

## How to Use this Demo

Hi and welcome to the 1.0 version of the Anima Prime demo. This is meant for you to run as a one-shot for your friends or at conventions, to show new players how the game is played. It provides you with a prepared scenario, four interconnected characters, and several scenes to play through. Normally, the GM and players make up scenes and enemies on the spot during an Anima Prime game, but given that this is a demo, that's all provided.

Each section will tell you what to relay to the players and give you the information you need to run the game. This demo does not explain the basic rules of the game; those can be found in the (free and complete) Creative Commons version of the game text on [www.AnimaPrimeRPG.com](http://www.AnimaPrimeRPG.com). You should read through the character scene and conflict rules (chapters 5 and 6) and make sure you know how those work at a basic level. The rules summary sheets from the website are attached at the end of this document; you should print enough copies for everyone. Also print out the premade characters of this document for the players to use; they tell them what each power does, when their passions are triggered, etc.

Depending on your time slot, you may not get through the entire demo. In fact, it was designed to accommodate play of various lengths. If your time slot is an hour or so, you will only get through the first conflict. If it's more than a couple of hours, you may make it through all three.

## Setting Description

Inform the players that this is a steampunk setting. It's filled with airships, strange machines, weird creatures, and larger-than-life heroes. If they've all played Final Fantasy games, they'll know what to expect. If not, tell them that this is the kind of game where characters have duels on top of airships, cross swords in mid-air, slice through walls and vehicles, do crazy acrobatic stunts, face creatures twenty times their size, and come out of it all with their hair still nice and spiky.

## Previously on...

Share the following background information with the players:

- Professor Claudius Lightstep, a famous clockwork engineer, was kidnapped by Lao Dai, a monk from the corrupt Deep River monastery.
- They are said to be working on some unholy machine in the middle of Ghostfield, an area with thin borders to a neighboring dimension that's home to fiends, monsters and worse.
- Lightstep's apprentice, Lyra, and son, Corin, set out to rescue him.
- They are childhood friends, and though Corin left to join the rebels against the Kanissian Empire that's occupying their home nation of Enendia, his feelings for Lyra never changed. He still hasn't told her about them, either.

- They recently joined forces with Toris, a young woman whose heart was replaced by a clockwork machine by Professor Lightstep and who struggles with her emotions;
- And by Drift, a ruthless fighter with vicious powers who for some reason seeks vengeance against Lao Dai. He hasn't told the others what happened yet.
- The four of them are chased by the ruthless General Kantrar of the Kanissian Empire, who wants to capture the Professor for his side.
- The heroes have snuck onto a train full of supplies and kidnapped civilians heading straight for Lao Dai's town in Ghostfield.

### **Game Setup:**

It's time for the players to pick their characters. Ideally, you have four players. If you have fewer, you can either leave the other characters out completely or have them be knocked out early on for the rest of the demo. With fewer than four players, you may need to eliminate one of the enemies each from the second and third conflicts, or else they're going to be really tough.

Tell the players that the following four characters are available:

- Lyra, Professor Lightstep's apprentice. She has a knack for gadgets, can create weapons and other items with special effects in a heartbeat, and has developed electrical powers. She is a friend to Corin, fascinated by Toris' clockwork heart, and feels reluctantly attracted to Drift. Pick Lyra if you want to be very versatile.
- Corin, Professor Lightstep's son. He is the toughest of the bunch, trained as a rebel fighter. He fights with an array of guns and grenades. He can protect others and set his bullets on fire. He's been secretly in love with Lyra since childhood and deeply distrusts Drift. Pick Corin if you want to be at the forefront of combat.
- Toris, the young woman with the clockwork heart. She has developed the ability to manipulate the flow of time. She can also hit unusually hard with her two huge swords and give her friends a second wind when it looks like they're down and out. Pick Toris if you want to help your friends and hurt your enemies equally well.
- Drift, the exiled monk. He was kicked out of the monastery because of Lao Dai, and after wandering aimlessly and getting into fights with whoever was up for it, Drift finally decided to go after him. He has several abilities he learned as a monk, plus some of the darker powers of the Deep River monastery he picked up from studying Lao Dai, such as poisoning and blinding his enemies, leeching life energy, and striking from the shadows. Pick Drift if you want to play an assassin full of dirty tricks.

## **Scene 1: Stowaways (Character Scene)**

The first scene is a character scene. Explain the following to the players:

- In character scenes, you simply interact with your characters.
- Each of you should try to really bring out one of your character's traits in the scene.
- There are no dice rolls or ability checks; it's all about the interactions, like a cut scene in a video game.
- In this scene, the four heroes are hiding together underneath a huge pile of luggage in a storage wagon of the train.
- You are all cramped way too close together. Luckily, the last guard just left the wagon.
- Corin, you really feel like telling Drift off. When you carefully snuck onto the train with Lyra and Toris, Drift suddenly appeared from the shadows inside the wagon, making everyone else jump and therefore almost getting you caught. Off you go.

