ANIMAPRIME
RESURGENCE

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ATTACHMENTS

I N T R O D U C T I O N

Foreword

This is the first alpha version of the *Resurgence* edition of Anima Prime. Because it changes quite a few things, I'm hesitant to call it a revised or second edition. Consider it more of an advanced edition (in the tradition of AD&D), or maybe a sequel. It's currently incomplete and has a bunch of ideas in it that will not all work out in the end.

I've also cut out most of the sections that would be the same as in the original Anima Prime to save you ink (and help focus on what's new). That means, on the other hand, that familiarity with the original Anima Prime will be helpful in understanding how to run this thing. Though I think it can stand on its own as well.

Rule Zero for Anima Prime has always been "People First." When in doubt about any of the rules, adjudicate in a way that lets the players have the most fun. When a player asks "Can I do this weird thing," 95% of the time your response should be "You totally can!" If necessary, followed by "Let's figure out together how to do that in a way that doesn't break the game for anyone else at this table."

If you have any feedback, please tag me on Twitter (@xenopulse) or email me at chgriffen@gmail.com. (RIP Google Plus, which was my preferred social network.)

Enjoy!

Christian

Version History

0.1   Playable, with a demo scenario. No specializations or masteries yet, few enemies. Enough for a first round of playtesting.

Main Changes

If you're familiar with the first edition of Anima Prime, here's a list of the major changes in *Resurgence*:

- Character backgrounds tie the setting more directly into the mechanics.

- Character abilities are earned in grids of different professions, allowing for campaign-style play during which characters gain new abilities and increase their stats.

- Character scenes have a resolution mechanic for actions, called tests. This allows for complications during character scenes.

- The old skills are no more. They are replaced with different maneuvers during conflicts, and with skills and training that apply during character scenes.

- Conflicts happen in zones. This creates opportunity for large-scale movement, close vs ranged Strikes, area effects, etc.

- Maneuvers, Strikes, and Achievements come in basic flavors, but also in variants for different professions (a Channeler's maneuver mostly earns them charge dice, while a Dragoon's might let them combo into a strike).

- Maneuvers are given a quality by the Game Moderator ("GM") based on the description by the player. This provides a small bonus of an appropriate kind and makes the fiction matter. In turn, there are no more Awesome Tokens, which streamlines the turn economy.

- Strikes that fail to wound leave Threat Dice on the target in the amount of successes rolled. Further Strikes can use these as bonus dice against that target. Defense can go higher to account for this (in the case of enemy bosses, it's a lot higher). It allows for a team of PCs to build up threat on a boss enemy together, until one of them can finish it off, reducing wasted time and effort.

- The introduction of Threat Dice opens up new enemy types and changed abilities (for example, Poison now adds threat to the poisoned character each turn).

- Eidolons are now hazards (single-wound, single-action) rather than being complete characters. They are activated with one of the summer's actions. This, too, streamlines the turn economy.

- No more building Eidolons or Soulbound Weapons. This version is meant to be more straight-forward in that regard; no need to worry about min-maxing.

- Overall, the startup investment is a lot lower: pick a background and a passion, write a trait or two, and pick a profession grid, and you're set. No more having to read through a hundred powers and figuring out which to pick right at the start.

1 CHARACTER CREATION

Character Overview

Characters in *Resurgence* have the following aspects:

- Background, which provides an ability and skills (for scene test bonuses).

- Profession, which gives the character starting stats and an advancement grid.

- Passion, as per original AP.

- Character Traits, as per original AP.

Background

Pick one from the list of backgrounds later in the document. The backgrounds are more cultural than genetic. This means that a human who grew up among Tigerfolk would have the Tigerfolk background, with all that entails.

You get one ability from the background (often an Extra action).

You also receive a list of skills, which provide a bonus die to tests in character scenes (for example, you might gain a bonus die to an action when you're trying to intimidate someone if your Background is Tigerfolk, an environment where intimidation is a common way of dealing with other people).

Selecting the Background is just half of the deal, though. You should think about how your character fits into this culture, what their personal upbringing was like, and what motivated them to set out on adventures. Just because intimidation is common among Tigerfolk doesn't mean every Tigerfolk's personality matches well with that mode of interaction.

Profession

You start with a basic profession of your choice. Take a sheet for your profession and make a mark by the "Basics" box of the advancement grid, which unlocks that box. This gives you starting Defense and Wound Circles, the number of Action Dice you start a conflict with, and your training, which can grant a bonus die to scene tests.

When a character advances, they unlock a box on their advancement grid that is linked to any box they already have unlocked. This can raise their stats, earn them resistances to specific damage types, or grant them new abilities. Eventually they unlock one of two specializations for that profession, which makes them more unique and gives them a new advancement grid. For example, a Martialist might turn into a Tactician or a Knight, while a Channeler might specialize as an Elementalist or a Conjurer. They can only pick one of the two specializations, and the choice is permanent.

At the end of their specialization grid, they have the choice of two masteries. The aforementioned Martialist turned Knight will become either a Sentinel or a Dragoon, while the Channeler turned Conjurer could become either a Summoner or an Abyssalist.

When a character has filled out their mastery advancement grid, they've fully developed their potential. At this point their adventure should soon come to a close.

This playtest version 0.1 doesn't have rules for how to time advancement, and it only includes the basic professions, not specializations or masteries. The demo scenario at the end suggests going up three steps after each conflict (that is, unlocking three new boxes), so each character unlocks their whole profession grid by the end of the scenario. This allows them to experience all of their basic profession's abilities during the demo. If you're playing your own scenario and want to go longer, you can simply grant one advancement step for each conflict, or at the end of each game session.

Passion

The passion describes the profound emotional state of the character, that is, not just their current mood, but the one passion that permeates everything they do. It tells you something about the character, thereby allowing you to roleplay them in interesting ways.

The passion also lets the player earn charge dice when certain conditions are triggered. Those conditions are listed with each passion. You can change your passion at any time between conflicts, but it should be a rare story-driven change.

The passions are listed in chapter 5.

Character Traits

Characters have 3 traits. Create them as freeform sentences that describe a personality aspect of your character, and mark them if they're played out during character scenes. During conflicts, remove a mark to reroll your dice.

One important change from AP, however: you reroll all dice, not just failed ones.

2   C H A R A C T E R   S C E N E S

Freely roleplay non-conflict scenes as usual. When a player brings out one of their character's traits in a scene, they mark it. (No other scene benefits from the original Anima Prime are applicable.)

Now there's a roll for dangerous or opposed actions, which is called a test. In most situations, you roll a die and compare to the table below.

1-2:   It goes wrong. Bad stuff happens.
3-4:   It works out, but only partially or with a (usually bad) side effect.
5-6:   It works out fine, no problem.

Your Background skills add a die to the roll, if one of them applies. For example, if your Background says you get a bonus die to intimidate someone, and you're trying exactly that, you add a die to your roll. You only get one skill die, even if multiple aspects of your skills apply.

The training from your profession (basic, specialization, or mastery) might also add a die to the roll. Someone trained as a Tinkerer, for example, will get a bonus die to sabotaging machines. You only get one die, even if multiple aspects of your training(s) apply. But you can add both a skill die and a training die to a roll, if both apply.

If another character substantially helps you with the action, which usually requires them having an applicable skill or training, gain a helping die.

If any or all of these apply and you roll more than one die, the highest rolled die determines the outcome. If you roll two or more 5s and/or 6s, you not only succeed without a problem, but also with much flair and possibly additional positive effects.

If the action is particularly difficult or dangerous, the GM can subtract a die. If you'd end up with zero dice, instead roll 2 and apply the lowest result.

If the action, on the other hand, sounds like exactly the kind of thing your character excels at and there's no extraordinary risk or danger, the GM should just let you succeed without a roll. For example, if a Clockwork Tinkerer is sabotaging a machine without any time pressure, potential of discovery, or other risk, the GM should just let them succeed.

Skills or training can make an otherwise impossible action possible. For example, untrained characters wouldn't be able to fix a steam engine, but a Tinkerer can. Most characters can't just mysteriously disappear and reappear, but a Shadowborn has that ability.

3   CONFLICTS

Starting Conflicts

The conflict begins with a description by the GM of where the conflict is set and what adversity the PCs are facing. This includes enemies, hazards, and other effects.

The GM makes a little map of interconnected zones. These can be Open (like a meadow or a marketplace) or Enclosed (like a building or a cave). The connections between them can be Free (going from the meadow to a nearby forest, or from the marketplace into the unlocked town hall) or Blocked (the fortress' gates are closed to the outside). Unless you're entirely underground, there's an automatic Air zone above that connects to all zones, with the connections considered Free to Open zones and Blocked to Enclosed zones.

Unless their ability says otherwise, characters can't move through Blocked connections or into the Air zone. If they want to, however, the GM should create a goal that allows them to overcome or even remove a block between zones.

Taking Turns

The GM determines which side goes first. One character from that side acts (the players can figure out their order), then a character from the opposing side acts. This goes back and forth until all characters have acted. An acting character takes one action, and has the option also to use one Extra ability (before or after the action ability).

Action abilities come in four different flavors:

- **Maneuver**: these earn the character charge and strike dice. These earned dice fuel most of the other action abilities.

- **Strike**: these are used to (try to) inflict damage, which raises a target's threat dice and ultimately marks one of their wounds. Most Strike abilities cost charge dice to use, and strike dice from maneuvers can be added to the Strike's roll.

- **Achievement**: these address goals in the conflicts. As with Strikes, strike dice can usually be added to the Achievement's roll. A goal can be aimed at a story outcome ("save the hostages") or have unique mechanical effects.

- **Power**: these cost charge dice to use and usually inflict good or bad conditions on other characters or alter a character's Threat dice.

There are also three kinds of non-action abilities:

- **Extra**: each character can do one of these per turn, but they are optional. The most common ones are movement abilities that allow a character to go from one zone to another.

- **Boost**: paid for with charge dice, these add dice and/or effects to an action, per the specific ability.

- **Reaction**: these are triggered by other actions being taken and usually occur outside of the character's turn, for example when they are being targeted by a Strike from another character.

The use of each of these abilities is explained further below.

You can never use the same ability twice in the same turn. For example, you can only use each Boost ability once in a turn, even if you have enough charge dice for multiple uses.

Maneuvers

Maneuver actions allow you to gain charge dice, which are used to power other abilities, and strike dice, which you can add to Strikes and Achievements.

Whenever a PC takes a maneuver action, their player describes what their character does to improve their position. This description can include attacks that don't inflict serious damage, such as suppressive shots in the direction of the enemy, an exchange of blows and parries, taking out a few members of a swarm, and so on. The GM assigns a style:

- Aggressive: The PC earns a bonus strike die.
- Cunning: The PC player can add a threat die to an enemy.
- Defensive: The PC loses a threat die.
- Heroic: The PC player can add 1 progress die to any side of a goal.
- Reckless: The maneuver roll gains 2 bonus dice, and the PC earns a threat die.
- Supportive: Another PC of the acting player's choice earns a strike die.
- Special: On rare occasions, the GM can allow or announce unique effects, such as staying in the Air zone when a PC jumps from a zeppelin onto a flyer.

Only PC maneuvers receive a style; enemies do not gain any of the above bonuses when they choose a maneuver action, but the GM still describes what they do.

You can, but don't have to, add one or two of your action dice to the Maneuver roll.

Roll the gathered dice and gain the dice shown in the maneuver under "Gain," where SD stands for Strike Dice and CD for Charge Dice. For example, for the basic maneuver shown below, every 6 rolled earns you a charge die, every 3, 4, and 5 earns you a strike die, and any 1 or 2 doesn't earn you anything.

There is no limit to the number of strike dice and charge dice you can build up.

Every character, PC and enemies alike, has access to the following Basic Maneuver.

Ability	Type	Cost	Roll	Gain
Basic Maneuver	Maneuver	0	5D	1-2 None, 3-5 SD, 6 CD
This action is available to all characters.				

Strikes

Strikes have a chance of inflicting a Wound on a target, and even if they don't, they tend to raise the target's threat – which makes it easier to hurt them later.

First, pick a Strike ability to use. Everyone has access to the Basic Strike listed below, but many Professions also grant additional Strike abilities.

Next, select a target within range: in the same zone as yourself if your attack has range 0, or an adjacent zone if it has range 1 (or either if the range is 0-1). If your Strike allows for multiple targets, they can be in different zones as long as they are all within the range listed. If the number of targets says "area," every enemy in one specific zone (yours if range 0 or an adjacent one of your choice if range 1) will be affected.

Next, gather the dice for your Strike roll. If your Strike has more than one target, the first two sources of dice (the Strike ability's Roll and any Boost dice) apply to all targets, but you need to add strike dice, threat dice, and action dice for each target separately.

- Every Strike has a damage type ("Dmg") and a Roll (dice rating plus modifier). For example, "Phys" and "3D+1" indicate a physical attack with 3 dice and a modifier of +1. These dice do not come out of your accumulated dice, but are provided by the ability. If the target has a weakness to the type of damage you're inflicting (for example, "Weakness: Physical"), the dice you gain from the strike ability are added an additional time (but not any of the other dice you add in the following steps).

