



PLAYERS HAND BOOK (V.1)

## OVERVIEW

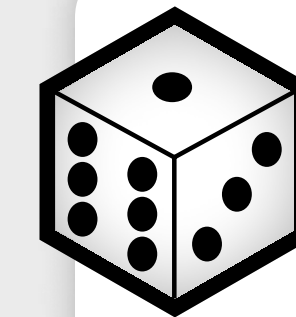
# COMPONENTS

### WHAT YOU NEED TO PLAY



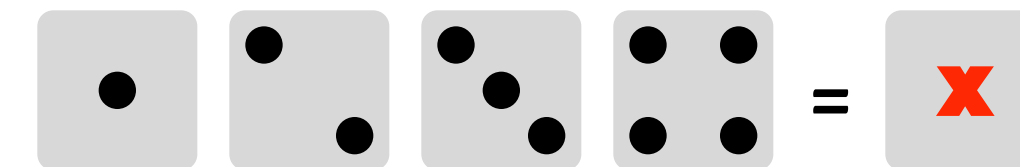
#### PLAYER TOKEN

**TOKEN –or– D20:** Player Token to be placed on the Map representing the characters and/or creatures. If using a D20 it can also be used to track a player's KOR (health points).



#### ACTION DICE

**D3 –or– D6 DICE (converted):** The Action Die will be used to resolve all rolls



D3 (1 and 2) or D6 (1, 2, 3 and 4) = **Non Success**



D3 (3) or D6 (5 and 6) = **Success**



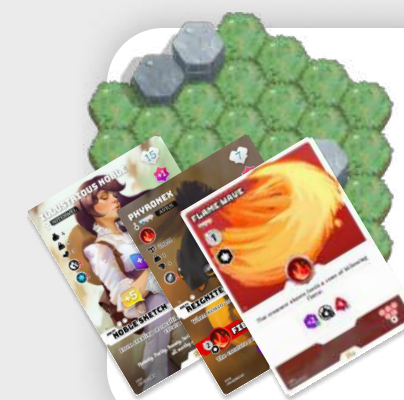
#### CHANCE TOKEN

**COINS:** a flip-able object with two sides for determining a Status Effects chance with heads applying the status.



#### STATUS TOKENS

**COINS:** Assorted coins or objects given to a player/creature to designate a currently applied status effect.



#### PRINTOUTS

**MAP and PLAYING CARDS:** Printouts for the Game Cards and Maps can be found on the [korxsol.com](https://korxsol.com) website:




OVERVIEW

PLAYING FIELD

TERRAIN AND OBSTRUCTIONS


Maps can be downloaded on the [korxsol.com](https://korxsol.com) website.



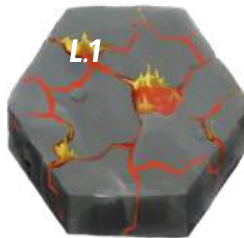
**G.3:** (Ground) Terrain with a height of (3).

**G.2:** (Ground) Terrain with a height of (2).

**G.1:** (Ground) Terrain with a height of (1).




**W.1:** (Water) Terrain with a height of (x). Swimmers receive their movement bonus on this tile. Fliers have the same movement points. Runners, upon entering or starting in a water tile, have movement points reduced by 1.



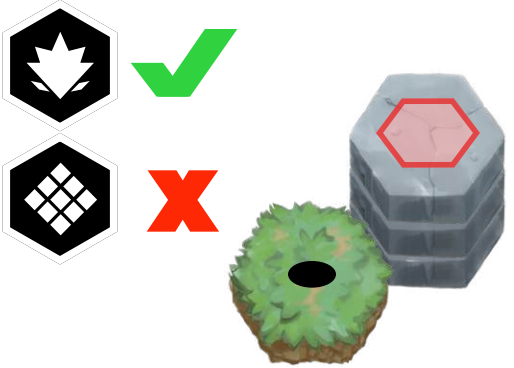
**L.1:** (Lava) Terrain with a height of (x). Upon entering this tile the creature will flip a chance token. IF heads the creature receives (1) stack of \*burn. Fire class elemental creatures are \*immune to the effect. Fliers can enter this terrain without effect. IF a creature is \*knockdown on this tile, then they automatically receive (1) stack of \*burn.

**Movement:** Runners and Swimmers can move from tile to tile with a height differential of 1. Fliers can Move tile to tile ignoring the height difference.

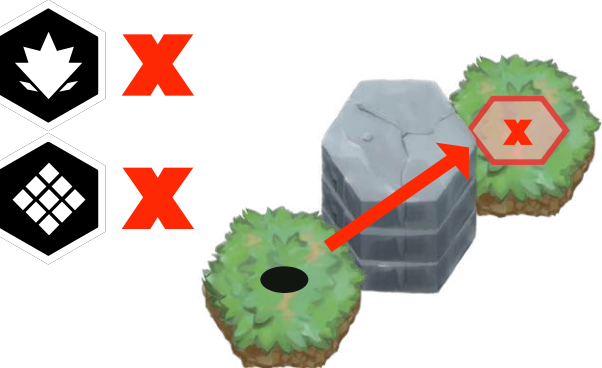
**Combat:** Depending on if your combat move is melee based or ranged based will determine if your attack can reach its target based on the terrain.