Now let them play out their characters. If two or three of the players do all of the talking, just ask the quiet one(s) what they're doing. Help them, if necessary, to pick a trait to play out and how they could bring that up in this scene. They can make up stuff that "happened" previously in their adventures together, too, and talk about it in the scene.

**When the scene is slowing down** and/or the players have all brought out one of their characters' traits, tell them:

- Suddenly you hear a distant explosion and the whole wagon shakes and rumbles.
- Looking out the window, you see that the engine ahead is burning, though it's not slowing down.
- Up above the train, several flying machines are circling; one of them is currently coming at the train with guns blazing.
- Lyra's sharp eyes can make out the golden eagle of the Kanissian Empire and General Kantrar's special insignia on the wings of the flying machines.
- And the soldiers have spotted you, too. You're going to have to fight off the soldiers as well as the MechaniFlyers.
- For playing through this character scene, **you all get to mark one of your traits**. You can trade that checkmark to reroll failed dice during a conflict, as explained on your character sheet.
- Now it's time for your first conflict. You can fight on top of the train, make your way through the wagons, or even find a way to get up to the fliers. Remember, you're the kind of characters who can launch through the air and do all sorts of crazy stunts.

## **Scene 2: Battle on the Train (Conflict)**

There are two opponents in this scene: the MechaniFlyers and Lao Dai's soldiers. This should be pretty easy for the four heroes; it's just meant to show them how conflicts work.

First, hand them the conflict summary sheets. Give them a minute to look over. **Point out that everyone starts with doing maneuvers until they've got some strike and charge dice, at which point they can do strikes, achievements, or action powers.** Every character's action powers are listed on their sheet with the (Action) tag. The ones with the (Strike) tag can be used to get bonuses for strikes, if they've got enough charge dice to pay for them.

Place an index card (or scrap of paper or something) with the following goal on it in the middle of the table:

### **Stop the Train Before It Crashes [6]**

The train is out of control because the MechaniFlyers damaged the engine. If the heroes do not achieve this goal before the battle is over, the train will crash into the incoming station, which will injure a lot of the kidnapped civilians on board. If they do achieve this goal (by decoupling the wagons, destroying the engine, creating makeshift brakes, or whatever), the civilians will be safe. As indicated in brackets, the difficulty for this goal is 6.

Now start your turn. The MechaniFlyers and soldiers go first. That way, you can show the players how to do maneuvers. This will show them how to use action dice and skills. Make up cool maneuver descriptions for the enemies to inspire the players to do the same.

The enemies are printed on the following page for your convenience. You can track their dice pools, wounds, and so on using that sheet. Alternatively, you can write them on index cards or just a blank sheet of paper.

Pay special attention to the enemies' weaknesses. Several of the characters may get bonus dice on their strikes if they use the right elemental powers. If Lyra's player hasn't figured out that she can easily get these bonus dice by changing her Soulbound Weapon accordingly, point that out before she makes a strike. Lyra is also more resistant to the electric attack of the MechaniFlyers.

The stats of enemies are always open and known to all players.

There is a page following the stats that tells you what to watch out for during and after a conflict. You can use it for all three conflicts.

### MechaniFlyers

These steampowered planes circle the train and will swoop down to fire at the train and anyone on it. They have one pilot and one tailgunner each. And yes, the heroes can jump up, climb on them, even kick out the pilot and take them over if they inflict a wound. That won't give them any special powers, but they can narrate their following maneuvers accordingly.

**Type:** Squad      **Skill:** Vehicles 3      **Defense:** 4      **Wounds:** 000

**Powers:**

- *Zap.* Pay 3 charge dice to get 4 bonus dice to a strike against one of the heroes; the strike is electricity-based (Lyra's defense counts as 3 higher against it).

**Weakness:** Vulnerable to fire (fire-based attacks get 3 bonus dice against this enemy).



The Flying Machines start with 10 dice in their Action Pool and no dice in the other pools.

### Train Guards

These soldiers are possessed by Beyonders (fiends from the neighboring dimension). Their eyes glow a bright white, and there's always a cold mist around them. They are equipped with basic rifles.

**Type:** Swarm      **Skill:** Firearms 3      **Defense:** 3      **Wounds:** 00000

**Powers:**

- *Ice Hurricane.* Pay 3 charge dice to get 2 bonus dice to a strike against one of the heroes; the strike is frost-based.

