

## Ability

A specific capability, technique, area of knowledge, spell, or manifestation of power.

### Scene Setup

For each Skill/Power, prepare max 2 Abilities  
Abilities under a Specialty ignore this limit

### Conflict

IF you don't have an Ability THEN  
you cannot attempt tests for the Ability



Reference

## Ability Point (AP)

A point used to gain Abilities

**Gain** - Gain an Ability Point on minor Milestone  
eg minor Scene end or significant event

### Respec

Lose ONE Ability/Item/Specialty for AP:+1  
OR  
Reduce ONE Power's Rating for AP:+1

### Spend

Train/Research for 1 Week  
Spend SP:1  
Gain an Ability/Item/Specialty  
OR  
Gain Rating:+1 on a Power

AP

Reference

## Advantage

A positive modifier to one Conflict

**Conflict Reveal** - IF Rival has:

**Advantage** - No Effect

**Disadvantage** - IF Matching Colors THEN  
you may Reverse card to other Approach

**Neither** - IF Matching Suits THEN  
you may Reverse card to other Approach



Reference

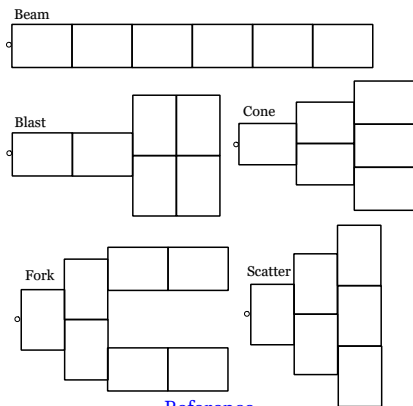
## Area Effect

Powers can manifest in an area

**Cards** - Level:-1 or Rating:-1 for Area Effect:1  
Each additional doubles the Area Effect

**Arrange** - Place in a shape starting from Unit

**Samples:**



Reference

## Blast

Damage that can affect multiple locations

**Power** - [Weapon]

### Hit Location

Reveal Hit Locations = Crits  
IF multiple valid Hit Locations are revealed  
Separate them into separate Hit Locations  
Crits are applied to each location



Reference

## Bleeding

An open bleeding wound

**Bind Wound** - Action x2 to remove a Bleeding

**Round End** - Slow:1 for each Bleeding  
IF Speed:0 THEN Blood Loss:1 instead



Reference

## Blood Loss

Represents 10% Loss of Blood  
50% Blood Loss is typically fatal  
A person has 5 liters of blood

**Every Odd Day** - Remove a Blood Loss

 **Mind:-1**



Reference

## Body



A Unit or Item's mass and durability

**Mass** - Body is derived from mass  
eg 300kg =  $3 \times 10^2 = 3 \times 2$

**Incapacitated** - A Unit with Body:0

**Broken** - An Item with Body:0

**Gear** - Mass x .2 (untrained). Short: Mass x .5  
Weight you can regularly wear

**Carry** - Mass x 1 (untrained)  
Weight you can briefly carry, squat or bench

**Deadlift** - Mass x 1.5 (untrained)  
Weight you can VERY briefly lift

**Drag** - Mass x 2 (untrained)  
Weight you can drag or push

Reference

## Burning

Continuous effect of Flames

**Extinguish** - Spend an Action. Burning:-1

**Round End** - Reveal Fate for each Burning

**Ace** - Burning abates. Burning:-1

**2** - Burning spreads. Burning:+1

 **Will:-1**



Reference

## Character Point (CP)

A point used to modify Hits

**Gain** - Gain a Character Point on significant character development or role play

**Spend** - Heroic Feat

Free Action

Apply Hits:+1 or Hits:-1

eg Damage or other Skill Tests

CP

Reference

## Choking

Lack of air creates Choking

Includes airway obstructions such as smoke, water, sand, fungus, physical choking, and filter and ventilation damage