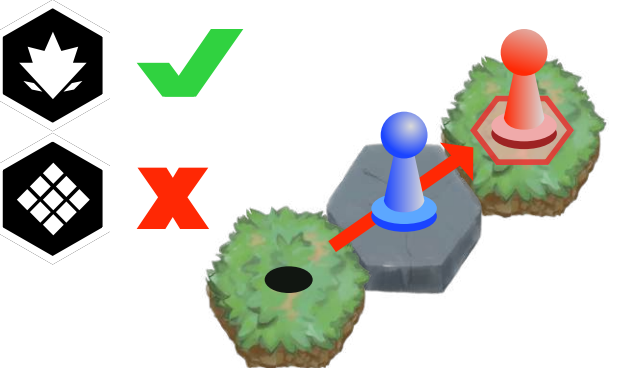
Even Ground



High Ground



Full Obstruction



Partial Obstruction



**S.1:** (Shallows) Terrain with a height of (x). Traversable by all movement types. Swimmers receive their movement bonus on this tile.

OVERVIEW

VERSUS - GAME MODE

1 VS 1


A game mode where players fight to reduce the other player's KOR to 0 first. Begin by choosing a [Versus Map](#). Each player then **builds their character** using the steps below. Once builds are complete you can Start Combat!

2 VS 2

A game mode where teams fight to reduce the other team's KOR to 0 first. Begin by choosing a [Versus Map](#). Each player then **builds their character** using the steps below. Once builds are complete you can Start Combat!


A. SOLBOUND WEILDER

01. CHOOSE A SOLIGHTER




PLAYER

02. EQUIP A SOLBOUND




CLASS


03. PICK THREE DIFFERENT COMBAT MOVES MATCHING THE SOLBOUND'S CLASS. Mark one Combat Move at LEVEL 1, one at LEVEL 2, and one at LEVEL 3 Mastery.



MOVE 01



MOVE 02




MOVE 03

MOVE POOL

OR


B. SOLBEAST ELEMANTALIST

01. CHOOSE A SOLIGHTER




PLAYER

02. EQUIP A SOLBEAST




CLASS


03. PICK THREE DIFFERENT COMBAT MOVES MATCHING THE SOLBEAST'S CLASS. Mark one Combat Move at LEVEL 1, one at LEVEL 2, and one at LEVEL 3 Mastery.



MOVE 01



MOVE 02



MOVE 03

MOVE POOL

START COMBAT!

AFTER CHARACTER BUILDS, START THE COMBAT!  
GO TO [HOW TO PLAY - COMBAT](#) FOR RULES



# OVERVIEW

# TRIALS - GAME MODE

## TRIALS

A game mode where a group of (up to 3 players) work together fighting through wild creatures controlled by (1 Narrator). Each time a trail is completed players will have chance to upgrade combat moves, and receive rewards to choose and take into a new Trial. Each new Trial will have increasingly difficult enemies and If the players are able to survive to the end of all Five Trials they win! Place down TRIAL MAP 01 of 05 then have each player build their character using the steps below.

### A. SOLBOUND WEILDER

01. CHOOSE A SOLIGHTER



PLAYER

02. EQUIP A SOLBOUND

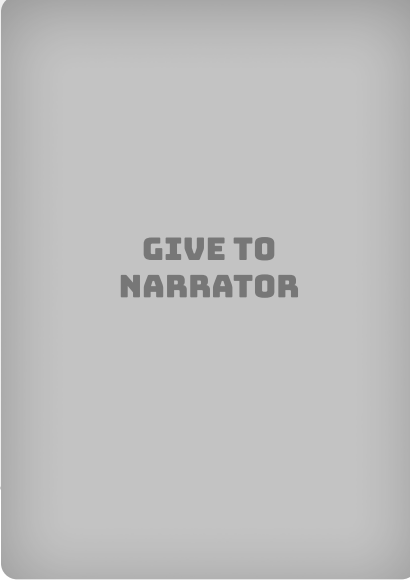


CLASS

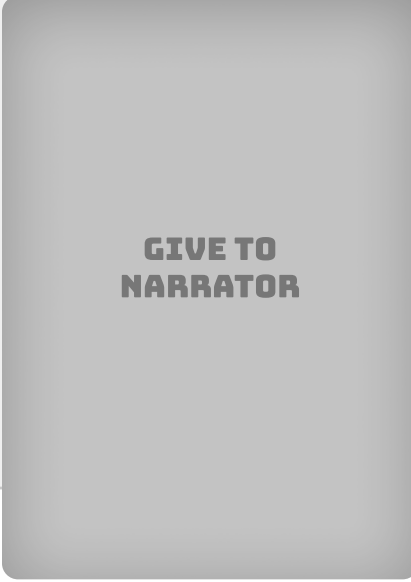
03. PICK THREE DIFFERENT COMBAT MOVES MATCHING THE SOLBOUND'S CLASS. Add one move to your move pool and mark it at mastery LEVEL 1. Then GIVE THE NARRATOR the other two class combat moves.