**Weakness:** Vulnerable to electricity (electricity-based attacks get 3 bonus dice against this enemy).



The Train Guards start with 10 dice in their Action Pool and no dice in the other pools.

## **Conflict Checklist for this Demo**

### **When you do maneuvers:**

- Set the tone with cool descriptions.
- You get an Awesome Token if you get 5 successes (discard any additional successes).

### **When your players do maneuvers:**

- If their descriptions are timid or restrained, remind them that they can do crazy stunts and invent details.
- Remind other players that they can give a die from their Action Pool if they want to.
- Give them an Awesome Token before they roll if you loved their description.
- Give them an Awesome Token after the roll if they scored at least 5 successes (and if you haven't given them one before the roll; don't give them two).
- None of the heroes can earn more than 5 successes (strike and charge dice total) at once; have them discard any additional ones.

### **When you strike:**

- Pay attention to whether Corin used his Guard power. It limits whom you can attack.
- Try spreading out the wounds so that you don't take a player out early on.
- If you strike against **Lyra**, Corin gets 1 charge die plus 1 for every wound she takes.
- If you wound **Toris**, she gets 2 charge dice and Lyra gets 1 charge die.
- If you wound **Drift** or **Corin**, Lyra gets 1 charge die.

### **When your players strike:**

- Have them look over their strike powers to see if they can afford any.
- If **Drift** inflicts a wound, he earns 1 charge die (due to his Passion).

### **At the end of the conflict:**

- Any hero's remaining strike dice are moved into their Action Pool (up to the limit).
- They can keep half of their charge dice (rounded up); discard the rest.
- They can spend remaining Awesome Tokens for a special benefit each:
  - o Refill their Action Pool.
  - o Keep all charge dice instead of half.
  - o Keep 3 strike dice.
- All conditions disappear.
- Unresolved story goals turn out against the heroes. Narrate accordingly.

### **Scene 3: Leaving the Train (Character Scene)**

After defeating these enemies, the characters will have two character scenes. In the first one, depending on whether the train crashed or not, let them deal with the following issues:

- What do they do with the civilians now that they've arrived at the town?
- How do they feel about each other's actions in the conflict?
- What to do with the pilots and/or gunners from the MechaniFlyers?

You can bring these issues up right away or wait to see if they start interacting with their characters on their own. If they do, that's fine; these are just suggestions to get things going.

At the end of the scene (again, when it seems like things are slowing down or they've played out their traits), tell the players that they can see two parallel beams of light shooting into the sky from the center of town. Obviously, that's where Lao Dai is constructing his machine. The heroes will head in that direction.

This time, **they each get to pick a scene benefit** at the end of this scene:

- Mark one of their traits (like they did at the end of the first scene).
- Fill up their Action Pool to the maximum (10 for all these characters).
- Heal a wound they took in the first conflict.

### **Scene 4: Sneaking Through Town (Character Scene)**

After leaving the train station, the players get another character scene. This time, they are approaching the center of town. There are possessed soldiers all around. In this scene:

- They could sneak to the center. If so, ask if they all go together or who goes with whom. Ask them to talk about something while they're going there.
- They could be bold and just take out the soldiers on their way. Let them do this without a conflict; ask them to describe a scene snippet each in which their character takes out a couple of soldiers and what that looks like. Also ask them whether they comment on each other's actions.

Toward the end of the scene, describe what they see in the town center:

- Lao Dai is standing in front of a huge dimensional gateway made from steamtech and clockwork mechanics.
- There are Possessed Fighters all around, with their glowing eyes and icy aura. These ones all use swords, axes, and other melee weapons.
- There are also strange little spider creatures scurrying around. A closer look reveals that they're mechanical. These spiderbots are in the process of weaving a connection



between a group of kidnapped civilians and another machine, apparently to turn them into more possessed soldiers.

- Professor Lightstep is standing nearby, guarded by some of the soldiers. He looks very distraught and seems to be arguing with Lao Dai about not opening the gate.
- The twin lights at the side of the gate are starting to tilt toward each other. The air in the center of the gate starts shimmering. It becomes clear that the gate will open when the lights cross in the center of the gate.

At the end of this scene, **they again get to pick a scene benefit** from the list at the end of the last scene.

### **Scene 5: Lao Dai and the Ice Lord (Conflict)**

The heroes now face Lao Dai, the Possessed Fighters, and the Spiderbots. They're also under time pressure to destroy the gate before it opens. At least they get to go first this time.

