

Card Translation Table:

| Primer Notation | Playtest Cards Notation | Appears on: |
|-----------------------|--|-------------------------|
| Name (of card) | Name (of card) | All cards |
| Level | LV | Path, Power, Minion |
| ATK | A | Bane, Race, Path, Power |
| DEF | D | Bane, Race, Path, Power |
| VIT | V | Bane, Race, Path, Power |
| Swap | Hot, Site, Story, Time | All cards |
| MAG | MG | Power |
| UP | Bold number below and to the right of Swap | All cards |
| STR | ST | ABS, Bane, Power |
| AGI | AG | ABS, Bane, Power |
| RES | RE | ABS, Bane, Power |
| SMA | SM | ABS, Bane, Power |
| WIS | WI | ABS, Bane, Power |
| PRE | PR | ABS, Bane, Power |
| Boost Icons | α, β, γ | ABS, Power |
| Power Card Attributes | Listed above the picture block (action, duration, range) | Power |
| Information | Text beneath the picture block | All cards |

Resolution Types Table:

| Resolution Type | Resolution Mechanic | Use Case | Example | Notes |
|---------------------------|--|--|--|---|
| Standard Attack Roll (SA) | d20 + ATK vs. d20 + DEF | Used to determine if a Power Card that targets a character's physical being hits or not | "Claw", "Frost Breath", or "Assault Rifle" | |
| Limited Defense Roll (LD) | d20 + ATK vs. d20 + PRO | Used to determine if a Power Card that targets a character's essence hits or not | "Mind Lash", "Mind Control", or "Charm" | |
| ABS Challenge | d20 + ABS bonus vs. 10 + MAG of Power Card | Used as part of an Overcome against the effects of a Power Card (i.e. Condition and Transition Powers) | Using your STR ABS to break out of the vines from the "Living Forest" Power Card | See Overcome examples under Condition and Transition Powers below |
| ABS Contests | d20 + ABS bonus vs. d20 + ABS bonus | Used for "head-to-head" ABS-based or skill-based contest | arm-wrestling match, riddling, arrow-shooting contest | |
| ABS Checks | d20 + ABS bonus | Used when making various skill-based checks | Catching the falling jewel, or picking a lock with your teeth | Ultimate degree of success determined by the GM |

Power Types Table:

| | | |
|--|--|--|
| <p>AEGIS POWER <u>Definition:</u> Target (usually your character) gains listed VIT bonus on card. If no VIT bonus is listed, follow instructions on Power Card. <u>Format:</u> Aegis Power <u>Example:</u> "Leather Armor"</p> | <p>DAMAGING POWER <u>Definition:</u> Target subtracts VIT from Power's MAG. Target then subtracts result from their total UP. <u>Format:</u> Damaging Power <u>Example:</u> "Claw Shears"</p> | <p>HEALING POWER <u>Definition:</u> Target adds UP equal to the on-card MAG; UP returns instantly. A specific Healing Power Card can only be used on a single character once per day. <u>Format:</u> Healing Power <u>Example:</u> "Field Medic Pack"</p> |
| <p>AUGMENTING POWER <u>Definition:</u> Target (usually your character) gains listed bonuses (ATK, DEF, ABS, etc.) on card. If no bonus is listed, follow instructions on Power Card. <u>Format:</u> Augmenting Power <u>Example:</u> "Adrenalin Push"</p> | <p>DOMINION POWER <u>Definition:</u> Each Dominion Power Card is unique; player should follow the information listed on the Power Card for details. <u>Format:</u> Dominion Power <u>Example:</u> "Fog Bank"</p> | <p>TRANSITION POWER <u>Definition:</u> Each Transition Power Card is unique; player should follow the information listed on the Power Card for details. <u>Format:</u> Transition Power <u>Example:</u> "Flesh to Stone"</p> |
| <p>CONDITION POWER <u>Definition:</u> Target suffers from listed condition once Condition (Bane) card is played upon it. <u>Format:</u> Condition Power (Condition) <u>Example:</u> "SML Net"</p> | <p>DRAINING POWER <u>Definition:</u> Target subtracts MAG from the Power/ABS/Bonus/etc. listed in parenthesis, power returns to target at a rate of 1/time period listed in parenthesis. <u>Format:</u> Draining Power (Attribute drained, period of time) <u>Example:</u> "Claws of Ice"</p> | |