C·O·L·L·I·S·I·O·N

Character Creation Guide

What is the Character Creation System?

In the earliest stages of Collision's development, the goal was to create a game that bridged the gap between hobbyists, war gamers, and role-players. In order to do so, I needed to design a game that encouraged involvement in the game's hobby aspect that was tactical in nature and had a high level of customization. In addition the game needed to be about forging a narrative as much as it was about fighting battles. From these ideas came two ru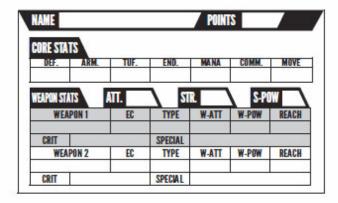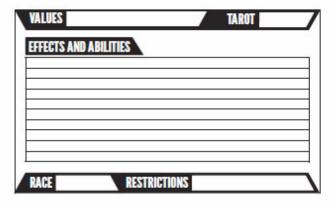les systems that are key elements of the collision game: the **Character Creation** system, and the **Campaign Battles** system.

This is the **Collision Character Creation Guide**, which is a set of rules for creating character cards or even entire factions. Players can take miniatures that are already a part of their collection or purchase new miniatures to include in their battle groups. In addition to providing rules for custom characters, this packet also includes pages of sample characters and battle groups that can be used, or customized to suit the needs of the players. Also available on the website **http://www.newworldgamingco.com/** is a Character Worksheet to help players keep track of custom characters, and a Digital Character Card PDF file that can be filled out on a computer and printed, or printed and filled out by hand.

This character creation system can work in-unison with the soon-to-be added Campaign Battles system to create characters that gain experience and level up from battle to battle! **Now go fourth and create!**

Character Creation Tutorial

In this tutorial I will go through the process of creating a character. First is a quick summary of the character card itself, what each stat is used for. Below is a blank character card.

NAME				POINTS		
CORE STATS						
DEF.	ARM.	TUF.	END.	MANA	COMM.	MOVE

WEAPON STATS	**ATT.**		**STR.**		**S-POW**	
WEAPON 1	EC	TYPE	W-ATT	W-POW		REACH
CRIT		SPECIAL				
WEAPON 2	EC	TYPE	W-ATT	W-POW		REACH
CRIT		SPECIAL				

VALUES		TAROT	
EFFECTS AND ABILITIES			
RACE		**RESTRICTIONS**	

Name: The Name provides a space for character identification. If you intend to use several of the same type of character, number or color-code them in the name field. "Black Knight (1)", or "Black Knight (2)" are possible names. Differentiating between the miniatures is also necessary.

Points: This represents how much of your character allotment is spent by this character. The more powerful a character is, the more points it costs, and the fewer total characters can be used in a given game.

Def.: The defense stat. Def. is representative of how nimble and difficult to hit a character is. The higher a character's Def, the harder he or she is to hit.

Arm.: The Armor stat represents how resistant a character is to damage. The higher a character's armor is, the fewer injuries he or she will receive from a hit.

Tuf.: Toughness. This represents how many injuries it takes to subdue and defeat your character. When your injuries are equal to or greater than your Tuf stat, your character is defeated.

End.: Endurance. End. is representative of your character's stamina. Units begin with Endurance equal to their Endure stat. This resource is spent on most actions, and Endurance equal to a character's Endure stat is recovered each turn. A character's total endurance cannot go above nine.

Mana: Mana is a powerful magical resource used in special abilities. A character begins the game with a number of Mana tokens equal to his or her Mana value. Unless stated otherwise, characters cannot recover Mana back after spending it.

Comm.: Command represents a character's presence and influence within a battle. It is used when choosing sides, deploying terrain and objectives, deciding turn order, and the success of some special abilities.

Move: Move is representative of how quickly your character can travel. There are three ways for characters to move: **Step**: Move one space for free. **Maneuver:** Move spaces less than or equal to a character's Move value for one Endurance (EC 1). **Run:** Move spaces up to double a character's Move value for three Endurance (EC 3).

Att.: Att. is the attack stat. It represents a character's accuracy with special abilities. This stat contributes to W-Att.

Str.: Strength represents a character's ferocity with any type of weapon. It is added to the W-Pow stats of each weapon during character creation, and it is used in tests or contests with some abilities.

S-Pow: Spell Power. This represents how dangerous and powerful a character's spell abilities are, and some weapons provide a bonus to S-Pow.

Weapon 1 and 2: Weapon 1 and 2 are the names of the weapons your character brought to battle. Most characters will have one weapon, but some can have 2 or even none.

EC: EC stands for Endurance Cost. The EC value represents how much of a character's Endurance is required to make a weapon attack or special weapon attack. Heavy and clumsy weapons cost more EC, and lighter weapons cost less.

Type: The kind of damage a weapon inflicts. Most weapons are the "Mundane" type, but some can either be "Magic", or one of the elements "Light", "Dark", "Fire", "Cold", "Electric", or "Acid". However, a weapon cannot have more than one type.

W-Att: Weapon Attack. This represents a character's weapon accuracy. Weapons have varied accuracy, and a character's Att stat will contribute to W-Att.

W-Pow: W-Pow is Weapon Power, representing how dangerous and powerful a weapon is if it hits. The higher this number is, the more easily your weapon will injure your enemies.

Reach: The Reach stat refers to how close a unit needs to be to an enemy to be able to engage the enemy in combat using its weapon(s). Ranged weapons can attack enemies outside of their reach at a penalty indicated by a plus (+) after its reach.

Crit: After rolling "10" in an attempt to hit an enemy, the respective critical hit effect is applied. Such effects can include (but are not limited to) Stun, bonuses to W-Pow, or, with some powerful weapons, even Slay.

Special: The Special stat refers to the special attributes of the weapon. Special attributes that relate to hit effects are resolved at the end of the attack.

Values: Each faction has a set of values, and no battle group can include more than 3 different values. A single character can have 0 - 3 values depending on which character creation options were selected when the unit was made. Values are explained in greater detail later in the character creation tutorial.

Effects & Abilities: Effects are special rules that are always in effect and don't have to be actively used. Abilities are special actions that can be used in place of normal activation options and cost some combination of Endurance and/or Mana. Abilities and effects can be found throughout the character creation system and in the glossary section.

Race: Race refers to the race of the character.

Restrictions: Some characters can only be used in larger battles. The Restrictions stat is blank except for when characters are limited in that way.

Step 1: Choosing a Method

There are 2 basic methods of creating a character:
- Create a character based off of a miniature
- Create a character based off of a theme/faction

When creating a character based off of a miniature, the goal is to create the character card in such a way that the miniature is a fair representation of the character. It would greatly add to the confusion of the game if a Halfling miniature were used to represent an ogre, or a staff used to represent a crossbow. With this in mind, choices during character creation should closely match the miniature that the character will be based off of. This means selecting an appropriate race, armor, and weapon options for the character. This is meant to be a loose guideline, since it wouldn't be a stretch for a character wearing heavy plate to be equipped with a breast plate instead, and the blade option could fit an ax as easily as it could fit a sword. Similarly, miniatures to represent elves, humans, and even demons can be interchangeable depending on how they are painted (red or blue skin is a good indication that a character could be a demon). Especially in the case of monsters as characters, players are allowed to take some creative liberty as to what weapon a set of antlers could be treated as, and it would not be a stretch for thick chitin to be considered plate armor.

When creating a character based off of a theme or faction, the goal is to create a character that you would later find a suitable miniature for. When doing so, a player should be mindful of the fact that some races and equipment options are harder to come by than others, and it may take some hobby skills to modify a miniature to better suit the character designed. In a later iteration of the character creation rules I plan to include a few examples of modifying a miniature to suit a character card, but for now either have a miniature in mind, or use a miniature that is similar enough as to not cause confusion.

In any case, always inform your opponent as to which miniature corresponds to which stat card, and if you have no suitable miniature for a character or vice versa, take special care to inform your opponent.

Step 2: Choosing Values

The first step to creating a character is selecting the character's values. Values represent the things your faction or specific battle group is known for, and in the character creation system the values provide you with your character creation options. There are universal options available to any character, however the more powerful and interesting options are available only through specific values. There are 8 values to choose from: Chivalry, Diplomacy, Mysticism, Liberty, Brutality, Conquest, Sorcery, and Savagery. A character can use up to 3 values, however a battle group can contain no more than 3 values among all of their characters. A character with only 1 or 2 values is more versatile and can be used in a broader variety of battle groups, where as a character with 3 values can only be used in a battle group that shares each of its values.

