

BHBE Conflict Resolution

Take 2 actions each turn; they can't be the same action.

<p>Select Target: Determine a Hunter or adversity as your target. You need to have a target in order to take Maneuver, Strike, or Claim Resource actions.</p>	<p>Add Detail: Add a new fictional detail to the conflict, its environment, its participants, or their history. Gain 4 advantage points.</p>
<p>Maneuver: Describe a maneuver that improves your position. If Challenger: gain 10 or 2D10 advantage points. If Hunter: Challenger gives maneuver a quality. Gain or roll dice accordingly. The qualities are: Evasive: Gain 2D10, your target loses 2. Crafty: Gain 2D10, reroll any 1 or 2 on the first roll (only). Reckless: Roll 3D10, gain highest two, target gains lowest. Supportive: Gain 2D10. Another Hunter gains 3. Heroic: Gain 2D10 and add an outcome die to a goal Fierce: Choose to gain 12 or gain 2D10. Brilliant: Choose to gain 16 or gain 2D10. Mindblowing: The Challenger determines a special effect as befits your description; accept the effect or gain 2D10.</p>	<p>Strike: Pick between 1 and 6 D10s and roll. If result is higher than the advantage points you have, suffer backlash damage (one circle of damage) and fail the Strike, but no advantage points are expended. Else, determine damage by adding your highest offensive resource to the roll result and subtracting the target's highest defensive resource. For every full 10 points of result, damage one light wound circle. Once all light circles are marked, damage one severe circle for every remaining 20 points of damage, and after that a fatal circle for every 30 remaining points. If you inflicted any circles worth of damage, lose the unmodified rolled result in advantage points. If you didn't, keep all your advantage points.</p>
<p>Achievement: Spend 5 advantage points per outcome die you want added to your side of a goal (you and the Challenger can make up a new goal first). Resolve a goal when all agree or at the end of the conflict.</p>	<p>Claim Resource: To claim a resource from the field, roll 2D10 and add your highest trait. The opposition rolls 2D10 plus the highest trait of any character who has you as their target. If your roll is higher, you now hold the resource. To claim a resource held by your target, make that same roll opposed by the target's roll plus their highest trait. If you succeed by 1-9 points, the resource is now on the field. If you succeed by 10 or more, you now hold the resource (subject to the 4 resources limit).</p>
<p>Transfer Resource: Give one resource to another character. This automatically succeeds.</p>	
<p>Transfer Advantage: Give some or all of your advantage points to another character. This automatically succeeds.</p>	

Each trait can be tagged once for a particular benefit, based on their specialty:

<p>Vicious Strike (Brutality) When a character performs a strike, its player can tag a Brutality trait. This tagging is done during the damage step, after the player makes a roll that does not fail due to backlash. It adds the rating of the trait as a bonus to damage. This bonus does not affect the advantage points spent on the strike.</p>
<p>Feint (Cunning) Whenever a player performs a maneuver that earns less than 10 advantage points, the player can tag a Cunning trait to gain its rating in bonus advantage points. The tagging player describes how their maneuver changes or reveals a new twist.</p>
<p>Spirits' Blessing (Spirituality) Whenever this character is the target of a strike, after the roll is made and during the damage step, the player can tag a Spirituality trait to subtract its rating from the damage total. This does not reduce the advantage points spent on the strike by the attacker, but if it causes the strike to not inflict any damage at all, the attacker does not expend any advantage points (as usual).</p>