**Minute End** - Breathing in last minute:

< 1 minute - Choking:+1

1+ minute - Choking:-1

 Will:- 1



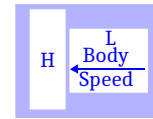
Reference

## Collision

Collision is when a light thing hits a heavy one:

H - The Heavy Object

L - The Light Object



**Force** - Body\*Speed\*Multiple

**Multiple (Impact Time)**

1 - Water (0.5s)

2 - Flesh, Foliage (0.2s)

3 - Soil, Sand, Carpet (0.1s)

5 - Gravel, Thick Grass (0.05s)

7 - Wood, Packed Earth, Thin Soil (0.04s)

10 - Granite, Metal, Asphalt (0.03s)

20 - Concrete, Tile, Hardened Metal (0.01s)

**Damage** - Apply Damage to BOTH objects:

**Weapon** - Rating:Force [Blunt] [Hack] [Blast]

**Sample** - Body:2x3, 40kph/25mph hits Metal

**Force** - Body\*Speed\*Multiple

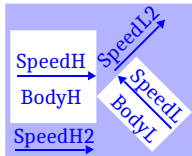
2x3\*4x1\*10 = 8x4\*10 = 8x5 = 800,000N

**Damage** - 8x5 [Bash] [Hack] [Blast]

Reference

## Collision: Angle

Collision at an angle



Use [Collision: Headon] except:

**Multiple:- 1** - Use the softer multiple

**Sample** - A Truck hits a person at an angle

H - BodyH:2x3, 40kph/25mph Metal (10)

L - BodyL:8x1, 10kph/6mph Flesh (2)

**Force** - BodyL\*SpeedChgL\*Multiple

BodyL\*SpeedChgL\*Multiple

8x1\*5x1\*2 = 4x3\*2 = 8x2 = 8,000N

**Damage** - Rating:8x3 [Bash] [Hack] [Blast]

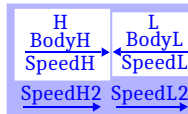
Reference

## Collision: Headon

Collision when 2 moving things strike each other:

H - The Heavier Object

L - The Lighter Object



**SpeedL2 and SpeedH2** - Speeds after impact

Compare the Scale of each Body

**IF Equal** - SpeedL2 and H2 = SpeedH-SpeedL

**IF Unequal** - SpeedL2 = SpeedH

**SpeedLChg** - Amount SpeedL Changes:

SpeedL+SpeedL2

**Force** - BodyL\*SpeedLChg\*(Multiple+1)

**Multiple (Impact Time)** - See Collision

Use the softer material +1

**Damage** - Apply Damage to BOTH objects:

**Weapon** - Rating:Force [Blunt] [Hack] [Blast]

**Sample** - A Truck hits a person

H - BodyH:2x3, 40kph/25mph Metal (10)

L - BodyL:8x1, 10kph/6mph Flesh (2)