If you are basing a character off of a miniature, be sure to go through the values to make sure that the options are available to you that you will need to accurately represent the miniature. For example, if the miniature is a Minotaur with a two-handed sword, the Brute race best sits a Minotaur, and either a long sword or a dire blade for its weapon. Given that the Brute race is only in the Savagery value, the character would need the Savagery value at the least. Since the Long Sword is a universal option, the player would be free to choose up to 2 other values for the character. As an example I have a character to the left who I will be designing a card for. (Robed Elf Warrior by Troll Forged Miniatures)

Since the character's armor covers up most of its features, I am free to pick just about any humanoid race I want, but suppose I intend to use the character in a Deadholm battle group. The red elf race would suit the miniature well, so I will need conquest as one of my values to make that option available. For now, the character will have the Conquest value.
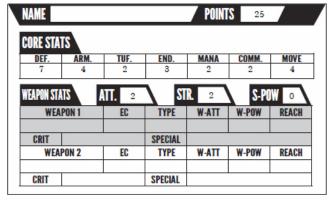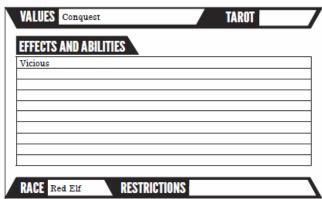
Step 3: Choosing Race and Tarot

Race and tarot are the two options that have the most impact on a character's stats. A character's race is fairly self-explanatory, though some of the races in collision require some explanation such as beast, thrall, and undead construct. There are descriptions of each of the races in the universal options section and the value sections, which should help a player to decide what race to use for their character. When creating a character based off of a miniature, always choose the race that best fits the miniature to cut down on confusion during the game. **When you have chosen a race, add the core stats of the race to the front of the card, add the name of the race in the RACE field on the back of the card, its point cost to the back of the card, and the any special abilities and effects on the back of the card.**

Tarot is the fate of the character and represents the role the character would play in battle. There are two kinds of tarot: Major Arcana and Minor Arcana. Major arcana are established characters in the lore of Collision and are powerful and often legendary figures. For example Virgil (featured on the cover of the core rules) is the Major Arcana The Tower. Rhona, his nemesis, is the Major Arcana Strength. These characters are not made using the character creation system and are instead static and self-contained characters. Minor Arcana characters are simply types of characters that are found within the world rather than specific ones, such as the 4 of Swords or the 8 of Rods. The number indicates rank, and the higher the number the greater the rank (Ace is considered to be rank 11). The other word part of the title is the suit (Swords, Cups, Rods, or Coins), and the suit determines the character's role in battle. Swords characters are sturdy soldiers, Cups characters are leaders and support characters, Rods characters are powerful magic users and masters of Mana, and Coins characters rely on stealth, agility, and foul play. Each suit can fill different strategic roles, and often there is overlap from suit to suit. Characters with a rank of 8 or greater are restricted to games that use larger battle groups. **When you have chosen a Tarot, add the stat bonuses to the front of the card, add the Tarot name to the Tarot field on the back of the card, and add the points cost to your current total on the back of the card.**

Back to our example character I've selected Red Elf as his race, and when I do, I fill in the stats and points costs associated with the race. I also add any special effects or abilities to the back side of the card.

NAME					POINTS	25

CORE STATS

DEF.	ARM.	TUF.	END.	MANA	COMM.	MOVE
7	4	2	3	2	2	4

WEAPON STATS | ATT. 2 | STR. 2 | S-POW 0

WEAPON 1	EC	TYPE	W-ATT	W-POW	REACH
CRIT		SPECIAL			
WEAPON 2	EC	TYPE	W-ATT	W-POW	REACH
CRIT		SPECIAL			

VALUES	Conquest		TAROT	

EFFECTS AND ABILITIES

Vicious

RACE	Red Elf	RESTRICTIONS	

For the Tarot option I decided to choose 6 of Cups since it was also available from the Conquest value. I applied the stat bonuses, points cost, and Tarot name to the card.
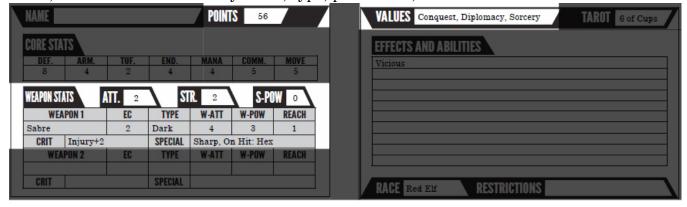
| NAME | | | POINTS | 46 | | | VALUES | Conquest | | TAROT | 6 of Cups |

CORE STATS

DEF.	ARM.	TUF.	END.	MANA	COMM.	MOVE
8	4	2	4	4	5	5

WEAPON STATS ATT. 2 STR. 2 S-POW 0

WEAPON 1	EC	TYPE	W-ATT	W-POW	REACH
CRIT		SPECIAL			
WEAPON 2	EC	TYPE	W-ATT	W-POW	REACH
CRIT		SPECIAL			

EFFECTS AND ABILITIES
Vicious

RACE Red Elf   **RESTRICTIONS**

Step 4: Choosing Weapons, Armor, and Accessories

Choosing weapons, armor, and accessories can have a huge impact on how a character can act on the battlefield as well. A character can use up to two weapons (a character can even have no weapons), but can never take more than 2 hands worth of weapons or accessories. When deciding what weapon to give to a character based off of a miniature, it is essential that the weapon chosen for the character card is a close match to what is represented in the miniature. **When a player chooses a weapon, they add the name of the weapon and weapon stats to the character card, and add the points cost of the weapon to their points total. The player adds the Att. Stat of the character to the W-Att of each weapon, and adds the Str. Stat to the W-Pow of each weapon. Also, some races add a bonus to reach.**

If a character is high enough rank, they can also select up to one enchantment for each weapon. Adding an enchantment to a weapon usually changes its type, and often increases the weapon stats or adds a special or crit feature. **When a player chooses a weapon enchantment, they need to add the weapon bonuses, changes to type, special or crit effects, and points cost to the character card.**

Back to my character example, I decided I wanted to give him a Sabre from the Diplomacy value, so I added the weapon stats, points cost, and Diplomacy value to the character card. I also chose to give the sword the Shadow enchantment from the Sorcery value, so I added the necessary effect, type, points cost, and value to the character card.

| NAME | | | POINTS | 56 | | | VALUES | Conquest, Diplomacy, Sorcery | | TAROT | 6 of Cups |

CORE STATS

DEF.	ARM.	TUF.	END.	MANA	COMM.	MOVE
8	4	2	4	4	5	5

WEAPON STATS ATT. 2 STR. 2 S-POW 0

WEAPON 1	EC	TYPE	W-ATT	W-POW	REACH
Sabre	2	Dark	4	3	1
CRIT	Injury+2	SPECIAL	Sharp, On Hit: Hex		
WEAPON 2	EC	TYPE	W-ATT	W-POW	REACH
CRIT		SPECIAL			

EFFECTS AND ABILITIES
Vicious

RACE Red Elf   **RESTRICTIONS**

A character can only wear up to one set of armor (a character can choose not to select armor). When choosing armor, it is essential that the armor chosen for the character card is a close match to what is represented in the miniature. There are exceptions to this guideline, since most heavy armor types are interchangeable, and a monster character's skin is often passable armor. **When a player chooses armor, they need to add the Arm. bonus and Def. modifier to their character card as well as the points cost of the armor.**

If a character is high enough rank, they can also select up to one armor enchantment if they chose to take armor. Adding an armor enchantment usually adds effects to the character and sometimes adds stat modifiers. **When a player chooses an armor enchantment, they need to add any effects, stat modifiers, and points cost to their character card.**
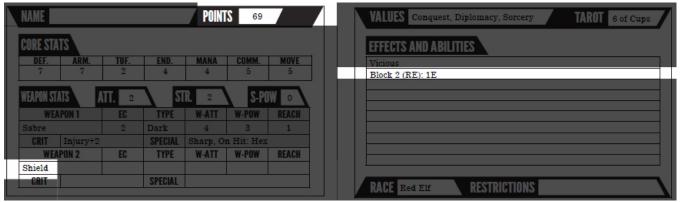
Back to the example character, I decided to give him scale armor to best suit the miniature.

NAME				POINTS	66	

CORE STATS

DEF.	ARM.	TUF.	END.	MANA	COMM.	MOVE
7	7	2	4	4	5	5

WEAPON STATS — ATT. 2 — STR. 2 — S-POW 0

WEAPON 1	EC	TYPE	W-ATT	W-POW	REACH
Sabre	2	Dark	4	3	1
CRIT	Injury+2	SPECIAL	Sharp, On Hit: Hex		
WEAPON 2	EC	TYPE	W-ATT	W-POW	REACH
CRIT		SPECIAL			

A character can choose up to one accessory (but it isn't required). When choosing accessories, keep in mind that a character can never take more than 2 hands worth of weapons and accessories, so if a character has already selected a 2-handed weapon, the only accessories that could be purchased would be accessories that don't take up any hands. As a reminder, it is a good practice for accessories that take up a hand to add the name of the accessory in the weapon 2 slot even though it is not a weapon. Just as the other equipment options, accessories should be chosen with a miniature in mind, but this doesn't have to be as strict as weapon, armor, or race choices. For example, a beast could take the Lyre of Distraction accessory even if it isn't holding an instrument, since it could be argued that it can howl in a distracting manor. Accessories usually provide special abilities or effects, but can also affect stats. **When choosing an accessory, add any stat changes, special effects, abilities, and points cost to the character card.**
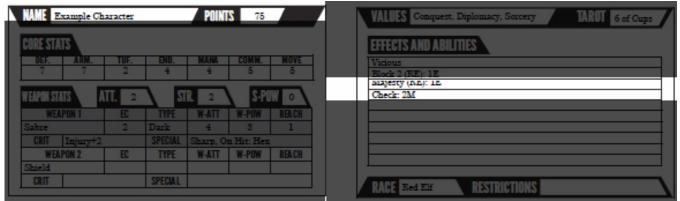
Since the example miniature I chose is clearly carrying a shield, I had best add one to the character's stat sheet. I added the normal Shield accessory, noted that I took a shield in the Weapon 2 slot, added the Block 2 (RE) effect, and added the points cost to the character.

NAME					POINTS	69

CORE STATS

DEF.	ARM.	TUF.	END.	MANA	COMM.	MOVE
7	7	2	4	4	5	5

WEAPON STATS ATT. 2 STR. 2 S-POW 0

WEAPON 1	EC	TYPE	W-ATT	W-POW	REACH
Sabre	2	Dark	4	3	1
CRIT	Injury+2	SPECIAL	Sharp, On Hit: Hex		
WEAPON 2	EC	TYPE	W-ATT	W-POW	REACH
Shield					
CRIT		SPECIAL			

VALUES Conquest, Diplomacy, Sorcery **TAROT** 6 of Cups

EFFECTS AND ABILITIES

Vicious
Block 2 (RE): 1E

RACE Red Elf **RESTRICTIONS**

Step 5: Choosing Skills

Skills represent special abilities and techniques that a character has learned to master through training and practice. In Collision, a significant part of how a character operates on the battlefield is left to skills. Depending on what Tarot you chose for your character, you have a maximum number of skills that you can purchase. Some of the skills in the universal options list cost 0 points, so even though skills are optional, there is no excuse not to give a character at least 1 skill. With this in mind, skills should be selected based on what role or purpose the character itself should have on the battlefield. Characters built to hold objectives should have skills that protect them, whereas characters meant to weaken foes should take advantage of skills that cause status effects like Hex or Stun. **When you choose skills for your character, add the skills to the Effects and Abilities area of the character card, add the Endurance and Mana costs of the skills in the case of an ability, and add the point costs of the skills.** Optionally, you can add a summary of the skill if there is space on the card.