Before you start the conflict, however, write down the three goals for this conflict and put them in the center of the table. The goals are (with difficulties in brackets):

#### **Free the Prisoners [4]**

It becomes clear that several civilians are in the process of being turned into possessed soldiers. If the heroes achieve this goal, they free them from the machine. If not, they turn into possessed soldiers at the end of the conflict (the heroes don't have to fight them, but their humanity is lost).

#### **Prevent Lao Dai from Escaping [8]**

If they achieve this goal, they can take Lao Dai prisoner at the end of the conflict (but only after they've defeated him, even if they achieve this goal earlier). If they don't, he gets to escape.

#### **Destroy the Gate [6] OOO**

First, put a die on top of this goal showing the number 5. This is a Countdown Die. At the beginning of each turn after the first one, lower the number by 1. Once the countdown runs out, the gate opens and an Ice Lord comes through. If they destroy the gate before then, they can prevent this. However, they have to achieve this goal **three times** (hence the three circles to keep track) in order to do this, which should be tough unless they really focus on it.

If the Ice Lord should make it through, and only then, create one additional goal:

#### **Lower the Ice Lord's Defense by 2 [6] OO**

The Ice Lord has a really tough shell made of ice. If they achieve this goal, they can lower its defense by 2 to be able to hurt it more easily. This goal can be achieved up to twice (so that the Ice Lord's defense can be lowered by a total of 4).



## Lao Dai

This monk from the corrupt Deep River monastery is a powerful adversary. He has a shaved head and wears a robe, keeping his hood on at all times. His eyes are steel blue, without any warmth in them. If possible, he will try to take out Drift first, due to their history.

**Type:** Individual      **Skill:** Brawl 5      **Defense:** 5      **Wounds:** OOO

### Powers:

- *Stamina II:* Lao Dai's Action Pool maximum is 14 instead of 10.
- *Body Resistance:* Lao Dai is immune to Toris' Slow power and Drift's Poison power.
- *Soul Resistance:* Lao Dai is immune to Drift's Vampiric Strike power.
- *Force Attack:* Pay 4 charge dice to get 5 bonus dice for a Strike.
- *Aura of Weakness:* Pay 3 charge dice to inflict the Weakened condition on all heroes. Weakened characters have to treat all of their enemies' defenses as 1 higher.

**Weakness:** None.



Lao Dai starts with 14 dice in his Action Pool and no dice in his other pools.

## Possessed Fighters

These soldiers are virtually the same as the ones from the train, except that they use melee weapons..

**Type:** Swarm      **Skill:** Melee Weapons 3      **Defense:** 4      **Wounds:** OOOO

### Powers:

- *Ice Hurricane:* Pay 3 charge dice to get 2 bonus dice to a Strike against one of the heroes; the Strike is frost-based.

**Weakness:** Vulnerable to electricity (electricity-based attacks get 3 bonus dice against this enemy).



The Possessed Fighters start with 10 dice in their Action Pool and no dice in the other pools.

### Spiderbots

Nasty little clockwork spiders that can spew poison. There's a lot of them and they're hard to hit.

**Type:** Swarm      **Skill:** Quickness 4      **Defense:** 4      **Wounds:** OOOOO

**Powers:**

- *Body Resistance:* Spiderbots are immune to Toris' Slow power and Drift's Poison power.
- *Poison Cloud:* Pay 3 charge dice to inflict the Poisoned condition on all heroes (see Drift).

**Weakness:** Vulnerable to fire (fire-based attacks get 3 bonus dice against this enemy).



The Spiderbots start with 10 dice in their Action Pool and no dice in the other pools.

### Ice Lord

This Beyonder is 20 feet tall, has four arms, and is covered in thick layers of ice. He especially loves to grab little humans and toss them into nearby buildings.

**Type:** Individual      **Skill:** Brawl 5      **Defense:** 8      **Wounds:** OOO

**Powers:**

- *Stamina I:* The Ice Lord's Action Pool maximum is 12 instead of 10.
- *Resistance to Frost:* The Ice Lord's defense is 3 higher against frost-based attacks.
- *Strike Boost II:* The Ice Lord can use up to 10 strike dice for a Strike (rather than 6).
- *Frost Spikes:* Pay 3 charge dice to get 4 bonus dice to a Strike; the strike is now frost-based.

**Weakness:** None.



The Ice Lord starts with 12 dice in his Action Pool and no dice in his other pools.

## **Scenes 6 and 7: Aftermath (Character Scenes)**

**If they won** against Lao Dai, they can talk to each other about it. Maybe Drift will want to finally share what this has all been about for him. Maybe this is a good time for Corin to confess his feelings to Lyra. And everyone will have a reunion with Professor Lightstep (whom you play).