MOVE 01



MOVE 02



MOVE 03

MOVE POOL

OR

### B. SOLBEAST ELEMANTALIST

01. CHOOSE A SOLIGHTER



PLAYER

02. EQUIP A SOLBEAST

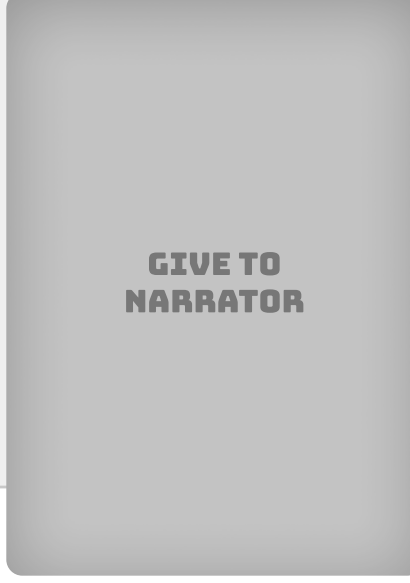


CLASS

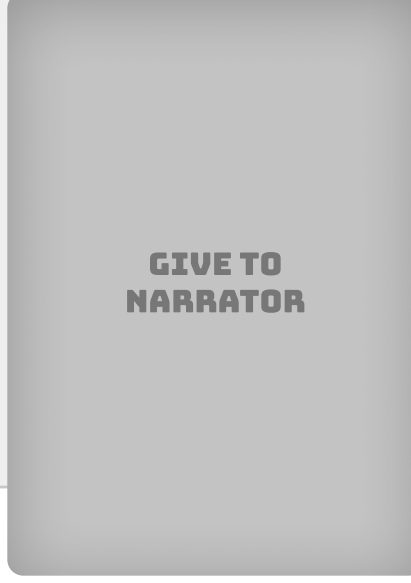
03. PICK THREE DIFFERENT COMBAT MOVES MATCHING THE SOLBEAST'S CLASS. Add one move to your move pool and mark it at mastery LEVEL 1. Then GIVE THE NARRATOR the other two class combat moves.



MOVE 01



MOVE 02



MOVE 03

MOVE POOL

## NARRATOR SET-UP

1. SET UP REWARDS

### 1 PLAYER GAME

Take the (2) Combat Cards given by the player and combine and shuffle them with (6) Item cards.

### 2 PLAYER GAME

Take the (2) Combat Cards given by the player and combine and shuffle them with (6) Item cards.

### 3 PLAYER GAME

Take the (2) Combat Cards given by the player and combine and shuffle them with (6) Item cards.

2. SET UP NON-PLAYER CREATURES

On each trial map there are instructions for how many opposing creatures the players will face, and their specific builds. **Example:**

1PLAYER - NPC SET-UP

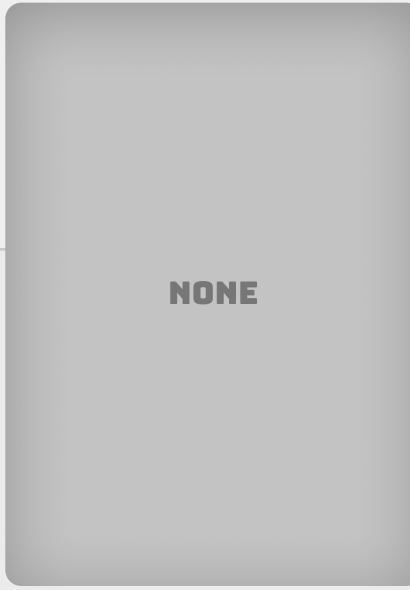
NPC.1 = [Stage 1] [Fire Element] [1 combat moves]



NPC.1



MOVE 01



MOVE 02



MOVE 03

MOVE POOL

START TRIAL!

AFTER CHARACTER BUILDS AND NARRATOR SET-UP START THE TRIAL AND THEN RETURN HERE AFTER COMBAT

## TRIAL REWARDS

If the players have successfully defeated all wild creatures on the map, then they have completed the TRIAL and receive the following upgrades and rewards to take into the next trial.

REWARD #01

### - COMBAT MOVE - UPGRADE

Have each player upgrade a combat move currently in their move pool by (1) Mastery Level.



REWARD #02

### - REWARD DECK - 1 PLAYER GAME

At the successful completion of every Trial reveal (3) Cards from the reward deck and have the player choose (1). Add any remaining rewards back into the deck and reshuffle.

### - REWARD DECK - 2 PLAYER GAME

At the successful completion of every Trial reveal (4) Cards from the reward deck and have each player choose (1). Add any remaining rewards back into the deck and reshuffle.

### - REWARD DECK - 3 PLAYER GAME

At the successful completion of every Trial reveal (5) Cards from the reward deck and have each player choose (1). Add any remaining rewards back into the deck and reshuffle.

After rewards are given, reset player attributes and abilities and set-up the next trial map. If players are able to get to and defeat all wild beast on TRIAL MAP 05 then they have WON. CONGRATS!



