

BEAST HUNTERS

Challenge Negotiation

1. **Solution.** Challenger spells out the exact challenge, the Hunter proposes a solution. Challenger determines DOMAIN based on what the Hunter proposes. Then the Challenger chooses one of the following:

a. **Conflict Resolution.** Adversity costs x2

b. **Elaboration:** More Detail, Go to 2

c. **Give** End the Challenge. Costs 2 Adversity, Hunter gains 1 Reward Point

2. **Elaboration.** Challenger asks questions and points out problems, the Hunter clarifies and suggests traits that can be used. Hunter may pre-activate one trait. Then the Challenger chooses one of the following:

a. **Conflict Resolution.** Adversity costs x1, Hunter Pre-Activates 1 trait

b. **Complication:** Make it harder. Go to 3

c. **Give** End the Challenge. Costs 2 Adversity, Hunter gains 2 Reward Points

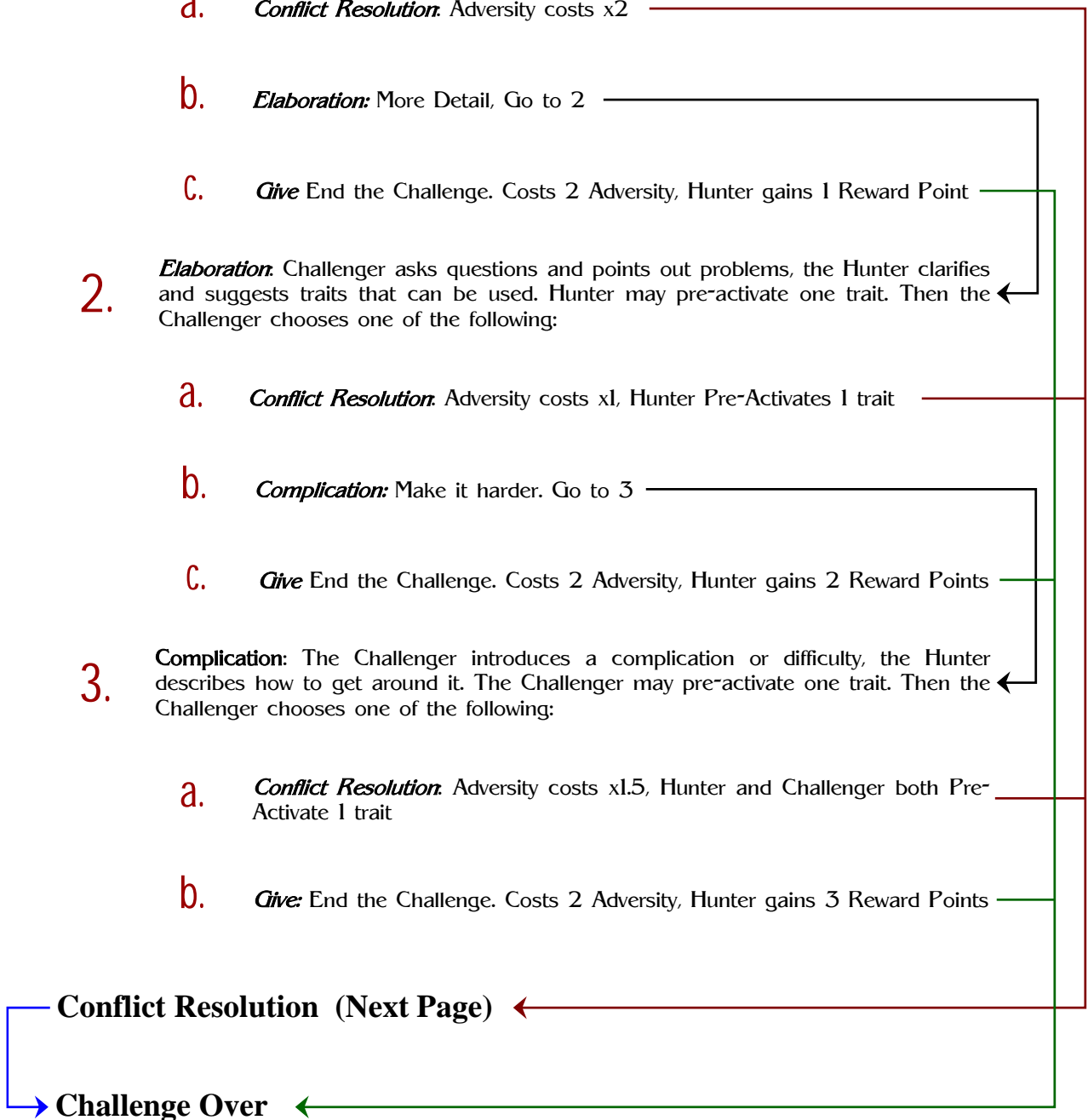
3. **Complication:** The Challenger introduces a complication or difficulty, the Hunter describes how to get around it. The Challenger may pre-activate one trait. Then the Challenger chooses one of the following:

a. **Conflict Resolution.** Adversity costs x1.5, Hunter and Challenger both Pre-Activate 1 trait

b. **Give:** End the Challenge. Costs 2 Adversity, Hunter gains 3 Reward Points

Conflict Resolution (Next Page)

