

TESTS p.067

Players roll dice to determine if their characters succeed or fail to achieve things. This is called a **Test**.

1. **Assemble a dice pool** with *Kid Traits + Talents* or *Animon Stats + Qualities + Sig. Attack*.
2. **GM announces Difficulty Rating**, a number typically between 1 and 5 (standard = 2).
3. **Player rolls dice** and counts the number of 'successes.' On a standard roll, each dice showing a result of 4+ counts as a success, but this can be changed by **Setback** and **Boost**.

If a roll has **Setback**, only dice results of 5+ count as successes. If a roll has **Boost**, results of 3+ count.

Players can improve their chances before rolling by spending **Bond Points**, or after failing by **Pushing** the roll, allowing them to re-roll all the dice and take the new result. They also gain **1 Bond Strain**.

COMBAT ENCOUNTERS p.070

When a fight breaks out, use the following steps to resolve a Combat Encounter:

1. **Roll Initiative** to determine the order characters will take turns. PCs always win ties on Initiative rolls.
2. **Track the Critical Gauge** from the Initiative roll onward. For each 6 a PC rolls, 1 point is added to the Gauge.
3. **Characters take turns** and can make one action per turn, such as attacking enemies, or anything requiring a roll.
4. **Once the fight is over** Animon characters can 'catch their breath', recovering HP equal to 1 + Heart score. This includes any animon who were reduced to 0HP during the combat encounter.

CONDITIONS p.076

- **Poisoned** characters take damage at the end of their turn equal to the Power (or Skill Score) of the poisoner until the Combat Encounter ends.
- **Stunned** characters miss their next turn.
- **Disoriented** characters have **Setback** on any Attack rolls they make.
- **Weakened** characters deal half damage.
- **Vulnerable** characters have **Setback** on any Dodge rolls they make.
- **Immobilised** characters cannot move but may still make an Action on their turn.
- **Incapacitated** characters cannot move or make Actions, and are also considered **Vulnerable**.
- **Boosted** characters gain **Boost** on all their rolls during their next turn.
- **Sealed** characters cannot use Signature Attacks or Special abilities.

ATTACKING & DEFENDING p.071-075

When a PC Animon attacks, they assemble a dice pool using *Stat + Sig. Attack* (if used) + *Quality* (if used).

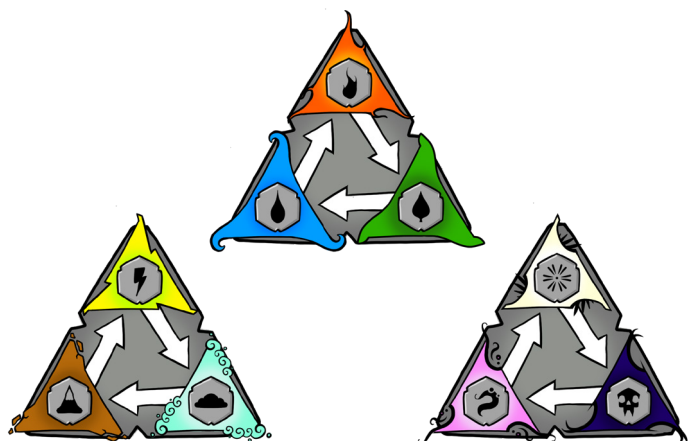
- **Use Power** to attack when the target is close and there is a clear shot, such as when fighting at very short range, or when there's an opening in the target's defences.
- **Use Heart** to attack when you purposefully put yourself in harm's way or when the target has you on the back foot, such as when you are overwhelmed or outnumbered.
- **Use Brains** to attack when you must use precision or when you attack from a secure position, such as when the target is some distance away from you.
- **Use Agility** to attack when you move to close the distance or keep up with the target, or when you need to attack stealthily.

Setback and **Boost** might be added due to the Element matchup, Stage difference, or other factors (p.67-68).

When a PC Animon is attacked, they make a **Defence roll** using their *Dodge score* and relevant *Qualities*.

