

This PDF is an excerpt from the Scenario & Gamemaster Guide. Please reference the Scenario & Gamemaster Guide for additional information and full context.

FREQUENTLY ASKED QUESTIONS

The following is a list of frequently asked questions and their most common answers. Though this FAQ can be a helpful resource, keep in mind that TTRPGs are governed by complex systems of interwoven rules that are arbitrated at the GM's discretion. As such, be aware that exceptions exist for any and all of the entries below. If anything contradicts the information outlined here—including specific scenario rules or the GM's discretion—that interpretation always takes priority.

Additional FAQs can be found in the Standard Rulebook and the free version of the Gamemaster Book on the game's official website.

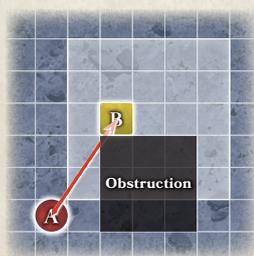
Q. Say that Character A uses an ability that targets all enemies in a 5x5 area within 10 squares. What happens if there's an obstruction between them and Character B?

A. That depends on whether your group is making use of the optional rule regarding obstructions and line of sight outlined on page 56. If you are not using this optional rule, the obstruction has no impact on how the ability functions.

If you are using this optional rule, you'll need to determine whether Character A and Character B can see one another during the [Select Target] step of ability resolution (see page 164 of the Standard Rulebook). If a line traced from the center of 1 square occupied by Character A to the center of 1 square occupied by Character B passes through any part of an obstruction, the two characters cannot see each other, and so Character B cannot be selected as a target despite being within range.

This also applies to abilities that affect characters who are not selected as targets. If Character A used **Flare**, for example, it would not affect Character B. Line of sight for these abilities is determined during the [Confirm Effects] step of ability resolution.

Unless otherwise specified, abilities whose range encompasses the entire encounter map ignore the rules for obstructions and line of sight.



While Character B is within the 5x5 area affected by Character A's ability, they cannot be targeted or affected by Character A's abilities as an obstruction is blocking line of sight.

Q. Say that Character A uses **Asylum or another ability that creates an area on the encounter map. What happens if there's an obstruction between them and the affected squares?**

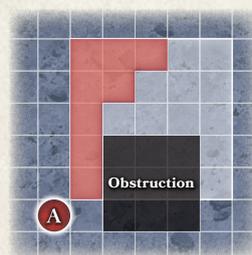
A. That depends on whether your group is making use of the optional rule regarding obstructions and line of sight outlined on page 56. If you are not using this optional rule, the obstruction has no impact on how the ability functions.

If you are using this optional rule, you'll need to determine whether Character A can see the affected squares during the

[Resolve Effects] step of ability resolution (see page 164 of the Standard Rulebook). Trace a line from the center of 1 square occupied by Character A to the center of each of the affected squares. If the line passes through any part of an obstruction, the ability does not create an area in that particular square. It goes without saying that once the ability's effect has been resolved, this area does not change, even if Character A later moves to a position where they can see the previously obstructed squares.

Enemy markers behave in a similar fashion. Characters or squares the marker's creator cannot see during the [Confirm Marker Target] step of marker resolution (see page 165 of the Standard Rulebook) cannot be selected as targets. If the marker affects characters or squares that are not selected as targets, any characters or squares the marker's creator cannot see during the [Confirm Marker Effect] step are not affected.

Unless otherwise specified, markers whose marker area encompasses the entire encounter map ignore the rules for obstructions and line of sight.



Character A uses an ability to create a 5x5 area, but as an obstruction is blocking line of sight, the area is only created in the squares marked in red.

Q. The rules for rifts outlined on page 54 suggest that characters moving via a movement effect move in a straight line between their current square and their destination. Is that the case?

A. Normally, a character moving via a movement effect is immediately repositioned in the destination square specified, ignoring the effects of all squares in between. However, rifts are an exception to this rule. When resolving the effects of this special square, movement effects are treated as if they move a character in a straight line between their current square and their destination.

Q. The rule summary included in the Starter Set and on page 301 of the Standard Rulebook states that each adventurer can only use one limit break per encounter. This contradicts page 168 of the Standard Rulebook, which states that an adventurer who has used a limit break cannot do so again until the next time the GM states that limit breaks are available. Which of these rules is correct?

A. The information found on page 168 of the Standard Rulebook is correct. The rule summary is based upon the simplified rules found in the Starter Set, and is intended to make the game more approachable for new players.