OVERVIEW

HOW TO PLAY - COMBAT

SET-UP AND GAMEPLAY

1. STARTING POSITIONS

Place Player Tokens (and any NPC Tokens controlled by the Narrator) on the starting positions marked by the map.

2. TURN ORDER

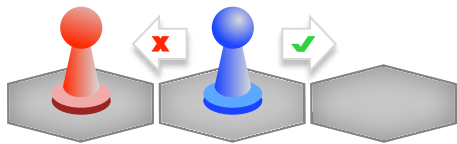
Each Player (and any NPCs) make a **AGILITY\_Roll**. The creature with the most successes goes first, the next most second, and so on... If there is a tie the creature with the highest base AGILITY wins, with the next highest going after. If their is still a tie, have the tied players **AGILITY\_Roll** again.

3. ON YOUR TURN

There are three phases to a turn: **MOVEMENT**, **ACTION**, and **COOLDOWNS**.

PHASE 01 - MOVEMENT

Move to one adjacent and open space for every 1 point indicated by the creature's speed.  
Movement can be performed before and/or after your (Action Phase) is taken, as long there are still points available. Review the playing field for more information on movement and terrain indicators.



PHASE 02 - ACTION

The Player may take one of two actions: **A. USE ITEM** or **B. COMBAT MOVE**

A

USE ITEM

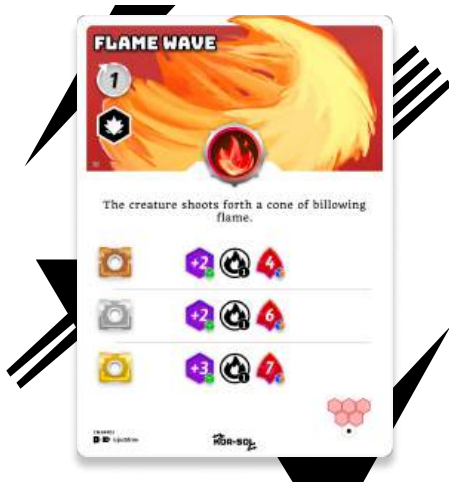
Use an Item from a player's Inventory on themselves or on an adjacent target. Once completed your Action Phase is resolved. (note: Items cannot be used by a Beast Creature).



B

COMBAT MOVE

Select a Combat Move that is not on cooldown from your move pool. Then follow the steps below:



01) Identify the type and class of the attack:

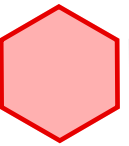


Ranged

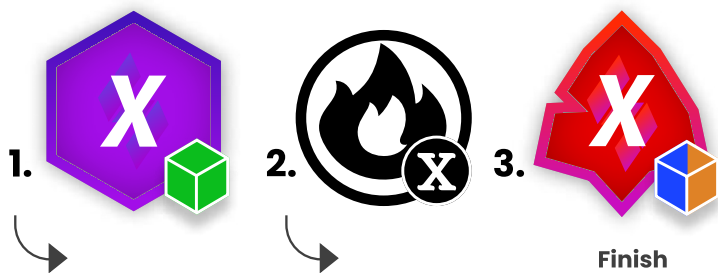


Fire

02) Identify where the attack will hit and any creatures in the attack area. If a creature is in the attack area then they are a target.

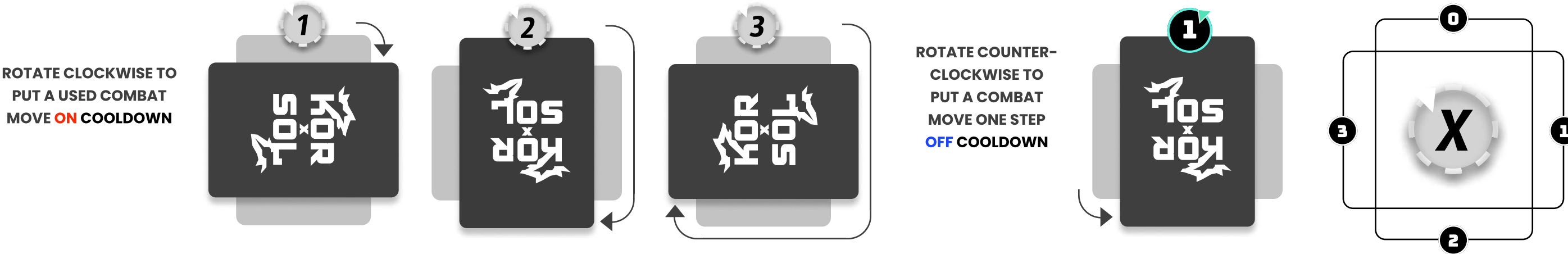


03) The user begins the attack sequence of the combat move starting left to right and completing each indicator's action before moving to the next Indicator. Once completed your Action Phase is resolved.



PHASE 03 - COOLDOWN

Set any Combat Moves used for your Action Phase ON Cooldown and any current moves on cooldown one-step OFF Cooldown.



4. TURN END

A turn ends when the cooldowns have been set and the next player/creature in the turn order begins their turn, and so on...