**Force** - BodyL\*SpeedLChg\*(Multiple+1)

8x1\*5x1\*3 = 4x3\*3 = 12x3 = 1x4 = 10,000N

**Damage** - Rating:1x4 [Bash] [Hack] [Blast]

Reference

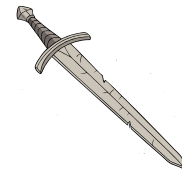
## Damaged

A partially damaged Item or body part

**Skill:- 1** - Skill penalty for each Damaged

**Broken** - An object with Body:0. Unusable

 Body:- 1



Reference

## Disadvantage

A negative modifier to one Conflict

**Conflict Reveal** - IF Rival has:

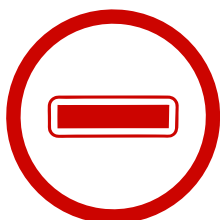
**Advantage** - IF Matching Colors THEN

Rival may Reverse card to other Approach

**Disadvantage** - No Effect

**Neither** - IF Matching Suits THEN

Rival may Reverse card to other Approach



Reference

## Diseased

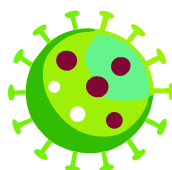
Continuous effect of a Disease

**Minute End** - Reveal Fate for each Diseased

**Ace** - Disease abates. Diseased:-1

2 - Disease spreads. Diseased:+1

 Speed:- 1



Reference

## Elevation

The relative elevation from the game board

Positive is Altitude. Negative is Depth

**Tokens** - Use Altitude OR Depth Tokens when Elevation changes

**Move** - Elevations Changes often alters Move

**Ascend** - Gaining Elevation costs Move:-1

**Descend** - Losing Elevation gains Move:+1

**Prone** - A Prone Unit is Elevation:-1

**Range** - Range:+1 for each Elevation difference

**Combat** - Level:+1 to higher Elevation Unit

**Altitude** - Elevation:+1 for each Token here



**Depth** - Elevation:-1 for each Token here



Reference

## Exposure

Lack of shelter creates Exposure  
Environment can increase exposure

**6 Hour End** - Hours in shelter in last day  
< 6 hours - Exposure: +1  
6+ hours - Exposure: -1

 **Speed: -1**

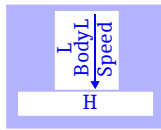


Reference

## Falling

Falling is a Collision

**Collision** - Use Collision  
Rule with the following:



**Speed** - by height, including air resistance  
1m/3ft - Speed: 1x1 (10kph/5mph)  
3m/10ft - Speed: 3x1 (30kph/20mph)  
10m/30ft - Speed: 5x1 (50kph/30mph)  
30m/100ft - Speed: 7x1 (70kph/40mph)  
100m/300ft - Speed: 1x2 (150kph/90mph)  
300m/1000ft - Speed: 2x2 (200kph/120mph)  
Terminal Velocity

**Sample** - Body: 8x1 falls 3m/10ft onto Soil  
**Force** - Body\*Speed\*Multiple  
 $8x1 * 3x1 * 3 = 24x2 * 3 = 72x2 = 7x3 = 7000N$   
**Damage** - 7x3 [Bash] [Hack] [Blast]