- Applicable boost abilities, which you have to pay for with charge dice, can add dice and other effects to your Strike, such as changing the damage type.

- To the dice listed with the Strike, you can add a number of strike dice (which you've gained through maneuvers). The limit of how many strike dice you can add this way is listed with each Strike ability as its Strike Dice Limit ("SDL").

- If the target already has threat dice, you can also choose to add one or more of those to your roll. This reduces the target's threat accordingly.

- You can, but don't have to, add one or two of your action dice to the roll.

- If the target has an applicable resistance (for example, "Resistance: Phys 1"), you have to discard that many dice before you roll.

Now you roll, counting any result of 3 or higher as a success. If your resulting successes plus the modifier are equal to or higher than the target's Defense, you inflict a wound. The target decides which wound to mark, and they lose all remaining threat dice on them. Once all of a target's wounds are marked, they are out of the conflict. There are also sometimes other consequences for wounds; some characters lose specific abilities, while others gain them as they are injured.

If you don't inflict a wound, every die showing a success is turned into a threat die on that target, adding to those it already had. If you chose to roll any existing threat dice, only those now showing successes are once again turned into threat dice. All failed dice of any kind are discarded. (Modifiers aren't dice and therefore do not add threat.)

For example, you're using a Strike that has "Fire" damage and a Roll of "5D+2". The target has a threat of 4, Defense of 8, and Resistance: Fire 1. You don't add any strike dice or Boosts, but you decide to roll 3 of their threat dice (leaving 1 in place). This gives you a roll of 8D+2. You have to discard one die due to the fire resistance, leaving 7D+2. You roll the 7 dice and get 5 successes. The total result of 7 (5 successes plus the modifier of +2) is one shy of inflicting a wound. The 5 successes become threat dice, so the target now has a threat of 6 (5 threat dice added to the 1 you left on the target).

Every character, PC and enemies alike, has access to the following Basic Strike.

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Basic Strike	Strike	0	1	0	6	1D	Phys
This action is available to all characters.							

Achievement

You can use an Achievement action to address one of the conflict goals, which are either story-related or have special effects.

An Achievement action works a lot like a Strike:

- The Achievement ability has a dice rating and a modifier. For example, "4D+1" indicates a roll of 4 dice and a modifier of +1. These dice do not come out of any of your pools; they are provided by the ability. Achievements with a Roll of "0" only use the dice you add per the next steps.

- To the dice listed with the Achievement, you can add a number of strike dice (which you've gained through maneuvers). The limit of how many strike dice you can add this way is listed with each ability as its Strike Dice Limit ("SDL").

- Applicable boost abilities, most of which you have to pay for with charge dice, can add dice and other effects to your Achievement.

- If the goal already has progress dice for your side, you can also choose to add one or more of those to your roll.

- You can, but don't have to, add one or two of your action dice to the roll.

Now you roll, counting any result of 3 or higher as a success. If your resulting successes plus the modifier are equal to or higher than the difficulty of the goal, you achieve the goal: it is resolved favorably for your side.

If your result is lower, every die showing a success is turned into a progress die on that goal for your side (there are separate pools of progress dice building up for each side in the conflict for the same goal). If you chose to roll existing progress dice, only those now showing successes are once again turned into progress dice; otherwise your successes are added to the previously existing progress. All failed dice of any kind are discarded.

Ability	Type	Cost	SDL	Roll
Basic Achievement	Achievement	0	6	0
This action is available to all characters.				

Power

Power abilities can do extraordinary things, like poison your enemies or shield your allies from ranged attacks. Each Power is listed with a cost and an effect. Some Powers can also be enhanced by Boost abilities. And finally, some Powers require that certain other conditions are in place.

Every character, PC and enemies alike, has access to the following basic Power.

Ability	Type	Cost	Effect
Catch Your Breath	Power	0	Lose 2 threat dice and gain 2 action dice.
This action is available to all characters.			

Extra Ability

In addition to taking one action per turn, each character can also optionally use an extra ability. The most common of these is the Movement ability below, which is available to all characters. Remember that, unless an ability specifies otherwise, you can't move into the Air zone or through a Blocked connection between zones.

Ability	Type	Effect
Movement	Extra	Move into an adjacent zone.
This action is available to all characters.		

There is one more extra action that each character has access to. This one is mandatory for a character to take if they start their turn in the Air zone and they don't have a way to stay there (or choose not to use any ability that would allow them to do so). This is for occasions where a character is propelled high up into the air (for example, tossed up by an enemy), but has no way of gliding, levitating, flying, or otherwise keeping themself from crashing down on their turn.

Ability	Type	Effect
Crash	Extra	Move into any adjacent zone. Gain 4 threat dice.
This action is mandatory, and counts as the character's Extra ability for this turn, if the character begins their turn in the Air zone and does not have (and use) an ability that allows them to remain or move from there.		

Boost

A Boost is an ability that affects an action taken by the character. Most of these are specific to the profession of your PC. While there is no limit to the number of Boosts you can apply to a specific action, you can only use each Boost once per turn (like all abilities), even if you could pay for it multiple times.

The Boost ability listing shows the cost in charge dice ("CD") and the effect. The following Boost is available to all characters.

Ability	Type	Cost	Effect
Power Attack	Boost	3 CD	Add 3 bonus dice to any Strike.
This action is available to all characters.			

Reaction

The only abilities you can use when it's not your turn are Reaction abilities, and only when their condition is triggered. Some of them also cost charge dice or have other requirements, so they aren't available unless you're prepared. Whenever the condition is triggered and you have the requirements in place, it's up to you whether you want to use the Reaction ability.

Because Reaction abilities aren't triggered on your turn, you don't have to worry about not using them more than once. You can use the ability once each time it is triggered, as long as the requirements are met and you can pay for it. For example, if you have a Reaction ability that is triggered by someone aiming a Strike at you, and three enemies do so during the same round, you can use it once for each of those occasions.

The Support Reaction ability is available to all characters. Note that the characters don't have to be in the same zone to use this ability.

Ability	Type	Cost	Effect
Support	Reaction	0	When an ally is about to make a maneuver or achievement roll, add one of your action dice as a bonus die.
This action is available to all characters.			

Ending Conflicts

The conflict ends when all characters on one side retreat or are defeated (meaning all of their side's wound circles are filled up). Hazards, traps, and eidolons don't count for this determination; they cease to be (or to be important) at that point. All dice go away: charge dice, strike dice, and leftover action dice. Similarly, all conditions are removed. All wounds are healed.

Sometimes a retreat is easy and the GM can just allow one side or the other to do so. Other times they need to fulfill a goal to successfully get away.

When PCs lose a conflict, they are <u>not</u> killed. Instead, their story continues in a less than perfect way. Maybe they're now prisoners, maybe they lost track of the criminals they were chasing, or maybe they wake up and everything around them that they tried to protect is destroyed.

4   G o a l s

Difficulties

Most conflicts have goals. They are things that can be achieved aside from just beating up the other characters involved. There can be just one or multiple goals, depending on the situation. You should write down the goal somewhere where it's visible to all of the players, listing its difficulty and providing space for both sides to add progress dice. Index cards for each goal work, like so:
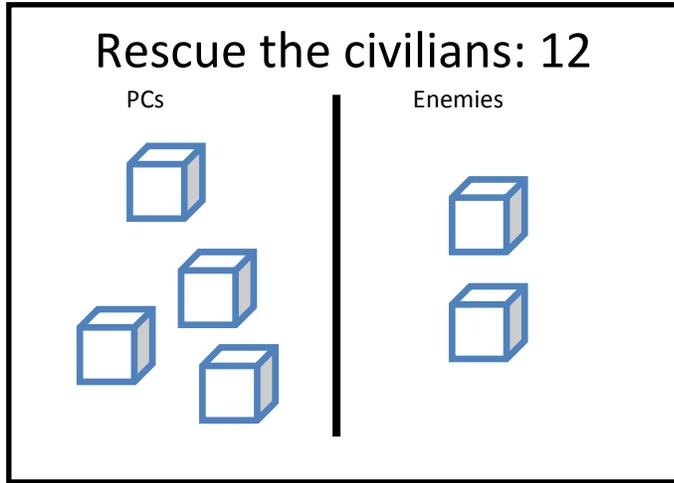
The difficulty of goals is increased from original AP:

    6 for easy goals

    12 for moderate goals

    20 for difficult goals

Goals can start with dice already on one side or another, based on the fictional circumstances, per the GM's judgment. Scene tests before the start of a conflict can also influence starting dice.

Some goals are timed. Use a die to count down each round until it ends badly for the PCs.

Unresolved Goals

If any goal remains unresolved at the end of a conflict, each side rolls their progress dice for that goal. Higher number of successes determines the outcome. Ties go to the PCs.

If one side gave up (or ran away), the GM can rule that they lost any or all unresolved goals.

Goals can also have the "looming" keyword. When such a goal is unresolved at the end of a conflict, it always goes against the PCs.

5 List of Passions

Pick one passion from the following list. You only have one passion at a time. You can change it once per session, during a character scene, in between scenes, or even during a conflict.

Anger
You have a lot of stored-up aggression and react powerfully to attacks against you.
Trigger: Gain 1 charge die every time a character makes a strike roll against you with at least 5 dice.

Bloodlust
You revel in dealing out pain, mostly for the sake of seeing your opponent suffer.
Trigger: Gain 1 charge die whenever you make a strike roll with at least 6 dice.

Compassion
You care deeply about other people. You put others first and feel their pain.
Trigger: Gain 2 charge dice every time one of your fellow PCs sustains a wound.

Glory
You revel in victory and applause. Why do anything if you're not getting praised?
Trigger: Gain 1 charge die each time you defeat a character, destroy a hazard, or accomplish a goal.

Love
This passion is aimed at a particular other person. It can be a romantic interest, a family member, or a very close friendship (but it must be with another PC). The feeling does not have to be requited.
Trigger: Gain 1 charge die every time a character (but not a hazard) makes a strike roll against your loved one.

Redemption
You've done something awful, and now you're trying to make up for it.
Trigger: Gain 1 charge die every time you add at least 4 progress dice to a goal or successfully achieve a goal.

Self-Loathing
You hate some part of yourself, but you don't necessarily have a death wish. You purposely put yourself in dangerous situations and revel in pain.
Trigger: Gain 3 charge dice for each wound that you take.

Things Have Changed

When we last visited the world of Anima Prime, the Kanissian Empire had occupied several smaller independent nations and tribal regions. Rebels had united under the Enendian flag, an old regional alliance of smaller principalities and nations revived by this outside occupation. The Kanissian Empire had justified its invasion by the incurrence of Beyonders via an unstable rift to the Beyond in an area known as Ghostfield (so named because Enendians used to think of the Beyonders crossing over on occasions as spirits).

The division between these two worlds was called the veil, and Kanissians were in the process of sending expeditionary forces through its rift to the Beyond. They found a dimension of floating asteroids of varying sizes, each with their own Core that created localized gravity and repelled each other, keeping an equilibrium. The Kanissians started mining these Cores, as their unique properties could be used for a variety of military and other purposes (such as hovering and flying vehicles).

Just when the Kanissian Empire thought it had everything under control, the other side of the veil tore open and the Torrent poured through, corrupting and devouring everything in its way. It is a force of chaos that feeds on life and turns it into something utterly different.

The Torrent seemed unstoppable. Driven to madness by desperation, Kanissian Empress Takea instructed her most powerful mages to perform the one ritual that could stop the Torrent: the ritual to *bind death*. But things went horribly wrong.

Six factions emerged from the ensuing chaos around the Ghostfield:

- **The Kanissian Empire**, which had to take extreme measures in an attempt to ensure human survival. Ruled by Takea, the Forever Queen – made immortal at the cost of the creation of the Legion – their society glorifies war and despises every notion of weakness. In order to create an endless stream of recruits, the Empire has invaded other regions and imposed their rigid military culture on them. They see themselves as the saviors of humanity and are willing to go to any lengths for their purpose.

- **The Enendian Coalition**, formed by surviving rebel factions of Enendia, the locus of the Ghostfield. The Coalition consists of a hodgepodge of those who yet fight for freedom, from the monks of the Flowing Stream to Kanissian turncoats to the various anthropomorphic cultures such as the Tigerfolk and the Muroid. Freedom fighters from other regions continue to join the cause, driven by their own fights against the Empire, the Torrent, or the Legion.

- **The Torrent**, an army of mutated creatures driven by a malevolent force from the eternal darkness between the stars known as the Chaos Core. Each Torrent creature was once another kind of being, but is now a twisted monster that knows only perpetual hunger and bloodlust. The torrential horde grows as more and more creatures are corrupted and warped.

- **The Beyonders**, semi-corporeal creatures from a vast dimension of open space with localized-gravity asteroids. They are as dangerous as they are ethereally beautiful. Their thought patterns are completely alien, and while the Kanissians believe that they purposefully set out to attack the human world, others believe that the Beyonders simply acted out of self-defense when the gate to their dimension opened. Some even speculate that they came through the rift to face the Torrent in this world rather than waiting for them in their own.

