

Section I: GAME OBJECTIVE

Explore the city with your character (referred to as a player character). Gain influence with non-player characters. The team with the most influence when the game ends is considered the winner.

Gaining Influence

There are three basic ways to gain influence with a non-player character (NPC), the first of which is to discard card(s) with a total face value of 10 or more while you share the space of the desired NPC.

The other ways of gaining influence are by either achieving a triumph or increasing your character's arete. In either of these cases, you determine which NPC gains the influence.

Section II: ROLLING DICE

It ought to be mentioned that there are only two types of dice used in both the **DEEP SEKH** and **Final Fantasy Brawl** tournaments. These are the six-sided (d6) and twenty-sided (d20) dice.

Natural (20) Twenty

When the d20 is rolled with the 20 as the result, it is referred to as a "natural 20." In this game, the roll of a natural 20 means one of two things.

In the case of a skill check, the die is said to "explode," allowing the player to roll the die a second time, adding any applicable modifiers, and adding the two rolls together for the total.

In the case of an attack roll, the die is still said to explode, however, the attack is referred to as a "secondary attack," which is noted as having separate effects by several feats and talents.

Triumph

When dice explode, it is possible to get incredible results with the dice; when a certain threshold is reached, a reward is due.

Whenever a weapon or spell attack deals 50 or more points of damage during a single turn, the attack is said to be a triumph. Similarly, whenever a skill check result is greater than or equal to 50, the skill check is said to be a triumph. Achieving a triumph is one way of gaining influence.

Section III: PLAYING CARDS

Cards represent your character's experiences, her equipment, and the rumors and bits of lore she's collected, along with other valuable commodities.

Acquiring Cards

There are three ways to acquire new cards.

The first two methods of gaining new cards are by either succeeding on an encounter skill check, such as from a Streets encounter, or by defeating a monster or another player character.

You can also gain new cards by meeting the requirements of a feat that your character has.

Using Cards

There are four different ways to make use of the cards you collect. The first, and most basic use is to gain influence with an NPC.

You can also discard a card to boost any attack, defense, or a skill check by an amount equal to the face value of the card. Using a card in this way is treated as an interrupt and applies only once.

This "boost" can only be used once per round, and the player who discards the card doesn't need to be the one who directly benefits from it.

The third way to use a card is in a manner described by a feat that your character has. The feat will describe the requirements and the effect.

The fourth way to use cards is to increase your character's arete, or in other words "level up."

Section IV: USING FEATS

Your character has a few abilities at her disposal to give her certain advantages. These are called feats, and they give your character options.

Certain feats will allow your character to draw a card (or cards) when the requirements are fulfilled. Take the Perform feat, for example:

PERFORM [Chance, Entertain]

Standard; When you end movement in a Location with a non-ally character, draw 1 card.

The description begins with the word "Standard," which means that a Standard action is required to activate the ability. The text states that when you "end movement" (which implies that you must move, or otherwise expend a Sudden action) to end up in a Location. The final condition for drawing a card is that there be a non-ally character present in the space as well. A tricky combination, indeed.

Section V: ACTIONS

Each turn, you gain three actions that you then use to move around the map and trigger encounters.

Basic Action Types

There are three basic actions which may only be performed on your own turn. There are many additional uses for each type of action, depending on the feats your character has.

Standard actions are the most important kind of action. You use your Standard action to make an attack, activate a feat, or trigger an encounter.

Sudden actions are primarily for movement.

Swift actions are for performing a sidestep.

Converting Actions

You can convert almost any action into another, depending on what you need to accomplish on your turn. A Standard action may be converted into either a Sudden or a Swift action, and a Sudden action may be converted into a Swift action. It is then possible to take three Swift actions in a turn.

Only by converting actions can you use the three interrupt actions: **Readied**, **Quick**, and **Instant**.

Interrupt Actions

There are three additional actions types that each character can perform, called interrupts. The only way to access these actions is by converting your basic actions. Interrupt actions are so named because they can be used at any time, especially when it isn't your turn.

