

Chaostle - Kelsam Variants

Variations

Movement

Roll 1d10 and apply the following results. This supports the use of faster movement, while better maintaining the original movement results' chance balance.

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| 1) <i>Move or Spawn</i> | 6) <i>Move and Fate</i> |
| 2) <i>Move or Spawn</i> | 7) <i>Optional Move</i> |
| 3) <i>Move or Spawn</i> | 8) <i>Move</i> |
| 4) <i>Move and Extra Turn</i> | 9) <i>Move</i> |
| 5) <i>Move and Fate</i> | 10) <i>Move</i> |

The “leap frog” mechanic is removed. Over many games we found it to be very overpowered.

Clarifications

Range

Range may be calculated up or down any staircase between characters on and off the Inner Square. Range *still* may **not** be calculated through your own colored line or your target's colored line.

Special Abilities

Calculate special ability rolls using $Xd6$, where X is the number of dice the special ability calls for. Including those involving movement.

Fate

Calculate fate rolls using $Xd6$, where X is the number of dice the fate calls for. Including those involving movement.

If you do not have any characters in play when a Fate result is rolled, you must immediately place one character in it's start position, then proceed to roll against the Fate cards. When this character is placed, you may also utilize it's bonus movement as normal.

Armor/Protect

If an ability, trap, Fate, etc does not specifically disallow you from utilizing your armor/protect for damage taken, you may use it.