- **The Unending Legion**, an army of the undead led by the lich kings, who were archmages of Empress Takea. They accidentally turned themselves into immortal sorcerers and a large portion of the Kanissian Court into ghouls, zombies, and other undying creatures when they tried to bind death to their will. The Legion does not have to try hard to grow their numbers; they recruit from the dead and living alike. Still, there are factions even among the unliving, and many of them yet have souls and the ability to stand against evil.

- **The Clockworkers**, a vast force of steambots and mechanized infantry led by a few ingenious clockwork inventors who are trying to preserve science and progress in the midst of the raging chaos, as well as establish themselves as the rightful philosopher kings of all. They believe that the current crisis was brought about by emotional irrationality, and place all their faith in cold-hearted logic and scientific progress. At the same time, they are historically each other's bitter rivals and have yet to unite for their cause.

7   B ACKGROUNDS

Pick one of the backgrounds for your character. You receive the skills as well as the ability listed. Note that these are cultural rather than genetic: it matters which environment you grew up in, rather than what kind of creature you are.

Enendian Rebel

The Enendian Coalition is a hodgepodge of resistance fighters. With this background, you grew up either at a rebel camp or under the direct tutelage of a small rebel cell, or even just one personal mentor, trained to fight for freedom and the safety of those who cannot defend themselves.

Skills: Gain a bonus die to tests when you try to make allies, appeal to someone's better nature, sabotage war equipment, or stand your ground.

Ability	Type	Effect
Subvert	Extra	Add or remove a progress die from any side of any goal. If the goal is localized, you must be in its zone.

Kanissian Guard

You were raised as a savior of humanity, a soldier taught to see compassion and mercy as weaknesses that will lead to the eradication of all human life. But something happened that showed you that survival at that cost might not be survival at all.

Skills: Gain a bonus die to tests when you follow through on someone else's plan, display ruthlessness, socially interact with soldiers or other militants, or act against the innocent for the greater good.

Ability	Type	Effect
Follow Orders	Extra	Ask a fellow PC what you should do this turn. If you generally follow what they say, gain a bonus die to that action.

Tigerfolk

The Tigerfolk's home territory is overrun by the Torrent, but enclaves still exist elsewhere. They are one of the backbones of the Enendian Coalition.

Skills: Gain a bonus die to tests when you are trying to intimidate others, apply strength to an obstacle, chase someone, or inspire others.

Ability	Type	Cost	Effect
Hunt	Reaction	0	Whenever an enemy in your zone moves to a non-Air zone, you can move along.

Muroid

The Muroid have mostly stayed out of the chaos by hiding in remote caves, tunnel systems, ruins, catacombs, and so on. But some of them have decided that it's time to take a stand, or have more personal reasons for leaving the safety of their sanctuaries.

Skills: Gain a bonus die to tests when you are trying to sneak, climb, deceive, hide, or escape.

Ability	Type	Effect
Scurry	Extra	Remove a threat die from yourself. Optionally, move into an adjacent zone.

The Scarred

The tribal lands north of Enendia have been invaded by the Unending Legion, but several of the tribes still remain, fighting off the undead every day. [[Note: think of these tribes as primarily inspired by Germanic tribes culture-wise.]]

Skills: Gain a bonus die to character scene rolls when you are trying to impress onlookers, resist fatigue or harsh conditions, engage in a competitive event, interact with animals, control a mount, or find food, water and shelter.

Ability	Type	Effect
Grandstand	Extra	Gain a threat die. Then gain 2D: 1-2 None, 3-6 SD.

Monastic

You were raised by the monks of the Flowing Stream. They practice kindness and asceticism, but also courage to stand against those that would hurt the innocent.

Skills: Gain a bonus die to tests when you are trying to calm others, focus, perceive truth or hidden things and meanings, endure stress, or tend to plants or animals, or other living creatures.

Ability	Type	Effect
Safeguard	Extra	Remove one threat die from an ally in your zone.

Shadowborn

You grew up among the Unending Legion. You might be an undead creature yourself, or you (maybe secretly) lived among them. Living creatures seem odd to you.

Skills: Gain a bonus die to tests when you are trying to interact with or predict the actions of undead, resist fear, suddenly appear or disappear, scare or unsettle others with dark prophecies, or help or interfere in sorcerous rituals.

Ability	Type	Cost	Effect
Abnormal	Reaction	0	Whenever a condition would be inflicted upon you, you can choose to roll a die. On a 5 or 6, you do not gain that condition.

Beyonder

You grew up among the energy-bodied Beyonders, or are the fusion of a Beyonder and a corporeal creature. Humans, Tigerfolk, and other corporeals seem strange and alien to you. But you have learned that they are often worthy of protection and aid.

Skills: Gain a bonus die to tests when you are trying to navigate difficult or alien territory, glide through the air, move in unpredictable ways, or deal with Beyonders or Torrent creatures.

Ability	Type	Effect
Glide	Extra	Move into an adjacent zone from the Air zone, or stay in the Air zone during your turn.
Using this ability allows you to avoid crashing down from the Air zone. It does not allow you to enter the Air zone (you're gliding, not flying).		

Clockwork

You were either raised as a cerebral prodigy by clockwork engineers, are one of their creations, or have clockwork parts, such as a mechanical heart. You have a soul, even if your emotions or their expression don't always align with what others expect.

Skills: Gain a bonus die to tests when you are trying to stay detached or unaffected, interact with machines, discern patterns, or do something requiring incredible precision or timing.

Ability	Type	Effect
Analysis	Extra	Add a threat die to one enemy in your zone.

Burdened

You have committed a vile act in your past, and you're searching for redemption. You sought out Old Hundred Eyes and donned a mask from the Pillar of Souls, which is unremovable but will shatter the moment you find your karmic debt repaid.

Skills: Gain a bonus die to tests when you are trying to help the meek, question authority, gather information, or take on someone else's burden.

Ability	Type	Effect
In Harm's Way	Extra	Gain 3 threat dice and 1 charge die.

8   PROFESSIONS

When you choose a profession, you gain the stats and abilities shown in the box labeled "Basics". Whenever you advance, you gain the ability or upgrade from a box linked to one you already have unlocked. Each box can only be unlocked once.

For example, the Martialist profession is shown on the next page. You start in the Basics box, gaining Defense 5 and 2 Wound Circles, you start every conflict with 2 Action Dice, and you gain the scene test bonus die when your Martial Training applies. Your next advance will unlock the Direct Attack ability, as that is the only box linked to the one you have unlocked. At your next advance, you either raise your Defense by one or gain Resistance: Physical 1.

In the full version you will eventually gain the first specialization that you unlock, which will provide you with a new advancement grid. That one, in turn, will lead to Mastery grids.

Martialist

Action Dice +1	Defense +1	Ability: **Direct Attack**	+1 Resistance: Physical	Defense +1

Action Dice +1	Ability: **Limit Break**	**Basics** Defense 5 2 Wound Circles 2 Action Dice Martial Training	Defense +1	Ability: **Weapon Kata**

Specialization: **Tactician**				Specialization: **Sentinel**
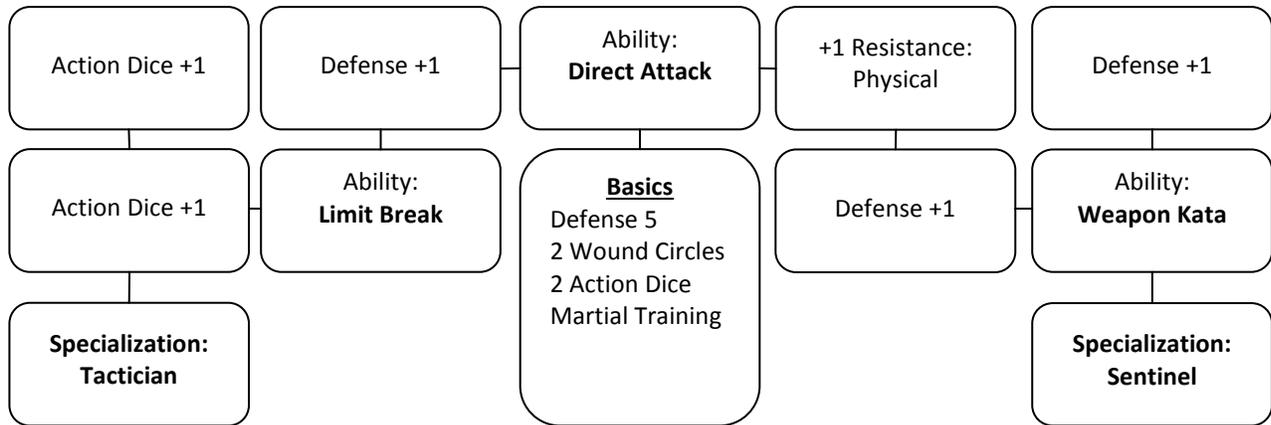
Martial Training: Gain a bonus die to tests when you rely on your stamina, withstand physical hardship, or show respect to traditions and elders.

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Direct Attack	Strike	1 CD	1	0	6	1D+2	Phys

Ability	Type	Cost	Effect
Limit Break	Boost	1 CD	Raise the SDL of your Strike by 4 this turn.

Ability	Type	Cost	Roll	Gain
Weapon Kata	Maneuver	0	6D	1 None, 2-6 SD

Channeler

Eidolon (Rank D)	Action Dice +1	**Frostbite**	+1 Resistance: Fire and Cold	Action Dice +1
Defense +1	**Summoning I**	**Basics** Defense 4 2 Wound Circles 3 Action Dice Channeler Training	Action Dice +1	**Channeling**
Specialization: Summoner				**Specialization: Thermomancer**
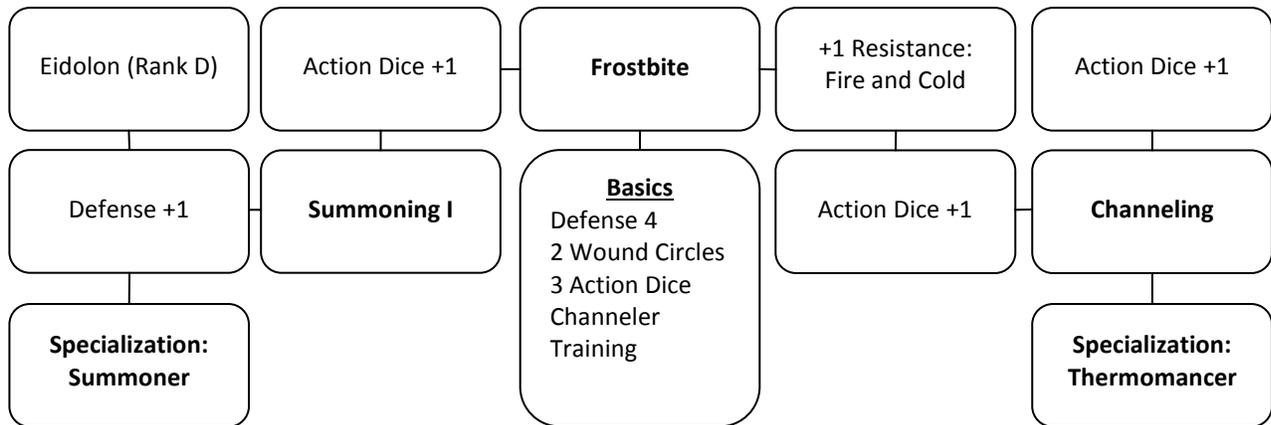
Channeler Training: Gain a bonus die to tests when you identify strange occurrences, create small amounts of heat or cold, or rely on your willpower.

Summoning I: You gain the Summon I and Activate Eidolon I abilities shown below. You can summon and retain one eidolon at a time. Select one Eidolon (Rank D) to begin your collection (you can select a second one when you unlock the box marked "Eidolon"). You have to use the Summon ability to bring the eidolon into a conflict. Eidolons stay in the zone where you summoned them. They only act when you use your Activate Eidolon ability; they do not get their own turn.

Ability	Type	Cost	Effect
Frostbite	Power	2 CD	One target in your or an adjacent zone gains 2 threat dice and the Slowed condition.

Ability	Type	Cost	Effect
Summon I	Power	2 CD	Summon one eidolon of rank D or C to your side.

Ability	Type	Effect
Activate Eidolon I	Extra	Use this ability to have a summoned eidolon of rank C or D take their listed action.