There'll be a second scene consisting of them starting their trek back to the train station, or at least out of town, so they can head home. Let them interact with some of the survivors they freed, let them soak in their success, and so on.

After that, they will find the Kanissian Army waiting for them (at the edge of town, at the train station, or wherever they come out of the Beyond). Describe how this whole mass of soldiers is just standing there, ready to take them down—and the Kanissians never considered going in and fighting Lao Dai. They just let the heroes do the dirty work.

If your time slot is close to being up, end with that image. ☺ If you have another hour or more, play the General as an evil meanie who's now going to take the Professor from them (if they won the previous conflict) or finish Lao Dai's job (if they lost). Then attack.

**If they lost**, they're tossed into the gate, barely conscious, and find themselves Beyond. That's a place where there's no overall gravity; rocks ranging in size from beach balls to whole towns, float around, each with localized (but not very strong) gravity. First, give them a scene where they float along, talking to each other as they regain consciousness. Then they land on a big rock, where they can regroup and figure out what to do.

The second scene will be them bouncing among the rocks, dodging strange critters, and heading for a gate in the distance. Let them describe how they jump around, how they barely dodge critters, and so on. In the end, they jump through the gate and end up at the other end of town.

And they just happen to drop smack dab into the middle of Kanissian troops searching the town for them and the Professor. Fight on!

**Whether they won or lost**, at the end of each of their two scenes, make sure to **let them grab a scene benefit** (see Scene 3).

## **Scene 8: Kanissian Assault (Conflict)**

If they lost the previous conflict, they will only face the Skirmishers and the Elites. If they won against Lao Dai, then they're facing the General and his Anti-Magic Troops as well (for a total of four enemies). In either case, the Kanissians go first.

### General Kantrar

Play him as a typical arrogant General. He's got his power armor on, so he's got a reason to be cocky. He has three skills, so he earns extra dice by marking them off just like PCs. If the players ask if they can lower his armor like they did with the Ice Lord, establish a similar goal to do that (just once). If they didn't fight the Ice Lord, just establish that goal at the beginning of the conflict.

**Type:** Individual      **Skill:** Firearms 5, Brawl 4, Strength 3      **Defense:** 7      **Wounds:** 000

#### Powers:

- *Blaze:* Pay 3 charge dice to get 4 bonus dice to a Strike; the strike is now fire-based.
- *Darksighted:* The General is immune to Drift's Blindness power.
- *Shield:* Pay 2 charge dice to grant the Shielded condition (+1 defense) to yourself or an ally.
- *Stamina I:* General Kantrar's Action Pool maximum is 12 instead of 10.
- *Mass Effect:* Use with Shield; pay 2 extra charge dice grant the condition to you and all allies.

**Weakness:** Weak Spot (PC players can spend an Awesome Token to get 5 bonus dice to a Strike).



The General starts with 12 dice in his Action Pool and no dice in his other pools.

### Skirmishers

These soldiers are standard Kanissian troops, armed with swords, spears, and similar weapons. They are neither very highly trained nor truly motivated, but they do enjoy a good fight.

**Type:** Swarm      **Skill:** Melee Weapons 3      **Defense:** 3      **Wounds:** 000

#### Powers:

- *Leap Attack:* Pay 1 charge die to get 2 bonus dice for a Strike.

**Weakness:** Vulnerable to frost (frost-based attacks get 3 bonus dice against this enemy).



The Skirmishers start with 10 dice in their Action Pool and no dice in their other pools.

### Elites

The elite soldiers are sophisticated fighters. Hand-picked by the General, they are his executioners and special forces. They are armed with gunblades and wear black armor with golden insignia.

**Type:** Squad      **Skill:** Acrobatics 4      **Defense:** 4      **Wounds:** OOOO

**Powers:**

- *Force Attack:* Pay 4 charge dice to get 5 bonus dice for a Strike.

**Weakness:** Vulnerable to frost (frost-based attacks get 3 bonus dice against this enemy).



The Elites start with 10 dice in their Action Pool and no dice in their other pools.

### Anti-Magic Troops

Only very few of these highly specialized troops exist in the Kanissian army. They hide in the shadows, using magic and stealth to conceal themselves, and are specifically used against enemies with special powers.

**Type:** Squad      **Skill:** Stealth 4      **Defense:** 4      **Wounds:** OOO

**Powers:**

- *Anti-Magic Aura:* Pay 3 charge dice to inflict the Hexed condition on all heroes. Hexed characters have to spend an additional charge die for every power they use.
- *Quicken:* Pay 2 charge dice to grant the Quickened condition to you or an ally (see Toris).
- *Mass Effect:* Use with Quicken; pay 2 extra charge dice grant Quickened to you and all allies.
- *Touch of Decay:* Pay 2 charge dice to inflict the Diseased condition on a hero. That hero can no longer benefit from Toris' Rise of the Phoenix and Drift's Vampiric Strike powers.

