPEAL TO MOTIVATION

An argument that avoids pitfalls and targets an unaddressed NPC motivation allows the hero to make an easy test (Reason, Intuition, or Presence, often with an interpersonal skill) to sway the NPC. Exceptional roleplay or reasoning can automatically result in a tier 3 success at the Director's discretion. Reusing a previously appealed motivation does not change interest but reduces the NPC's patience by 1.

APPEALING TO MULTIPLE MOTIVATIONS

If an argument seems to target multiple motivations, the Director may ask the player to clarify and choose one. If the player intended another motivation, the Director decides whether the argument applies to it.

Power Roll + Reason, Intuition, or Presence:	Outcome
≤11	The NPC's patience decreases by 1.
12-16	The NPC's interest increases by 1, and their patience decreases by 1.
17+	The NPC's interest increases by 1, and their patience doesn't change.

CAUGHT IN A LIE

If a hero lies to an NPC with an argument that fails to increase the NPC's interest, the Director can decide that the NPC catches the lie and is offended by it. The NPC's interest decreases by 1, in addition to any decrease imposed by the failure.

NO INFLUENCING FACTORS

If an argument doesn't include one of the NPC's motivations or pitfalls, the hero who makes the argument must make a more difficult test to appeal to the NPC. The test has the following outcomes.

Power Roll + Reason, Intuition, or Presence:	Outcome
≤11	The NPC's patience decreases by 1, and their interest decreases by 1.
12-16	The NPC's patience decreases by 1.
17+:	The NPC's interest increases by 1, and their patience decreases by 1. (On a natural 19 or 20, the NPC's patience remains the same.)

If the heroes try to use the same argument without a pitfall or motivation twice, the test automatically get a tier 1 result.

PITFALL USED

If an argument uses one of the NPC's pitfalls, it automatically fails and the NPC's interest and patience each decrease by 1. The NPC might also warn the heroes not to treat them in such a way again.

NPC RESPONSE AND OFFER

INTEREST 5 ("YES, AND...")

The NPC offers everything the heroes requested and adds a bonus, such as waiving obligations or providing extra rewards, marking the best possible outcome.

INTEREST 4 ("YES.")

The NPC agrees to all the heroes' terms without adding anything extra, though they may entertain further negotiation if patience allows.

INTEREST 3 ("YES, BUT...")

The NPC agrees but demands additional concessions, such as a favor, payment, or added service beyond the initial deal.

INTEREST 2 ("NO, BUT...")

The NPC denies the heroes' request but offers lesser goods or services in exchange for the heroes' promised terms.

INTEREST 1 ("NO.")

The NPC outright rejects the deal but may prompt the heroes for a better offer if patience remains.

INTEREST 0 ("NO, AND...")

The NPC refuses entirely, ends negotiations, and acts against the heroes, possibly through attacks, sabotage, or other retaliation.

MAKING ARGUMENTS

Heroes present arguments in negotiations by offering something, appealing to NPC interests, or framing the request as a benefit, ensuring claims are justified. Arguments succeed more often when tailored to the NPC's traits, with players deciding how much strategizing fits their style.

NEGOTIATION STATS

NPCs in negotiations have four stats: interest, patience, motivations, and pitfalls. Heroes must maximize an NPC's interest by appealing to their motivations and avoiding pitfalls before their patience runs out.

INTEREST

Interest measures how eager the NPC is to make a deal, ranging from 0 (no interest) to 5 (maximum interest). Negotiations start with interest between 1 and 4. Interest fluctuates based on the heroes' arguments, and the negotiation ends when interest reaches 0 or 5.

PATIENCE

Patience indicates how long the NPC will engage, starting between 1 and 5. It decreases with each argument the heroes make and ends negotiations at 0. Speaking the NPC's native language boosts patience.

MOTIVATIONS

NPCs have at least two motivations, which make arguments easier when appealed to successfully. Each motivation can only be used once per negotiation, and arguments must avoid pitfalls or lies to succeed.

PITFALLS

Pitfalls are triggers that cause discomfort or anger, reducing interest and patience. Each NPC has at least one, often tied to their motivations. Heroes risk invoking pitfalls without proper preparation or insight into the NPC.

STARTING ATTITUDES

Attitude	Description	Interest	Patience
Hostile	Openly Opposed to the Heroes.	1	2
Suspicious	Doubts the Heroes' Motives.	2	2
Neutral	Doesn't feel one way or the other.	2	3
Open	Willing to listen, willing to help.	3	3
Friendly	The heroes seem like the NPC's people.	3	4
Trusting	The NPC has reason to take the heroes at their word.	3	5

REOWN AND NEGOTIATION

An NPC's Impression determines the Renown needed to influence them, but only if the NPC knows the hero. Renown can make a hero famous or infamous, affecting their ability to sway the NPC with different skills.

FARE OR INFAMY

Famous heroes gain an **Edge** on tests using Flirt, Lead, or Persuade, while infamous heroes gain an **Edge** with Brag, Interrogate, or Intimidate, even without those skills.