Ability	Type	Cost	Roll	Gain
Channeling	Maneuver	1 CD	5D	1-2 None, 3-6 CD

Gunner

Spray	Defense +1	Ability: **Direct Shot**	Action Dice +1	Action Dice +1
Defense +1	**Weapon II**	**Basics** Defense 4 2 Wound Circles 2 Action Dice Gunner Training Weapon I	Defense +1	**Aim**
Specialization: Commando				**Specialization: Gunmage**
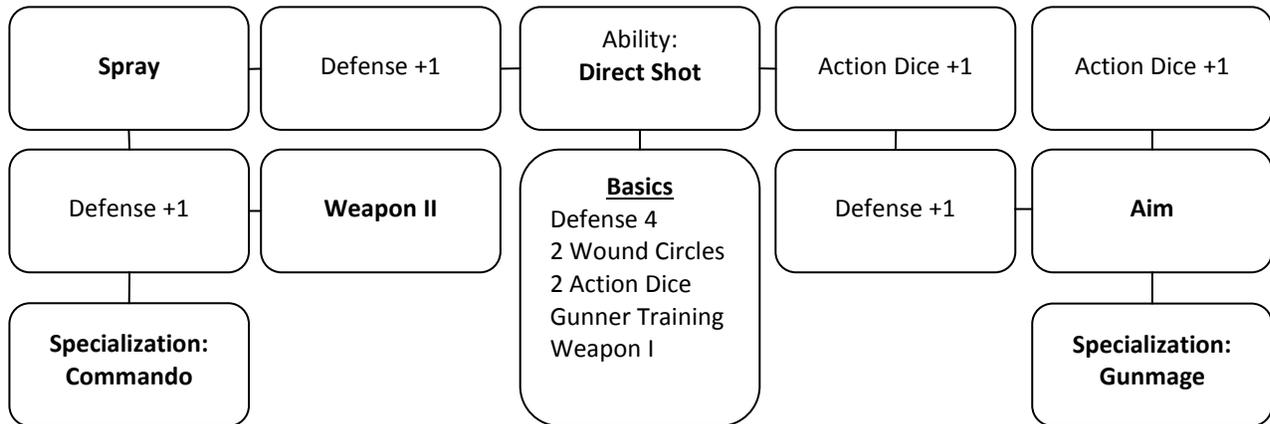
Gunner Training: Gain a bonus die to tests when you maintain firearms, perceive details at a distance, or rely on patience.

Weapon I: Choose one of the following weapons. The qualities of the weapon apply to all your strikes that list a Range of "W" (for Weapon) and can also be used with Basic Strike (overriding its Range, if it's different).
Pistol(s): Range 0-1.
Blunderbuss: Range 0, +1D to Roll dice.
Longrifle: Range 1, +1 to Roll Modifier.

Weapon II: You gain a second weapon from the list above and the Switch Weapons ability. At the start of each conflict, pick which weapon is readied.

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Direct Shot	Strike	1 CD	1	W	4	2D+1	Phys

Ability	Type	Cost	Effect
Spray	Boost	2 CD	Add a second target to a single target strike. Both targets must be in the same zone.

Ability	Type	Effect
Aim	Extra	Gain 2D: 1-5 SD, 6 CD.

Ability	Type	Effect
Switch Weapons	Extra	Switch from one of your weapons to another, which changes the weapon qualities you apply.

Scout

Defense +1	Defense +1	**Positioning**	Defense +1	Action Dice +1
Action Dice + 1	**Flanking**	**Basics** Defense 5 2 Wound Circles 2 Action Dice Scout Training	Action Dice +2	**Rushing Attack**
Specialization: **Dancer**				**Specialization:** **Infiltrator**
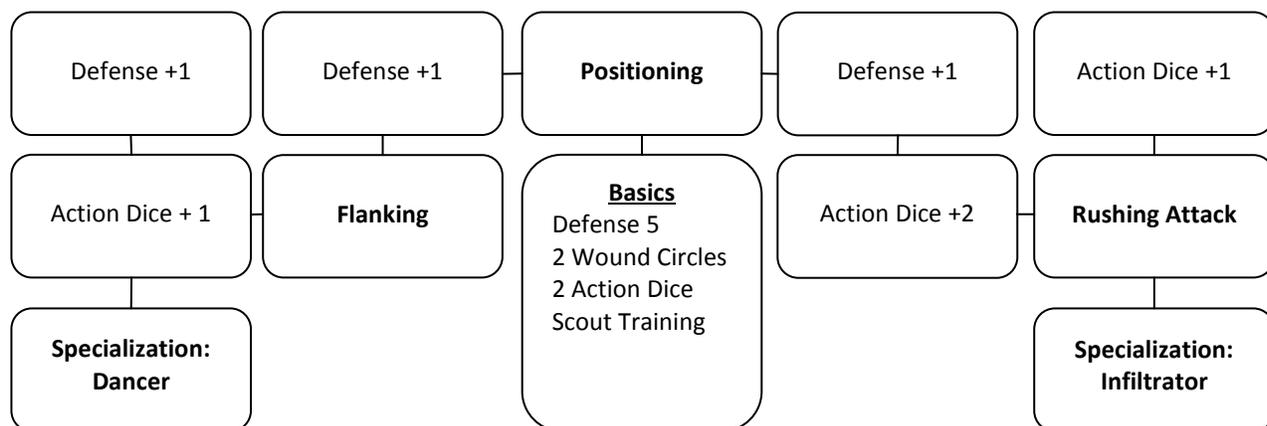
Scout Training: Gain a bonus die to tests when you rely on speed or reaction time, survive in the wilderness, or blend in with a crowd.

Ability	Type	Effect
Positioning	Extra	Move into an adjacent zone. After you move, gain 2D: 1-2 none, 3-6 SD. You can gift any of the gained dice to any of your allies.

Ability	Type	Cost	Effect
Flanking	Reaction	1 CD	When an ally attacks an enemy in your zone, add 2 bonus dice to the strike.

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Rushing Attack	Strike	1 CD	1	0	4	2D	Phys
If you moved into your current zone during this turn, add 2 bonus dice to this strike.							

Healer

Action Dice + 1	Action Dice +1	**Recovery**	Defense +1	+1 Resistance: Energy
Defense + 1	**Protect**	**Basics** Defense 4 2 Wound Circles 2 Action Dice Healer Training	Action Dice +1	**Channeling**
Specialization: Witch				**Specialization: Monk**
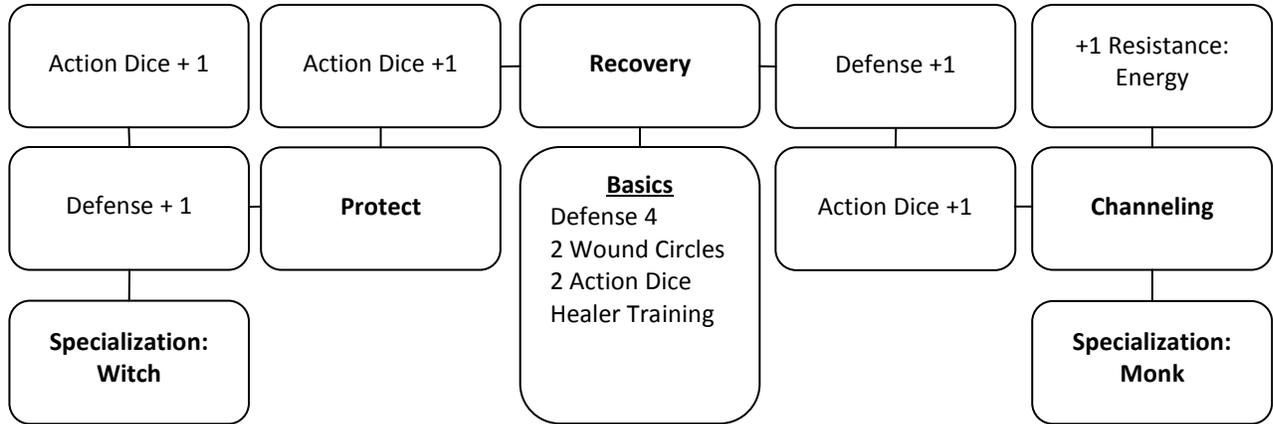
Healer Training: Gain a bonus die to tests when you bandage wounds, treat the sick, or prepare a delicious and nutritious meal.

Ability	Type	Cost	Effect
Recovery	Power	2 CD	Remove up to four threat dice from an ally in your zone.

Ability	Type	Cost	Effect
Protect	Power	2 CD	One ally of your choice in your or an adjacent zone gains the Shielded condition.

Ability	Type	Cost	Roll	Gain
Channeling	Maneuver	1 CD	5D	1-2 None, 3-6 CD

Tinkerer

Action Dice + 1	Action Dice +1	**Trapping**	Defense +1	+1 Resistance: Electric
Defense + 1	**Launch Pad**	**Basics** Defense 4 2 Wound Circles 3 Action Dice Tinkerer Training	Action Dice +1	**Zapper**
Specialization: Potioneer				**Specialization: Machinist**
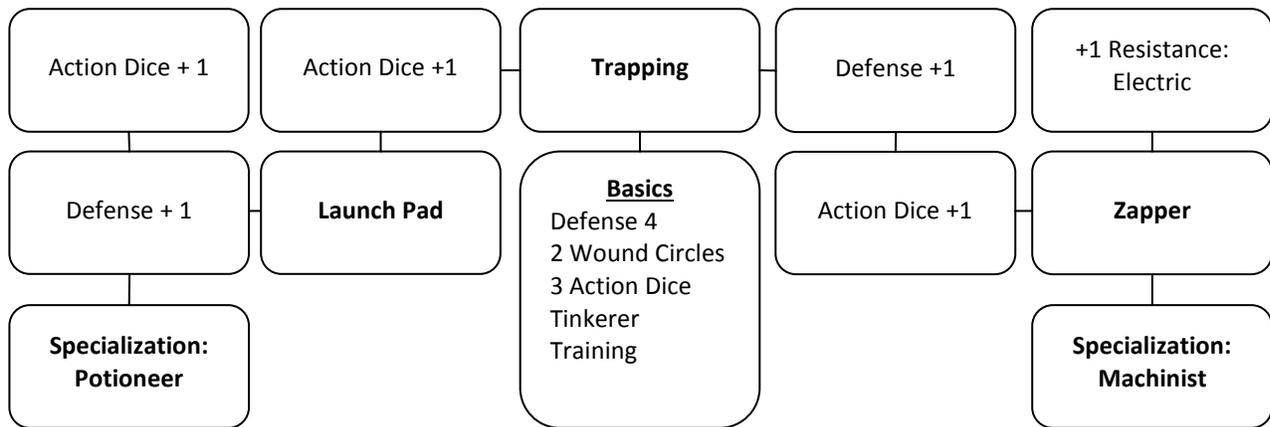
Tinkerer Training: Gain a bonus die to tests when you fix machines, build little gadgets, use your dexterity on tiny items, or figure out how something works.

Trapping: You gain the Spring Trap (on Move) and the Glue Mine abilities. You can lay traps in your current zone. Only one trap can exist per zone. They don't activate on their own, but rely on your Spring Traps ability to be triggered (this uses up the trap). If you know a conflict is coming and you have time to prepare the area, the GM can allow you to place one or (rarely) more traps for free before the conflict starts.

Ability	Type	Cost	Effect
Spring Trap (on Move)	Reaction	0	When another character moves into a zone: pay 1 CD to trigger the trap in that zone and apply the effect.

Ability	Type	Cost	Effect
Glue Mine (Trap)	Power	1 CD	Immobilized condition on one enemy target in this zone.

Ability	Type	Cost	Effect
Launch Pad (Trap)	Power	1 CD	Move one target individual to the Air zone.

Ability	Type	Cost	Effect
Zapper (Trap)	Power	2 CD	Strike 2D, Damage: Electric, Range: 0, Targets: area.

9   ENEMIES AND HAZARDS

Enemy Types

Enemies are ranked to make it easier to create appropriate encounters for the PCs. It's also a bit of JRPG flavor.

Rating	Appropriate for
D	One PC at the start of their Profession
C	One PC at the start of their Specialization
B	One PC at the start of their Mastery
A	One PC at full Mastery
S	Two or more PCs at full Mastery

There are three different types of enemies: characters, squads, and swarms. The main way in which they are treated differently is when they are targeted by abilities that allow for multiple targets or that affect whole areas (zones).

Individuals work just like PCs: they each count as a separate target.

Squads provide two targets. Any ability that only allows for one target, or that targets an entire zone, functions normally against squads. But if a PC can choose additional targets, they can attack the same squad twice in a row (but no more than twice). The first strike is resolved fully and separately before the second one, and therefore the second strike can use threat dice inflicted on the target with the first.

Swarms don't provide extra targets for abilities with multiple targets. But when a swarm is targeted by an ability that affects their entire zone (Target: area or all), the ability's dice against them are multiplied by the number of wound circles that the swarm has remaining. This only multiplies the dice from the ability itself, not from boosts or added strike dice. For example, an ability with Roll: 3D+1 and Target: area against a swarm with 3 wound circles remaining would actually count as Roll: 9D+1.

In addition, Strikes with Target: area or all can inflict multiple wounds on a swarm if the resulting successes (from all dice plus the modifier) are multiples of the swarm's Defense. In the previous example, if the 9D+1 roll, plus a few strike and boost dice, resulted in 11 successes, and the swarm's Defense was 4, it would take two wound circles of damage (one more success and it would have wiped out the swarm with a single attack). The swarm still loses all threat dice on them whenever they take one or more wounds.

