# Quick Combat

Tactical combat starts **when the tension and the stakes of the story can't be resolved except through battle.**The GM gets ultimate say on when to go into a tactical combat.

## The Grid

Combat is between player characters and their foes (non-player characters, or NPCs) on a **square grid**, with each square 1 space on each side. Place NPCs on the grid, then place player characters. There may also be **terrain** or **objects** on the grid.

Terrain and objects have a **height,** usually from 1-3. Moving up in height costs extra movement, and gives you advantages.  There is other special terrain such as pits, dangerous, or difficult terrain that may have more specific rules, or affect how you move or fight.

## Turns and the round

Starting with a **player character**, each character on the grid takes a turn, alternating between a player character and an NPC. When **all characters have taken a turn**, that constitutes a **round** of combat and combat moves on to the next round, starting with an NPC or a player character depending on who went last. Combat always starts on round 1.

If you haven't taken a turn in a round, when you *would* take a turn, you can elect to skip and take a **slow** turn instead, letting another player go instead. This means you go after all other characters have taken a turn, along with all other slow characters (alternating PC/NPC as normal if possible).

## On your turn

On your turn, you get a **standard move**, then **two actions**, which you can spend to use **abilities.** Then, **end your turn** and pass it to the next character.

*Moving*

- Your standard move ability allows you to move up to your **speed** as a free action.
- When you move in ICON, you can only move in orthogonal directions (compass directions, no diagonals!) unless specified.
- You might be slowed down by **difficult terrain,** moving up a level of **height,** by **engagement** (moving through spaces adjacent to foes). Each costs +1 more space, and you always take the highest penalty (they don't stack).
- You also can't move through **obstructions** (foes and terrain) but can move through allies as long as you don't end your turn in their space.
- **Dashing** allows you to move past enemies without being slowed down. You can **dash half your speed** for 1 action.
- Your job might allow you take special movement as part of abilities, such as flying or teleporting.

*Abilities:*
- You get two actions on your turn.
- Actions allow you to perform **abilities**.
- Some abilities take both your actions to perform.
- You can always perform **basic abilities** (see the following).
- You **cannot repeat** any actions or abilities
- You may also get any number of **free actions**. Free actions don't take an action to perform, but can't be repeated and must be performed on your turn.

*Attacks*
- When you use an **attack** ability on a character, you usually make an **attack roll**, rolling 1d20 and adding any boons (+1d6 for each boon, picking the highest) or curses (-1d6 for each curse, picking the lowest).
-  If you match or beat your target's **defense**, you hit. If it's lower, you **miss**, and if the total roll is 20 or higher, you **critical hit** and do extra damage (+[D])
- You can only make one **attack** per turn

*Effects*
- Attacks and other abilities have **effects**. Effects simply happen and don't take an action or interrupt to activate.

- Some might be triggered off certain conditions, like *charge* (triggers on a slow turn) or *exceed* (triggers on a high attack roll)
- Effects resolve in the order they are listed.

### Area abilities
- Some abilities or attacks affect a whole area. The size and shape of this area, and which space is an attack, depend on the ability.

### Damage
- When attacks or abilities deal damage, they deal your job's damage die, which is written as **[D]**, or **fray damage**, which is a flat number
- For example, if you're a **Freelancer**, **[D]** is **1d10**, and fray damage is **2**. An attack that deals [D]+fray would deal 1d10+2 damage.
- You might also gain bonus damage or critical hit. **Bonus damage** means roll one more die than normal, then pick the highest. This can stack. **Critical hit** *adds* one more die to the total.
- You might also deal **half damage** from cover or resistance, or reduce it with **armor**.

## BASIC ABILITIES
- **Standard move (free action)**: Move your speed.
- **Dash** (1 action): *Dash* half your speed, rounded up, ignoring engagement.
- **Interact** (1 action)**:** Interact with something on the map that takes more than a few moments, such as pulling a lever, opening a heavy door, picking up a heavy object, etc.
- **Rescue** (1 action)**:** Help an adjacent *defeated* ally and *rescue* them. When *rescued*, a character ends the incapacitated state on themselves and heals to full hit points, minus any wounds they've taken.
- **Basic attack (**1 or 2 actions**):** Make a basic attack.
  - *Light attack (1 action):* Make an attack roll. *On hit***:** [D] + fray. *Miss***:** *fray*
  - *Heavy Attack (2 actions):* Make an attack roll. *On hit***:** 2[D] + *fray Miss: fray*
- **Recover (**2 actions**):** *Cure* yourself. When a character is cured, they gain 4 vigor, or if they are bloodied, they gain a *vigor* surge. Then they may save against all statuses, ending them on a success.