NPCs AND IMPRESSION

Impression	Example NPC
1	Brigand leader, commoner, shop owner
2	Knight, local guildmaster, professor
3	Cult leader, locally known mage, noble lord
4	Assassin, baron, locally famous entertainer
5	Watch captain from a "high priest, viscount
6	Court, warlord
7	Marquis, world-renowned entertainer
8	Duke, spymaster
9	Archmage, prince
10	Demon lord, monarch
11	Archdevil, archfey, demigod
12	Deity, titan

UNCOVERING MOTIVATIONS

Heroes can uncover an NPC's motivations by directly asking what they want, prompting the NPC to hint at or reveal their desires, especially if their interest is at least 3.

Power Roll + Reason, Intuition, or Presence:

Power Roll

Outcome
≤11 The hero fails to uncover any motivations or pitfalls, and the NPC notices, reducing their patience by 1.

12–16 The hero fails to gain any information but avoids irritating the NPC.

17+ The hero successfully learns one motivation or pitfall through a Reason, Intuition, or Presence test, limited to one attempt per negotiation or after making an argument.

HIDING

To hide from a creature, you must have cover or concealment from them, and they must not observe you. A creature is observing you if they are aware of your exact location and can pinpoint it with their senses. For example, if you duck behind a barrel to hide, your attempt can only succeed if your foe doesn't notice your movement.

Using the Hide maneuver in combat from a creature who isn't observing you makes you automatically hidden unless the Director decides otherwise. Outside of combat, the Director may require a Hide skill test to determine your success. While hidden, you gain an **Edge** on ability power rolls against the creature, and they can't target you with abilities that lack the Area keyword. This benefit lasts until the end of the turn in which you become visible.

You stop being hidden if you lose cover or concealment, use an ability, interact with an enemy, move without sneaking, or make noise.

SEARCHING FOR HIDDEN CREATURES

You can search for creatures who are hidden from you as long as those creatures are within 10 squares and you have line of effect to them. You use a maneuver to make an Intuition test using the Search skill, and any hidden creatures within 10 squares of you each make an opposed Agility test using the Hide skill. At the Director's discretion, different characteristics and skills can be used in this opposed test.

If the total of your test is higher than that of a hidden creature, they are no longer hidden from you. As part of the maneuver used to search for hidden creatures, you can point out any creatures you notice to allies within 10 squares of you, making those creatures no longer hidden from those allies.

If a creature is hidden from your allies but not from you, you can use a maneuver without making a test to point that creature out to your allies.

SNEAKING

While you are hidden from another creature and not in combat, you can attempt to sneak to remain hidden.

While sneaking, your speed is halved. You make an Agility test using the Sneak skill with a difficulty set by the Director. If you succeed, you remain hidden during your movement. This test can use another characteristic at the Director's discretion, such as using Presence to blend in with a crowd on a packed city street.

HARMLESS CREATURES

NONCOMBATANT

Humanoid or Animal			
15-2	5	8	0
Size	Speed	Stamina	Stability
Immunity –			Free Strike
Movement –			
Weight 0	Agility 0	Reason 0	Intuition 0
			Presence 0

★ **Size.** The noncombatant can be size 15, 1M, 1L, or 2.

MALICE

- Start of battle : Average Victories
- Each round : Current round + Heroes alive
- At the end of battle, unsuppressed Malice is lost.

BASIC MALICE

MALICE FEATURES

At the start of any monster's turn, you can spend Malice to activate one of the following features:

🔪 **Brutal Effectiveness** 3 Malice
The monster digs into the enemy's weak spot. The next ability the monster uses with a potency has that potency increased by 1.

👹 **Malicious Strike** 5+ Malice
The monster pours all their animosity into their attack. Their next strike deals extra damage to one target equal to the monster's highest characteristic score. The extra damage increases by 1 for each additional Malice spent on this feature (to a maximum of three times the monster's highest characteristic). This feature can't be used two rounds in a row, even by different monsters.

FORCED MOVEMENT

Forced movement ignores difficult terrain and never provokes opportunity attacks. When you force move a target into damaging terrain or that produces an effect, they are affected as if they had moved into it willingly.

When a larger creature force moves a smaller target with a melee weapon ability, the distance of the forced movement is increased by 1.

FALLING

Falling 2 or more squares deals 2 damage per square (up to a maximum of 50 damage) and causes you to land prone. The effective height of the fall is reduced by a number of squares equal to your Agility score (minimum 0), and falling into liquid at least 1 square deep reduces the effective height by 4 squares.

Falling is not considered forced movement, though being forcefully moved downward counts as falling. Movement from falling does not provoke opportunity attacks.

FALLING ONTO ANOTHER CREATURE

If you land on another creature while falling, both you and the creature take the same falling damage. You then land prone in the nearest unoccupied space of your choice. If your size exceeds the creature's Might score, the creature also falls prone.

FALLING FAR

When falling from great heights, you fall 100 squares in the first round and another 100 squares at the end of each subsequent round until you land.

SLAMMING INTO

CREATURES

Forcing a creature into another ends the movement and deals 1 damage to both creatures for each square of forced movement remaining. This also applies when an object is forcefully moved into a creature, with the object stopping and the creature taking the damage.

