

Grit: Burn & Endure

BURN GRIT

Before skillcheck resolution, replace the action score with your current grit value. Reset the grit track to the grit reset value. Reduces Shaken on success.

ENDURE

At the end of a combat round or skillcheck where the hero has 0 HP, **Endure**:

- ▶ Reduce -1 Max HP.
- ▶ Increase HP to grit level.
- ▶ Reduce grit to grit reset.
- ▶ Reduce -1 grit reset.
- ▶ Ready hero & weapon cards.
- ▶ Remove all combat status (not conditions).

If you cannot lower grit reset, all hope is lost and the hero has perished.

Memory Spheres



Archon



Fungi



Anarch



Tinker



Magus



Violence



Rot



Subterfuge



Rites



Negotiation



Flora



Legend



Fauna



Cosmos

CONVERT TO MASTERY AT REFLECTION

Peril Phase

Review the peril track for new encounters and resolve them in the order of your choosing.

PERIL EVENT (Saga Quests Only)

If present, resolve a single Peril Event card.

DENIZENS IN PURSUIT

6+ Time Any — remove denizen group

0 Time Concealed — reveal and Parley

0 Time Revealed — Ambush; party Entangle(1)

Once all encounters are resolved then move to the **Hero Phase**.

FLIP TO HERO PHASE

Ambush

Prepare ambush: Time Passes. If needed, remove 1 Time from all denizen groups in pursuit. Repeat until one or more groups have no Time. Move all groups with 0 Time into the encounter area. You may parley with concealed denizens.

CHECK SHADOW(5)

- ✓ Apply **Stun(1)** OR **Entangle(1)** to all enemies, OR gain +1 MOD to parley.
- ✗ No benefit. On miss-match, enter the fray and the party is **Stun(1)**.

Move

Place a **Backtrack** token at your current location, then move up to 3 explored tiles.

BACKTRACK (Event reference)

Resolve when you move onto a tile holding a backtrack token (or when another effect calls for it). Remove the token there. Time Passes. Check **SHADOW**:

- ✓ Nothing happens.
- ✓ Spawn a denizen group in pursuit (D4+1 Time).
- ✗ Ambush: spawn a denizen group & gain **Entangle(1)**.

Use the denizen faction deck that matches the map region.

Explore Tokens

Face-down tokens revealed during the Explore Action. Reveal and resolve:

LOOT (CHEST & PUZZLE BOX)

Open chest. Check **SHADOW/LORE**:

- ✓ Draw 1 Loot.
- ✓ Draw 1 Loot & Time Passes.
- ✗ Time Passes.

BARRIER (LOCKED & BARRICADE)

Pass barrier. Check **SHADOW/MUSCLE**:

- ✓ Remove barrier.
- ✓ Remove barrier & Time Passes.
- ✗ Time Passes.

RECOVERY (2ND WIND & RESPITE)

Draw a boost card and gain that much plus one (1-4) of grit or health, distributed between party members.

Hero Attack

HERO ATTACK

Nominate a target, then check **ATTACK (ATK)**; the result is damage. Include "bonus result", boost and weapon powers (on ✓ / ✗).

ENEMY DEFENCE

Reduce damage by ARM. The enemy may exhaust to reduce by its base ATK against a killing blow.

- ▶ **Retaliate** — Ranged attacks only suffer Retaliate if the trigger is Ranged.
- ▶ **On Death** — Ignore On Death if defeated with Overkill.

Enter the Fray

Before you fight a denizen, create a loot pile and distribute the equipment between the enemy and their entourage.

STEPS

- ▶ **Match on Loot** — draw loot to the loot level, keeping icon matches.
- ▶ **Bolster Enemy** — add cards per Bolster(X) and bolster icons.
- ▶ **Call Compeers** — tuck to loot limit; excess spawns compeers.

If the encounter specifies multiple spawn commands, each spawn enters the fray separately.

Ritual

REQUIREMENTS

Hero must be ready and have a true-name with a completed mastery track. Type I powers must be bound before upgrading to Type II.

BINDING

Exhaust the hero, remove mastery from the true-name mastery track, and check **LORE(3)**:

- ✓ Lose -1 Max HP. Attach the new or upgraded true-name to your weapon.
- ✗ Failure. If upgrading a true-name to Type II, pay the indicated price.

Enemy Attack

ENEMY ATTACK

Action all enemy attacks; guarded first, then highest ATK to lowest. Choose the target before resolving each attack; distribute attacks as evenly as possible.

Exhaust to activate a single Power with the highest eligible **Equip(x)** rating; else make a simple attack using the base ATK value. Boost as needed (entangled target & guarded enemy).

Reduce damage by the target's ARM and any blocks assigned earlier.

UNHARMED

End of the phase — trigger if the enemy took no damage or new status this round.