Q. Say an enemy that a tank has **Enmity uses **Combo**, which allows them to attack two times using **Ability A**, and then use **Ability B**. If they target the tank with the first use of **Ability A**, do they incur a -5 penalty on the second use of **Ability A**? What about **Ability B**?**

A. Unless they are targeting the tank, the enemy would incur a penalty on the ability checks made for **Ability A** and **Ability**

- B.** While **Combo** enables the enemy to use multiple abilities on their turn, these additional abilities are resolved separately and are not considered to be a part of **Combo**'s effect.
- Q.** Say an enemy uses **Combo**, which allows them to attack using **Ability A**, and then use **Ability B**. Can the enemy perform other actions between **Ability A** and **Ability B**?
- A.** Yes, they can. Unless otherwise stated, the enemy could perform a secondary action or a standard movement action before using **Ability B**. Keep in mind, however, that if their **Combo** stated that **Ability B** had to be used immediately, they would not be able to perform other actions until the effect was fully resolved.
- Q.** What happens if an adventurer who is the origin for a mobile marker is **Knocked Out**? Is the marker removed from the encounter map?
- A.** No, it is not. Even if the character chosen as the marker's origin is **Knocked Out**, the marker remains on the encounter map and is resolved normally when its marker trigger conditions have been met.
- Q.** The rules state that while **Bound**, small and medium characters' **Speed** falls to 0. Since **Speed** only affects standard movement, does this mean that a **Bound** character can still move via movement effects?
- A.** Yes, they can. Unlike the MMO, abilities such as **Shadowstride** and **Winged Glide** can be used while **Bound**.
- Q.** The Garuda-Egi pet's traits grant **Critical Up (1)**. Is this enhancement removed when Garuda-Egi transforms back into Carbuncle?
- A.** Yes, it is. Similarly, the **Critical Up (1)** granted by a bard's **The Wanderer's Minuet** is removed when the ability's **song effect** is removed.
- Q.** If I use **Precious Brilliance** while Emerald Carbuncle or Garuda-Egi is summoned, can I specify two additional 5x5 areas, or choose two enemies inside of the 5x5 area to target twice?
- A.** Neither of these is how this trait works. The Emerald Carbuncle and Garuda-Egi pets' traits state that while summoned, their owner's *gem* abilities may target two additional characters within 10 squares. When using **Precious Brilliance**, you may choose up to two additional targets within 10 squares, then resolve the ability's effects as you would for any other targets.
- Q.** Can a summoner or scholar send their pet to scout out a location or retrieve a fallen item? And what happens if a pet moves into a special square?
- A.** With regards to the first part of the question, no, they cannot. The **Pet** trait states that the only actions a pet can perform are standard movement actions and actions to use their abilities.
- As to the second part, the **Pet** trait also states that pets are immune to all effects other than those caused by their owners' traits and abilities. Because of this, the effects of a special square do not apply to pets unless the GM or scenario rules otherwise.
- Q.** The first time a machinist uses a *primary* ability on their turn, they may have their Rook Autoturret deal damage to one of the ability's targets. Does the Rook Autoturret have to be within 10 squares of the target to do so?
- A.** No, it does not. The 10 square range only applies when using **Rook Overdrive** or when the Rook Autoturret runs out of **Battery Charges**.
- Q.** The Deflecting Edge and Magic Damper augmentations grant abilities that can increase the user's **Defense** or **Magic Defense**. How long does this last?
- A.** As stated in the base effect, the user's **Defense** or **Magic Defense** is only increased for the check that triggered the ability.
- Q.** Page 35 mentions that I can create special minions and mounts with extraordinarily powerful traits. I think this would be perfect for the climax of the adventure I'm running, but I'm worried about the impact it might have in later adventures. What should I do?
- A.** If you think it would improve the adventure and make things more fun, by all means, give your players that minion or mount. Don't worry about this affecting other scenarios or adventures; similar to what the Standard Rulebook says about additional traits and abilities learned during an adventure (see page 157 of the Standard Rulebook), you can determine that the minion's traits only apply during the adventure in which the minion is obtained.
- If a player wants to bring that minion along on a future adventure, you can consult with your group and determine whether or not to carry over its traits. If doing so would make the game less fun for the other players, you can simply decide that the minion no longer has any special effects, but can still accompany their owner for sentimental reasons. Of course, if a player tries to carry over a minion without informing you first, don't hesitate to pause the game and address the issue before it gets out of hand.