

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

Anger	Gain 1 charge die whenever someone aims a strike against you (successfully or not).
Bloodlust	Gain 1 charge die for every wound you inflict on an enemy.
Compassion	Gain 1 charge die every time one of your allies takes 1 or more wounds.
Doubt	Keep your charge dice when you fail a strike or achievement.
Fear	Pick one enemy per conflict. Gain 1 charge die each time it makes a strike or earns an Awesome Token.
Glory	Gain 2 charge dice when your strike defeats an opponent. If it's the last one, don't halve your Charge Pool.
Love	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.
Self-Loathing	Gain 2 charge dice for each wound inflicted on you.
Vengeance	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

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