**Weakness:** Vulnerable to frost (frost-based attacks get 3 bonus dice against this enemy).



The Anti-Magic Troops start with 10 dice in their Action Pool and no dice in their other pools.



Name: Toris (Clockwork Heart)

Player: \_\_\_\_\_

Passion: Self-Loathing

Whenever an enemy inflicts a wound on you, you gain 2 charge dice.

Traits:  Professor Lightstep built my heart.  
 Can I still love?  
 Corin once saved my life.

Anytime you roll dice, you can erase a checkmark on a trait to reroll all of your failed dice for additional successes.

Skills:  Melee Weapons 4  
 Courage 3  
 Quickness 2

When you use a skill in a Maneuver or Achievement, roll its rating in dice (plus other dice as applicable) and mark it. Once all three are marked, immediately erase the marks and gain 2 charge dice, 2 strike dice, or 1 of each.

Defense: 4

Strikes against you need to roll your defense in successes to cause a wound. Once all of your wounds are marked, you are defeated.

Wounds:



You start with 10 dice in your Action Pool and no dice in your other pools.

#### **Whirlwind Attack (Strike)**

Pay 1 charge die to get 2 bonus dice to a Strike against a squad or 1 bonus die against an individual or swarm.

#### **Force Attack (Strike)**

Pay 4 charge dice to get 5 bonus dice to a Strike. You can use this together with Whirlwind Attack.

#### **Rise of the Phoenix (Action)**

Pay 5 charge dice to heal 1 wound of a defeated ally and bring them back into the conflict. You can't use this on allies who aren't defeated.

#### **Resilience II (Passive)**

Your Defense is raised from the default of 2 to 4. This means enemies need to roll 4 successes to wound you.

#### **Slow (Action)**

Pay 2 charge dice to inflict the Slowed condition on an enemy (individual only). Slowed lowers skills by 1.

#### **Quicken (Action)**

Pay 2 charge dice to grant the Quickened condition to yourself or an ally. Quickened gives 1 bonus die to Maneuvers.

#### **Mass Effect (Boost; use with Slow or Quicken)**

Pay 1 extra charge die to be able to use Slow against a squad or swarm, or pay 2 extra charge dice to use Quicken on your whole party.

#### **Heroics (Achievement)**

Pay 2 charge dice to get 4 bonus dice to an Achievement.

Name: Lyra (Lightstep's Apprentice)

Player: \_\_\_\_\_

Passion: Compassion

Whenever an enemy inflicts a wound on one of your allies, you gain 1 charge die.

Traits:  Fascinated by Toris's heart.  
 Reluctantly attracted to Drift.  
 Always fidgeting with some gadget.

Anytime you roll dice, you can erase a checkmark on a trait to reroll all of your failed dice for additional successes.

Skills:  Gadgets 4  
 Acrobatics 3  
 Perceive 2

When you use a skill in a Maneuver or Achievement, roll its rating in dice (plus other dice as applicable) and mark it. Once all three are marked, immediately erase the marks and gain 2 charge dice, 2 strike dice, or 1 of each.

Defense: 4 (7 vs. electricity)

Strikes against you need to roll your defense in successes to cause a wound. Once all of your wounds are marked, you are defeated.

Wounds:



You start with 10 dice in your Action Pool and no dice in your other pools.

### Chain Lightning (Strike)

Pay 3 charge dice to gain 4/3/2 bonus dice to Strike vs. swarms/squads/individuals (respectively). The Strike is electricity-based; can't be combined with fire or frost.

### Elemental Surge (Boost; use with Chain Lightning)

Pay 1 extra charge die to gain 2 additional bonus dice.

### Resilience II (Passive)

Your Defense is raised from the default of 2 to 4. This means enemies need to roll 4 successes to wound you.

### Improved Grip (Passive)

You cannot be disarmed against your will.

### Resistance to Electricity (Passive)

Your defense counts as 3 higher against electric strikes.

### Soulbound Weapon, Soulmith, Immediate Imbuement

You can create items for yourself on the spot. Pick one effect to start. During conflicts, spend an action (or an Awesome Token) to replace the effect with another one.