## OFF YOUR TURN

Some abilities give you **interrupts**, which are abilities that trigger under certain circumstances and 'interrupt' whatever is going on. Each interrupt can only be used a certain number of times a round, and you can only use **one interrupt** on any turn (either your own or another characters).

## LIMIT BREAK

Each job gets a powerful ability called a limit break. Each character only limit break **once per combat**. Using a limit break takes **resolve**, a special resource which builds up each round you remain in combat, and which you gain on your own after each fight.

## INJURY AND DEFEAT

When you take damage, it reduces your **Hit Points** by the same amount. If you have **Armor**, it reduces all incoming damage by a fixed amount, and it might also be **halved** by resistance, cover, or something similar.

When a character is at or under 50% hp, they are considered **bloodied**. Some abilities are stronger against bloody characters.

When a character is reduced to 0 hp, they are **defeated**. Defeated characters are **incapacitated** (can't do anything).

A player character that's defeated can be **rescued** by another character, returning them to the action.

A player character that's defeated also takes a **wound,** which reduces their maximum hp by 25%. If they take 4 wounds, they instead are **fallen** and can no longer be a player character (they are dead or irrevocably changed).

### Healing

Most healing in ICON happens outside of combat, by **camping** (full heal).

Your character heals to the next 25% hp segment of your hp bar after combat, or to the 50% mark if you are at 25% hp or lower.

Otherwise, in combat, you gain **vigor**, which is a shield that goes over your hit points. Damage goes to vigor first, and you can never gain more vigor than 25% of your maximum hp.

## VICTORY

By default, when all characters of one side have been **defeated**, the other side can claim victory.

There are many different victory scenarios for combat, however, such as holding zones, escorting objectives, escaping off a side of the map, fighting off a fleeing force, etc. When the **stakes** of the battle are resolved, combat can also be ended, or it can be called early any time by the GM.

## EXITING COMBAT

When you go out of combat, all active effects such as **statuses** or **marks** and anything created, such as **terrain effects, objects** or **summons**, end and disappear.

# STALWART

## CLASS TRAITS

**ARMOR 2**
Reduce all damage taken by 2

**FORTIFY**
Spaces adjacent to you have *Rampart*.
Gain *Vigilance +1* at the end of your turn.

**RUSH X**
Stalwarts can *rush* as part of their abilities. When you rush, you move X spaces and are *unstoppable* and *immune* to all damage during that move.

## CLASS STATISTICS

**VIT:** 10
**HP:** 40
**Defense:** 6
**Speed:** 4 (Dash 2)
**Fray damage:** 4
**Damage die:** D6
**Basic Attack**: Range 3

## SPECIAL MECHANIC: HEROICS

Stalwarts can push themselves beyond their normal limits, performing **heroics** and activating any **heroic** triggered effects of an ability. Each job has different ways of performing heroics.

**STALWART GAMBIT.**
If you take a Stalwart ability as a non-Stalwart class, you get Heroics, and the ability to trigger a Heroic ability for free once a combat.

# VAGABOND

## CLASS TRAITS:

**Skirmisher:** A character with this trait can move diagonally and dash at full speed
**Dodge:** Immune to *all* damage from missed attacks, successful saves, and *area effects*.
**Prowl (1 action):** Gain *stealth*. Becomes a *free action* if no foes are in range 2.
**Finesse:** You deal bonus damage to bloodied foes.

## CLASS STATISTICS

**VIT:** 7
**HP:** 28
**Defense:** 10
**Speed:** 4 (Dash 4)
**Fray damage:** 2
**Damage die:** D10
**Basic Attack**: Range 4

## SPECIAL MECHANIC: FINISHING BLOW

Abilities with **Finishing Blow** triggered effects gain additional, more powerful effects if they target at least one *bloodied* foe. Effects depend on the action.