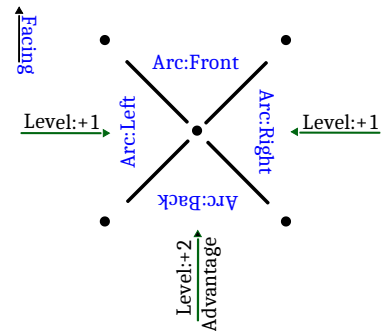
Reference

## Flanking

Attacking a Unit from Left, Right or Back  
gives an attack bonus

**Arc:Left or Arc:Right** - Level: +1

**Arc:Back** - Level: +2 and Advantage



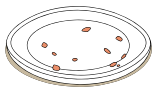
Reference

## Hunger

Lack of regular food creates Hunger

**Day End** - Food eaten in last 4 days:  
< 3 days - Hunger: +1  
3+ days - Hunger: -1

 **Body: -1**



Reference

## Isolation

Lack of social interaction causes Isolation

**Week End** - Social interactions in last week:  
None - Isolation: +1  
Some - Isolation: -1

 **Mind: -1**



Reference

## Map: Car Chase

Map scaled for fast car/boat fights

**Map Scale** - Space: 10m/30ft

**Time Scale** - Round: 4sec

**Move: 1** - 1x1 = 10kph/6mph = 3m/s

**Human** - 5x0 = 5kph, 3mph, 1.4m/s  
4sec move = 0.5 spaces (5m/15ft)

**Car** - 6x1 = 60kph, 40mph, 17m/s  
4sec move = 6 spaces (60m/200ft)



Reference

## Map: Dogfight

Map scaled for modern aerial combat

**Map Scale** - Space: 5km/3mi

**Time Scale** - Round: 6min

**Move: 1** - 1x2 = 100kph/60mph = 30m/s

**Carrier** - 6x1 = 60kph, 40mph  
6min move = 0.6 spaces (3km/2mi)

**Prop Fighter** - 4x2 = 400kph, 180mph  
6min move = 4 spaces (20km/12mi)

**Jet Fighter** - 1x3 = 1000kph, 600mph  
6min move = 10 spaces (50km/30mi)



Reference

## Map: Exploration

Map scaled for people on foot over distance

**Map Scale** - Space: 6km/3.5mi

**Time Scale** - Round: 6hours

**Move: 1** - 1x0 = 1kph/.6mph

**Human** - 5x0 = 5kph, 3mph  
6hour Round = 5 spaces (30km/18mi)

**Car** - 6x1 = 60kph, 40mph  
6hour Round = 40 spaces (240km/150mi)



Reference

## Map: Galactic

Map scaled for entire galactic quadrants

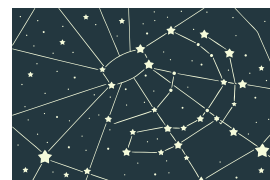
**Map Scale** - Space: 1000LY (Light Year) 1x16km

**Time Scale** - Round: 4days (96hours)

**Move: 1** - 1x12 = 1x10^12kph = 100,000c

**Spaceship** - 5x14 = 500 Trillion kph = 500,000c  
4day move = 5 spaces (5LY)

**Alpha Centauri** - 0 spaces 4.4LY 5min  
**Betelgeuse** - 0.6 space 548LY 10hours  
**Carina Nebula** - 8 spaces 7500LY 8days  
**Galactic Core** - 26 spaces 26000LY 24days



Reference

## Map: Global

Map scaled for global conflicts

**Map Scale** - Space:1000km/600mi

**Time Scale** - Round:1hour

**Move:1** -  $1 \times 3 = 1000\text{kph}/600\text{mph} = 300\text{m/s}$

**Carrier** -  $6 \times 1 = 60\text{kph}, 40\text{mph}$   
1hour move = 0.06 spaces (60km/40mi)

**Bomber** -  $9 \times 2 = 900\text{kph}, 560\text{mph}$   
1hour move = 0.9 spaces (900km/560mi)

**Cruise Missile** -  $2 \times 3 = 2000\text{kph}, 1200\text{mph}$   
1hour move = 2 spaces (2000km/1200mi)

**ICBM** -  $1 \times 4 = 10000\text{kph}, 6200\text{mph}$   
1hour move = 10 spaces (10000km/6200mi)



Reference

## Map: Narrative

Map scaled for story purposes only

**Map Scale** - Space:varies

**Time Scale** - Round:varies



Reference

## Map: Naval

Map scaled for modern naval vessels

**Map Scale** - Space:10km/6mi

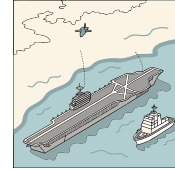
**Time Scale** - Round:2hour

**Move:1** -  $1 \times 1 = 10\text{kph}/6\text{mph} = 3\text{m/s}$

**Carrier** -  $6 \times 1 = 60\text{kph}, 40\text{mph}$   
2hour move = 6 spaces (120km/80mi)

**Prop Fighter** -  $4 \times 2 = 400\text{kph}, 180\text{mph}$   
2hour move = 40 spaces (800km/500mi)

**Jet Fighter** -  $1 \times 3 = 1000\text{kph}, 600\text{mph}$   
2hour move = 100 spaces (2000km/1200mi)



Reference

## Map: Orbital

Map scaled for planetary orbits

**Map Scale** - Space:20000km/12000mi

**Time Scale** - Round:3hour

**Move:1** -  $1 \times 4 = 10000\text{kph}/6000\text{mph} = 3\text{km/s}$

**Low Orbit LEO** -  $3 \times 4 = 28000\text{kph}, 18000\text{mph}$   
3hour move = 3 spaces (60Mm/40000mi)  
0.02 Spaces from Planet (400km)

**Geostationary GEO** -  $1 \times 4 = 11000\text{kph}, 6800\text{mph}$   
3hour move = 1 space (20Mm/13000mi)  
2 Spaces from Planet (36000km)