- \* Area Strike (1 bonus die to Strike vs. swarms)
- \* Fire Aura (1 bonus die to Strike, fire-based)
- \* Fire Eater (gain 1 charge die when struck with fire)
- \* Frost Aura (1 bonus die to Strike, frost-based)
- \* Frost Eater (gain 1 charge die when struck with frost)
- \* Multi Strike (1 bonus die to Strike vs. squads)
- \* Power Strike (1 bonus die to Strike vs. individuals)
- \* Protection (raises your defense by 1)
- \* Shining (immune to Darkness)
- \* Shock Aura (1 bonus die to Strike, electricity-based)
- \* Shock Eater (gain 1 charge die when struck with elec.)
- \* Toxin Immunity (immune to Diseased and Poisoned)



Name: Corin (Lightstep's Son)

Player: \_\_\_\_\_

Passion: Love (Lyra)

You gain 1 charge die for every strike made against and for every wound inflicted on Lyra.

- Traits:
- Had a crush on Lyra since childhood
  - Strongly distrusts Drift.
  - One day we'll defeat the Kanissians.

Anytime you roll dice, you can erase a checkmark on a trait to reroll all of your failed dice for additional successes.

- Skills:
- Firearms 4
  - Acrobatics 3
  - Explosives 2

When you use a skill in a Maneuver or Achievement, roll its rating in dice (plus other dice as applicable) and mark it. Once all three are marked, immediately erase the marks and gain 2 charge dice, 2 strike dice, or 1 of each.

Defense: 4

Strikes against you need to roll your defense in successes to cause a wound. Once all of your wounds are marked, you are defeated.

Wounds:



You start with 10 dice in your Action Pool and no dice in your other pools.

#### Guard (Maneuver)

During a Maneuver, spend 1 charge die per ally you protect. Enemies have to strike at you instead of them (until the end of a turn during which you're attacked).

#### Blaze (Strike)

Pay 3 charge dice to gain 4/3/2 bonus dice to Strike vs. individuals/squads/swarms (respectively). The Strike is fire-based; can't be combined with electricity or frost.

#### Heroics (Achievement)

Pay 2 charge dice to get 4 bonus dice to an Achievement.

#### Resilience II (Passive)

Your Defense is raised from the default of 2 to 4. This means enemies need to roll 4 successes to wound you.

#### Refresh (Action)

Pay 2 charge dice; you or an ally regains 4 action dice.

#### Dispel (Action)

Pay 2 charge dice and remove Darksighted, Empowered, Quickened and Shielded from a target (individual only).

#### Mass Effect (Boost; use with Refresh or Dispel)

Pay 1 extra charge die to be able to use Dispel against a squad or swarm, or pay 2 extra charge dice to use Refresh on your whole party.

#### Toughness (Passive)

You can take one additional wound before you are defeated (4 instead of 3).

Name: Drift (Exiled Monk)

Player: \_\_\_\_\_

Passion: Bloodlust

Whenever you inflict a wound on an enemy, you gain 1 charge die.

Traits:  It's so much fun to rile up Corin.  
 Life is pain. And pain is fun.  
 Lao Dai is responsible for my exile.

Anytime you roll dice, you can erase a checkmark on a trait to reroll all of your failed dice for additional successes.

Skills:  Acrobatics 4  
 Dirty Tricks 3  
 Stealth 2

When you use a skill in a Maneuver or Achievement, roll its rating in dice (plus other dice as applicable) and mark it. Once all three are marked, immediately erase the marks and gain 2 charge dice, 2 strike dice, or 1 of each.

Defense: 4

Strikes against you need to roll your defense in successes to cause a wound. Once all of your wounds are marked, you are defeated.

Wounds:



You start with 10 dice in your Action Pool and no dice in your other pools.

#### **Vampiric Strike (Strike)**

Pay 3 charge dice before making your strike roll (against an individual only). If you inflict a wound, you heal one of your own wounds.

#### **Poison (Action)**

Pay 2 charge dice to inflict Poisoned on an enemy (individual only). Enemy loses 1 action die per turn.

#### **Leap Attack (Strike)**

Pay 1 charge die to get 2 bonus dice to a Strike against an individual or 1 bonus die against a squad or swarm.

#### **Blindness (Action)**

Pay 2 charge dice to inflict Blinded on an enemy (individual only). Enemy loses 1 die from each roll.

#### **Shadow Strike (Strike)**

Pay 1 charge die to get 3 bonus dice against a Blinded target. (All three strike powers can be used together.)

#### **Restore (Action)**

Pay 2 charge dice and remove Blindness, Diseased, Hexed, Poisoned and Weakened from you or an ally.

#### **Resilience II (Passive)**

Your Defense is raised from the default of 2 to 4. This means enemies need to roll 4 successes to wound you.

#### **Mass Effect (Boost; use with Poison, Blindness, Restore)**

Pay 1 extra charge die to be able to use Poison, Blindness or Vampiric Strike against a squad or swarm, or pay 2 extra charge dice to use Restore on your whole party.