Readied actions are usually used in response to a particular other kind of action. You can convert a Standard action into a Readied action.

Quick actions produce effects that require very little effort or concentration. Standard or Sudden actions can be converted into Quick actions.

Instant actions produce effects that are reflexive. Any action can be converted into an Instant action.

Section VI: MOVEMENT

Each character has a listed movement, which generally varies from four to six. This number indicates the maximum number of spaces they move with the use of a Sudden action.

Some feats will require movement to activate their effect. It is possible to fulfill this movement requirement without actually leaving the space you're currently in by "moving zero." This still requires the expenditure of a Sudden action.

Wanderlust

No character may begin and end her turn in the same district. Any character that does so must discard 1 card or else take a -1 penalty to condition.

Section VII: ENCOUNTERS

Encounters are the simplest way of gaining cards you'll need to influence NPCs, pull yourself out of sticky situations, and increase your power.

Streets Encounters

The most basic type of encounter is the Streets encounter. Whenever you find yourself in a "Streets" space you'll see something like this:

- 6 - Draw 1 card
- 5 - Resources (+2)
- 4 - Persuasion
- 3 - Acrobatics
- 2 - Deception (-2)
- 1 - Lose 1 turn

Use a Standard action to trigger an encounter in the space, and then roll a six-sided die to determine what you're up against.

By the example above, the roll of a six simply nets you a free card, with no trouble. The roll of a one causes you to lose 1 turn. Results two through five require you to roll a skill check with the listed skill, with modifiers, if listed; usually either (+2) or (-2).

A skill check result greater than or equal to **fifteen (15)** lets you draw 1 card. A failed check (fourteen or less) generally gets you nothing.

Losing Turns

If you lose a turn, you may finish using any actions you have left for your turn, however on your next turn, you don't receive any actions.

Section VIII: COMBAT

An attack roll is made much like a skill check, though instead of trying to meet or beat fifteen, you're trying to beat another character's defenses.

Weapon and Spell Attacks

Each weapon or spell is only effective to a certain range, either a range of 0 or 1. Attacks with a range of 0 can only target a foe in your current space.

Weapon and spell attacks are rolled against your target's Evasion defense. A successful attack will deal full damage to your target's hit points, while a failed attack will deal half damage (rounded down).

Other Attacks

Feats will often grant a character additional attack options. Unless otherwise listed, these attacks have a range of zero, and often have unique effects instead of reducing the target's hit points.

Healing Hit Point Damage

At the beginning of your turn, you heal all hit point damage you incurred during the round. Your condition remains unchanged, however.

Condition Rating

Every character has an overall health level, which is represented by their condition rating. From ratings five to seven are normal, and zero to four are wounded. When a character's condition is at any level besides Normal or Knocked-out, she has a bonus or a penalty to all her d20 rolls.

Healing Condition

A character can raise her condition rating several different ways. She may use a Standard action while in any Shrine or Temple Location to get a +1 bonus to her condition. There are also several feats which enable personal or allied healing.

Section IX: Forming a Party

Characters are stronger together than they are apart. Forming a merry band of adventurers or cobbling together a rag-tag group of misfits is a time-honored tradition.

Party Movement

When a character is in your space at the beginning of your turn, you may move her along with you, with her player's consent. This allows some characters with low movement to cross the city and come back in a short span of time.

Let Me Get That...

When characters are in a party together, whenever a skill check is called for, both characters may use the higher skill modifier between the two of them. Condition still affects the individual rolls, however.

Share And Share Alike

When a character triggers an encounter, or visits a Shrine or Temple to receive healing, everyone she brought with her has an identical encounter.

When an encounter roll is needed, only the acting character needs to roll, and the encounter affects the entire party. Thus, if a character brings a friend and an encounter that causes her to lose a turn, each character must lose her next turn.

To Each Her Own

Each character in a party has her own turn, and the order in which turns happen doesn't change. Actions that can only be taken on a character's turn may still only be taken on her own turn.