Worlds Unchained Glossary

A **Chain** is a Skill with a usage condition that requires the spending of Boosts to use its effect.

Chain Keywords:

Chain X: spend X"

Prime X: "spend X as the first Chain of a round"

Riposte X: "spend X during the reaction phase as a non-initial player"

Combo X: "spend X during the reaction phase as the initial player"

Reinforce X: "spend X while this Vassal is in a reinforcer position"

Challenge X: "spend X while this Vassal is in the challenger position"

An **Ability** is a Skill with a usage condition that requires certain conditions to be met to use its effect.

Single Trigger Ability Keywords:

Eliminated: "when this Vassal is eliminated"

Elimination: "when this Vassal eliminates another Vassal"

Lose: "when this Vassal is your Challenger and loses combat phase"

Overkill X: "when this Vassal is your Challenger and wins combat phase by X power or more"

Survive: "when this Vassal is your Challenger and wins, loses, or ties combat phase"

Tie: "when this Vassal is your Challenger and ties combat phase"

Win: "when this Vassal is your Challenger and wins combat phase"

Start of Bout: "when the bout starts"

Solid State Ability Keywords:

Revenge X: "while your Challenger has lost the previous X consecutive combat phase(s)"

Streak X: "while your Challenger has won the previous X consecutive combat phase(s)"

Limit X: "while you've activated/triggered this Skill X times, you cannot use it anymore"

A **Passive** is a Skill with a usage condition that has no requirements to be used and constantly uses its effect until its Vassal is eliminated.

Passive Keywords:

Passive: "is always in effect"

Nested Skills:

A nested Skill is a Skill that contains another Skill within its effects.

If an Ability contains a Chain within its effect, while the Ability is triggered, the owning Vassal can use the Chain.

If a Chain contains an Ability within its effect, when the Chain is activated, the owning Vassal can use the Ability until the end of the round.

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Game Actions:

Apply: give a Status

Clear: remove a Status

Augment: give a Skill (lasts indefinitely unless noted otherwise)

Erase: remove a Skill (lasts indefinitely unless noted otherwise)

Injure: give a stack of Injury

Heal: remove a stack of Injury

Exhaust: give a stack of Exhaustion

Restore: remove a stack of Exhaustion

Spend: reduce your Boosts

Summon: create a Vassal token

Fabricate: create a Resource token

Eliminate: move to the infirmary

Protect: prevent from being injured (lasts until end of the round unless noted otherwise)

Negate: return the game state to the game state before the effect of a Skill (game states changed as part of the usage conditions of a Skill are not returned)

Swap: move a Vassal to another Vassal's zone, and move that Vassal to the first Vassal's original zone