5. GAME END

The Game Ends when all opposing teams or creature's KOR Reach 0.





# OVERVIEW

# SOLIGHTER

## PLAYER CHARACTER (PC)

Legends speak of the end of all things, a time when all creation went mad, and the very fabric of life began breaking apart. It was out of this darkness that the Solighters appeared and pushed back the corruption. Weilding weapons forged of the SOL and conjured from some immaterial realm, it is said that these Solighters were chosen as vanguards, to thwart the dark and keep the corruption at bay. That is... if you can believe such things...

**GENDER (TRAIT):** Male or Female

**ORIGIN**

**ORIGIN (TRAIT):** Indicates the region the Player Character is from. Regions will come with special (ROLEPLAYING) attributes. (Coming...)

**INVENTORY (TRAIT):** The amount of Items a player character can carry.

**WEIGHT (TRAIT):** The Weight-Class of the creature. In Combat weight affects Knockback and Grapple. Creature weight is on a scale 1-5 (1 = feather) (2 = light) (3 = normal) (4 = heavy) (5 = super).

**RUN SPEED (TRAIT):** Points of movement for running creatures. Movement bonus: (None).

**WEAKNESS (TRAIT):** If a creature is hit by a combat move that is weapon or element class they are weak to, then the user adds (3) action die to their critical damage roll.

### ABILITY

## UNIQUE ABILITY

**ABILITY:** An ability can be used at any point during gameplay unless otherwise stated. Each ability has an amount of charges, with each charge able to trigger the ability.



Once the ability is used remove a charge. Ability charges can be restored after combat.



**Speech (ATTRIBUTE):** Represents the overall ability of a (PC) to Communicate and steer a conversation to a desired outcome. X = the amount of action die rolled for a **SPEECH\_Roll**.



**Lore (ATTRIBUTE):** Represents the overall knowledge a (PC) has about the world and everything within it. X = the amount of action die rolled for a **LORE\_Roll**.



**Awareness (ATTRIBUTE):** Represents the overall ability to perceive and identify changes in a situation or environment -or- discover things in the world. X = the amount of die rolled for an **AWARE\_Roll**.



**KOR (ATTRIBUTE):** Represents the will of endurance where X = the creatures health points. When KOR reaches (0) a player or creature collapses unconscious. KOR can be restored by an Item or ability.



**Power (ATTRIBUTE):** Represents the overall ability to perform feats of strength and do critical damage during combat. X = the amount of action die rolled for a **POWER\_Roll**.



**Resistance (ATTRIBUTE):** Represents the overall ability to endure or defend against any harm and block damage during combat. X = the amount of action die rolled for a **RESIST\_Roll**.



**Armor (ATTRIBUTE):** Represents a physical armor worn or inherent. Armor acts just like resistance, however, if armor is successful at blocking damage it is lost until restored by an item or ability. X = the amount of die added to any **RESIST\_Roll** (unless specified). Every armor that is successful at blocking reduces the Armor attribute by (-1) until it reaches 0.



**Agility (ATTRIBUTE):** Represents the overall ability to react quickly -or- skillfully maneuver themselves or an object. In combat it increases the dodge chance. X = the amount of die rolled for a **AGILITY\_Roll**.



**SOL (ATTRIBUTE):** Represents the (PC's) ability to tap into the Unseen, allowing them to perform extraordinary feats. **Before any ATTRIBUTE\_Roll** or **HIT\_Roll**, the player can use (1) point of SOL to add (3) action die to their roll. Once SOL is used, it can only be regained by item or ability.





# OVERVIEW

# SOLBOUND

## ETHEREAL WEAPONRY

Forged in the Sol, a Solbound Weapon can only be summoned from the Unseen and wielded by a Solighter. While also imposing a physical force against the material, these ethereal weapons strike at the will of the living, bringing them to exhaustion and purging corruption. It is said... if a Solighter becomes corrupted, they would plunge their Solbound into their own heart, purging themselves and shattering their Solbound, until such time when they can commune with the Unseen and in the Sol re-forged a new weapon.

### SWORD

**Class Name:** Indicates the Weapon Class



### BASE MOVE

**BASE MOVE:** A Solbound's unique Move. See Full Description of Combat Moves on the [COMBAT INDICATORS](#) Page.

# OVERVIEW

# WEAPONS

## WEAPON CLASSES



**SWORD:** Designates the Sword class weapon bound to the PC. Sword wielders have access to all sword based Combat Moves. Sword wielders are versatile attackers focusing on maneuvering around and adapting .



**AXE:** Designates the Axe class weapon bound to the PC. Axe wielders have access to all axe based Combat Moves. Axe wielders are punishing attackers focusing on heavy damage, weakening, and manipulating their opponents through strength.

IN PROGRESS...



Coming...



Coming...



Coming...



Coming...



Coming...



# OVERVIEW

# SOLBEAST

## ELEMENTAL BEAST

The world of KORxSOL is filled with amazing, wild, and dangerous elemental beast. By using KOR these creatures can manifest and unleash powerful elemental attacks. Should a Solighter defeat one, they can attempt to “Bond” relinquishing their Solbound to gain a loyal Solbeast and allowing them to wield the creature’s Elemental Powers...