For the sample character, I took advantage of his high command score by giving him the Check skill, and helped to compensate for his low toughness by giving him the Majesty (RE) skill.

NAME	Example Character				POINTS	75

CORE STATS

DEF.	ARM.	TUF.	END.	MANA	COMM.	MOVE
7	7	2	4	4	5	5

WEAPON STATS ATT. 2 STR. 2 S-POW 0

WEAPON 1	EC	TYPE	W-ATT	W-POW	REACH
Sabre	2	Dark	4	3	1
CRIT	Injury+2	SPECIAL	Sharp, On Hit: Hex		
WEAPON 2	EC	TYPE	W-ATT	W-POW	REACH
Shield					
CRIT		SPECIAL			

VALUES Conquest, Diplomacy, Sorcery **TAROT** 6 of Cups

EFFECTS AND ABILITIES

Vicious
Block 2 (RE): 1E
Majesty (RE): 1E
Check: 2M

RACE Red Elf **RESTRICTIONS**

Options by Value

Universal Options

Any Battle group is allowed to choose Universal options. Characters made exclusively with universal options have no values, and can be included in any battle group.

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Halfling	7	4	2	3	2	1	3	2	0	1	+0	Skill +1	18
Human	6	4	3	3	2	1	3	1	1	1	+0	Skill +1	20
Great Folk	5	4	4	3	2	1	3	0	2	1	+1	Skill +1 Massive	24

Skill+1: This character can purchase one skill more than permitted by its tarot during character creation.
Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.
Halfling: *Halflings are a short race likely descendant from humans. Halflings are roughly half the height of their human counterparts, but their evasiveness, keen eyes, and ability to learn quickly makes them ideal mages and excellent rogues.*
Human: *Humans are the most wide-spread races of Gea, and are thought to be the closest relatives to the peoples of the old world. Though they are not as great in number as Goblins, Humans have achieved their wide-spread influence by adapting quickly to new cultures, environments, and trades.*
*Greatfolk: Greatfolk are much like humans, but easily reach twice their height. Their size and strength allow them to be **talented** craftsmen and formidable soldiers.*

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
2 of Swords		1					1			1		0
3 of Swords		1					1	1		1		3
2 of Cups				1	1					1		0
3 of Cups	1			2	1					1		3
2 of Rods				1					1	1		0
3 of Rods				2			1		1	1		3
2 of Coins	1						1			1		0
3 of Coins	1			1		1	1			1		3

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Blade	2	Mundane	2	2	1	Pow+2		1	5
Dagger	2	Mundane	1	1	1	Injury+1	Multiattack	1	3
Mace	3	Mundane	1	3	1	Stun		1	4
Spear	2	Mundane	2	1	2	Injury+1		1	3
Bow	3	Mundane	2	1	5+	Injury+1	Ranged	1	3
Pike	2	Mundane	2	2	3	Injury+1		2	6
Longbow	3	Mundane	3	2	7+	Injury+1	Ranged	2	6
Staff	2	Mundane	0	1	2	Stun	S-Pow+1	1	5
Heavy Crossbow	3	Mundane	2	3	5+	Injury+1	Ranged	2	6
Long sword	2	Mundane	3	3	1	Pow+3		2	8
Hammer	2	Mundane	0	3	1	Stun		1	5
Javelin	2	Mundane	2	1	2	Injury+1	Throw 1E	1	5
Flail	3	Mundane	3	2	1	Stun		1	3

Multiattack: This unit may perform as many attacks with this weapon as they can pay for.
Ranged: This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.
S-Pow+1: Add 1 to your S-Pow stat during character creation.
Throw: Cost 1E + Weapon EC. Make a ranged attack with this weapon at reach +3.

Armor	Type	Defense	Armor	Points
Leather	Light	0	1	4
Chain	Medium	-1	2	5
Breastplate	Heavy	-2	3	7

Accessories	Hands	Ability/Effect	Points
Shield	1	Block 2 (RE) 1E	3
Torch	1	Dazzle 2E	3
Jump Shoes	0	Leaping Move	3
Cloak of Wings	0	Move -1, Levitating Move	5
Potions Case	1	Remedy 2E	5

Block 2 (RE): Cost 1E. React to suffering a hit. You get Arm+2 for that attack.

Dazzle: Cost 2E. Special Melee attack at Att+1, Reach 1, on hit: stun, on crit: the target suffers a pow 3 fire hit. Otherwise the attack deals no damage.

Leaping Move: Ignore the effects of obstacles. You may also move up one or two elevation levels at once and can move through enemy characters.

Move-1: Subtract 1 from your Move stat during character creation.

Levitating Move: Ignore the effects of obstacles. You are treated as one elevation level higher than the tile you stand on for the purposes of movement and attacking, and you never suffer falling damage. You can also move through enemy characters.

Remedy: Cost 2E. Remove all of the negative status tokens of a single type other than injury from this character, or an ally within 2 spaces.

Skills

Swords Skills	Points
Power Attack: Cost 1M + Weapon EC. Special Weapon Attack at W-Att -1, W-Pow +2.	0
Parry (RE): Cost 2E. React to a melee attack with an Att contest. If you win, negate the attack.	0
Shrug (RE): Cost 1E. React to being dealt 1 injury. Ignore that injury.	2
Guided Strike: Cost 1M+Weapon EC. Make a special weapon attack at W-Att+2	2

Cups Skills	Points
Tactical Strike (RE): Cost 1M. React to an ally making an attack. The ally must be within a number of spaces equal to your command. Their attack is now at Att+2/W-Att+2 Pow+1. This can only be applied once per attack.	0
Look Out (RE): Cost 1M: React to an ally within command being attacked. That ally gets Def+2 and Arm+1 for that attack. This can only be applied once per attack.	0
Plan Ahead: Cost 2E. Roll a D10 and set it aside. Your characters may use this value once instead of rolling a D10 during this turn. Using Plan Ahead again replaces the D10 already set aside.	2
Frighten (RE): Cost 2E. Fear Effect, an enemy within spaces equal to your command becomes stunned.	2

Rods Skills	Points
Mage Armor: Cost 1M1E. React to an attack that hits you. Your armor is 8 ignore all armor penalties for that attack (including penalty from injuries).	0
Static Jolt: Cost 2E1M. Special ranged attack at Att+2, S-Pow+0, Type: Electric, Range: 4+, Crit: Stun.	0
Mana Gift: Cost 1E1M. Any friendly character recovers 1 Mana up to its maximum.	2
Deflect: Cost 2E. React to a ranged attack against this character or an ally within a number of spaces equal to this character's command. Roll a S-Pow contest. If you win, the attack is negated.	2

Coins Skills	Points
Dodge: Cost 2E. React to an attack to gain Def+2 against that attack. This is used before the attack is rolled.	0
Backstab: Cost 1M + Weapon EC. Special Weapon Attack. If it hits the target in its rear side, it will automatically critical hit instead.	0
Sudden Strike: Cost 1E + Weapon EC. No reactions permitted. Special melee weapon attack at W-Att+1, and adding Crit: Pow+2.	2
Snipe: Cost 1E + Weapon EC. No reactions permitted. Special ranged weapon attack ignoring penalties for partial cover, and adding Crit: Pow+2.	2

Chivalry

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Fae	7	4	2	3	3	0	3	3	0	1	+0	Levitating Move	22
Angel	6	4	3	3	3	2	3	1	1	1	+0	Levitating Move	25
Archangel	5	4	4	3	3	2	3	0	2	1	+1	Levitating Move, Massive	28

Levitating Move: Ignore the effects of obstacles. You are treated as one elevation level higher than the tile you stand on for the purposes of movement and attacking, and you never suffer falling damage. You can also move through enemy characters.

Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.

Fae: Fae are small winged creatures found in forests or juggles, and are common in the eastern holds of Guelivere. They are usually civil, but can be mischievous if mistreated.

Angel: Angels are majestic winged humanoids that are known for being awe-inspiring. Angels are often in positions of power and influence, and serve command roles on the battlefield.

Archangel: Archangels are Angels who absorbed more mana during infancy than other angels, which left them significantly larger in stature. Archangels also take command roles on the battlefield, but can be mighty soldiers as well.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Swords		1		1	1		1	1		2		7
5 of Swords		1	1	1	1		1	1		2		17
6 of Swords	1	1	1	1	1	1	1	1		2		21
7 of Swords	1	2	1	1	1	1	1	1		3		25
8 of Swords	1	2	1	2	1	1	1	1	1	3	250+	28
9 of Swords	1	3	1	2	2	1	1	1	1	3	250+	36
10 of Swords	2	3	1	2	2	1	2	1	1	4	250+	42
Ace of Swords	2	4	1	3	2	1	2	1	1	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Broad Ax	3	Mundane	0	4	1	Stun		1	5
Short Bow	2	Mundane	1	1	5+	Injury+1	Ranged, Multiattack	1	5

Ranged: This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.

Multiattack: This unit may perform as many attacks with this weapon as they can pay for.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Bright	4	Light	W-Att+1	2
Unicorn	8	Light	Reach+1(+2 if ranged), Ignore Partial Cover	4

W-Att+1: Add 1 to the W-Att stat of the enchanted weapon during character creation.