When a swarm is attacked with an area Strike that also has a damage type to which the swarm is vulnerable, the multiplier for the Roll dice is increased by one. In the previous example, if the damage type was Cold and the swarm was vulnerable to it, the Roll would be increased to 12D+1.

Damage Types

Several enemies either inflict a particular kind of damage, or are resistant or vulnerable to certain types. The possible types of damage are as follows:

- o Physical
- o Energy
- o Fire
- o Cold
- o Electric
- o Toxic
- o Acidic
- o Necrotic

As a reminder, resistance requires the attacker to discard the rating's worth of dice from their strike roll before making it, while weaknesses double the dice granted by the strike ability (but not the modifier, strike dice, or boost dice).

Example Enemies

The following is a list of example enemies, sorted by which faction they belong to. Enemies are easy to make or modify, especially given that they all have access to the basic abilities, which don't need to be listed.

Each enemy has a stat block showing their Defense, Wound Circles, Type, and Rank. It also lists any special abilities they have in addition to the basic ones; those are collected at the end of this chapter. Unless listed otherwise, enemies do not start a conflict with action dice.

Kanissian Empire

The Kanissians rule over their empire with an iron fist. Anyone standing up for freedom and compassion is going to get into conflict with them, as they see those traits as weaknesses to be rooted out.

Enemy	Type	Defense	Wounds	Rank
Footsoldiers	Swarm	3	3	D
Abilities: Firing Line.				

Enemy	Type	Defense	Wounds	Rank
Skirmishers	Swarm	5	2	D
Abilities: Harass.				

Enemy	Type	Defense	Wounds	Rank
Shock Troops	Squad	6	3	C
Action Dice: 4, Abilities:				

Enemy	Type	Defense	Wounds	Rank
Expedition Corps	Squad	8	2	C
Action Dice: 6, Resistances: Phys 1, Abilities: Direct Shot, Explosives				

Enemy	Type	Defense	Wounds	Rank
Steam Armor Officer	Individual	10	3	B
Action Dice: 4, Resistance: Phys 2, Weakness: Elec, Abilities: Direct Shot (see Gunner), Flamethrower.				

Unending Legion

The Legion has succeeded in their original mission: they have made themselves immune to the corrupting influence of the Chaos Core that drives the Torrent. However, in the process, they have turned themselves into something completely unnatural. The Legion broke away from the Kanissian Empire, with the liches that once were Takea's archmages establishing themselves as a council of scheming equals. While they control the largest number of undead, there are plenty of fallout creatures who don't obey their commands.

Enemy	Type	Defense	Wounds	Rank
Walking Corpses	Swarm	2	5	D
Resistance: Phys 1, Vulnerability: Fire, Abilities: Surround.				

Enemy	Type	Defense	Wounds	Rank
Ghoul	Individual	8	2	D
Resistance: Phys 1, Vulnerability: Energy. Inflicts necrotic damage with Basic Strike.				

Enemy	Type	Defense	Wounds	Rank
Lykhora	Swarm	5	3	D
Abilities: Fly				

Clockworkers

Enemy	Type	Defense	Wounds	Rank
Steambot Dreadnought	Individual	15	2	B
Resistances: Phys 3/Fire 2/Cold 2/Necro 3, Weakness: Elec., Abilities: Smash.				

Enemy Abilities

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Explosives	Strike	2 CD	area	1	4	3D	Phys

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Firing Line	Strike	3 CD	area	1	4	2D	Phys

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Flamethrower	Strike	2 CD	area	0	6	5D	Fire

Ability	Type	Effect
Fly	Extra	Move into the Air zone, move from the Air zone to an adjacent zone, or remain in the Air zone.

Ability	Type	Effect
Harass	Extra	Add two threat dice to each target in your zone.

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Smash	Strike	3 CD	1	0	6	5D+4	Phys

Ability	Type	Effect
Surround	Extra	Add threat dice to one target in your zone in the amount of wound circles you have left (to a maximum of 3). Optionally, spend a charge die to inflict the Immobilized condition on that target.

Hazards

There are things that have an effect on a conflict but aren't really characters. These can range from traps to wildfires to automated turrets. All of these fall under the category of hazards.

A hazard has the following defaults:

- Counts as an individual for targeting purposes

- One wound circle (this can't be overridden)

- Defense 4

- Action: Strike 2D

- One target for its action

- Range 0

- Damage: Physical

- No use of threat dice that are already on the target

A listing for a specific hazard (or one the GM makes up) can override these defaults by listing a different defense, more targets (including "area" to affect every enemy in a particular zone or "all" to affect all enemies *and allies* in the zone), a different range, or a different damage type (like Fire or Electricity).

Each hazard has exactly one action that it performs each turn, and it does so when all other characters are done taking their turns. It does not have access to any of the basic abilities and never uses action, strike, or charge dice. The GM can choose the order in which hazards activate. The default action is a Strike with two dice.

Hazards don't, by default, use existing threat dice on a target. This means they are not likely to deal a finishing blow. Instead, they add danger to an existing conflict. But a hazard with the "Finisher" keyword will use the threat dice already on the target when this would lead to a roll of at least twice as many dice as the target's defense.

When a hazard Strikes against one or more targets, the GM should select the targets if there's a good fictional reason for doing so, or randomly choose them if not. Sometimes it makes sense for a hazard to attack the same target every turn after it's selected one, other times it might be randomized each time.

An example hazard would be: Gun Turret, action: strike 3D, range 1. This gun turret (which has the default of one wound circle and a Defense of 4, because it didn't list overrides for those values) will attack a single target (per the default) at range 1 with three dice (instead of the default of two). It won't use any threat dice that are already on the target, so it will simply roll three dice and add between zero and three threat dice to the target. If there are

no eligible targets (all enemies are either 2 or more zones away, or in the same zone as the turret), it will skip its turn.

Another example hazard: Burning Inferno, Defense 15, action: strike 5D, targets: all, Damage: Fire, Finisher. It's really hard to put out this fire (with a Defense of 15). It will strike against all targets (PCs and enemies) in its zone (the default range of 0), as its flames burn everyone indiscriminately. And it might add threat dice on targets to its rolls (for example, if a target with Defense 6 already has 7 or more threat dice on it, the Burning Inferno will add these to its strike, because then it will roll 12 or more dice, double the target's defense). That said, anyone with Resistance: Fire will be somewhat protected (the Burning Inferno will take this reduction in dice into account before deciding whether to use the threat dice from the target).

A third example hazard: Toxic Waste Containers, Defense 7, action: inflict the Poisoned condition, targets: all. This hazard does not use Strikes or add threat dice directly. Instead, anyone who's in the same zone as the Toxic Waste Containers during the hazard turn will gain the Poisoned condition. If they already have that condition, nothing further happens.

10 EIDOLONS

Some characters can summon eidolons from Beyond. These help the character in a conflict and disappear at the end of it. For the most part, they function like hazards: they have one wound circle, a listed defense rating, and an action they can perform each round. Usually that action is a strike with a listed number of dice and a damage type. The defaults are the same as for hazards (see previous chapter).

Summoners have a limit to the number of eidolons that they can have summoned at the same time, as specified by their best Summoning ability.

One important difference is that eidolons do not act without being activated by their summoner. Like hazards, though, the eidolon does not have access to any action, strike, or charge dice of its owner, and they can't be affected by abilities that target "characters".

A summoner can dismiss a summoned eidolon at any time without taking an action.

If an eidolon gets defeated or dismissed, the summoner can't summon it again in the same conflict. After the conflict, it is restored to its original state. It does not carry over any wounds, threat dice, or anything else.

List of Eidolons

Shaleya

A cacophony of sounds and melodies fills the air as a colorful circle appears and the shaleya flies out of it, making a few loops and turns before it settles down. It is an eight-foot snake with six rainbow-colored wings and 2 pairs of bird legs. Shaleya are usually very friendly, but also fiercely protective of those they care about.

Eidolon	Type	Defense	Wounds	Rank
Shaleya	Individual	4	1	D
Resistance: Energy 2, Vulnerable: Phys, Action: Strike 2D, Range 1, Damage: Energy.				

Kyanet

A cold wind breezes through the area, followed by a fur ball rolling into sight and around the summoner. The kyanet unfolds from it, looking like a very young, 3-foot tall polar bear, with thick white fur and a wide bushy tail. Its home dimension is incredibly cold, but their internal heat allows the kyanet to survive. They are faster and climb better than their appearance indicates.

Eidolon	Type	Defense	Wounds	Rank
Kyanet	Individual	4	1	D
Resistance: Cold 2, Vulnerable: Fire, Action: Strike 3D, Range 0, Damage: Physical.				

Inkots

Inkots are a collection of tiny black demonic beasts that burst individually from the ground when they are summoned. They are covered in retractable spikes and bounce around all the time, which makes them hard to hit.

Eidolon	Type	Defense	Wounds	Rank
Inkots	Swarm	6	1	D
Vulnerable: Necrotic, Action: Strike 1D, Range 0, Damage: Physical.				

11 Conditions

Character Conditions

Diseased

Whenever an ability would remove threat dice from this character, the threat dice remain in place (but other effects of the ability still occur, and inflicted wounds still remove threat).

Doomed

At the beginning of this character's turn, they gain 2 threat dice.

Empowered

This condition adds 1 bonus die to the character's strikes.

Hexed

The cost of all abilities of this character is increased by 1, except those that cost 0 (which remain free).

Immobilized

This character can't move or be moved out of their current zone. Remove at the end of this character's turn.

Poisoned

At the beginning of this character's turn, roll a die. On a 1, remove this condition. On any other result, the character gains 1 threat die.

Quickened

This condition adds 1 bonus die to the character's maneuvers.

Shielded

This condition adds 2 points to the character's defense.

Slowed

The character has to discard 1 die showing a success from any maneuver roll (that is, one die of their choice that would have earned them a strike or charge die).

Weakened

The character has to discard 1 die showing a success from any strike roll.

12   DEMO SCENARIO

Prep

This is a scenario meant for players to try out the game for a session or two. It walks you through setup and provides conflicts and story events. You can use this scenario at home with your regular group or at conventions. Before you play, do the following:

- Print several copies of the character sheet
- Print several copies of the conflict summary sheet
- Print some copies of the sheet of Basic Abilities and Conditions
- Print some copies of the enemies sheet
- Print the Backgrounds, ideally on cardstock, and cut them out
- Print the advancement grid for each profession, plus the page of eidolons
- Optionally, print the demo maps sheet (or you can draw them at the table)
- Pack a bunch of six-sided dice (Like, LOTS), paper/index cards, pencils, erasers
- Bring a copy of these rules (printed or digitally)

Setup

First, give the players this quick overview of the setting.

This game is set in a steamtech world full of dangers and strife. A decade ago, a collection of independent small nations called Enendia was largely occupied by the neighboring Kanissian Empire. They called it a pre-emptive insurgence, due to the presence of a large unstable portal to another world in the region. This portal led to a place called Beyond, where strange creatures float within a seemingly endless field of asteroids.

Little did the Kanissians know that another portal would open in the same region, releasing a malevolent force that corrupts and twists everything in its path. These twisted creatures, known as the Torrent, overran many Kanissian and Enendian forces alike. The Kanissians tried to fight back with a powerful ritual that went awry: it turned their queen immortal and created a new threat, the unending legion of the unliving.

In the midst of this chaos, sheltered by hills and mountains, stands the Trillium Academy, which trains students of all ages in various powerful disciplines in return for a promise of five years of public service after they graduate. While the academy has long been a thorn in the side of the nearby Kanissian occupational force, it managed to maintain its claim of neutrality. When the Torrent came, and then the undead, the academy became responsible for the protection of the nearby towns and farmsteads.

You are all students who have just arrived at the Trillium Academy from all over Enendia. Let's see where from, specifically.

Hand out character sheets and the ten Backgrounds and let each player pick one. Tell them that the Backgrounds are cultural; they can be any kind of sentient creature they want with any of these Backgrounds.

The players should make up a name and one trait that describes something about their character and their aspirations or personality. They can fill in other traits at any time.

Day One

During the first few days at the academy, teachers and older students show the PCs the basics and help them settle in. Almost everyone is friendly; here are some example NPCs you can either mention or, if you've got the time, play some small scenes with (the teachers at the academy hold the title of Doyen):

- Doyen Borhart, Tigerfolk, fitness, firearms, and hand-to-hand instructor
- Doyen Inkwell, anthropomorphic badger (Muroid), machinery instructor
- Doyen Mbila, human, almost completely shrouded, scouting instructor
- Neruya, human/beyonder with butterfly wings and glowing eyes, scout student
- Hoppel, anthropomorphic rat (Muroid), kind, sweet, and cuddly, medic student
- Esten, Kanissian human, bleak and dour but polite, tinkerer student

However, there are also two human twins who like to hassle newcomers: Nachi and Nicha. They are just incredibly arrogant. If you've got the time, play some interactions with them. If not, just make up some choice comments they drop in the first several days. It's actually most effective if the twins hassle other people that the PCs are sympathetic to.