When using a Solbeast as the players class, the beast’s Attributes, Traits, and Ability will no longer be in effect, as the Solighter will replace these.

### GENUS

**KIND (TRAIT):** The Creatures Species





**GENDER (TRAIT):** Male or Female




**RANK:** In General, a higher rank indicates a creature with greater stats and poses a greater challenge.



**SINGLE ELEMENTS (Class):** Indicates a elemental class. The displayed or equipped class designates which combat moves can be used by the player or creature. If a Creature has only one element type, it has access to both base element  combat moves (silver border) and advanced element  combat moves (gold border).



**DUAL ELEMENTS (Class):** If a creature displays Dual Elements (two elements), then the player or creature can only use the “base” combat moves of either elemental class. Base combat moves are shown with a silver border around the element .



**NATURE (TRAIT):** The creature’s general behavior. Nature affects alternate attribute modifiers and NPC creature attack patterns.



**WEIGHT (TRAIT):** The Weight-Class of the creature. In Combat weight affects Knockback and Grapple. Creature weight is on a scale 1-5 (1 = feather) (2 = light) (3 = normal) (4 = heavy) (5 = super).



**RUN SPEED (TRAIT):** Points of movement for running creatures. Movement bonus: (None).



**SWIM SPEED (TRAIT):** Points of movement for swimming creatures. Movement Bonus: Once per turn, when entering or starting in water, add 1 point of movement.



**FLIGHT SPEED (TRAIT):** Points of movement for flying creatures. Movement Bonus: Creatures move and hover over all terrain types without terrain effect.



**WEAKNESS (TRAIT):** If a creature is hit by a combat move that is a weapon or element class they are weak to, then the user adds (3) action die to their critical damage roll.

### ABILITY

## UNIQUE ABILITY

**ABILITY:** An ability can be used at any point during gameplay unless otherwise stated. Each ability has an amount of charges, with each charge able to trigger the ability.



Once the ability is used remove a charge. Ability charges can be restored after combat.



## BASE MOVE

**BASE MOVE:** A Creature’s unique move. See Full Description of Combat Moves on the [COMBAT INDICATORS](#) Page.



**KOR (ATTRIBUTE):** Represents the will of endurance where X = the creatures health points. When KOR reaches (0) a player or creature collapses unconscious. KOR can be restored by an Item or ability.



**Power (ATTRIBUTE):** Represents the overall ability to perform feats of strength and do critical damage during combat. X = the amount of action die rolled for a **POWER\_ROLL**.



**Resistance (ATTRIBUTE):** Represents the overall ability to endure or defend against any harm and block damage during combat. X = the amount of action die rolled for a **RESIST\_Roll**.



**Armor (ATTRIBUTE):** Represents a physical armor worn or inherent. Armor acts just like resistance, however, if armor is successful at blocking damage it is lost until restored by an item or ability. X = the amount of die added to any **RESIST\_Roll** (unless specified). Every armor that is successful at blocking reduces the Armor attribute by (-1) until it reaches 0.



**Agility (ATTRIBUTE):** Represents the overall ability to react quickly -or- skillfully maneuver themselves or an object. In combat it increases the dodge chance. X = the amount of die rolled for a **AGILITY\_Roll**.





OVERVIEW

# ELEMENTS

ELEMENTAL CLASSES

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**FIRE:** Designates the Fire Type Element bound to a creature. Fire Types generally large area of effect attackers, but with lower damage output. But don't let that fool you. Their attacks can also inflict \*Burn which can stack and acts as un-blockable damage on opponents when hit, giving them and allies much greater damage output against your foes.



**MINERAL:** Designates the Mineral Type Element bound to a creature. Mineral Types are rounded attackers that play with defensive capabilities and crowd control. Many of their attacks have \*knockback which can push opponents into compromising positions.

(ELEMENT BONUS) \*Sturdy: creatures who are mineral type scale in a weight class 1 level higher when hit with \*Knockback

IN PROGRESS...



Coming...



Coming...



Coming...



Coming...



Coming...



Coming...



Coming...



Coming...



Coming...




Coming...



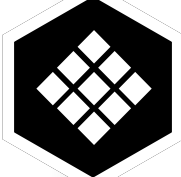
OVERVIEW

COMBAT INDICATORS


INDICATORS FOR COMBAT MOVES



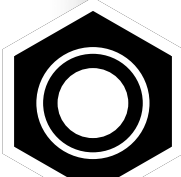
**COOLDOWN:** When an attack is used, it goes on cooldown by a step equal to the number shown. Cooldown Indicates how many turns a combat move requires before it can be used again.




**MELEE ATTACK:** Indicates a move that cannot reach past *Partial Obstruction* or *Full Obstruction* and *High Ground*.




**RANGE ATTACK:** Indicates a ranged move that can reach past a *Partial Obstruction* and *High Ground*.




**BUFF:** Indicates a move that changes the user's attributes -or- capabilities.




**DEBUFF:** Indicates a move that changes a target's attributes -or- capabilities.



**MOVEMENT:** Move spaces up to the amount indicated in (x).



**HIT INSTANCE:** Indicates the instance for a **User's** chance of hitting their target(s) Versus the **Target's** ability to avoid being HIT.  
  