**Lunar Transit** -  $1 \times 4 = 11000\text{kph}, 6800\text{mph}$   
3hour move = 1 space (20Mm/13000mi)  
19 Spaces from Planet (384000km)



Reference

## Map: Personal

Map scaled for people on foot

**Map Scale** - Space:1.5m/5ft

**Time Scale** - Round:6sec

**Move:1** -  $1 \times 0 = 1\text{kph}/.6\text{mph} = .4\text{m/s}$

**Human** -  $5 \times 0 = 5\text{kph}, 3\text{mph}, 1.4\text{m/s}$   
6sec move = 5 spaces (7.5m/25ft)

**Car** -  $6 \times 1 = 60\text{kph}, 40\text{mph}, 17\text{m/s}$   
6sec move = 60 spaces (90m/300ft)



Reference

## Map: Planetary

Map scaled for interplanetary travel

**Map Scale** - Space:6Mkm/3.7Mmi/0.04AU

**Time Scale** - Round:4days (96hours)

**Move:1** -  $6 \times 6 = 6\text{Mkph}/3.7\text{Mmph} = 1\text{Mm/s}$

**Spaceship** -  $5 \times 8 = 50\text{Billion kph} = 0.5\text{c}$   
4day move = 5 spaces (30Mkm/18Mmi)

**Sun to Mercury** - 10 spaces 8d 60Mkm

**Mercury to Venus** - 8 spaces 8d 48Mkm

**Venus to Earth** - 7 space 8d 42Mkm

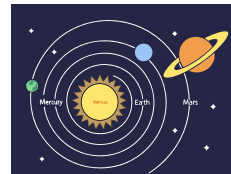
**Earth to Mars** - 13 space 12d 78Mkm

**Mars to Asteroids** - 13 spaces 56d 174Mkm

**Asteroids to Jupiter** - 63 spaces 52d 378Mkm

**Jupiter to Pluto** - 854 spaces 684d 5Bkm

**Pluto to Oort Cloud** - 1M spaces 2700y



Reference

## Map: Regional

Map scaled for regional conflicts

**Map Scale** - Space:100km/60mi

**Time Scale** - Round:1hour

**Move:1** -  $1 \times 2 = 100\text{kph}/60\text{mph} = 30\text{m/s}$

**Carrier** -  $6 \times 1 = 60\text{kph}, 40\text{mph}$   
1hour move = 0.6 spaces (60km/40mi)

**Prop Fighter** -  $4 \times 2 = 400\text{kph}, 180\text{mph}$   
1hour move = 4 spaces (400km/250mi)

**Bomber/Missile** -  $9 \times 2 = 900\text{kph}, 560\text{mph}$   
1hour move = 0.6 spaces (60km/40mi)

**Jet Fighter** -  $1 \times 3 = 1000\text{kph}, 600\text{mph}$   
1hour move = 10 spaces (1000km/600mi)



Reference

## Map: Road Trip

Map scaled for vehicles traveling over distance

**Map Scale** - Space:10km/6mi

**Time Scale** - Round:2hour

**Move:1** -  $1 \times 1 = 10\text{kph}/6\text{mph} = 3\text{m/s}$

**Human** -  $5 \times 0 = 5\text{kph}, 3\text{mph}, 1.4\text{m/s}$   
2hour move = 0.5 spaces (5km/3mi)

**Car** -  $6 \times 1 = 60\text{kph}, 40\text{mph}, 17\text{m/s}$   
2hour move = 6 spaces (60km/40mi)



Reference

## Map: Starship

Map scaled for scifi starship combat

**Map Scale** - Space:10,000km/6200mi

**Time Scale** - Round:10sec

**Move:1** -  $1 \times 7 = 10\text{Million kph} = 3000\text{km/s}$

**Spaceship** -  $5 \times 7 = 50\text{Million kph} = 5\% \text{c}$   
10sec move = 5 spaces 50000km 30000mi