**VAGABOND GAMBIT:**
If you take a Vagabond Ability as a non-Vagabond class, your *vagabond* abilities benefit from **Finesse**.

# MENDICANT

## TRAITS:

**Diaga (1 action):** *Cure* a character in range 4. *(A character that's cured gains 4 vigor, or a vigor surge if they are bloodied. Then, they can immediately save agains all statuses, ending them on a success.)*

**Bless (1 action):** Grant a **blessing** token to a character in range 4.

**Succor:** Mendicants may use Rescue to bring up a defeated ally at range 4 instead of adjacent.

## CLASS STATISTICS

**VIT:** 10
**HP:** 40
**Defense:** 8
**Speed:** 4 (Dash 2)
**Fray damage:** 3
**Damage:** D6
**Basic Attack**: Range 5

## SPECIAL MECHANIC: BLESSING

Certain actions give characters a **Blessing** token. A character can **spend** a blessing when making a save to gain +1 boon on that save.

All Mendicant jobs also have **different, alternative ways to spend blessings tokens**. All blessings are discarded at the end of combat.

Blessings are not unique (they don't 'belong' to a character) and as long as a character has blessings from anyone, they can use them for any effects that require blessing tokens, though only one type of blessing at once.

### MENDICANT GAMBIT:
If you take a Mendicant Ability as a non-Mendicant job, you gain this class' **Bless** action.

# WRIGHT

## TRAITS

**Slip:** Wright's movement does not trigger and ignores *interrupts*, *vigilance* and r*ampart*.

**Aetherwall:** Wrights gain *resistance* against all abilities from characters that are outside of range 2 from them.

**Chain Reaction:** 1/round, if a wright damages two or more foes with an ability, they gain 1 Aether after the ability resolves.

## CLASS STATISTICS

**VIT:** 8
**HP:** 32
**Defense:** 7
**Speed:** 4 (Dash 2)
**Fray damage:** 3
**Damage:** D8
**Basic Attack**: Range 6

## SPECIAL MECHANIC: AETHER

All Wrights gather **Aether** during combat, represented by a d6 **power die**. They passively gain 1 at the start of their turn, starting with 0. Use a d6 to track Aether. Other abilities and **Chain Reaction** will generate Aether when used. All Aether disperses at the end of combat.

### INFUSE X:
Many wright abilities have upgraded versions that can only be cast by **Infusing** them by spending X Aether as part of the ability. Aether is consumed at the start of the action. Only one infusion can be chosen at once, and only one infuse effect can trigger at at time.

Infused abilities count as the same ability as the base ability and also benefit from all talents.

## Wright Gambit:
If you take a Wright ability as a non-wright class, you get **Aether** and **Chain Reaction.**

# FOE STATS

## HEAVY

**Vitality:** 10
**HP:** 40
**Speed:** 4 (Dash 2)
**Defense:** 6
**Fray damage**: 4
**[D]:** 1d6

**Guard:** Has *Rampart*. Reduce all damage to self and allies in orthogonal spaces by 2, as if by armor.

## SKIRMISHER

**Vitality:** 7
**HP:** 28
**Speed:** 4 (Dash 4)
**Defense:** 10
**Fray Damage:** 2
**[D]:** 1d10

**Skirmisher**: Can move diagonally, and dash moves full speed
**Dodge:** Immune to damage from missed attacks, area effects and successful saves.

## LEGEND

**Vitality:** 10
**HP:** 50 per player character (minimum 100)
**Speed:** 4 (Dash 2)
**Defense:** 8
**Fray damage**: 3
**[D]:** 1d8

*Legend:* Takes 1 turn for each player character
**Juggernaut (Round Action):** At the start of the round, this character may clear a status or mark.

## LEADER

**Vitality:** 10
**HP:** 40
**Speed:** 4 (Dash 2)
**Defense:** 8
**Fray Damage:** 3
**[D]:** 1d6

**Diaga (1 action):** An ally in range 4 is *cured*.

## ARTILLERY

**Vitality:** 8
**HP:** 32
**Speed:** 4 (Dash 2)
**Defense:** 7
**Fray Damage:** 3
**[D]:** 1d8

**Slip:** Movement ignores *rampart,* interrupts, and *vigilance.*
**Aetherwall:** Gains *resistance* against all abilities from characters that are outside of range 2 from them (*Cover halves ranged damage*).