Reach+1 (+2 if ranged): Add 1 to the reach of the weapon during character creation. If the weapon has the Ranged effect, increase the reach by 2 instead.

Armor	Type	Defense	Armor	Points
Heavy Plate	Heavy	-2	4	14

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Bright	4	Immune to Light	3
Unicorn	8	Few Stood Against Many	10

Immune to Light: You are not affected by Light type attacks, effects, and abilities.

Few Stood Against Many: As long as this unit survives the battle and is on the table, score 1 VP.

Accessories	Hands	Ability/Effect	Points
Heavy Shield	1	Block 4 (RE) 2E	3

Block 4 (RE): Cost 2E. React to suffering a hit. You get Arm+4 for that attack.

Any Rank 4 or Greater	Points
Smite: Cost 2M + Weapon EC. Special melee weapon attack. Add Command to your W-Pow. This attack cannot defeat an enemy. If it would, instead leave the enemy 1 injury away from defeat and Stun.	4

Swords Skills	Points
Got your Back (RE): Cost 1M. React to an adjacent ally being the target of an attack or ability. Swap it for this character. The swapped in character is now the target instead.	2

Swords 4+ Skills	Points
Meditate: Cost 2E. Recover 1 Mana up to your maximum	4
Buck-Shot: Cost: 1E1M Use only after resolving a ranged attack that hit. Make another ranged attack against that target without paying the attack's EC.	4
Counter Attack (RE): Cost: 1E React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a weapon attack against them without paying EC.	4
Persevere: Cost: 1M. Until the beginning of this character's next activation, it does not suffer penalties from injuries, and can't be defeated by them. This can't be used if you started your activation with injuries greater than or equal to your toughness.	4

Swords 8+ Skills	Points
Challenge: If an enemy moves out of your melee reach, roll a Command contest. If you win, it can't move but must still pay Endurance for the movement.	8
Thunder Strike: Cost 2M + Weapon EC. Special weapon attack with Att+1, Pow+2, Radius 1 (Blast), Type Electric, and On Hit: Drain 1E. This character can't hit itself.	8

Diplomacy

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Wisp	7	4	2	3	3	0	3	1	0	1	+0	Serenity	22
White Elf	7	4	2	3	2	2	3	2	0	2	+0	Serenity	25
Elemental	5	4	3	3	2	2	3	1	2	1	+1	Serenity Massive	28

Serenity: As long as this character is uninjured, it recovers 1 Mana during recovery each turn.
Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.
Wisp: Wisps are beings made of mana, and are products of mana pools which overflow. Wisps are magically potent and make the best familiars.
White Elf: Of the elven race, the white elves are known for being calm, detached, and talented magic users. They are a pale grey in complexion, and typically have white or blond hair and curved features.
Elemental: Elementals are also products of over-full mana pools, but are composed of polarized mana. Elementals are large in size, and their bodies are made of an elemental force such as water, fire, or earth brought to life by mana.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Cups	1			2	2					2		7
5 of Cups	1	1		2	2					2		17
6 of Cups	1	1		2	3	1				2		21
7 of Cups	1	1	1	2	3	1				3		25
8 of Cups	1	1	1	3	3	1			1	3	250+	28
9 of Cups	1	2	1	3	4	1			1	3	250+	36
10 of Cups	2	2	1	3	4	1			1	4	250+	42
Ace of Cups	2	3	1	4	4	1			1	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Sabre	2	Mundane	2	1	1	Injury+2	Sharp	1	6
Throwing Blade	2	Mundane	2	2	1	Injury+1	Throw 1E	1	6

Sharp: This weapon scores a crit on a 9 or 10, as long as a 9 would normally hit. Weapons with Sharp cannot have Crit: Slay.
Throw: Cost 1E + Weapon EC. Make a ranged attack with this weapon at reach +3.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Thunder	4	Electric	On Injury: Stun	2
Quick	8	Electric	Multiattack	5

On Injury: On Injury effects occur if your attack deals at least 1 injury successfully.
Multiattack: This unit may perform as many attacks with this weapon as they can pay for.

Armor	Type	Defense	Armor	Points
Scale Armor	Medium	-1	3	10

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Thunder	4	Immune to Electric	3
Quick	8	End+1	7

Immune to Electric: You are not affected by Electric type attacks, effects, and abilities.
End+1: Add 1 to your End stat during character creation.

Accessories	Hands	Ability/Effect	Points
Banner	1	Rally 1E	3

Rally: Cost 1E. Remove Flee counters from this character and friendly characters within spaces equal to your command.

Any Rank 4 or Greater	Points
Chilling Strike: Cost 2M + Weapon EC. Special weapon attack, with type: Cold and on hit: drain End equal to your S-Pow.	4

Cups Skills	Points
Inspire Urgency: Aura. Other friendly characters that begin moving within spaces equal to your command get +1 to Move. Characters may only be affected by one aura of each type at a time.	2

Cups 4+ Skills	Points
Assess the Threat: Cost 1E. Fear Effect. Roll a command contest with an enemy within a number of spaces equal to your command. If you win, recover 1 Mana.	4
Inspire Fortitude: Aura. Other Friendly characters within command gain +1 to Armor. Characters may only be affected by one aura of each type at a time.	4
Out-Maneuver: Cost 1E1M. React to an enemy activating in phase 1 or 2 within spaces equal to your command. Move it to phase 3 instead.	4
Haste: Cost 2M. This character and each ally within command can move spaces up to their move value. This movement can be made in addition to normal movement actions.	4

Cups 8+ Skills	Points
Swift Assault: If you have more swift assault characters than your enemy, you choose to be the attacker or defender.	8
Inspire Bravery: Aura. Other Friendly characters within spaces equal to your command are immune to fear abilities or effects and Flee. This character is also immune to fear abilities or effects and Flee. Characters may only be affected by one aura of each type at a time.	8

Mysticism

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Goblin	8	4	2	3	2	0	3	2	1	1	+0	Skittish	17
Orc	6	4	4	3	2	0	3	1	2	1	+0	Skittish	20
Ogre	5	4	5	3	2	0	2	0	3	1	+1	Skittish Massive	23

Skittish: If dealt an injury, on a roll of 4+ this unit suffers Flee.
Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.
Goblin: Goblins are small creatures with pointed features and bright colorful skin (most commonly green). Goblins are often cowardly, and are best suited for rolls as archers or shamans.
Orc: Orcs are the larger relative of the Goblin and as such they share their colorful skin (though darker in shade than Goblins). Orcs are taller and far more muscular than Goblins, and this makes them ideal soldiers.
Ogre: Ogres are like Orcs but much taller and more than twice as thick. Ogres are well known for their toughness and brute strength, but not known for their discipline.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Rods				3	1		1		1	2		7
5 of Rods			1	3	1		1		1	2		17
6 of Rods			1	4	1		1		2	2		21
7 of Rods		1	1	4	1		1		2	3		25
8 of Rods		1	1	5	1		1		3	3	250+	28
9 of Rods	1	1	1	5	1	1	1		3	3	250+	36
10 of Rods	2	1	1	5	1	1	2		3	4	250+	42
Ace of Rods	2	2	1	6	1	1	2		3	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Scepter	2	Mundane	1	1	1	Stun	S-Pow+1	1	6
Great Club	3	Mundane	2	4	1	Stun, Pow+2		2	7

S-Pow+1: Add 1 to your S-Pow stat during character creation.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Frost	4	Cold	On Hit: Drain 1E	3
Crystal	8	Cold	No Reactions	4

On Hit: On Hit effects occur as long as your weapon scores a hit. These effects are applied after injuries are calculated.
Drain: The target loses an amount of Mana or End specified in the ability.
No Reactions: Characters cannot use reaction (RE) abilities in response to this action

Armor	Type	Defense	Armor	Points
Cloth Armor	light	1	1	7

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Frost	4	Immune to Cold	3
Crystal	8	Def+1	5

Immune to Cold: You are not affected by Cold type attacks, effects, and abilities.
Def+1: Add 1 to your Def stat during character creation.

Accessories	Hands	Ability/Effect	Points
White Crystal	1	Serenity	4

Serenity: As long as this character is uninjured, it recovers 1 Mana during recovery each turn.

Any Rank 4 or Greater	Points
Regenerate: Cost 1M. This unit recovers 1 injury.	4

Rods Skills	Points
Vigorate: Cost 1M. This unit or a unit within 2 spaces recovers 2 Endurance up to its maximum	2

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Rods 4+ Skills	Points
Whirling Gale: Cost 2M2E. Special line attack at Att+2, S-Pow+0, Line 4, Type: Mundane, On Hit: Stun, On Crit: Pow+3	4
Heal: Cost 1E1M: This character or a friendly character within 4 spaces recovers 1 injury.	4
Tap into Gea: Cost 1E. Roll a D10. On a 4+, recover 1 Mana. Repeatable.	4
Upheaval: Cost 2E1M. When you use upheaval, choose 1: create a 1x1 height 2 impassable terrain piece, a 1x1 height 1 elevation terrain piece, or a 2x1 obstacle terrain piece adjacent to you. It can't overlap with other terrain, and you can't create impassable terrain in an occupied square. If a player uses this ability more than once, remove their previous terrain piece.	4

Rods 8+ Skills	Points
Epic Heal: Cost 2E3M. All friendly characters within 8 recover 1 injury. This character recovers 2 injuries instead.	8
Flash Freeze: Cost 2E3M. Special Melee attack with Att+3, S-Pow+2, Reach 2, Type: Cold. On an Injury: Drain all Endurance and stun. On Crit: Slay	8

Liberty

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Dwarf	6	5	3	3	2	1	2	1	1	1	+0	Dauntless	17
Construct	5	5	3	3	2	1	2	1	2	1	+0	Dauntless	20
Juggernaut	4	5	4	3	2	1	2	0	3	1	+1	Dauntles, Massive	23

Dauntless: You are not affected by abilities and effects with (Fear), and not affected by flee.
Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.