**Earth to GEO** - 4 spaces 35000km 3sec

**Earth to Moon** - 40 spaces 385000km 28sec

**Earth to Mars** - 7800 spaces 78Mkm 4.5hr

**Earth to Sun** - 15k spaces 150Mkm 8hr



Reference

## Map: Stellar

Map scaled for star charts

**Map Scale** - Space:1LY (Light Year) 1x13km

**Time Scale** - Round:4days (96hours)

**Move:1** -  $1 \times 11 = 1 \times 10^{11} \text{ kph} = 100c$

**Spaceship** -  $5 \times 11 = 500 \text{ Billion kph} = 500c$

4day move = 5 spaces (5LY)

**Alpha Centauri** - 4.4 spaces/LY 4.4days

**Sirius** - 9 spaces/LY 8days

**Vega** - 25 spaces/LY 20 days

**Betelgeuse** - 548 spaces/LY 440days

**Galactic Core** - 26,000 spaces/LY 56years



Reference

## Mind



Unit's intellect and problem solving ability

**IQ** - Mind is derived from IQ - 50  
eg  $100 \text{ IQ} - 50 = 50 = 5 \times 10^1 = 5 \times 1$

**Delirious** - A Unit with Mind:0

**Demeanor** - Impression presented to others

**Nature** - True, hidden, inner self

Reference

## Poisoned

Continuous effect of a Poisoning

**Minute End** - Reveal Fate for each Poisoned

**Ace** - Poison abates. Poisoned:-1

**2** - Poison spreads. Poisoned:+1



Body:-1



Reference

## Power

Powers are superhuman Skills including Magic  
Players cannot have Powers without a reason

### Conflict

IF you don't have a Power THEN  
you cannot attempt tests for the Power

### Advancement

You must have a reason to gain a new Power



Reference

## Skill

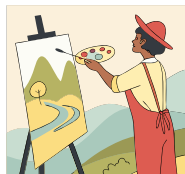
A field of specialization under a Skill or Power.  
It can be an area of proficiency, martial style,  
or category of magic or power.  
Specialty might be called a Class or Sub-class  
in other game systems.

### Scene Setup

When preparing Abilities, you may ignore  
Level limits for Abilities under Specialties

### Conflict

IF a Specialty is required that you lack  
THEN the test automatically Fails



Reference

## Skill Point (SP)

A point used to gain Skills

**Gain** - Gain a Skill Point on major Milestone  
eg major Scene end

### Respec

Reduce ONE Skill or Power by 1  
Gain SP equal to lost Level

### Spend

Train/Research for 2 Weeks  
Spend SP = Current Level of Skill or Power  
Gain Skill:+1 or Power:+1  
OR  
Gain Rating:+1 on a Power

SP

Reference

## Specialty

A field of specialization under a Skill or Power.  
It can be an area of proficiency, martial style,  
or category of magic or power.  
Specialty might be called a Class or Sub-class  
in other game systems.

### Scene Setup

When preparing Abilities, you may ignore  
Level limits for Abilities under Specialties

