ASSOCIATION // DISCOVERY :

STAT : FOCUS

TEAM : FOCUS

ELEMENTS

HELMET
COST
FOCUS

CORE
COST
FOCUS

MANEUVER
COST
FOCUS

OPTION
COST
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ARM
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ELEMENTAL GLOSSARY

1 BURNING (blaze)
Unit takes 5 Direct DMG after each Action it takes.

2 FREEZING (cryo)
Unit takes 2 Direct DMG per Space Moved.

3 CHARGED (shock)
Unit takes 4 Direct DMG when an [Effect] is applied.

4 CORRODING (acid)
Can't Soak or Shield. Roll +4 Risk on DMG Negates.

5 DAZED (honed)
Max Range is now Self/ Side. Rolls with +2 Risk.

6 STUCK (mass)
Unit cannot be moved. Rolls with +2 Risk.

FRENZY (—)
Unit must ATK a Random Target or Self.

WYRD (—)
Roll a Random Status Effect and Element.

> > > COMMON RANGES

SIDE : Any one Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

ROLL RANGE
element
ROLL RANGE
element
RECHARGE 1 USE USES

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CSSN NETWORK OUTPUT:

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