1.) The User will make a **HIT\_Roll** where (x) = the amount of action dice rolled. Total up all Success's and the result is the **Hit Chance**.  
  
2.) The Target will make a **AGILITY\_Roll** totaling up their Success's. The result is their **Dodge Chance**.  
  
**Successful HIT:** IF the User's *Hit Chance* is greater-than or equal-to their targets number of successes, THEN they have **HIT** their target and continue to follow the remaining indicators on the Combat Card.  
  
**Successful DODGE:** IF the target's *Dodge Chance* is greater-than the Users *Hit Chance* number, THEN they have successfully **Dodged** the attack. **The target will immediately move to an open and adjacent space outside the attack area and the combat move will be immediately resolved for the user.**  
*(note: IF there is no open space outside of the attack area then the attack is an automatic HIT)*



**DAMAGE INSTANCE:** Indicates the instance for how damaging a **User's** attack can be Versus the **Target's** ability to mitigate that damage.  
  
The **User** will make a **POWER\_Roll** totaling up their Success's. Each success is a **Critical Hit** adding +1 to the **Base Damage** of (x) Shown on the Damage Instance. The Result is the total potential Damage an attack can do to the target(s).  
  
The **Target** will make a **RESIST\_Roll** (remembering to include armor) and totaling up their success's. Every success = 1 point of damage **Blocked**.  
  
Subtract the number Blocked from the number of potential Damage Dealt and the result is the final **Damage Dealt**, reducing the target(s) **KOR** by that total.



**ATTACK TARGET:** Indicates a target count and attack range for a move.



**Target Count:** Indicates the amount of targets that a move selects.



**Attack Range:** Indicates the amount of spaces away that a target can be select.



**BUFF STATUS EFFECT:** Increase the Amount of times a status effect is flipped for by (x), Until the buff is removed.



**DE-BUFF STATUS EFFECT:** Decrease the Amount of times a status effect is flipped for by (x), until the debuff is removed.



**BUFF ATTRIBUTE:** Increase the attribute Indicated by (x), Until the buff is removed.



**DE-BUFF ATTRIBUTE:** Decrease the attribute Indicated by (x), until the debuff is removed.



**FLIP CHANCE:** Indicates to flip the chance token (x) times, with a success on heads.



**POWER\_ROLL SUCCESS:** Indicates a successful POWER\_Roll.



**RESIST\_ROLL SUCCESS:** Indicates a successful RESIST\_Roll.



**ARMOR\_ROLL SUCCESS:** Indicates a successful Armor\_Roll.



**AGILITY\_ROLL SUCCESS:** Indicates a successful Agility\_Roll.



**RESISTANCE PIERCING:** Reduce the target's Resistance by (x) until the combat move is resolved.



**ARMOR PIERCING:** Reduce the target's Armor by (x) until the combat move is resolved.



**EXCHANGE:** The user can choose to exchange (x) for (x) at a rate shown by the table.(example: shows (1) armor can be exchanged for (1) damage.



**CONDITION:** This takes place automatically, and when a condition is met by the user, then they gain the result. (example: Shows IF a successful RESIST\_Roll is made, THEN gain armor by (x) amount.)



**CONVERSION:** This takes place automatically and converts one thing into another during the combat move. (example: shows that a user's successful POWER\_Roll will be replaced by (x) amount of Base Damage.)



The Black Dot Indicates the USER'S position



A Red Field Indicates the area an attack will hit



A Red Arrow Indicates a moving attack that stops upon collision with a target or obstruction and triggers the attack



Indicates a Buff or Debuff area of effect



A Black Arrow Indicates an attack where the User is moving to a new position. Collision with a target or obstructions stops movement and triggers the attack.

COMBAT MOVE - ATTACK AREA INDICATORS



COMBAT INDICATORS 01

COMBAT INDICATORS 02

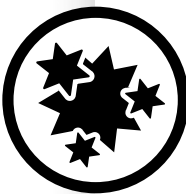




OVERVIEW

STATUS EFFECTS

INDICATORS FOR STATUS EFFECTS



**KNOCKBACK:** IF a creature is hit with a move that has \*knockback, THEN the creature will be hit away in the opposite direction at a distance based on weight class.

If: 5 vs (5,4) = 1 space / If: 5 vs (3) = 2 space / If: 5 vs (2) = 3 space / If: 5 vs (1) = 4 space

If: 4 vs (3,4,5) = 1 space / If: 4 vs (2) = 2 space / If: 4 vs (1) = 3 space

If: 3 vs (5) = 0 space / If: 3 vs (2,3,4) = 1 space / If: 3 vs (1) = 2 space

If: 2 vs (4,5) = 0 space / If: 2 vs (1,2,3) = 1 space

If: 1 vs (3,4,5) = 0 space / If: 1 vs (1,2) = 1 space

**Knockback (Into Creature / Obstruction):** IF the creature that is hit away by knock back would make contact with a “Creature” or “Obstruction” on its path, this is known as “Collision”

a. **Collision With Creature:** IF a creature hit by \*knockback would collide with another creature; the creature that would be collided with will make an AGILITY\_Roll, with any success allowing them to dodge the incoming creature. If their is no success they will take un-blockable damage = to the incoming creatures weight class.

b. **Collision With Obstruction:** IF a creature hit by \*knockback collides with an Obstruction then they will take 2 points of un-blockable damage.