### Conflict

IF you don't have a Specialty THEN  
you cannot attempt tests for the Specialty



Reference

## Speed



A Unit's movements speed

**Velocity** - Speed is derived from average kph  
eg  $300 \text{ kg} = 3 \times 10^2 = 3 \times 2$

**Immobilized** - A Unit with Speed:0

**Damage** - While Speed > 5  
Any Speed:-1 you take is Speed:-2 instead

**Land** - Average Land Speed (kph)

**Human Walk** - 5kph/3mph =  $5 \times 0$

**Horse Walk** - 7kph/4mph =  $7 \times 0$

**Car** - 80kph/50mph =  $8 \times 1$

**Water** - Average Water Speed (kph)

**USS Gerald R Ford** - 56kph/35mph =  $5 \times 1$

**Air** - Average Air Speed (kph)

**F-35 Lightning II** - 1400kph/870mph =  $1.4 \times 3$

**Space** - Average Space Speed (kph)

**Escape Velocity** - 40000kph/25000mph =  $4 \times 4$

**Impulse Drive** -  $.25c = 2.7 \times 10^8 \text{ kph} = 2.7 \times 8$

**Warp** - Average Warp Speed (kph= $c \times 1 \times 9$ )

**Warp 7** -  $7 \times (10/3)c = 750c = 7.5 \times 11$

**M. Falcon** - 2500LY/day =  $9 \times 10^6 c = 9 \times 15$

Reference

## Stat: Add

Simplified way to add/subtract Stat notation

**X, Y** - Two Stats in RankxScale notation  
eg 4x2, 8x1

### Add

IF ScaleX = ScaleY  
Rank = RankX + RankY  
IF Rank > 10  
Rank:-10 and Scale:+1  
ELSE  
Result = Higher Stat (ignore smaller)

### Subtract

IF ScaleX = ScaleY  
Rank = RankX - RankY  
ELSE  
Result = Higher Stat (negative if Y)

### Sample

$4 \times 2 + 3 \times 2 = 7 \times 2$   
 $4 \times 2 + 7 \times 2 = 11 \times 2 \rightarrow 1 \times 3$   
 $4 \times 2 + 3 \times 3 = 3 \times 3$  (ignore 4x2)  
 $4 \times 2 - 3 \times 2 = 1 \times 2$   
 $4 \times 2 - 7 \times 2 = (-3 \times 2)$   
 $4 \times 2 - 3 \times 3 = (-3 \times 3)$  (ignore 4x2)

Reference

## Stat: Multiply

Simplified way to multiply/divide Stat notation

**X, Y** - Two Stats in RankxScale notation  
eg 4x2, 8x1

### Multiply/Divide by 10s

Add/Subtract Scale by 1 for each 10

### Multiply

Rank = RankX\*RankY  
Scale = ScaleX+ScaleY  
WHILE Rank > 10  
Rank:-10 and Scale:+1

### Divide

Rank = RankX/RankY  
Scale = ScaleX-ScaleY  
WHILE Rank < 1  
Rank:+10 and Scale:-1

### Sample

4x2\*10 - 4x3  
4x2/100 - 4x0  
4x1\*2x3 - 8x4  
4x1\*3x3 - 12x4 -> 1x5  
8x2/2x1 - 4x1  
2x2/4x2 - .5x0 -> 5x-1

Reference

## Surprise

When a Unit appears within Range:2 of a Rival that Rival is surprised:

**Move** - Lose half of remaining Move

**Stun** - Stun:-+1



Reference

## Surrounded

Skill penalty when near multiple Rivals

**Level:-1** - for each extra Rival at Range:0 or 1

**Sample** - Unit adjacent to 3 Rivals gets Level:-2



Reference

## Task

An extended task over multiple Rounds

**Setup** - Place this Task card

**Challenge** - Place tokens equal to Difficulty

**Progress** - Place tokens equal to Difficulty

**Conflict** - Change based on Resolution

**Win** - Reduce Challenge by Hits

**Lose** - Reduce Progress by Hits

**Turn End** - Reduce Progress by 1

**Challenge** - IF no Challenge THEN Complete

Progress = Difficulty

**Progress** - IF no Progress THEN Fail

Progress = Difficulty

Reference

## Thirst

Lack of regular water creates Thirst

**Day End** - Water drank in last day:

**< 1 liter** - Hunger:+1

**1+ liter** - Hunger:-1



Mind:-1



Reference

## Unskilled

A Unit attempts to use a Skill or Item that they don't have on their Unit card:

**Skill or Item** - Level:-2 and Disadvantage

**Power, Ability, Specialty** - Cannot attempt



Reference

## Weapon: Barehanded

Use your body instead of a weapon

**Skill** - [Close Combat] or [Melee]

**Weapon** - Rating:Body

[Bash] [1-Handed] [Close Weapon]