Challenge Over



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Conflict Resolution

1. **Buy Adversity:** Challenger spends points from the Adversity Pool, up to the Limit, to create the opposition. Note that Limit is for the level, not the total cost after any multiplication.
2. **Initiative:** High rating wins. In a tie the Hunter chooses who goes first.
3. **Take Turns:** Players take turns taking actions. Each turn one of the following actions may be taken:
 - a. **Activate Trait:** Activate any single trait
 - b. **Offensive Maneuver:** Active Player describes a proposed action to increase their own advantage points
 - c. **Defensive Maneuver:** Active Player describes a proposed action to decrease the opponents advantage points
 - d. **Deny Resource:** Active Player describes an action or situation that removes a resource from the opposition
 - e. **Recover Resource:** Active Player describes an action to regain a resource that had been denied
 - f. **Special Effect:** Active Player describes a special effect or situation they want to cause
 - g. **Strike:** Active player goes for the throat and tries to cause damage to the opposition
4. **Ending:** If either player gives or has all Incapacitated boxes filled, the conflict is over and the other side wins. If the Hunter wins they gain Reward Points equal to the level of the challenge. If the Hunter is Incapacitated they gain no points, but the Challenger loses the Adversity spent on the challenge. If the Hunter gives they gain no points and the Challenger gets the Adversity back.

Adversity Chart

Cost	Trait	Resource	Initiative	Damage
0	0	0	1	-
1	+2	+1	2	1/1/1/1
2	+4	+2	3	2/1/1/1
3	+6	+3	5	3/2/1/1/1
4	+8	+4	5	4/3/1/1/1
5	+10	+5	6	4/3/2/1/1
6	+12	+7	8	5/4/2/1/1
7	+14	+9	10	5/4/3/1/1
8	+16	+12	12	5/4/3/2/1
9	+18	+15	15	6/5/3/2/1
10	+20	+20	20	6/5/4/3/2

Resource Denial — 1/2 the Resource Cost



Death: If a hunter has all Fatal boxes filled the player can chose to either win the adventure but remove the character from play permanently, or to lose the whole adventure but escape with their life.

Strike Cost

Cost	Dice
6	d6
10	d10
12	2d6
18	3d6
20	2d10
24	4d6
30	3d10
45	4d10
+15	+d10

Strike Damage

Result	Damage
1-5	Light
6-10	Medium
11-15	Heavy
16-20	Incapacitated
21+	Fatal

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Maneuvers

- a. **Activate Trait:** Activate any single trait
- b. **Offensive Maneuver:** Active Player describes a proposed action to increase their own advantage points
 1. Responding Player offers the Active Player a number of advantage points for the action, minimum 2. A general guideline is to start with a number equal to the active traits bonus minus the active defensive traits bonus, and then add points based on how good it is — 2 points is okay, 4 is good, 8 or more is amazing.
 2. Active Player can accept the offer in which case the maneuver happened, or reject it and roll
 3. If the Active Player rolls, it is $2d10 + \text{Offensive Traits}$ vs Responding Players $2d10 + \text{Defensive Traits}$
 4. If the Active Player wins the roll then gain advantage points equal to the difference in the rolls. If the Active Players loses, there is no advantage point change.
 5. If the Active Player gains 12 or more advantage points, they can take a free strike or special effect
- c. **Defensive Maneuver:** Active Player describes a proposed action to decrease the opponents advantage points
 1. Responding Player offers the Active Player a number of advantage points for the action, minimum 2. Guideline is as Offensive maneuver, but about halved.
 2. Active Player can accept the offer in which case the maneuver happened, or reject it and roll
 3. If the Active Player rolls, it is $2d10 + \text{Defensive Traits}$ vs Responding Players $2d10 + \text{Offensive Traits}$
 4. If the Active Player wins the roll then gain advantage points equal to half the difference in the rolls. If the Active Players loses, there is no advantage point change.
- d. **Deny Resource:** Active Player describes an action or situation that removes a resource from the opposition
 1. The Responding Player can offer the Active Player a success of a certain level, as with Offensive and Defensive maneuvers. This step is optional.
 2. Active Player rolls $2d10 + \text{Offensive Traits}$ vs Defensive Players $2d10 + \text{Defensive Traits}$
 3. If the Active Player wins the resource is denied to the Responding Player
- e. **Recover Resource:** Active Player describes an action to regain a resource that had been denied
 1. The Responding Player can decide the action is good enough without a roll. This step is optional.
 2. Active Player rolls $2d10 + \text{Defensive Traits}$ vs Responding Players $2d10 + \text{Offensive Traits}$
 3. If the Active Player wins by a level equal to the level of defeat suffered when the resource was denied, then the resource is regained. (5 if Resource Denial was purchased with Adversity.)
- f. **Special Effect:** Active Player describes a special effect or situation they want to cause
 1. Opposing player sets the Special Effect at a cost of between 5 and 20 advantage points.
 2. If either player on their turn spends that many advantage points they can either cause the special effect to happen, or make it so that it cannot happen . (However, the Opposing player must wait at least 2 turns to conclude the special effect.)
- g. **Strike:** Active player goes for the throat and tries to cause damage to the opposition
 1. Active player spends advantage points to gain dice of damage. Use chart on page 45
 2. Damage comes from the roll of those dice + Offensive Resource (only 1) – Responding Players Defensive Resource (only 1).
 3. The level of damage done is determined by the chart on page 46
 4. Responding player fills in the damage level, if all boxes of that level are full, damage always rolls up