## MOB

**Members:** 2/player
**[D]:** d6
**Fray:** 3

Members:
**Hits:** 2
**Speed:** 4, Dash 2
**Defense**: 8
**Traits:** Mob (This character doesn't trigger slay effects, and is removed when defeated).
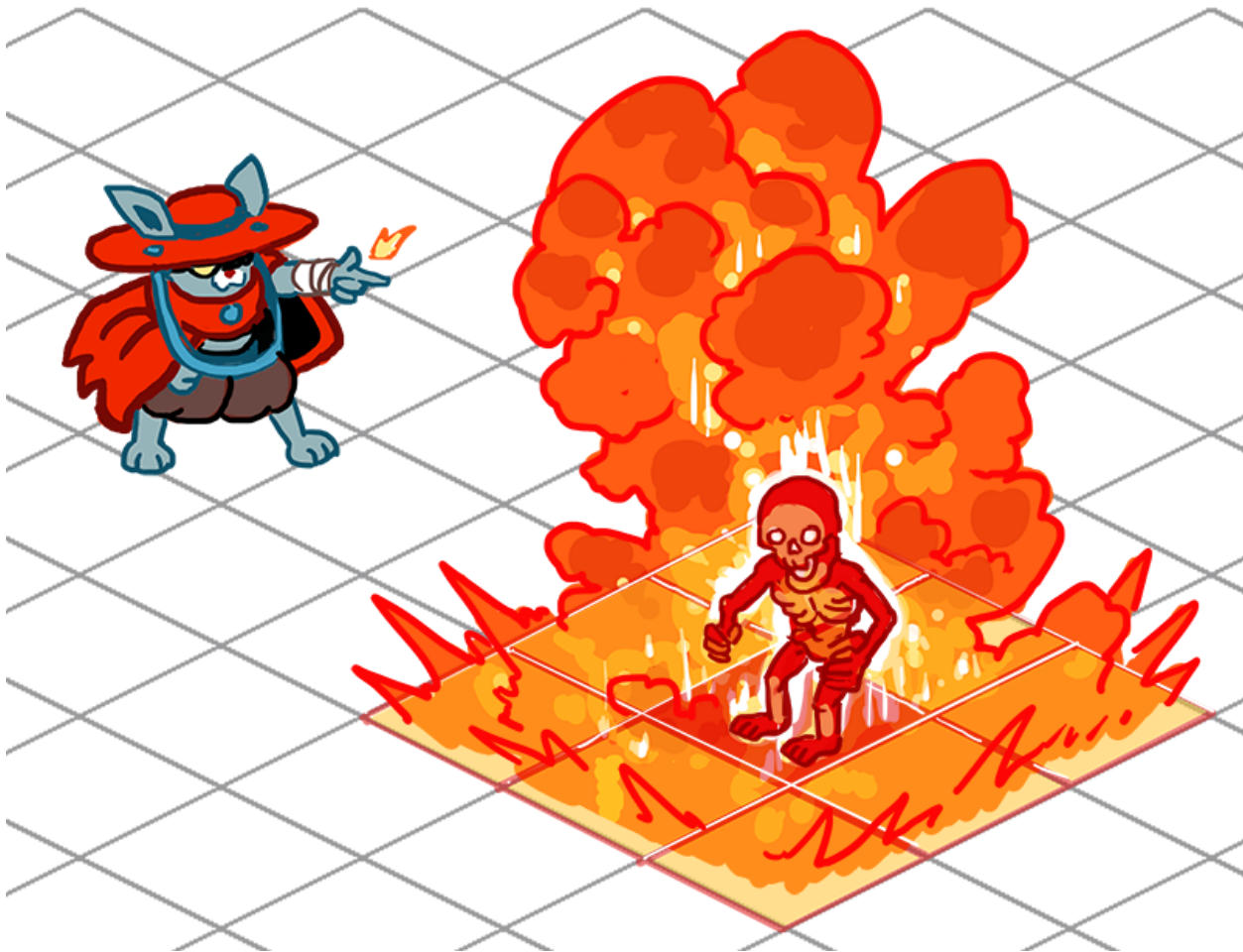
## Unique Templates:

### Elite

*You can make any foe without the Elite trait an Elite with the following template. It stacks with other templates:*

The foe takes up 2 points in an encounter budget and gets the following trait:

**Elite:** This foe takes 2 turns. Double HP for the Foe.

# Combat Glossary

There are more details on combat in the advanced combat section, including detailed explanations of action order.