Dwarf: Dwarves are a short and sturdy race with strong features and impressive amounts of hair. Dwarves are known for ingenuity and courage, and can be versatile and tough in battle.
Construct: Constructs are machines brought to life by a mix of mechanics and magic, and often fight beside dwarves. Constructs are extremely sturdy and unflinching in combat, making them great soldiers.
Juggernaut: Juggernauts are huge constructs built through similar means but on a larger scale. They are built for war and are a force to be reckoned with.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Coins	1			2	1	1	1			2		7
5 of Coins	1		1	2	1	1	1			2		17
6 of Coins	1		1	2	1	1	1	1		2		21
7 of Coins	1	1	1	2	1	1	1	1		3		25
8 of Coins	1	1	1	3	1	1	1	1	1	3	250+	28
9 of Coins	2	1	1	3	1	2	1	1	1	3	250+	36
10 of Coins	3	1	1	3	1	2	2	1	1	4	250+	42
Ace of Coins	3	2	1	4	1	2	2	1	1	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Pistol	2	Mundane	0	3	4+	Pow+2	Ranged, Unstable	1	5
Rifle	3	Mundane	1	4	7+	Pow+3	Ranged, Unstable	2	8

Ranged: This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.
Unstable: On a "1" to hit on the D10 roll, the unit hits itself.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Rune	4	Magic	On Hit: Drain 1 Mana	3
Silver	8	Magic	W-Att+1, W-Pow+1	6

On Hit: On Hit effects occur as long as your weapon scores a hit. These effects are applied after injuries are calculated.
Drain: The target loses an amount of Mana or End specified in the ability.
W-Att: Add 1 to the W-Att stat of the enchanted weapon during character creation.
W-Pow: Add 1 to the W-Pow stat of the enchanted weapon during character creation.

Armor	Type	Defense	Armor	Points
Studded Leather	medium	0	2	8

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Rune	4	Mark of the Titans	8
Silver	8	Immune to Magic	5

Mark of the Titans: This character is deployed with twice their End value. The doubled value is subject to the regular rules regarding End. and must not exceed 9.
Immune to Magic: You are not affected by Magic type attacks, effects, and abilities.

Accessories	Hands	Ability/Effect	Points
Buckler	0	Block 2 (RE) 1E	6

Block 2 (RE): Cost 1E. React to suffering a hit. You get Arm+2 for that attack.

Any Rank 4 or Greater	Points
Wreck: Cost 1M1E. Roll a D10 and add Tuf. On an 8 or more, destroy an adjacent terrain tile that is not objective terrain.	4

Coins Skills	Points
Trip (RE): Cost 1M. React via a special melee attack to a an enemy within 2 spaces who is using an action other than movement and normal weapon attacks. If your attack hits, cancel that special ability. This attack does no damage.	2

Coins 4+ Skills	Points
Decoy (RE): Cost 2M. React to an attack. You are treated as having total cover for that attack (roll a D10 on a 1-6 negate the attack).	4
Gather Courage: Cost 1E. If no enemy can draw an attack line to you without giving you cover, recover 1 mana.	4
Clobber: Cost 1E1M. Special melee attack with Reach 1, and On Hit: Stun. On Crit: Slay. Otherwise it deals no damage.	4
Fortune: Cost 1M1E. This character gains a luck token.	4

Coins 8+ Skills	Points
Barrage: Cost 1E2M + Weapon EC. Special ranged weapon attack with On Hit: Make free weapon attacks at Att-1 per successive hit until you miss or can't attack any enemies.	8
Camouflage: When attacked, if this unit is 4 spaces away or more, it has total cover.	8

Brutality

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Thrall	7	5	3	3	1	0	2	2	0	0	+0	Resist Elements 2	20
Demon	6	5	3	3	2	1	3	1	1	0	+0	Resist Elements 2	24
Devil	5	5	4	3	2	1	3	0	2	1	+1	Resist Elements 2, Massive	30

Resist Elements 2: When this character suffers a Fire, Cold, Ice, Electric, Light, or Dark type hit, you get Armor+2 for that attack.
Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.
Thrall: Thralls are cruelly engineered from bone, flesh, and metal stitched together. They are the slave-race of the demons and devils, and are excellent work-horses for carrying objectives.
Demon: Demons are horned humanoids of a deeply evil nature, and can have a host of unusual physical features. Though they are not skilled in magic, demons are versatile, tough, and frightening in combat.
Devil: Devils are the larger, older counterparts of demons. Due to their terrible size and power, they surpass demons in nearly every way, and can even wield magic.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Swords	1		1	1			1	1		2		7
5 of Swords		1	1	1	1		1	1		2		17
6 of Swords	1	1	1	1	1	1	1	1		2		21
7 of Swords	1	2	1	1	1	1	1	1		3		25
8 of Swords	1	2	1	2	1	1	1	1	1	3	250+	28
9 of Swords	1	3	1	2	2	1	1	1	1	3	250+	36
10 of Swords	2	3	1	2	2	1	2	1	1	4	250+	42
Ace of Swords	2	4	1	3	2	1	2	1	1	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Dire Blade	4	Mundane	2	5	2	Pow+4		2	9
Shiv	2	Mundane	2	1	1	Injury+1	Multiattack	1	6

Multiattack: This unit may perform as many attacks with this weapon as they can pay for.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Flame	4	Fire	W-Pow+1	3
Destruction	8	Fire	Blast Attack, Radius 1	5

W-Pow+1: Add 1 to the W-Pow stat of the enchanted weapon during character creation.
Blast Attack: A blast attack is a special attack that targets a square, and all squares within X of the target where X is the attack's radius. The center target ignores cover. Calculate cover from that square out to other affected characters instead of calculating from the attacking character. Roll separately to hit each target, and separately to determine injuries.

Armor	Type	Defense	Armor	Points
Heavy Plate	Heavy	-2	4	14

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Flame	4	Immune to Fire	3
Destruction	8	Flame Wreath	6

Immune to Fire: You are not affected by Fire type attacks, effects, and abilities.
Flame Wreath: When an enemy character moves onto an adjacent tile or starts activation on an adjacent tile, it suffers a Pow 2 (type Fire) hit.

Accessories	Hands	Ability/Effect	Points
Voodoo Doll	1	Voodoo	5

Voodoo: When dealt an injury, roll a D10. On a 7+, the attacker receives 1 injury.

Any Rank 4 or Greater	Points
Fire Breathing: Cost 2E1M. Line Attack at Att+1, Pow 4, Length 3, and Type: Fire. On Crit: Pow+2. Cost: 2E1M	4

Swords Skills	Points
Shove (RE): Cost 2E. Special melee attack Reach: 1 On Hit: Knockback 2, Drain 2E On Crit: Stun. This attack deals no damage.	2

Swords 4+ Skills	Points
Butcher: Cost 1E1M. Special weapon attack at Att-2, Pow+4.	4
Berserk: Cost 1E. Suffer 1 Injury, then recover 1 Mana for each injury you have.	4
Hyper Cutter: Cost: 2M. Special melee weapon attack as a line attack with Att+1, Type: Magic, Reach: Line 3	4
Pain Warp: Cost 1M2E. Special melee attack with reach equal to your command at Att+1 Don't roll for injuries. On hit, the character is also treated as having your number of injuries until its next activation. It suffers the penalties for those injuries, and if it would be defeated by that many injuries, this ability also causes slay. Injuries dealt to your character after using pain warp are applied to the target, and can cause slay as stated above.	4

Swords 8+ Skills	Points
Finishing Blow: Cost 1E1M. Special melee weapon attack against a character 2 injuries away from defeat at Att+1. On Hit: Slay. No reactions permitted.	8
Retaliate: Cost 1E. Reaction to an attack that doesn't deal injury. If the attacker is within melee reach, you may turn and attack them for free.	8

Conquest

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Imp	8	4	2	3	2	1	4	1	0	1	+0	Vicious	22
Red Elf	7	4	2	3	2	2	4	2	2	0	+0	Vicious	25
Chimera	6	4	3	3	2	0	4	1	3	1	+1	Vicious, Massive	30

Vicious: When you deal an injury or slay an enemy, you may recover 1 mana.

Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.

Imp: imps are small, spiteful creatures and are enemies of the Fae. They are agile and extremely quick, which makes them dangerous rogues or archers.

Red Elf: Of the elven race, Red Elves are known for being impulsive, hateful, and mighty warriors. They are a pale pink in complexion, and typically have sharp, angular features.

Chimera: Chimera are mythical creatures that are large serpents with the features of other animals such as fur, feathers, antlers, and in some cases extra limbs or heads. Chimera are cherished for their speed, strength, and for being unpredictable.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Cups	1			2	2					2		7
5 of Cups	1	1		2	2					2		17
6 of Cups	1	1		2	3	1				2		21
7 of Cups	1	1	1	2	3	1				3		25
8 of Cups	1	1	1	3	3	1			1	3	250+	28
9 of Cups	1	2	1	3	4	1			1	3	250+	36
10 of Cups	2	2	1	3	4	1			1	4	250+	42
Ace of Cups	2	3	1	4	4	1			1	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Chain Whip	2	Mundane	3	1	2	Hex 2		1	5
Light Crossbow	2	Mundane	2	2	4+	Injury+1	Ranged	2	7

Ranged: This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Chaotic	4	Magic	On Injury: Flee (Fear)	3
Adamantine	8	Magic	W-Pow+2	7

On Injury: On Injury effects occur if your attack deals at least1 injury successfully.

W-Pow+2: Add 2 to the W-Pow stat of this weapon during character creation.

