

LOKI'S FAVOR TRACKER

This sheet will help you track *Loki's Favor* throughout the game.

LOKI's Favor is gained by doing bad things to other players. Specifically, each time a Player plays a card on another player or otherwise targets another player with an unwanted effect (given the situation), that Player gains one LOKI Point.

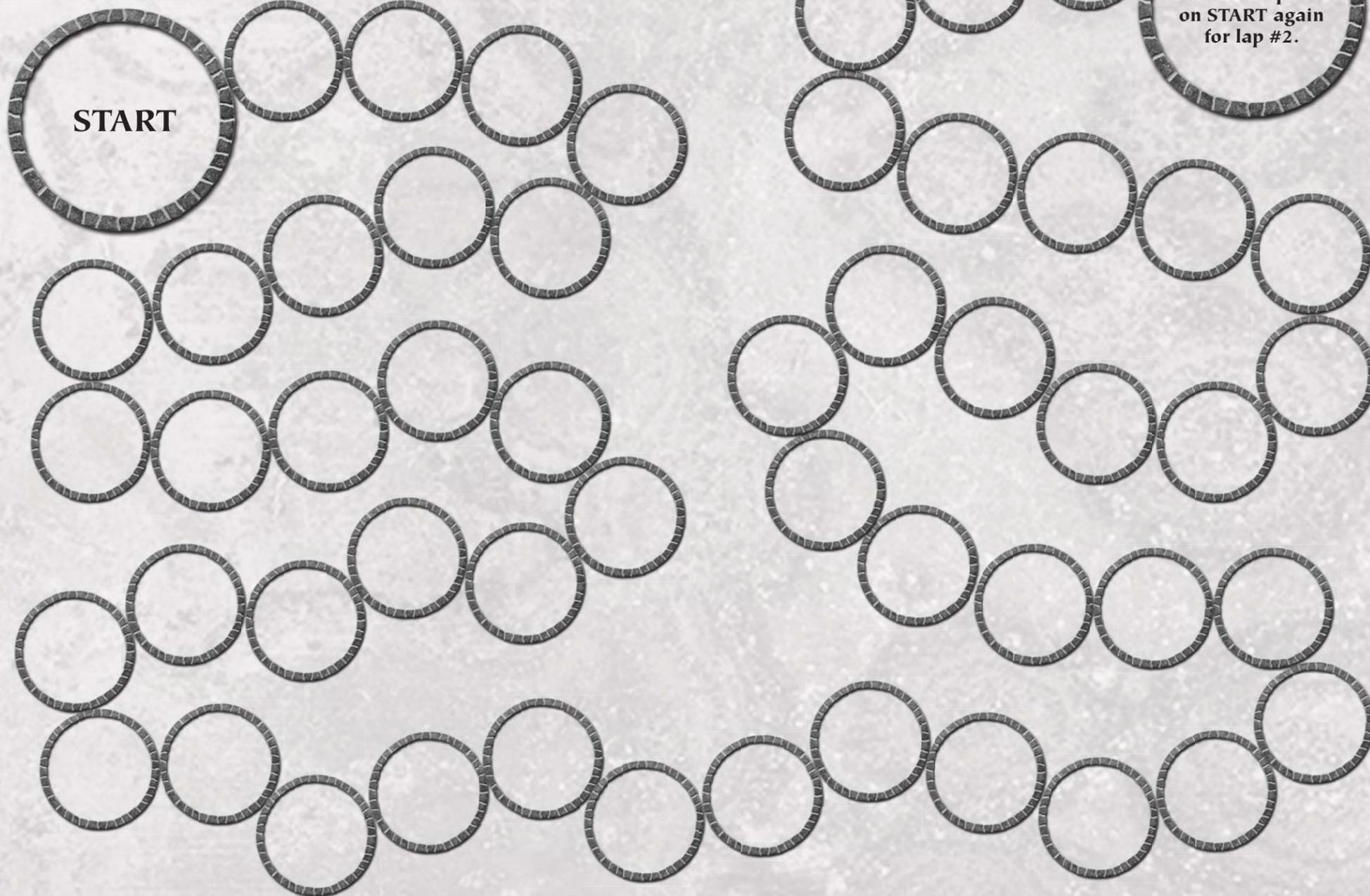
In general, the way you qualify a card or effect as 'unwanted' is to have it deliver a DIRECT negative effect on a specifically targeted player, who in no uncertain terms considers it undesirable given the situation at the time. 'Direct' negative effects are most commonly the loss of life, prestige, Items, cards, Turns, the ability to attack in a Turn, *immediate* kills, etc. Not sure? Ask the player if the card or effect targeting them was 'unwanted'.

Examples *might* include many of the Action Cards, Relics and Items that cause direct negative effects to other players, attacks like Stab & Grab, etc. But it is important how a card is played in determining if it qualifies. Common sense and a commonly held belief of what a direct negative effect is should be used in a straightforward and fair manner.

See the opposite panel for some examples.

TRACKING LOKI POINTS:

Locate the Character Tokens that came with this set and place one face up in the 'Start' circle for each character playing the game. When you gain a LOKI point, move your token one space forward on the Loki's Favor tracker. Should a Player earn favor beyond the farthest circle on the tracker, place their token on the start space again - but face down to show they are on the second lap.



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Let's look at some examples:

Tougher than he Looks / Not so Tough:

- Playing this card to make someone else's attack do more damage is NOT a direct negative effect on that player, even if it sets up a kill for the Player who played the card. Arguments that 'playing the card is negative because it lowers the chance of the targeted Player getting the kill later' are not sufficient.
- However, playing this card to make someone else's attack do more damage when an Encounter targets it's attacks based on 'the most damage done' IS a direct negative effect because it places the affected character in danger of being hit.

(This same reasoning applies to Twist with a Knife and Rally)

- Playing this card to make someone else's attack do less damage IS a direct negative effect if the targeted player considers it unwanted. (This is true of 'Crowd' as well)
- If playing this card to make someone else's attack do less damage would rob a player of a kill by making the attack no longer lethal, that IS a direct negative effect. The same is true if playing the card would make the targeted player a target for attack by a creature.

Edge Out, Critical Miss, Trip:

- These Action cards are almost always 'unwanted' and qualify for a LOKI point.
- However, let's say someone played Critical Miss on another Player while facing Arc Mages (Base Set Encounter). In this situation, a Player may actually prefer to have their attack miss to save themselves and the rest of the party members who might otherwise be damaged. It is normally 'unwanted' to miss your attack and lose 10 life points, but here the alternative would have be worse. So unless the targeted player *really* didn't want to have Critical Miss played on them, it would NOT qualify for LOKI point.

Not on My Watch, Not so Fast:

- These cards only qualify for a LOKI point if you play them on another 'Not on My Watch' or 'Not So Fast' card.

Alchemist Fire:

- Losing 10 points is almost never wanted – and while it does not 'target' any particular player, it does have a direct negative effect on most of them and therefore qualifies. But like Critical Miss, if the majority of damaged players believe it was better than the alternative they faced, it would not qualify.