

**Time:** 1 round = 12 seconds /// 1 minute = 5 rounds

### **Actions:**

Free takes less than 1 second to complete: talking, quick sense checks

Move takes 5 seconds: getting up from Prone, moving 30 feet (unless cards say different)

Standard takes 7 seconds: attacking, using most abilities or powers

Full takes 12 seconds: more complex actions as defined by cards

Extended takes more than 12 seconds, requiring multiple rounds to complete

Usually a full round action for a character involved both a Move action and a Standard action.



### **Power Durations:**

Instant: This power itself lasts briefly, but effects stemming from use of the power may linger.

Continuous: This power lasts as long as you concentrate on using it (requires a standard action to keep card in play).

Sustained: This power lasts as long as you are able to take a free action to maintain it and keep the card in play.

Inherent: As long as card is in play, the power is integral to your character and in effect.

### **Range**

Personal: The power works on you and you alone. Kevlar armor or having four arms

Touch: The power works on anyone or anything that you can touch (you must attack unwilling subjects).

Short: The power works regularly at a range of 25 ft + (level x 5 ft).

Medium: The power works regularly at a range of 50 ft + (level x 15 ft).

Long: The power works regularly at a range of 200 ft + (level x 40 ft).

Perception: The power works on any target that you can perceive with a targeting sense (usually sight).

Extended: The power works up to a fixed range as defined in the text of the power card.

### **Roll Types**

Attack: Roll d20 + Aspect ATK bonus vs. d20 + Aspect DEF bonus (tie goes to defender)

Overcome: Roll d20 + Aspect Boost bonus vs. MAG of power card used

Contest: d20 + MAG or Aspect Boost bonus vs. d20 + MAG or Aspect Boost bonus of opponent

Check: d20 + MAG of the applicable power (MAG may be boosted if card allows)

Initiative: d20 + Aspect Boost (player's choice) + power bonus (if any); Initiative stays the same until combat ends

Several types of rolls can be boosted:

Initiative Roll (start of first combat round)

Overcome Roll (beginning of round when under effect of Bane)

Contested Roll (action opposed by another character)

Check Roll (action by character relying just on innate ability)

Boost can be applied to the damage MAG to increase damage.

These rolls can't be boosted: Attack Roll & Defense Roll; Boost cannot be added to VIT to reduce damage.

**Healing:** (1 + total Aspects) UP / night's rest. Example: Body 3 and Soul 1 = (1+3+1) = 5 UP of healing per day

### **Attacking Power Cards**

Defense (DEF) = Defense (DEF) of the character who possesses the power card in their Character Deck

Vitality (VIT) = the level of the power card

Untold Points (UP) = twice the level of the power card

Using these values, resolve the attack as if the targeted power card was a character. If target power card has less UP than the MAG of the attacking power card, then the target power card is disabled and must be removed from play. (In other words, MAG must be 3x card level to remove from play). Equipment destroyed in this manner cannot be put back into play until repaired or replaced (as determined by the GM).