In either case, remember that if the PCs bring out one of their traits during a character scene, they get to mark its box for use later when they roll dice. The players can also add another trait or two throughout this time or the following scenes, as they develop.

Day Five

Doyen Borhart runs all students through physical training this day, which involves running around a long track through the nearby woods. The terrain is treacherous and filled with ravines and caves, but as long as the students go at a reasonable pace and stay on track, everyone is safe. Naturally, Nachi and Nicha are showing off by charging ahead and making this a race. Ask the players if anyone would like to try and beat them.

This will take the form of a scene test. Any PC who tries to win describes their approach, and you figure out together whether their skills from their Background would apply (for example, Tigerfolk might chase and intimidate the twins, Muroid might sneak through a shortcut, Shadowborn could mysteriously disappear and reappear down the track, Beyonders are good at navigating difficult territory like these woods and can glide across ravines, and Scarred just love competitive events and this race definitely qualifies).

Resolve the test: everyone who had a skill that applies rolls 2 dice and counts the higher one, everyone else who raced rolls 1 die.

On a 5 and 6, that character beats the twins without a hitch. On a 3 or 4, they still beat them, but there's a complication. Maybe a teacher disapproves of their methods, or they scare or alienate other students with their zeal or approach. On a 1 or 2, they don't win and something bad happens. Maybe they embarrass themselves by falling down a ravine and landing in a mud pit, or they accidentally bump into other students and knock them off the path, which would earn them some tough words from the teachers.

Feel free to play out the aftermath, giving either the twins or the PCs a chance to gloat.

Steambot Rampage

Over the next month, the new students are assessed and can choose a professional path. Hand out the six professions and let each player pick one. The only thing they need to worry about at this point are the stats and training shown in the Basics box for their profession They don't have access to the abilities below the grid or the other boxes yet.

Their next scene takes place in the machinery shop. Everyone learns the basic of steamtech, which includes working on steambots that need repair, but today the instructor, Doyen Inkwell, is called away in the middle of class. There are two ways to bring this to conflict.

First, see if one of the players wants to impress the instructor. If so, have them make a skill check to repair the large, defunct steambot in the corner of the room. If they get anything less than a 5, the steambot is repaired but goes on a rampage.

If nobody wants to repair the bot or they succeed in the roll with a 5 or 6, the twins sneak into the room and repair and/or reprogram the bot. In either case, the PCs are now faced with a rampaging machine.

Hand out the summary sheets for conflicts and for basic abilities and conditions. Explain to them that characters do maneuvers to gain strike and charge dice, then strikes to do damage. They only have the basic maneuver and basic strike available at this point, but if they get 3 charge dice, they can also use Power Attack with the strike.

Draw a little map with three interconnected areas: workshop east, workshop west, and storage area. All connections are Free (so they can freely move between them), but Enclosed (that is, they don't connect to the Air zone, which you can leave off the map for simplicity this time around). Split up the characters evenly between workshop east and workshop west. The steambot starts in workshop west. Point out that Movement is an Extra ability they can use to get around (and some of them have additional Extra abilities from their Backgrounds), which can be taken each turn in addition to an action ability.
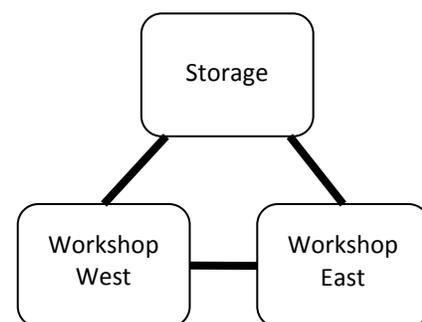
Write down a goal called "Collateral Damage (10)" (on an index card or a strip of paper). Point to the Basic Achievement ability as the way to make progress on that goal and eventually achieve it.

Collateral Damage (10)

|
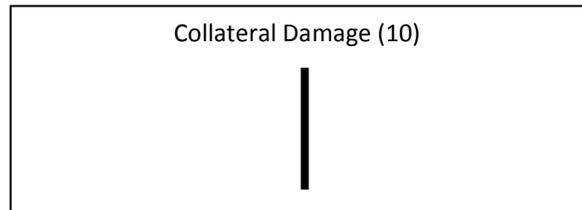
Tell everyone to put the number of action dice in their pool that's shown in the Basics box of their profession grid.

Now start the conflict against the steambot. It has the following stats:

Enemy	Type	Defense	Wounds	Rank
Rampaging Steambot	Individual	10	2	C
Extra ability Rampage: every PCs in its zone gains 2 threat dice.				

One of the PCs gets to go first (they can decide amongst them, or you can figure out who seems most ready). They'll do a maneuver (and maybe an Extra ability). Help them come up with something to do, if necessary: getting tools together, grabbing a metal bar and trying to trip the steambot, running around trying to get its attention, climbing up on higher ground, etc. Then assign a style that matches and have them make their maneuver roll.

Next, it's the steambot's turn. Describe how it rampages around, smashing through things and stomping after them (using its extra ability, which means every PC in its zone gains a threat die). Then make its maneuver roll.

Each other PC then takes their action. Check to see if they could benefit from an Extra ability, to move to where the steambot is or to gain an extra die or two.

When the first player is ready to make a strike, explain how that works. With Basic Strike, they get one die for free and can add up to 6 strike dice (and maybe 3 more with Power Attack). That won't be enough to defeat Defense 10 – they will have to build up threat dice together until the dice pool is big enough.

Also point out the goal and show how an achievement works a lot like a strike. And point out that they can use their action dice for their own rolls or with the Support Reaction.

Now continue playing through the encounter. The steambot should use achievements to add some dice to the Collateral Damage goal, making it contested (you can use this for balance, too – if the steambot turns out to be gaining dice too fast for the PCs to keep up, have it focus on achieving the goal first rather than damaging the PCs).

If the PCs defeat the steambot and achieve the goal, great! If they lose the goal, the instructors are going to be somewhat upset with them. And if they lose the entire conflict, the steambot escapes the workshop and is let loose unto the surrounding area.

The Convoy

Let each player advance three times (a fast rate of advancement, because this is a demo). Explain that they have to unlock new boxes by following the connections, first from their Basics box upward and then along the boxes they unlock. This will give them (at least) one new ability and some stat increases.

Several months after the fateful steambot incident, the characters are sent on a routine patrol of a nearby road that connects several of the local towns. They are supposed to relieve the previous patrol, which included the twins and their scouting instructor, Doyen Mbila. As they make their way down the road, however, they hear screams and crashing sounds. Over the road ahead, dark shadows are circling.

Further down the road, they see townspeople cowering behind carts, several of them overturned. One of the twins lies unconscious in the rubble of a wagon, and a gaunt figure with very long fingers is approaching them.

Draw a map with five areas: Wagons in the middle, connected to a ravine to the left, woods above connecting to both, and caverns below connecting only to ravine. Then draw an Air zone off to the side. All areas except the caverns are Open (they connect to the Air zone); the caverns are enclosed and therefore doesn't connect to the Air zone.
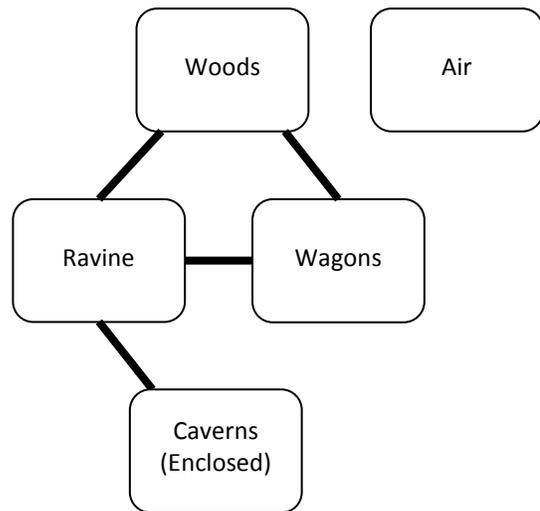
Now create two goals: "Protect the Townsfolk (12)" and "Save Nicha (10) [wagons]". The latter starts with two dice on the enemy side and is a localized goal; achievements toward this goal can only take place in the wagons zone.

The PCs are facing off with three undead enemies: the ghoul that just knocked out Nicha is in the wagons zone, a squad of Lykhora (winged wolves with multiple rows of triangular teeth) is circling in the Air zone, and a swarm of Walking Corpses is streaming out of the woods (their starting zone). If you have trouble remembering who's where during the conflict, you can use differently-colored dice or other little chits to represent characters as they move around the map.

The ghoul will attack anyone coming near. Once it feels like it's going to lose, it'll at least try to kill Nicha (by winning the Save Nicha goal).

The Lykhora will circle above, then swoop down to attack (or to try and snatch up townsfolk via an achievement toward the Protect the Townsfolk goal). When they use their Grab&Drop power, the target PC will likely crash down at the beginning of their next turn; see Crash in the Extra Ability section in the Conflicts chapter. Note that they can't move between the Air zone and the caverns, making that zone somewhat safer.

The Wandering Corpses will simply swarm toward the nearest PC and try to surround and eventually eat them.

Enemy	Type	Defense	Wounds	Rank
Ghoul	Individual	8	2	D
Resistance: Phys 1, Vulnerability: Energy.				

Enemy	Type	Defense	Wounds	Rank
Lykhora	Squad	5	3	D
Fly, Grab&Drop.				

Ability	Type	Effect
Fly	Extra	Move into the Air zone, move from the Air zone to an adjacent zone, or remain in the Air zone.

Ability	Type	Cost	Effect
Grab&Drop	Power	2 CD	If you move into the Air zone after using this power, move one enemy character with you.

Enemy	Type	Defense	Wounds	Rank
Walking Corpses	Swarm	2	5	D
Resistance: Phys 1, Vulnerability: Fire, Abilities: Surround.				

Ability	Type	Effect
Surround	Extra	Add threat dice to one target in your zone in the amount of wound circles you have left (to a maximum of 3). Optionally, spend a charge die to inflict the Immobilized condition on that target.

If the characters win this conflict, Nicha (or the townsfolk, if Nicha died) informs them that they were escorting these civilians from the nearby town of Conwood, which has come under siege by an army of the Unending Legion. Doyen Mbali and Nachi stayed behind to fight off the undead while more people were being evacuated.

They were also transporting a prisoner, a powerful Bonecaster that they took captive in Conwood. Just in this moment, the freed Bonecaster completes a ritual nearby: the bodies of the zombies form a gigantic bird's body and head, and the wings of the Lykhora form two massive wings. The PCs have just enough time to jump on the tail before the huge undead creature, the Necrothan, takes flight.

If the characters lost this conflict, they are knocked unconscious and wake up on the tail of the Necrothan in mid-flight, tied up. Let them have a character scene there, at the end of which they can try to break free with a scene test. If that turns out badly for them, let them start the conflict with a couple of threat dice each.

In either case, the PCs get to heal: all wounds are recovered, all dice are removed. They also get to advance three more steps before they get to the next section (they sure learned a lot from this battle).

Flight of the Necrothan

The Necrothan is being controlled by the Bonecaster, a shade wrapped in a cloak with glowing eyes, which has secluded itself in a cage of bones atop the Necrothan's head. It's headed for Conwood, and the PCs need to find a way to bring it down.

Make the following map: a tail, on which the PCs start, connected to an abdomen. The abdomen connects to the breast above and a wing on each side, and the breast also connects to the wings and to a head atop of it. The connection between the breast and the head is Locked for now by the Bonecaster's cage (nobody can go or attack through the connection). And of course there's an Air zone.
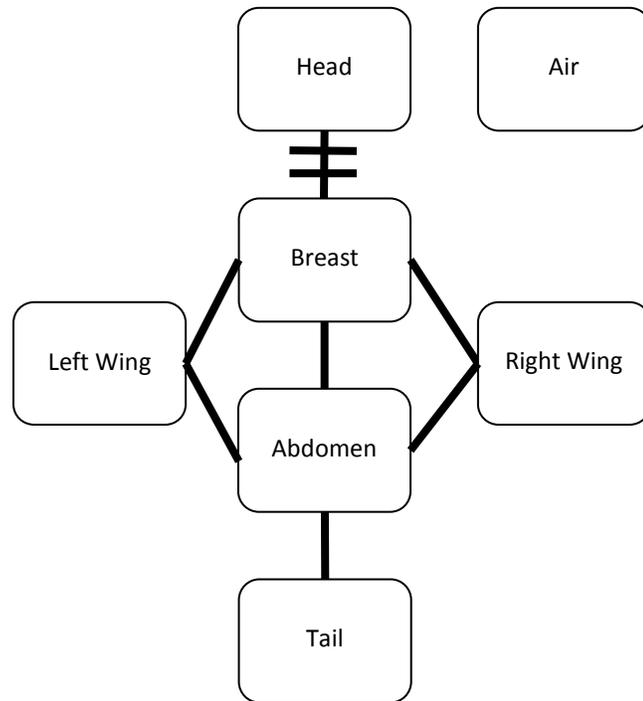
As the conflict starts, the Bonecaster realizes that it has stowaways (or that its prisoners are free). It conjures up skeletons from the body of the bird, rising out of the flesh to face the PCs. There is a squad of skeleton archers on each wing, a swarm of skeleton warriors on the abdomen, and a giant skeleton rising up on the breast.