Reference

## Weapon: Improvised

Any item can become a weapon

**Skill** - [Close Combat] or [Melee]

**Weapon** - Rating:Body

Damage Types based on the Item



Reference

## Weather

Weather has 4 components that can change independently

**Setup** - Place Clouds, Humidity, Temperature, and Wind cards

**Normal** - Determine what Normal Weather should be in the area

**Weather Change** - Every 6 hours, Reveal Fate:

Suit



**Wands** - Change Temperature



**Coins** - Change Clouds



**Cups** - Change Humidity



**Swords** - Change Wind



**Wild** - Change ALL Weather

Rank

**2-10** - Change 1 Toward Normal

**J-K** - Change 1 Away from Normal

**A-W** - Move 2 Away from Normal

Reference



### Weather: Clouds

Place a Token on the current Cloud cover:

**Storm** - Cumulonimbus, Dense vertical clouds

**Rain Clouds** - Nimbus, Dense gray clouds

**Overcast** - Near complete cloud cover, No Sun

**Partly Cloudy** - 1/8 to 1/2 sky is covered

**Thin Clouds** - Cirrus, Thin and wispy

**Clear** - Cloudless

IF Clouds Rises

**Downpour** - Storm, Chilly+, Oppressive

**Snowstorm** - Storm, Freezing-, Oppressive

**Thunderstorm** - Storm, Windy+, Humid+

**Hail Storm** - Storm, Chilly, Windy+, Humid

Reference

### Weather: Humidity

Place a Token on the current Humidity:

**Oppressive** - 100% Exposure:+1

**Muggy** - 80%

**Humid** - 60%

**Comfortable** - 40%

**Dry** - 20%

**Parched** - 0% Exposure:+1

IF Humidity Rises

**Dew** - Humid, Partly Cloudy+, and Chilly+

**Fog** - Oppressive, Cloudy+, and Chilly+

**Frost** - Humid+, Partly Cloudy, and Freezing-

Reference

### Weather: Temperature

Place a Token on the current Temperature:

**Scorching** - 40C/100F+ Exposure:+2

**Hot** - 30C/90F Exposure:+1

**Mild** - 20C/70F

**Chilly** - 10C/50F Exposure:+1

**Freezing** - 0C/30F Exposure:+2

**Frigid** - (-20C)/10F- Exposure:+3

IF Temperature Falls

**Drizzle** - Chilly+, Partly Cloudy+, Humid+

**Snow** - Freezing-, Partly Cloudy+, Humid+

IF Temperature Rises

**Rain** - Chilly+, Partly Cloudy+, Humid+

**Sleet**- Freezing, Partly Cloudy+, Humid+

Reference

### Weather: Wind

Place a Token on the current Wind velocity:

**Storm** - 100kph/60mph. Waves:8m/25ft  
Exposure:+3. Visibility:Poor

**Gale** - 70kph/45mph. Waves:5m/15ft  
Exposure:+2

**Windy** - 50kph/30mph. Waves:3m/10ft  
Exposure:+1

**Gusty** - 40kph/20mph. Waves:2m/6ft

**Breezy** - 15kph/10mph Waves:1m/3ft

**Calm** - 0kph

**Direction** - Randomize d8 for direction  
N, S, E, W, NE, NW, SE, SW

IF Wind Rises 1

**Blizzard** - Storm, Freezing-,Humid+


**Hurricane** - Storm, Hot+, Oppressive

IF Wind Rises 2

**Tornado** - Storm, Mild+, Humid

Reference

### Will

 Unit's grit, determination, mental stability

**Base** - Average person has a 100 Base - 50  
eg 100 Base - 50 = 50 = 5x10^1 = 5x1

**Delirious** - A Unit with Mind:0

**Shadow** - Devious, sociopath, latent personality

**Shadow Triumphant** - IF Shadow > Will  
Shadow is in control and may use Shadow instead of Will (cannot spend Will)

**Beast** - The instinctual, inner beast or Id

**Beast Unleashed** - IF Beast > Will  
Beast is in control and may use Beast instead of Will (cannot spend Will)

**Conscience** - True, hidden, inner self

Reference