**You don't need to memorize all these specific rules** - they are placed here for your convenience (**these rules are all the keywords in the game!**). The most relevant rules are summarized with each class..

## Glossary

- **Armor X -** Reduce all damage taken by X. Always reduce by the highest value.
- **Area Ability -** An ability that applies *area effects* in a large, fixed pattern.
- **Aura X:** This ability is a continuous, *ongoing (+)* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside

- **Auto-hit** - This attack doesn't make an attack roll but always scores a hit (not critical hit or miss).
- **Blessing** - Certain abilities give yourself or allies a Blessing token, and ways to spend those tokens for powerful effects. By default a character can use a blessing token to gain +1 boon when they make a save. All blessings are discarded at the end of combat.
- **Bonus damage** - When an ability gains bonus damage, roll one more [D] for each instance of bonus damage and pick the highest result.
- **Chain Reaction:** Wright-only *triggered effect*. Triggers when a character damages two or more foes with this ability
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Cure** - A character that's cured gains 4 vigor, or a *vigor surge* if they're bloodied. Then, they may *save* agains all statuses.
- **Collide -** A *triggered effect* that occurs on any character shoved into an obstruction by this ability.
- **Combo** - Actions with Combo have two versions, a base version and combo version.

When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token . You can only have one combo token at once, and discard all tokens at the end of combat.

- **Comeback** - A triggered effect that turns on if the character using this ability is bloodied
- **Cover** - If a character has cover from an ability, it halves all damage from that ability.
- **Critical Hit** - Increase total attack damage by + [D]. Can only apply to an attack, can only apply once, and can trigger normally on a total attack roll of 20+.
- **Dangerous Terrain** - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage. Characters can only take this damage once a turn.
- **Difficult Terrain** - Costs +1 space of movement to exit.
- **[D]** - Your class damage die. Roll that die when you see this symbol.
- **Dash** - Special movement that ignores engagement.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **End turn** - This ability ends your turn. If multiple abilities or effects would end your turn at the same time, you can only choose one.
- **Effect** - A part of an ability that simply happens and is applied to all targets, no roll or save required.
- **Engagement** - A character must spend +1 space of movement to exit a space adjacent to a foe.
- **Exceed:** A triggered effect that takes place on a total attack roll of 15+.
- **Finishing Blow** - Vagabond only. Vagabond only. *Triggered effect* that triggers if this ability targets a *bloodied* foe.
- **Fray damage** - Fixed damage. Usually added to all attacks on hit or miss.
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher
- **Heroic***:* Stalwart only triggered effect. Triggers when its special condition is fulfilled, depending on job (shove a character, sacrifice health, etc).
- **Immune to X** - Not affected by X in any way. A character that's immune to damage or effects doesn't even count as taking them.

- **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.
- **Obstruction** - A character can't normally enter a space occupied by an obstruction. By default this means foes, terrain, and objects.
- **Ongoing (+)** - A status or effect that is *ongoing* can't be ended until the thing causing it (a mark, a stance) is ended. Indicated by a + symbol.
- **Power Die** -A die set out and and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Rebound** - An ability that is rebounded can be bounced off a character in range. The ability has no effect, but is instead redirected from that character's space as the origin space, taking into account cover, line of sight, and other similar effects from their space. Any effects that apply to the original user of the ability still apply to them (such as sacrificing hp, or moving). Rebound does not stack.
- **Resistance** - Take half damage, rounded up.
- **Rush X** - Move X spaces. You are *unstoppable* and *immune* to all damage while moving.
- **Sacrifice X**- Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
- **Slay** - A t*riggered effect* that activates when this ability reduces a character to 0 hp.
- **Slow Turn** - Go after all other characters. If multiple characters take slow turns, it takes the same order as regular turns (ally/enemy/ally)
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their

turn. When a stance **refreshes**, regain its effects.