## Conflict Rules Summary

Choose one action per turn: maneuver, strike, achievement, or action power. Anytime you roll dice, you can unmark a trait to reroll all of the failed dice (summoners can use their traits for their eidolons).

### **Maneuver:**

1. Describe your action. Remember what you can say regarding individuals, squads, and swarms.
2. Get 2-4 dice from a skill. Mark the skill (when all 3 skills are marked, earn 2 charge dice, 2 strike dice, or 1 of each and erase the marks).
3. Add 1-3 dice from your Action Pool.
4. Other players may give 1 die each from their Action Pool (optional).
5. Add any bonus dice from weapon effects and conditions.
6. Roll dice. 1s and 2s are discarded. 3s, 4s, and 5s go into your Strike Pool. 6s go into your Charge Pool. If all dice are 1s and 2s, return action dice (not bonus or skill dice) to Action Pool. Gaining 5 or more dice at once earns you an Awesome Token (GM may award one based on narration in any case). Without Maneuver Boost, you can only earn 5 dice at once.

### **Strike:**

1. Take 1-6 dice from your Strike Pool and designate a target.
2. Spend charge dice on charge powers for bonus dice and other effects.
3. Add any bonus dice from weapon effects and conditions.
4. Roll dice. 1s and 2s are discarded. 3s and higher are counted as successes. If the number of successes is equal to or higher than the defense, mark 1 wound (plus 1 wound for each multiple of the defense). If no wound is inflicted, return strike dice (not bonus dice) to Strike Pool.
5. Describe the strike once the effects have been determined.

### **Achievement:**

1. Take 1-6 dice from Strike Pool, add 2-4 dice from skill and mark it, and designate a goal.
2. Spend charge dice on charge powers for bonus dice (optional).
3. Add any bonus dice from weapon effects and conditions.
4. Roll dice. 1s and 2s are discarded. 3s and higher are counted as successes. If the number of successes is equal to or higher than the goal difficulty, the goal is achieved. If not, return strike dice (not bonus or skill dice) to Strike Pool.

### **Power:**

1. Determine which action power you use on which target and whether you use any of its options and any boost powers.
2. Pay the associated charge dice and mark the effects. Keep track of inflicted conditions.

### **Spending Awesome Tokens:**

1. Spend 1 AT to take an additional strike, achievement, or power action (NOT a maneuver).
2. Spend 2 AT during a strike against an ally to take the wounds instead of them.
3. Spend 3 AT to have a strike count against two enemies simultaneously.
4. Spend 1 AT to disarm a PC or NPC wielding a Soulbound Weapon.
5. Spend 1 AT for 5 bonus dice on a strike against enemies with the Weak Spot weakness.

## Passions

<b>Anger</b>	Gain 1 charge die whenever someone aims a strike against you (successfully or not).
<b>Bloodlust</b>	Gain 1 charge die for every wound you inflict on an enemy.
<b>Compassion</b>	Gain 1 charge die every time one of your allies takes 1 or more wounds.
<b>Doubt</b>	Keep your charge dice when you fail a strike or achievement.
<b>Fear</b>	Pick one enemy per conflict. Gain 1 charge die each time it makes a strike or earns an Awesome Token.
<b>Glory</b>	Gain 2 charge dice when your strike defeats an opponent. If it's the last one, don't halve your Charge Pool.
<b>Love</b>	Pick a PC you love. Gain 1 charge die each time an enemy aims a strike against your loved one, and 1 charge die for each wound your loved one takes.
<b>Self-Loathing</b>	Gain 2 charge dice for each wound inflicted on you.
<b>Vengeance</b>	Gain 1 charge die at the beginning of a conflict and 1 charge die for each wound you take. Raise this to 2 charge dice each if you face your nemesis' faction or 3 each if you face your nemesis alone.

## Conditions

<b>Blinded</b>	Subtract 1 die from every roll you make before rolling.
<b>Darkness</b>	Same as blinded; affects everyone.
<b>Darksighted</b>	Not affected by Blinded or Darkness.
<b>Diseased</b>	Cannot heal wounds during the conflict.
<b>Empowered</b>	Gain 1 bonus die to all strikes.
<b>Hexed</b>	All charge dice costs for powers are raised by 1.
<b>Poisoned</b>	Lose 1 action die at the beginning of each turn. Remove this condition when your Action Pool is empty.
<b>Quickened</b>	Gain 1 bonus die to all maneuvers.
<b>Shielded</b>	Raise your defense by 1.
<b>Slowed</b>	All of your skills are lowered by 1.
<b>Weakened</b>	All enemies' defenses are considered to be 1 higher against you.