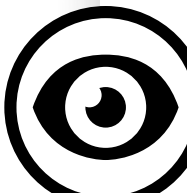
**Knockback (Out of Bounds):** IF the creature that is hit away would go out of the maps boundaries, then Flip a Chance Token. On heads then the creatures collides with a Full-Obstruction (see Collision With Full-Obstruction above). On Tails the creatures is placed back in-bounds on any open and adjacent tile from where they were knock out of bounds.

KNOCKBACK CONTINUED...

**Knockback (Off of Height):** IF the creature that is hit with \*knockback would fall to a tile with a height difference then they will take 1 point of un-blockable damage for the fall distance between the starting height tile and ending height tile. (example: a creature started on a tile with a height of (4) and was knocked back to a tile with a height of (1). Their are two heights between Height (1) and Height (4) so the creature will receive 2 points of un-blockable damage.) (note: flying creatures are immune to fall damage)



**BLINDED:** The Target gains \*Blinded. a creature with blinded has their HIT CHANCE reduced by -2 until the end of their turn. HIT Chance cannot be reduced below 0.



**TRUE SIGHT:** The User gains true sight. A creature with True Sight has their HIT CHANCE increased by +3.



**GRAPPLE:** the target flips a chance token equal to (X) times as indicated on the status effect. If Heads then the target is \*Grappled.

On Your Turn While Grappling:

**1. Movement while Grappling:** While grappling a target, you may perform the following:

a. **Move:** IF the grappled target’s weight is less than or equal to the grappling users weight, THEN the user can use a point of movement to move a space while holding onto the creature.

b. **Pivot:** Grappler can pivot the grappled creature to a open space around itself at no cost

c. **Release:** Releases the grappled target at no cost. The creature can then perform any action as normal.

**2. Action While Grappling:** If still holding the target, instead of the normal actions, the grappler will make a POWER\_Roll, with each success dealing 1 point of un-blockable damage to the grappled target. User maintains the grapple.

On Your Turn While Grappled:

Grappled creatures are unable to use any points of movement, or take an Action (with exceptions) until \*released. Instead the following actions can be used:

**1. STRUGGLE:** For your Action you may flip a Chance Token equal to the number indicated by your Power. If any successes then you are released from grapple, and can resume movement.

**2. RELEASE:** If you have a Combat Move or Item with \*release, you may use it as your Action. Once resolved you can resume movement.

Attacked While Grappling or Grappled:

IF the grappling creature is a target for a combat move, THEN the grapple is immediately released. Resolve combat as normal.

IF only the Grappled Creature is the target, THEN the Grappled creature’s Agility is reduced by (-3). IF their is no chance of a successful AGILITY\_Roll then they will resolve the attack as an automatic HIT, with the creature immediately \*released after the attack. IF the creature can make and is successful on their AGILITY\_Roll then they are released and resolve the dodge as normal.



**RELEASE:** Designates a combat move that, when used, immediately releases the creature from grapple. Can be used while \*grappled.



**BURN:** Target flips a chance token equal to the number indicated on the Status Effect. For each Success add (1) Stack of burn to the target.

Burns can stack up to (3) times. When a target with burn is HIT, they will take 1 additional un-blockable damage for each stack of burn.

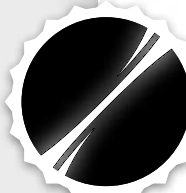


**FROST:** Target flips a chance token equal to the number indicated on the Status Effect . For each Success add (1) Stack of frost to the target.

Frost can stack in number up to the targets Points of Movement. Each stack of Frost reduces movement of the target by 1. If the stacks = the targets movement then they are \*frozen and unable to move on their turn. Once a target is frozen all Frost is then removed at the end of their turn.



**POISON:** Coming...



**CLEANSE:** Removes all **stacks** of identified Status Effects.



# OVERVIEW

# NATURES

## CREATURE NATURES

A creature’s nature dictates how a creature controlled by the Narrator prioritizes targets during combat, as well as gives some personality during ROLEPLAY.



**CALM:** These Creatures are level headed. The Narrator has full control over there actions in combat.



**IMPISH:** These creatures are sly and clever. They prioritize combat moves with status effects if available, and causing environmental hazard.



**LIVELY:** Coming...



**CARING:** Coming...



**SERIOUS:** Coming...



**WARY:** Coming...



**GENTLE:** Coming...



**RELAXED:** Coming...



**FIESTY:** Coming...



**ALOOF:** Coming...



**PLAYFUL:** Coming...



**BOLD:** Coming...



**TIMID:** Coming...

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