Armor	Type	Defense	Armor	Points
Scale Armor	Medium	-1	3	10

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Chaotic	4	Shrieking Armor	7
Adamantine	8	Armor+1	6

Shrieking Armor: Fear Effect. When hit by a melee attack, the attacker will flee unless they roll a 5+ on a D10.

Armor+1: Add 1 to your Armor stat during character creation.

Accessories	Hands	Ability/Effect	Points
Horn of Command	1	Comm+2	8

Comm+2: Add 2 to your command stat during character creation.

Any Rank 4 or Greater	Points
Shockwave: Cost 1M. Type: A special melee attack with Pow 2 Magic, Reach: 3. This attack automatically hits.	4

Cups Skills	Points
Majesty (RE): Cost 1E. Fear Effect. Reaction to an attack that hits. The attacker must re-roll the attack due to fear. You can only force the attacker to re-roll once per attack this way.	2

Cups 4+ Skills	Points
Castle: Cost 1E1M. Reaction to an ability or attack targeting you. Swap this character for an ally within spaces equal to your command. The swapped ally is the target.	4
Check: Cost 2M. Fear Effect. Roll a command contest against an enemy within spaces equal to your command. If you win, it suffers the flee status due to fear.	4
Heat of Battle: Cost 2E. Use while an enemy is within your melee reach. Recover 2 Mana.	4
Inspire Hatred: Aura- Other friendly characters within spaces equal to your command gain +1 Att/W-Att. Characters may only be affected by one aura of each type at a time. This character does not affect itself, but can be affected by another character with Inspire Hatred.	4

Cups 8+ Skills	Points
Kiss of Death (RE): Cost 2E2M. React to an ally activating within spaces equal to your command. It recovers all Endurance, Mana, Injuries, and status effects. During its recovery it is defeated (even if it is immune to slay).	8
Checkmate: Cost 3M + Weapon EC. A special melee weapon attack at W-Att+2. If two or more friendly units are also within melee reach they may pay EC for their weapon. If they do, see "On Hit" effect. On Hit: Slay	8

Sorcery

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Shambler	6	5	2	3	1	0	2	2	0	1	+0	Immune to Slay	22
Preserved	5	5	3	3	2	1	2	1	1	1	+0	Immune to Slay	25
Undead Construct	4	5	4	3	2	0	2	0	2	1	+1	Immune to Slay, Massive	30

Immune to Slay: You are not affected by the Slay effect.

Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.

Shambler: Shamblers are weak undead made from bones and dark mana. On occasion shamblers can be formed by an over-abundant mana pool where there are also ruins of the old world.

Preserved: Preserved are powerful undead formed from recently dead or well preserved bodies, and take the form of mummies, vampires, or liches. Preserved are hard to kill and can serve a variety of roles on the battlefield.

Undead Construct: Undead Constructs are large undead creatures formed from the remains of multiple creatures and larger races. They are strong and extremely hard to kill, making them solid warriors.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Rods				3	1		1		1	2		7
5 of Rods			1	3	1		1		1	2		17
6 of Rods			1	4	1		1		2	2		21
7 of Rods		1	1	4	1		1		2	3		25
8 of Rods		1	1	5	1		1		3	3	250+	28
9 of Rods	1	1	1	5	1	1	1		3	3	250+	36
10 of Rods	2	1	1	5	1	1	2		3	4	250+	42
Ace of Rods	2	2	1	6	1	1	2		3	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Scythe	3	Mundane	2	3	2	Injury+1	Sharp	2	7
Halberd	2	Mundane	1	2	2	Pow+2		1	5

Sharp: This weapon scores a crit on a 9 or 10, as long as a 9 would normally hit. Weapons with Sharp cannot have Crit: Slay.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Shadow	4	Dark	On Hit: Hex 1	4
Bone	8	Dark	Crit: Slay	7

On Hit: On Hit effects occur as long as your weapon scores a hit. These effects are applied after injuries are calculated.

Slay: Unless Immune to Slay, characters affected by Slay effects are automatically defeated.

Armor	Type	Defense	Armor	Points
Cloth Armor	light	1	1	7

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Shadow	4	Immune to Dark	3
Bone	8	Immune to Slay	5

Immune to Dark: You are not affected by Dark type attacks, effects, and abilities.

Immune to Slay: You are not affected by the Slay effect.

Accessories	Hands	Ability/Effect	Points
Red Crystal	1	Vicious	4

Vicious: When you deal an injury or slay an enemy, you may recover 1 mana.

Any Rank 4 or Greater	Points
Shadow Hop (RE): Cost 2M. React to suffering a hit. Ignore the hit and place this unit in reserves. When it is ready to deploy, you may place it anywhere not within 3 of an enemy or on impassable terrain.	4

Rods Skills	Points
Embloody: Cost 2E1M. Special Ranged Attack at Att+1, Range: 4+, Type: Dark. On Hit: The defender suffers 1 injury.	2

Rods 4+ Skills	Points
Touch of Death: Cost 2E3M. Special melee attack at Att+1, Reach: 1, On Hit: S-Pow Contest. If you win, slay the target. Otherwise, you suffer 1 injury.	4
Caustic Burst: Cost 2E3M. Special burst attack at Att+2, S-Pow+2, Type: Acid, Radius: 2, On Crit: Poison 2	4
Power Channel (RE): Cost 1E. React to an elemental or magic attack that hits you. You get Armor+4 for that attack and recover 1 Mana up to your maximum.	4
Cling to Life (RE): Cost 1M. React to being defeated. Your character will instead be defeated at the end of its recovery step. Cling to Life can't be used to prevent this defeat.	4

Rods 8+ Skills	Points
Adamant Form (RE): Cost 1M. Reaction to an attack that has hit. The attack now can't increase your injury level by more than 1.	8
Meteor: Cost 2E4M. Nominate the center tile with a token. Add the meteor as an activation card to your pool next turn. When it activates, resolve it with the token as the blast center. Special Blast attack at Att+3, S-Pow+3, Radius: 3, Range: Any, Type: Fire, On Crit: Pow+4.	8

Savagery

Race	Def.	Arm.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Reach	Effect	Points
Critter	8	4	2	3	2	0	4	1	0	0	+0	Leaping Move	16
Beast	7	4	3	3	2	1	4	1	1	0	+0	Leaping Move	22
Brute	6	4	4	3	2	1	4	1	2	0	+1	Leaping Move, Massive	28

Leaping Move: Ignore the effects of obstacles. You may also move up one or two elevation levels at once and can move through enemy characters.

Massive: This character is treated as one elevation level higher when attacked for the purposes of applying cover.

Critter: Critters represent small wild creatures or wild humanoids. Their main advantage is that they are quick and agile, and they can fight in large numbers.

Beast: Beasts are wild humanoids with animal features and fur (such as gnolls), but can also represent quadrupedal animals such as wolves or stags. They are fast, agile, and ferocious.

Brute: Brutes are large wild humanoids such as minotaurs or werewolves, but can also represent large quadrupedal animals such as bears or dire wolves. Brutes are tough and have devastating attacks, but are not slowed by their size.

Tarot	Def.	Tuf.	End.	Mana	Comm.	Move	Att.	Str.	S-Pow	Skills	Restrict	Points
4 of Coins	1		2	1	1	1				2		7
5 of Coins	1	1	2	1	1	1				2		17
6 of Coins	1	1	2	1	1	1	1			2		21
7 of Coins	1	1	1	2	1	1	1	1		3		25
8 of Coins	1	1	1	3	1	1	1	1	1	3	250+	28
9 of Coins	2	1	1	3	1	2	1	1	1	3	250+	36
10 of Coins	3	1	1	3	1	2	2	1	1	4	250+	42
Ace of Coins	3	2	1	4	1	2	2	1	1	4	250+	48

Weapon	EC	Type	W-Att	W-Pow	Reach	Crit	Special	Hands	Points
Claw	2	Mundane	0	2	1	Pow+2	Multiattack	1	4
Bite	2	Mundane	0	3	1	Pow+2		0	6

Multiattack: This unit may perform as many attacks with this weapon as they can pay for.

Weapon Enchantment	Minimum Rank	Type	Special	Points
Corrosive	4	Acid	On Injury: Poison 1	3
Vampiric	8	Acid	On Injury: Recover 1 Injury	6

On Injury: On Injury effects occur if your attack deals at least 1 injury successfully.

Armor	Type	Defense	Armor	Points
Studded Leather	medium	0	2	8

Armor Enchantment	Minimum Rank	Ability/Effect	Points
Corrosive	4	Immune to Acid	3
Vampiric	8	Voodoo	7

Voodoo: When dealt an injury, roll a D10. On a 7+, the attacker receives 1 injury.

Immune to Acid: You are not affected by Acid type attacks, effects, and abilities.

Accessories	Hands	Ability/Effect	Points
Lyre of Distraction	1	Distract (RE) 2E	6

Distract (RE): Cost 2E. React to an enemy within 2 spaces who is using a non-attack special ability. Negate that ability, even if it is a reaction.

Any Rank 4 or Greater	Points
Venom: Cost 2E1M. Special melee attack at Att+3, Pow 1, Reach: 1,Type: Acid, On Hit: Poison 1. On Crit: Poison 3 instead of Poison 1.	4

Coins Skills	Points
Sidestep (RE): Cost 1M. Reaction to an attack or ability against this unit. Move one square in any direction. If you are then out of the attack's reach, ignore it. Apply any cover penalties from your new position.	2

Coins 4+ Skills	Points
Mana Theft: Cost 1E. Special Melee attack at Att+1, Reach: 1, On Hit: Steal 1 Mana from the target. This attack deals no damage.	4
Gouge: Cost 2M + Weapon EC. Special weapon attack at Pow+2, On Hit: Hex 1, On Crit: Hex+2.	4
Rip Around: Cost 1E1M + Weapon EC. Make a special melee weapon attack at Att+1, On Hit: Choose a new direction for the target to face and drain it of 2E. Finish the rest of the attack as normal.	4
Pounce: Cost 1E1M. Move equal to your move value. Treat this movement as if you had the leaping ability. This ability can be used in addition to normal movement actions.	4

Coins 8+ Skills	Points
Scissor Strike: Cost 2M + Weapon EC. Special attack with two melee weapons. Use highest EC, the highest W-Att, and combine W-Pow, Crit, and special values for the attack.	8
Contort (RE): Cost 2E1M. React to an attack that hits you. Negate the attack.	8

GLOSSARY

Adamant Form (RE)
Cost: 1M
Reaction to an attack that has hit. The attack now can't increase your injury level by more than 1.