If the attacker rolls equal to or more than the number of successes the defender rolled, the attack hits and deals **damage** equal to the attacker's Damage score + the difference between the attack and defence rolls.

ELEMENTAL MATCHUPS



CRITICAL GAUGE p.076-077

The Critical Gauge threshold is 2 x the number of people playing (including both Players and the GM). Once it's reached, the PCs may use a Critical Move:

- **Critical Combo Attack:** *The Player who triggers this Critical Move uses their action and picks a target, then each PC Animon in the Combat Encounter makes an Attack roll against the same target using their Sig. Attack. The target's Dodge roll must be made with one Setback (ignoring all other sources of Setback and Boost). Each successful Attack roll deals damage as usual.*
- **Critical Evolution:** *PC Animon may all Evolve to their current highest Stage without spending Bond Points or gaining Bond Strain.*
- **Critical Success:** *A PC may automatically pass any single Test without rolling.*
- **Critical Threat:** *All PCs have their Bond Points fully restored. The GM describes how a current problem gets a lot worse or how a new unforeseen problem becomes a major threat.*

REST & RECOVERY p.080-082

When PCs rest for at least a couple of uninterrupted hours, they gain the following benefits:

- Kids reset *Stamina* to half their maximum if below.
- Animon regain *HP* equal to 1 + their Heart score.
- If a Kid and their Animon partner are together while Resting, they regain 1 lost *Bond Point*.

PCs may also engage in a single Rest Activity each:

- **Recuperate:** *The PCs regain all lost Stamina and HP.*
- **Socialise:** *The PCs regain 1 lost Bond Point.*
- **De-Stress:** *Roll a single D6. On a 4+ the PCs lose 1 Bond Strain.*
- **Make a Plan:** *The PCs plan for a specific obstacle they expect to encounter due to prior knowledge. Attempt a Difficulty 2 Test with Logic or Brains. If successful, gain Boost to overcome the obstacle, as long as it's exactly as described while planning.*
- **Address Harm:** *The PCs attempt a Test with a Difficulty Rating equal to 1 + Harm Severity. If successful, the Harm is removed. Another character can make the roll for them (the helper doesn't have to choose this Rest Activity).*

BOND POINTS p.083

Bond Points are a special resource that PCs can spend to help them in various ways. A Kid's **Special Item** also grants them a free spend of 1 Bond Point when it is significant in a scene. Remember that if Bond Strain is higher than maximum Bond Points, the characters are at risk of a Bond Break Episode! Bond Points can be spent for the following benefits:

- **Better Odds:** *Spend 1 Bond Point to gain 2 dice on ANY roll. Spend 2 Bond Points to gain 3 dice, 3 Bond Points for 4, etc.*
- **Dig Deep:** *Spend 1 Bond Point to gain an extra Use when an Animon has run out of Signature Attack Uses.*
- **Interject:** *Spend 2 Bond Points to make an immediate extra action in combat (or any other circumstance where no action would normally be possible).*
- **Fight On:** *Spend 3 Bond Points when a character would be reduced to 0 Stamina or 0HP. That character is instead reduced to 1 Stamina or 1HP.*
- **Lucky Break:** *Spend 1-3 Bond Points (based on GM discretion) to add a change to the scene or story. The cost will be higher for changes that are improbable or extremely convenient — the GM has the final say on what is reasonable.*

EVOLUTION & DEVOLUTION p.060-062

Unless it's the first time reaching a new Stage, an Animon **Evolving** to their current highest Stage must spend *1 Bond Point*; Evolving to any Stage but the current highest costs no points. Evolving does not take an action in combat. Animon can only maintain their highest available Stage for one Scene or Combat Encounter before **Devolving** again. If an Animon has Evolved to their highest available Stage, then Devolved, and is trying to Evolve again before Resting, they must first gain **1 Bond Strain**.

When an Animon is reduced to 0HP or reaches the end of a Scene or Combat Encounter as their highest available Stage, they must Devolve according to the rules on p.055. Also note that damage taken persists when Evolving (with the exception of the first time reaching a new Stage) - see p.056.