If a larger creature or object is moved into several smaller creatures, the larger creatures take damage once. Damage to the second creature still occurs if the first is killed by the ability or effect that caused the forced movement, unless the Director decides otherwise.

You can force move a creature into yourself using a pull or slide.

OBJECTS

When a creature is forcefully moved into a stationary object of their size or larger, and the object does not break, their movement ends, and the creature takes 2 damage plus 1 damage for each square remaining in their forced movement. If the forced movement is downward into an unbroken object, including the ground, the creature also takes falling damage.

OBJECT FORCED-MOVEMENT DAMAGE

Mundane objects forcefully moved into creatures or other objects take damage as if they were creatures.

Object Material	Damage Per Square to Destroy
Wood	3 Damage
Stone	6 Damage
Metal	9 Damage
Fragile	Any Damage.

HURLING THROUGH OBJECTS

Moving a creature into a mundane object may destroy it based on the remaining squares of forced movement:

Material	Square to Destroy	Damage to Creature
Class	1 Square	1 Damage
Wood	3 Squares	3 Damage.
Stone	6 Squares	6 Damage.
Metal	9 Squares	9 Damage.

If forced movement remains after destroying the object, the creature can continue to move.

OBJECT STAMINA

Mundane objects have Stamina determined by their material. When reduced to 0 Stamina, an object is destroyed. All mundane objects are immune to poison and psychic damage. A size 1 object or 1 square of a larger object has Stamina as follows:

Material	Stamina
Class	1
Wood	3
Stone	6
Metal	9

The Director may adjust an object's Stamina based on its craftsmanship. Destroying supernatural objects often requires specific conditions or quests, such as returning a magic ring to the volcano where it was forged.

ABILITY TESTS

Power roll	Easy Test Outcomes	Medium Test Outcomes	Hard Test Outcomes
S11	Success with a Consequence	Failure	Failure with a Consequence
12-16	Success	Success with a Consequence	Success

17+	Failure with a Consequence	Failure	Success
Natural	Success with a reward	Success with a reward	Success with a reward

EDGES AND BANES

Edges	Effect
Single Edge:	Increase the Power Roll by +2.
Double Edge:	Automatically improve result by one tier.
Banes	Effect
Single Bane:	Reduce the Power Roll by -2.
Double Bane:	Automatically reduce result by one tier.
<i>Edges and Banes negate each other on a one-to-one basis.</i>	

GROUP TESTS

TOTAL SUCCESS

Condition: Half or more of the heroes succeed with earning a reward.

Outcome:

Gain a Collective Reward. Ignore any consequences.

PARTIAL SUCCESS

Condition: Fewer than half the heroes earn a reward or consequence.

Outcome:

Task succeeds or fails. No collective rewards or consequences.

FAILURE

Condition: Less than half heroes succeed and most incur a consequence.

Outcome:

Gain a Collective Consequence. Ignore any rewards.

MONTAGE TESTS

Each round, heroes take turns making or assisting tests, or using items and abilities to contribute to the goal. Creative uses of resources may grant automatic successes. Once a hero acts, they must wait until all others involved have taken their turn before contributing again. Heroes may also choose to abstain. The montage continues in rounds until the task is resolved.

TIME AND STAKES

Montage tests represent heroes tackling a high-stakes goal under pressure. These tests span hours or days, with each action playing out as a brief vignette, emphasizing story-driven urgency and consequences.

DIRECTOR SETS THE SCENE

At the start, the Director describes the scenario and challenges the heroes face, providing details about obstacles and conditions to guide their efforts.

INDIVIDUAL TESTS IN MONTAGE TESTS

The Director sets the difficulty for each individual test in a montage test, varying based on the task and circumstances. Successes and failures should relate to the overall goal, with clever ideas possibly bypassing rolls and outcomes shaping the story without halting progress.

CAN'T USE THE SAME SKILL TWICE

A hero cannot use the same skill more than once in a montage test, though multiple heroes may use the same skill. This restriction can be lifted at the Director's discretion for prolonged or narrowly focused montage tests with limited applicable skills.

LIMITED ROUNDS

A montage test typically lasts for 2 rounds, ending if the success or failure limit is not reached by then. This time constraint keeps the test engaging and encourages all heroes to actively contribute, though the Director may extend the duration for more demanding challenges.

MONTAGE TEST OUTCOMES

A montage test has three possible outcomes:

Total Success: Achieved when the heroes reach the success limit before the failure limit or time runs out.
Partial Success: Occurs if the failure limit is reached or time expires, but the heroes have at least two more successes than failures.
Total Failure: Happens if the failure limit is reached or time expires and the heroes do not have at least two more successes than failures.

MONTAGE TEST RESULTS

	Easy	Moderate	Hard
Number of Heroes	S/F	S/F	S/F
3 PCs	3/3	3/2	3/2
4 PCs	4/4	4/3	4/2
5 PCs	5/5	5/4	5/3
6 PCs	6/6	6/5	6/4
7 PCs	7/7	7/6	7/5