Assess the Threat
Fear effect
Cost: 1E
Roll a Command contest with an enemy within a number of spaces equal to your command. If you win, recover 1 Mana.

Backstab
Cost: 1M+Weapon EC
Special weapon attack. If it hits the target in its rear facing, it will automatically score a Critical Hit instead.

Barrage
Cost: 1E2M+Weapon EC
on Hit: Make free ranged weapon attacks at Att-1. per successive hit until you miss or can't attack any enemies.
Special ranged weapon attack.

Berserk
Cost: 1E
Suffer 1 Injury, then recover 1 Mana for each injury you have.

Blast attack
A blast attack is a special ranged attack that targets a square, and all squares within x of the target where x is the attack's radius. The center target ignores cover. Calculate cover from that square out to other affected characters instead of calculating from the attacking character. Roll separately to hit each target, and separately to determine injuries.

Block 2 (RE)
Cost: 1E
Reaction to suffering a hit. You get Armor+2 for that attack.

Block 4 (RE)
Cost: 2E
Reaction to suffering a hit. You get Armor+4 for that attack.

Buck Shot
Cost: 1E1M
Use only after resolving a ranged attack that hit. Make another ranged attack against that target without paying the attack's EC.

Burst Attack
A burst attack is a special attack that rolls to hit against all units within x squares of the attacker where x is the attack's Radius. Calculate cover as normal. Roll separately to hit each target, and separately to determine injuries.

Butcher
Cost: 1E1M+Weapon EC
Special weapon attack at Att-2, Pow+4.

Camouflage
effect

When attacked, if this character is 4 spaces away or more, it has total cover.

Castle (RE)
Cost: 1E1M
Reaction to an ability or attack targeting you. Swap this character for an ally within spaces equal to your command. The swapped ally is the target.

Caustic Burst
Cost: 2E3M
Type: Acid
Radius: 2
on Crit: Poison 2
Special burst attack at Att+2, S-Pow+2

Challenge
effect
If an enemy moves out of your melee reach, roll a Command contest. If you win, it can't move but must still pay Endurance for the movement.

Check
Fear effect
Cost: 2M
Roll a command contest against an enemy within spaces equal to your command. If you win, it suffers the flee status due to fear.

Checkmate
Cost: 3M+Weapon EC
on Hit: Slay
A special melee weapon attack at W-Att+2. If two or more friendly units are also within melee reach they may pay EC for their weapon. If they do, see "On Hit" effect. If not, do not apply the on-hit effect.

Chilling Strike
Cost: 2M+Weapon EC
Type: Cold
on Hit: Drain Endurance equal to your S-Pow.
Special melee weapon attack

Cling to Life (RE)
Cost: 1M
React to being defeated. Your character will instead be defeated at the end of its recovery step. Cling to Life can't be used to prevent this defeat.

Clobber
Cost: 1E1M
Reach: 1
on Hit: Stun
on Crit: Slay
Special melee attack. Doesn't roll for injuries.

Contort (RE)
Cost: 2E1M
React to an attack that hits you. negate the attack.

Counter Attack

(RE)
Cost: 1E
React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a weapon attack against them without paying EC.

Dauntless
You are not affected by abilities and effects with (Fear), and not affected by flee.

Dazzle
Cost: 2E
Type: Fire
Reach: 1
on Hit: Stun
on Crit: The target suffers a Pow 3 Fire type hit.
Special Melee attack at Att+1. Dazzle deals no damage unless you score a critical hit.

Decoy (RE)
Cost: 2M
React to an attack. You are treated as having total cover for that attack (roll a D10. On a 1-6 the attack misses).

Deflect
(RE)
Cost: 2E
React to a ranged attack against targeted character (or an ally within a number of spaces equal to its command), roll a S-Pow contest. If you win, the attack is negated (even if it automatically hits).

Distract
(RE)
Cost: 2E
React to an enemy within 2 spaces who is using a non-attack special ability. negate that ability, even if it is a reaction.

Dodge
(RE)
Cost: 2E
React to an attack to gain Def+2 against that attack. This is used before the attack is rolled.

Drain
The target loses an amount of Mana or End specified in the ability.

Embloody
Cost: 2E1M
Range: 4+
Type: Dark.
On Hit: The defender suffers 1 injury.
Special Ranged Attack at Att+1. This attack does not need to roll to overcome armor.

Epic heal
Cost: 2E3M
All friendly characters within 8 recover 1 injury.
This character recovers 2 injuries instead.

Few Stood Against Many
As long as this character survives the battle and is on the table, score 1 VP.

Finishing Blow
Cost: 1E1M+Weapon EC
On Hit: Slay.
No reactions permitted.
Special melee weapon attack against a character 2 injuries away from defeat at Att+1.

Fire Breathing
Cost: 2E1M
Type: Fire
Reach: Line Attack, Length 3
With Att+1, Pow 4, Crit: Pow+2.

Flame Wreath
Type: Fire
When an enemy character moves onto an adjacent tile or starts activation on an adjacent tile, it suffers a Pow 2 (type Fire) hit.

Flash Freeze
Cost: 2E3M
Type: Cold
Reach: 2
on an injury: Drain all Endurance and stun on Crit: Slay
Special Melee attack with Att+3, S-Pow+2

Flee
A character with a flee counter can't voluntarily make a movement action. During recovery after endurance is recovered, you must spend 3 endurance running as directly away from the source as possible. Remove a flee token. If you move off of the board, add the character to the next turn's re-enforcements. Spend 1 turn off of the board for each remaining flee token. If the source is no longer present, run to the nearest board edge.

Fortune
Cost: 1M1E
This character gains a luck token.

Frighten
Fear effect
Cost: 2E
An enemy within spaces equal to your command becomes Stunned.

Gather Courage
Cost: 1E
If no enemy can draw an attack line to you without giving you cover, recover 1 mana.

Got your Back
(RE)
Cost: 1M
React to an adjacent ally being the target of an attack or ability. Swap it for this character. The swapped in character is now the target instead

Gouge
Cost: 2M+Weapon EC
on Hit: Hex 1
on Crit: Hex+2.
Special weapon attack at Pow+2

Guided Strike
Cost: 1M+Weapon EC
Make a special weapon attack at W-Att+2

Haste
Cost: 2M
This character and each ally within command can move spaces up to their move value. This movement can be made in addition to normal movement actions.

Heal
Cost: 1E1M
This character or a friendly character within 4 spaces recovers 1 injury.

Heat of Battle
Cost: 2E
Use while an enemy is within your melee reach. Recover 2 Mana.

Hex X
Status effect
Place x hex counters on the character. While a character has one or more Hex counters it gets Att-2, W-Att-2, and Def-2, and cannot use reactions. During the recovery step, remove a hex counter.

Hyper Cutter
Cost: 2M+Weapon EC
Type: Magic
Reach: Line 3
Special melee weapon attack as a line attack with Att+1.

Immune
A character is unaffected by the Damage Type or status type listed.

Immune to Mundane
You are not affected by Mundane type attacks, effects, and abilities.

Immune to acid
You are not affected by Acid type attacks, effects, and abilities.

Immune to Cold
You are not affected by Cold type attacks, effects, and abilities.

Immune to Dark
You are not affected by Dark type attacks, effects, and abilities.

Immune to Electric
You are not affected by Electric type attacks, effects, and abilities.

Immune to fire
You are not affected by Fire type attacks, effects, and abilities.

Immune to Light
You are not affected by Light type attacks, effects, and abilities.

Immune to magic

You are not affected by Magic type attacks, effects, and abilities.

Immune to Slay
You are not affected by the Slay effect.

Inspire Bravery
effect
Aura-Other friendly characters within spaces equal to your command are immune to fear abilities or effects and Flee. Characters may only be affected by one aura of each type at a time. This character is also immune to fear abilities or effects and flee.

Inspire Fortitude
effect
Aura-Other friendly characters within command gain +1 to Armor. Characters may only be affected by one aura of each type at a time. This character does not affect itself, but can be affected by another character with Inspire Fortitude.

Inspire Hatred
Effect
Aura- Other friendly characters within spaces equal to your command gain +1 Att/W-Att. Characters may only be affected by one aura of each type at a time. This character does not affect itself, but can be affected by another character with Inspire Hatred.

Inspire Urgency
effect
Aura- Other friendly characters that begin moving within spaces equal to your command get +1 to Move. Characters may only be affected by one aura of each type at a time. This character does not affect itself, but can be affected by another character with Inspire Urgency.

Kiss of Death (RE)
Cost: 2E2M
React to an ally activating within spaces equal to your command. (The ally must not be Immune to Slay.) It recovers all Endurance, Mana, Injuries, and status effects. Slay it in recovery.

Knockback
When a character suffers Knockback, it is moved that many tiles either away from the attacker or from the center of the attack in the case of blasts. If it forces the character onto an impassable or vertical terrain piece, up more elevation levels than normally movable, or onto an occupied tile, the movement ends and the knocked back character suffers a Power 4 (Mundane) hit. A character knocked back off of a board edge goes into reserves. If the movement is diagonal and there is no clear destination, it is the attacker's choice.

Leaping Move
Ignore the effects of obstacles. You may also move up one or two elevation levels at once, but you only compare the tile you begin your movement to the tile you end your movement for elevation. You can move through enemy characters.