Create the following goal: "Break into the Bone Cage: 16". This will allow the PCs to get through the barrier (it opens the connection to the head). Once they do that, the players can attack the Bonecaster (which does not take turns until the goal is overcome). Defeating it automatically destroys all the skeletons.

The wings also count as a hazard each, because it's treacherous for PCs to stand on them as they move up and down (but not for the skeletons): Defense 10, strike 2D, area. This means rolling a strike with two dice against any PC standing on a wing during the hazard phase (after all characters have acted in a round). Destroying the hazard (which can be attacked like a regular enemy and only has one wound, per default) means that that wing is cut off

from the Necrothan. Any PCs on that wing at that time will be moved to the Air zone, while any skeletons on that wing will tumble to the ground and count as being defeated. Don't inform the players of these or the goal's consequences beforehand.

If both wings are cut off, the Necrothan goes on a downward dive; it will crash right outside of Conwood after four more rounds (use a die to count down the rounds). This is the second way (other than the goal) that the PCs can bring the Necrothan down -- the Bonecaster and the skeletons will be destroyed in the crash. But the instant the second wing is cut, the Bonecaster unsummons the bone cage and comes out to face the PCs.

Enemy	Type	Defense	Wounds	Rank
Skeleton Warriors	Swarm	6	3	C

Enemy	Type	Defense	Wounds	Rank
Skeleton Archers	Squad	6	2	D
Archery (can use Basic Strike with a Range of 1).				

Enemy	Type	Defense	Wounds	Rank
Giant Skeleton	Individual	12	2	D
Resistance: Phys 1.				

Remember that the Bonecaster only comes into play when (and doesn't take turns until) the PCs achieve the goal of breaking through its barrier, or cut off both wings.

Enemy	Type	Defense	Wounds	Rank
Bonecaster	Individual	5	4	C
Abilities: Doomfinger, Channeling. Starts the conflict with two charge dice.				

Ability	Type	Cost	Effect
Doomfinger	Power	2 CD	Inflict the Doomed condition on an enemy in your zone.

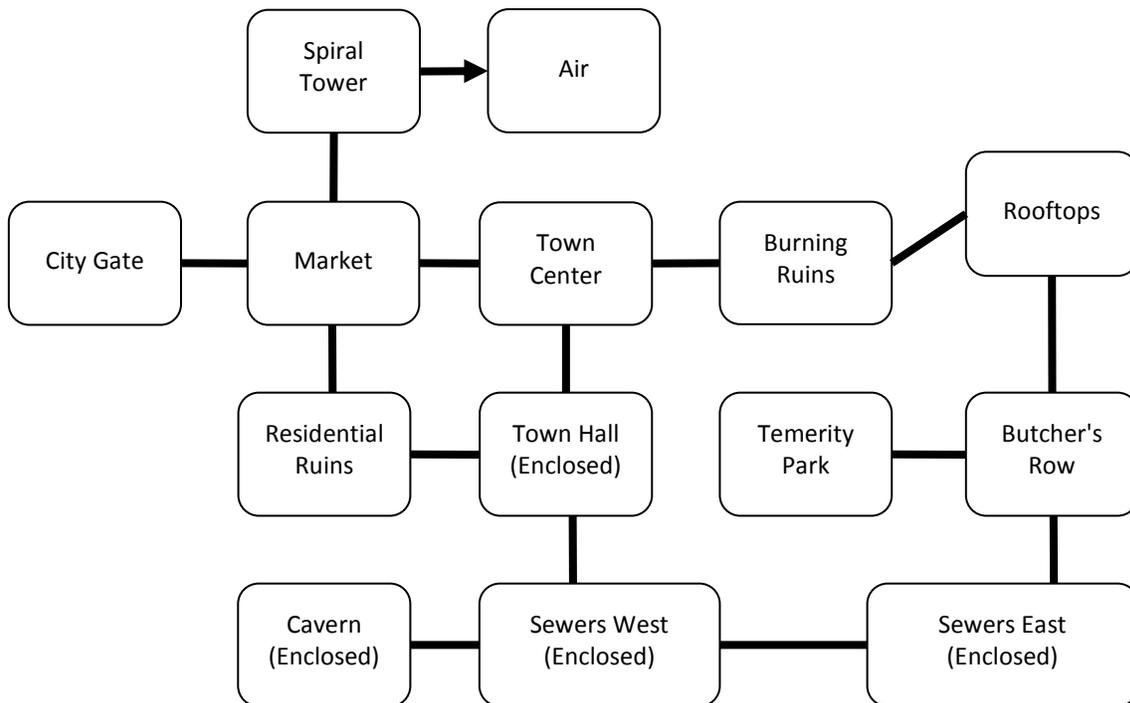| Ability	Type	Cost	Roll	Gain
Channeling	Maneuver	1 CD	5D	1-2 None, 3-6 CD

If the PCs should lose the conflict, they slide off the Necrothan close to Conwood and fall into a lake just outside the city. From there, they'll swim ashore and start the next scene as they dry off and march toward town. With the Bonecaster and the Necrothan still alive, they've missed a chance to prevent the damage they'll do to Conwood.

Conwood Under Siege

After the Necrothan comes down one way or another, the PCs arrive at Conwood.

First, have everyone advance three more steps. As the specializations are not available to them, this should completely unlock everything on their profession grids for use in this final conflict.

Then, let's give them a nice big map for this finale:

```
        Spiral                    Air
        Tower  ────────────►

City Gate ──── Market ──── Town ──── Burning ──── Rooftops
                           Center    Ruins

        Residential    Town Hall    Temerity    Butcher's
          Ruins        (Enclosed)     Park         Row

        Cavern         Sewers West              Sewers East
        (Enclosed)     (Enclosed)               (Enclosed)
```

The city has fallen to utter chaos. Columns of smoke rise up all around. Screams and the sounds of destruction provide a constant backdrop to the occasional sight of undead monsters or fleeing victims. The PCs start at the City Gate.

Create the following goals: "Evacuate Citizens: 16", accessible everywhere. "Rescue Nachi: 6 [Cavern] [Looming]", limited to the Cavern because that's where Nachi is being held. "Looming" means that if the PCs don't fulfill this goal by the end of the conflict, Nachi is lost. If Nachi is freed, they heal (either now or later, at your discretion) one wound of a PC before leaving with the evacuation team. Finally, "Stop the Spreading Fire: 6 [Temerity Park] [Looming]". If they don't achieve this goal by the end of the conflict, the rest of the city burns to the ground.

Put a countdown die showing an 8 on the Rooftops. Tell the PCs that in the distance, they see Doyen Mbali fighting a human-sized, incredibly fast, cloaked opponent. Reduce the die by one at the beginning of each round after the first. If it reaches 0 before the PCs show up to help, Doyen Mbali is killed. If the PCs reach the rooftop before then, they take over the fight with the nightlord and Doyen Mbali, heavily wounded, retreats to help with evacuations: add progress dice to the Evacuate Citizens goal in the amount that's left on the countdown die.

There is a hazard in the Burning Ruins: Burning Inferno, Defense 15, action: strike 5D, targets: all, Damage: Fire, Finisher. See the Hazards section in the Enemies chapter for details.

Lykhora are flying over the city (currently in the Air zone), occasionally charging to the ground to snatch up a civilian. If ignored, they'll work on the Evacuate Citizens goal.

The Spiral Tower offers one-way access to the Air zone (via jumping down). Anyone but Beyonders will crash after this, but it allows them to quickly get to any non-Enclosed zone. If a player comes up with the idea to jump onto a Lykhora with a maneuver from the tower, you can allow them safe landing instead via the Special style for the maneuver.

There are Walking Corpses in both East Sewers and West Sewers, but hidden underneath the water. They enter the conflict the first time a character moves into their zone.

Add skeleton archers to the residential ruins and a toxic ghoul to the town center. If it ever looks like the PCs aren't challenged enough, make up your own monster to add to the mix: just give it a type, defense, and wounds, and describe it. You can also grant it one or more of the abilities of other monsters you've encountered.

Enemy	Type	Defense	Wounds	Rank
Toxic Ghoul	Individual	6	2	D
Resistance: Phys 1, Vulnerability: Energy, Abilities: Poison Breath.				

Ability	Type	Cost	Effect
Poison Breath	Power	2 CD	Inflict the Poisoned condition on all enemies in your zone.

Enemy	Type	Defense	Wounds	Rank
Skeleton Warriors	Swarm	6	3	C

Enemy	Type	Defense	Wounds	Rank
Archery (can use Basic Strike with a Range of 1).				

Enemy	Type	Defense	Wounds	Rank
Lykhora	Swarm	5	3	D
Abilities: Fly, Grab&Drop.				

Enemy	Type	Defense	Wounds	Rank
Walking Corpses	Swarm	2	5	D
Resistance: Phys 1, Vulnerability: Fire, Abilities: Surround.				

Ability	Type	Effect
Surround	Extra	Add threat dice to one target in your zone in the amount of wound circles you have left (to a maximum of 3). Optionally, spend a charge die to inflict the Immobilized condition on that target.

Enemy	Type	Defense	Wounds	Rank
Injured Nightlord	Individual	12	1	C
Abilities: Drain. This nightlord has only 1 wound remaining because of Doyen Mbali.				

Ability	Type	Cost	Effect
Drain	Power	2 CD	Move up to three threat dice from yourself to an enemy in your zone.

And that's it! Depending on how the conflict went, the PCs have saved none, some, or all of Conwood, its citizens, Nachi, and Doyen Mbali. If you have time, allow your group a scene or two, or maybe just a montage where everyone chips in, of the aftermath. In the end, the PCs return to the academy, where they will soon graduate and begin their five years of public service.

APR: Basic Abilities

All of these abilities are available to all characters, PCs and enemies alike.

Ability	Type	Cost	Roll	Gain
Basic Maneuver	Maneuver	0	5D	1-2 None, 3-5 SD, 6 CD

Ability	Type	Cost	Targets	Range	SDL	Roll	Dmg
Basic Strike	Strike	0	1	0	6	1D	Phys

Ability	Type	Cost	SDL	Roll
Basic Achievement	Achievement	0	6	0

Ability	Type	Cost	Effect
Catch Your Breath	Power	0	Lose 2 threat dice and gain 2 action dice.

Ability	Type	Effect
Movement	Extra	Move into an adjacent zone.

Ability	Type	Cost	Effect
Power Attack	Boost	3 CD	Add 3 bonus dice to any Strike.

Ability	Type	Cost	Effect
Support	Reaction	0	When an ally is about to make a maneuver or achievement roll, add one of your action dice as a bonus die.

Conditions List

Diseased	Can't have threat dice removed by abilities (other effects still happen).
Doomed	At the beginning of this character's turn, they gain 2 threat dice.
Empowered	This condition adds 1 bonus die to the character's strikes.
Hexed	The cost of all non-free abilities of this character is increased by 1.
Immobilized	Can't move or be moved. Remove at the end of this character's turn.
Poisoned	At beginning of turn, roll a die. 1: remove Poisoned, 2-6: gain 1 threat die.
Quickened	This condition adds 1 bonus die to the character's maneuvers.
Shielded	This condition adds 2 points to the character's defense.
Slowed	The character has to discard 1 die showing a success from any maneuver roll.
Weakened	The character has to discard 1 die showing a success from any strike roll.

APR: Conflict Summary

One side starts by having a character take a turn. Then alternate between the sides.

Take a turn by using an action ability (Maneuver, Strike, Achievement, or Power) and an (optional) Extra ability. Boosts can be used with other abilities; Reactions when triggered.

After you roll dice for any reason, you can remove a trait mark to reroll all your dice.

Maneuver:

1. Pick a Maneuver ability and describe your action. The GM assigns a style to it:

   Aggressive: You earn a bonus SD.　　　　　**Heroic**: Add 1 progress die to a goal.

   Cunning: Add a threat die to an enemy.　　**Defensive**: You lose a threat die.

   Reckless: Gain 2 bonus dice and a threat die.　**Supportive**: An ally earns a SD.

   Special: Unique effects, based on the fictional circumstances, determined by the GM.

2. Gather the dice from the Roll entry of your Maneuver. Optionally, add 1 or 2 action dice.

3. Roll the dice and gain strike dice (SD) and charge dice (CD) according to the ability used.

Strike:

1. Pick a Strike ability to use and pay its cost. Pick your target(s) within Range of the ability.

2. Gather the Roll value in dice. Optionally, add up to the SDL from your strike dice and/or one or two action dice. If there are threat dice on your target, you can choose to add any of them to your roll. If the target has an applicable resistance, discard that many dice.

3. Roll the dice. Every 3+ is a success. Add the modifier of the Roll to the successes. If your total is equal to or higher than the target's Defense, inflict a wound and remove all remaining threat dice. If not, the dice showing 3+ become threat dice on your target.