- **Standard move** - An ability all characters can take as a free action to move their speed
- **Status** - A negative effect.
- **Summon** - A character controlled by its Summoner. Summons are *intangible,* and cannot be marked, and do not count as allies or foes for the purposes of abilities. Summons do not take turns. Instead, they have a **summon action** that they use on their summoner's turn, or a **summon effect** that is always active, and otherwise don't take actions or move on their own. Summons are removed from the battlefield when their summoner is defeated.
- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.
- **Terrain effect** - Something that creates or modifies the terrain spaces on the battlefield.
- **Triggered effect** - An effect that actives under a certain condition. Common effects are *critical hit, slay, collide, finishing blow,* and *charge.* Each unique effect can only trigger once per ability, and once per trigger.

## STATUSES

- **Slashed** - Take 4 damage after you or an ally uses an ability that moves you, but no more than once a turn.
- **Blind** - Max range of all abilities is 2
- **Dazed** - *+1 curse* on attacks
- **Hatred of X** - Deal half damage to all foes other than foe X. End this status at the end of your turn, or if foe X becomes immune to damage or un-targetable.
- **Pacified** - Character deals half damage. Breaks when damaged by a foe's ability.
- **Sealed** - Character cannot inflict statuses.
- **Shattered** - Character cannot gain or benefit from vigor.
- **Stunned** - Can't take interrupts. Your next ability used ends your turn, then end this status.
- **Weakened** - All damage dealt reduced by 2.
- **Vulnerable** - All damage taken increased by 1

## SPECIAL STATES
- **Bloodied** - At or under 50% hp
- **Immobile** - Can't move, be moved, or be removed from the battlefield in any way.
- **Incapacitated** - An incapacitated character doesn't take turns, doesn't provide obstruction

or engagement, can't move, take actions, or use abilities or traits. All effects on that character end. All effects, marks and summons created by that character are removed. Objects and terrain effects remain.

## ONGOING STATUSES (+)
Ongoing statuses cannot be purged, removed, or avoided (for example, by becoming sturdy or unstoppable).

## POSITIVE EFFECTS
- **Counter** - When damaged by an ability, deal 2 damage back, each time damage is applied.
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Divine** - Damage from this ability cannot be reduced, mitigated, or negated in any way except *immunity* (ignores armor, weak, resistance, defiance, and bypasses vigor).
- **Dodge** - Immune to all damage from misses, successful saves, and area effects.
- **Evasion** - Roll a d6 when attacked. On a 4+, the attack automatically misses. Check before the attack roll.
- **Flying** - A flying character ignores terrain damage and movement penalties, height movement penalties, obstruction, and engagement.
- **Intangible** - Immune to damage and effects from foes. Does not provide obstruction or engagement.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Pierce** - Damage cannot be reduced by *armor* or *weakened*.
- **Rampart** - Foes cannot enter or exit a space affected by a *rampart* effect by dashing, flying, or teleporting.
- **Regeneration** - If bloodied, gain 4 vigor at the end of your turn.
- **Skirmisher** - Can move diagonally, and dash is full speed
- **Stealth** - Cannot be directly targeted except from an adjacent space. Breaks on using any ability other than dash or standard move.
- **Sturdy** - When moved or removed and placed by a foe, can only be moved max 1 space a turn.
- **True strike** - Ignores dodge, blind, evasion, and stealth

- **Unerring** - Ignores cover and aetherwall
- **Unstoppable** - Immune to all statuses. Cannot be moved by foes, and movement ignores *engagement* and *rampart*.
- **Vigilance X** - A special effect with X charges, each represented by a d6. Like triggered effects, vigilance can only be used once per trigger. Vigilance charges stack if a character gains more than one. A character can spend any number of charges of Vigilance for one of the following effects, rolling 1d6 per charge spent and picking the highest result:
  - When an ally in range 2 is damaged by a foe's ability, reduce the damage by the amount rolled as if with *armor*
  - When a foe breaks adjacency with you, deal that much damage to them.
- **Vigor** - Gain a shield that goes over your hit points, equal to your VIT value. Damage goes to Vigor before Hit Points, and it benefits from armor and resistance. Vigor stacks, but cannot go past 25% of your hp. If you gain a **vigor surge**, gain maximum vigor. Lose all vigor at the end of combat.