Levitating Move
Ignore the effects of obstacles. You are treated as one elevation level higher than the tile you stand on for the purposes of movement and attacking, and you never suffer falling damage.

You can move through enemy characters that don't have the Levitating Move ability as long as they aren't on higher elevation than you. Use a special base or token to indicate that a character has this effect.

Line Attack
Starting with a square adjacent to yours, mark a line of x squares so that each marked square is adjacent to the square before it, and that no square is marked more than once. All characters occupying at least one of those squares are affected. Roll separately to hit each target, and separately to determine injuries. This line doesn't have to be straight. It can be curved or even zig-zag.

Look Out (RE)
Cost: 1M
React to an ally within command being attacked. That ally gets Def+2 and Armor+1 for that attack. This can only be applied once per attack.

Luck
A character can either spend a luck token to re-roll any D10 this character rolls, or force a D10 rolled against this character to be re-rolled. The number associated with the effect can indicate the number of luck tokens a character receives.

Mage Armor (RE)
Cost: 1E1M
React to an attack that hits you. Your armor is 8 for that attack (include any penalties from injuries).

Majesty (RE)
Fear effect
Cost: 1E
Reaction to an attack that hits. The attacker must re-roll the attack due to fear. You can only force the attacker to re-roll once per attack this way.

Mana Gift
Cost: 1E1M
Any friendly character recovers 1 Mana up to its maximum.

Mana Theft
Cost: 1E
Reach: 1
on Hit: Steal 1 Mana from the target. Special Melee attack at Att+1. This attack deals no injuries.

Mark of the Titans
This character is deployed with twice their End value. The doubled value is subject to the regular rules regarding End. and must not exceed 9.

Meditate
Cost: 2E
Recover 1 Mana up to your maximum

Meteor
Cost: 2E4M
Radius: 3
Range: Any
Type: Fire
on Crit: Pow+4.
Special Blast attack at Att+3, S-Pow+3 but it does not occur immediately. Nominate the center tile with a token. Add the meteor as an activation card to your pool next turn. When it

activates, resolve the attack with the token as the blast center and remove the meteor activation card. If a player uses meteor and already has a meteor token on the board, the new token replaces the current one.

Multiattack
This character may perform as many attacks with this weapon as they can pay for.

No Reactions
Characters cannot use reaction (RE) abilities in response any part of this action.

On hit
On Hit effects occur as long as your weapon scores a hit. These effects are applied after injuries are calculated (even if there are no injuries).

On Injury
On Injury effects occur if your attack deals at least 1 injury successfully.

Out-Maneuver (RE)
Cost: 1E1M
React to an enemy activating in phase 1 or 2 within spaces equal to your command. Move it to phase 3 instead.

Pain Warp
Cost: 1M2E
Special melee attack with reach equal to your command at Att+1
Don't roll for injuries. On hit, the character is also treated as having your number of injuries until its next activation. It suffers the penalties for those injuries, and if it would be defeated by that many injuries, this ability also causes slay. Injuries dealt to your character after using pain warp are applied to the target, and can cause slay as stated above.

Parry (RE)
Cost: 2E
React to a melee attack with an Att contest. If you win, ignore the attack.

Persevere
Cost: 1M
Until the beginning of this character's next activation, it does not suffer penalties from injuries, and can't be defeated by them. This can't be used if you started your activation with injuries greater than or equal to your toughness.

Plan Ahead
Cost: 2E
Roll a D10 and set it aside. Your characters may use this value once instead of rolling a D10 during this turn. Using Plan Ahead again replaces the D10 already set aside.

Poison X
Status effect
Type: Acid
Place x poison counters on the unit. During recovery remove a poison counter. The unit suffers a hit of Pow equal to the Endurance it spent that turn.

Pounce
Cost: 1M1E
Move equal to your move value. Treat this movement as if you had the leaping ability. This ability can be used in addition to normal movement actions.

Power Attack
Cost: 1M+Weapon EC
Special weapon attack at W-Att-1, W-Pow+2

Power Channel (RE)
Cost: 1E
React to an elemental or magic attack that hits you. You get Armor+4 for that attack and recover 1 Mana up to your maximum.

Rally
Cost: 1E
Remove Flee counters from this character and friendly characters within command.

Ranged
This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.

Recovery
During the recovery step, this character gains 1 mana up to its maximum

Regenerate
Cost: 1M
This character recovers 1 injury.

Remedy Cost: 2E
Remove all of the negative status tokens of a single type other than injury from this character, or an ally within 2 spaces.

Resist Elements 2
When this character suffers a Fire, Cold, Ice, Electric, Light, or Dark type hit, you get Armor+2 for that attack.

Retaliate (RE)
Cost: 1E
Reaction to an attack that doesn't deal injury. If the attacker is within melee reach, you may turn and attack them for free.

Rip Around
Cost: 1E1M+Weapon EC
On Hit: Choose a new direction for the target to face and drain it of 2E. Finish the attack as normal.
Make a special melee weapon attack at Att+1.

Scissor Strike
Cost: 2M+Weapon EC
Special attack with two melee weapons. Use highest EC, the highest W-Att, and combine W-Pow, Crit, and special values for the attack.

Serenity
As long as this character is uninjured, it recovers 1 mana during recovery.

Shadow Hop (RE)
Cost: 2M
React to suffering a hit. Ignore the hit and place this character in reserves. When it is ready to deploy, you may place it anywhere not within 3 of an enemy or on impassable terrain.

Sharp
This weapon scores a crit on a 9 or 10, as long as a 9 would normally hit. Weapons with Sharp cannot have Crit: Slay.

Shockwave
Cost: 1M
Type: Magic.
Reach: 3
A special melee attack with Pow 2. This attack automatically hits.

Shove
Cost: 2E
Reach: 1
on Hit: Knockback 2, Drain 2E
on Crit: Stun
Special melee attack. The attack deals no injuries.

Shrieking Armor
Fear effect
When hit by a melee attack, the attacker will flee unless they roll a 5+ on a D10.

Shrug (RE)
Cost: 1E
Reaction to being dealt exactly 1 injury. Ignore that injury.

Sidestep (RE)
Cost: 1M
Reaction to an attack or ability against this unit. Move one square in any direction. If you are then out of the attack's reach, ignore it. Apply any cover penalties from your new position.

Skittish
If dealt an injury, on a roll of 4+ this character suffers Flee.

Slay
Unless Immune to Slay, characters affected by Slay effects are automatically defeated

Smite
Cost: 2M+Weapon EC
Type: Light
Special melee weapon attack. Add Command to your W-Pow. This attack cannot defeat an enemy. If it would, instead leave the enemy 1 injury away
from defeat.

Snipe
Cost: 1E+Weapon EC
no reactions permitted.Special ranged weapon attack ignoring penalties
for partial cover, adding crit Pow+2.

Static jolt
Cost: 2E1M
Type: Electric
Range: 4+

on Crit: Stun.
Special ranged attack at Att+2, S-Pow+0

Steal X
The target loses x amounts of Mana or End as specified by the ability. You recover that much Mana or End. up to your maximum.

Stun
Status effect
During recovery, remove a stun token and the character only recovers 1E. If it used a hold action, it will still recover the additional endurance from holding.

Sudden Strike
Cost:1E+Weapon EC
no reactions permitted.
Special melee weapon attack at W-Att+1 adding Crit Pow+2.

Swift Assault
effect
If you have more swift assault characters than your enemy, you choose to be the attacker or defender.

Tactical Strike (RE)
Cost: 1M
React to an ally making an attack. The ally must be within a number of spaces equal to your command. Their attack is now at Att+2/W-Att+2 Pow+1. This can only be applied once per attack.

Tap into Gea
Cost: 1E
Roll a D10. On a 4+, recover 1 Mana. Repeatable.

Throw
Cost: 1E+Weapon EC
Make a ranged attack with this weapon at reach +3 (The character doesn't lose the weapon, it is assumed that they have extras).

Thunderstrike
Cost: 2M+Weapon EC
Type: Electric
Radius: 1 (Blast)
on Hit: Drain 1E
Special weapon attack with Att+1, Pow+2. This character can't hit itself.

Touch of Death
Cost: 2E3M
Reach: 1
on Hit: S-Pow Contest. If you win, slay the target. Otherwise, you suffer 1 injury.
Special melee attack at Att+1.

Trip (RE)
Cost: 1M
React via a special melee attack to a an enemy within 2 spaces who is using an action other than movement and normal weapon attacks. If your attack hits, cancel that special ability. This attack doesn't cause injuries.

Unstable
On a "1" to hit on the D10 roll, the character hits itself.

Upheaval
Cost: 2E1M
When you use upheaval, choose 1: create a 1x1 height 2 impassable terrain piece, a 1x1 height 1 elevation terrain piece, or a 2x1 obstacle terrain piece adjacent to you. It can't overlap with other terrain, and you can't create impassable terrain in an occupied square. If a player uses this ability more than once, remove their previous terrain piece.

Venom
Cost: 2E1M
Reach: 1
Type: Acid
on Hit: Poison 1
on Crit: Poison 3 instead of Poison 1.
Special melee attack at Att+3, Pow 1

Vicious
When you deal an injury or slay an enemy, you may recover 1 mana.

vigorate
Cost: 1M
This character or a character within 2 spaces recovers 2 Endurance up to its maximum

Voodoo
When dealt an injury, roll a D10. On a 7+, the attacker receives 1 injury.

Whirling Gale
Cost: 2M2E
Type: Mundane
Reach: Line 4
on Hit: Stun
on Crit: Pow+3
Special line attack at Att+2, S-Pow+0

Wreck
Cost: 1M1E
Roll a D10 and add Tuf. On an 8 or more, destroy an adjacent terrain piece that is not objective terrain. This cannot be used on terrain larger than 2x1 spaces.