Achievement:

1. Pick an Achievement ability to use and pay its cost.

2. Select the goal to affect and describe how you work toward achieving it.

3. Gather the Roll value in dice. Optionally, add up to the SDL from your strike dice and/or one or two action dice. If there are progress dice on your target, you can add any of them to your roll.

4. Roll the dice. Every 3+ is a success. Add the modifier of the Roll to the successes. If your total is equal to or higher than the goal's difficulty, you achieve it for your side. If not, the dice showing 3+ become progress dice on your side of the goal.

Power:

1. Pick a Power ability to use and pay its cost. Select the target(s), if any.

2. Apply the effects of the Power to the target(s).

Special Rules:

Squads can be targeted twice with abilities that allow multiple Targets.

Against swarms, area effects multiply their Roll dice by the number of remaining wounds.

Vulnerability to a damage type adds the basic Roll dice an additional time.

APR Enemies Sheet

Enemy: _____

Strike Dice	Charge Dice	Threat Dice

Wounds:

Enemy: _____

Strike Dice	Charge Dice	Threat Dice

Enemy: _____

Strike Dice	Charge Dice	Threat Dice

Wounds:

Enemy: _____

Strike Dice	Charge Dice	Threat Dice

Enemy: _____

Strike Dice	Charge Dice	Threat Dice

Wounds:

Enemy: _____

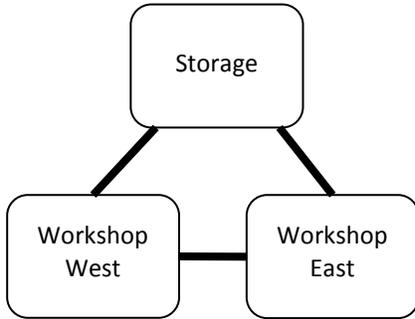| Strike Dice	Charge Dice	Threat Dice

Enemy: _____

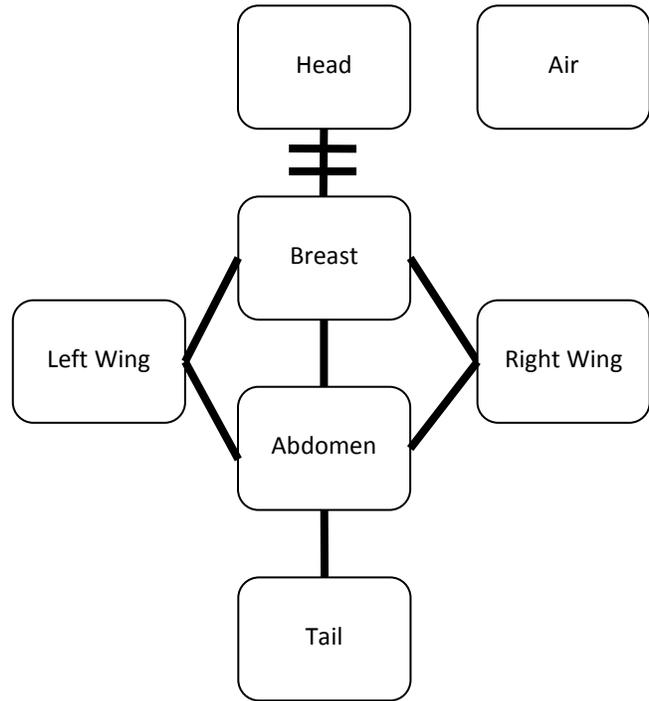| Strike Dice	Charge Dice	Threat Dice

Wounds:

Enemy: _____

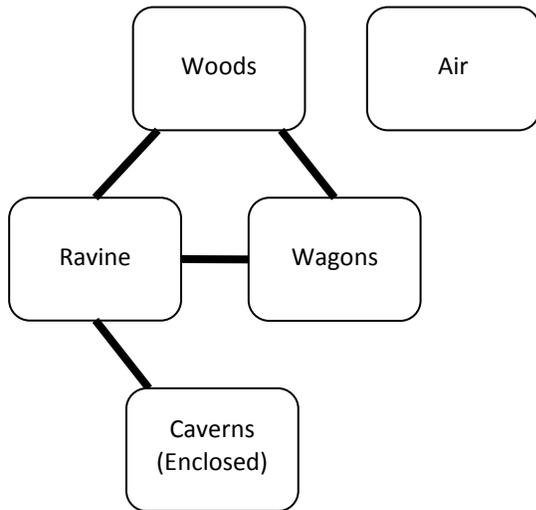| Strike Dice	Charge Dice	Threat Dice

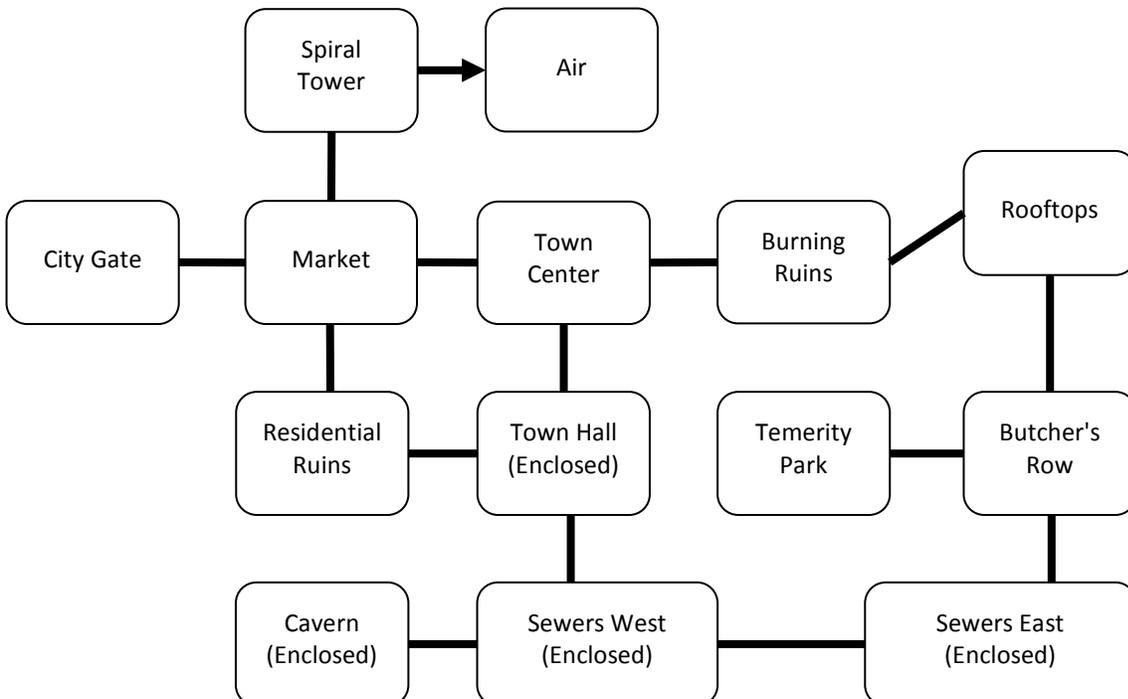# APR Demo Maps (0.1) (cut up before use at the table)

Steambot Rampage:

```
        Storage
        /      \
Workshop      Workshop
  West  ------  East
```

Flight of the Necrothan:

```
    Head          Air

      ‡
   Breast
  /   |   \
Left  |   Right
Wing  |    Wing
  \   |   /
   Abdomen
      |
    Tail
```

The Convoy:

```
   Woods        Air
   /    \
Ravine -- Wagons
   \
  Caverns
 (Enclosed)
```

Conwood Under Siege:

```
Spiral
Tower  ---->  Air
  |
City Gate -- Market -- Town Center -- Burning Ruins -- Rooftops
              |           |                              |
          Residential  Town Hall   Temerity Park   Butcher's Row
            Ruins      (Enclosed)
              |           |                              |
          Cavern     Sewers West  ----------------  Sewers East
        (Enclosed)   (Enclosed)                      (Enclosed)
```

ANIMAPRIME
RESURGENCE

Name: _____   Profession: _____   Passion: _____

Traits

○ _____

○ _____

○ _____

Background

Defense ▢
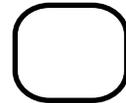
Wounds ○ ○

Threat Dice

Action Dice

Strike Dice

Charge Dice

Enendian Rebel

The Enendian Coalition is a hodgepodge of resistance fighters from all over. With this background, you grew up either at a rebel camp or under the direct tutelage of a small rebel cell, or even just one personal mentor, trained to fight for freedom and the safety of those who cannot defend themselves.

Skills: Gain a bonus die to tests when you try to make allies, appeal to someone's better nature, sabotage war equipment, or stand your ground.

Ability	Type	Effect
Subvert	Extra	Add or remove a progress die from any side of any goal. If the goal is localized, you must be in its zone.

Kanissian Guard

You were raised as a savior of humanity, a soldier taught to see compassion and mercy as weaknesses that will lead to the eradication of all human life. But something happened that showed you that survival at that cost might not be survival at all.

Skills: Gain a bonus die to tests when you follow through on someone else's plan, display ruthlessness, socially interact with soldiers or other militants, or act against the innocent for the greater good.

Ability	Type	Effect
Follow Orders	Extra	Ask a fellow PC what you should do this turn. If you generally follow what they say, gain a bonus die to that action.

Tigerfolk

The Tigerfolk's home territory is overrun by the Torrent, but enclaves still exist elsewhere. They are one of the backbones of the Enendian Coalition.

Skills: Gain a bonus die to tests when you are trying to intimidate others, apply strength to an obstacle, chase someone, or inspire others.

Ability	Type	Effect
Hunt	Reaction	Whenever an enemy in your zone moves to a non-Air zone, you can choose to move along.

You can only use this ability once in between each of your turns.

Muroid

The Muroid have mostly stayed out of the chaos by hiding in remote caves, tunnel systems, ruins, catacombs, etc. But some of them have decided that it's time to take a stand, or have more personal reasons for leaving the safety of their sanctuaries.

Skills: Gain a bonus die to tests when you are trying to sneak, climb, deceive, hide, or escape.

Ability	Type	Effect
Scurry	Extra	Remove a threat die from yourself. Optionally, move into an adjacent zone.

The Scarred

The tribal lands north of Enendia have been invaded by the Unending Legion, but several of the tribes still remain, fighting off the undead every day.

Skills: Gain a bonus die to character scene rolls when you are trying to impress onlookers, resist fatigue or harsh conditions, engage in a competitive event, interact with animals, control a mount, or find food, water and shelter.

Ability	Type	Effect
Grandstand	Extra	Gain a threat die. Then gain 2D: 1-2 None, 3-6 SD.

Monastic

You were raised by the monks of the Flowing Stream. They practice kindness and asceticism, but also courage to stand against those that would hurt the innocent.

Skills: Gain a bonus die to tests when you are trying to calm others, focus, perceive truth or hidden things and meanings, endure stress, or tend to plants, animals, or other living creatures.

Ability	Type	Effect
Safeguard	Extra	Remove one threat die from an ally in your zone.

Shadowborn

You grew up among the Unending Legion. You might be an undead creature yourself, or you (maybe secretly) lived among them. Living creatures seem odd to you.

Skills: Gain a bonus die to tests when you are trying to interact with or predict the actions of undead, resist fear, suddenly appear or disappear, scare or unsettle others with dark prophecies, or help or interfere in sorcerous rituals.

Ability	Type	Effect
Abnormal	Reaction	Whenever a condition would be inflicted upon you, you can choose to roll a die. On a 5 or 6, you do not gain that condition.

Beyonder

You grew up among the energy-bodied Beyonders, or are the fusion of a Beyonder and a corporeal creature. Humans, Tigerfolk, and other corporeals seem strange and alien to you. But you have learned that they are often worthy of protection and aid.

Skills: Gain a bonus die to tests when you are trying to navigate alien territory, leverage your glide ability, move in unpredictable ways, deal with Beyonders or Torrent creatures, or display your humanity.

Ability	Type	Effect
Glide	Extra	Move into an adjacent zone, including the Air zone, or stay in the Air zone during your turn.
Using this ability allows you to avoid crashing from the Air zone.		

Clockwork

You were either raised as a cerebral prodigy by clockwork engineers, are one of their creations, or have clockwork parts, such as a mechanical heart. You have a soul, even if your emotions or their expression don't always align with what others expect.

Skills: Gain a bonus die to tests when you are trying to stay detached or unaffected, interact with machines, discern patterns, or do something requiring incredible precision or timing.

Ability	Type	Effect
Analysis	Extra	Add a threat die to any enemy in your zone.

Burdened

You have committed a vile act in your past, and you're searching for redemption. You sought out Old Hundred Eyes and donned a mask from the Pillar of Souls, which is unremovable but will shatter the moment you find your karmic debt repaid.

Skills: Gain a bonus die to tests when you are trying to help the meek, question authority, gather information, or take on someone else's burden.

Ability	Type	Effect
In Harm's Way	Extra	Gain 3 threat dice and 1 charge die.