

2/6/23

Hello all,

This is (very raw) playtest content for ICON 1.5. I thought I'd put it out so you could get a look at the shape of things for the upcoming release, which will probably be a version or two off from the finished book and will be content complete.

There's been a ton of changes.

Sorry about the formatting/lack of bookmarks, this is purely for a sneak peak. The full test release of 1.5 will have more art and proper bookmarks and be much cleaner.

Cheers,

-Tom Bloom

TACTICAL COMBAT

When you go into a situation in ICON where high-stakes violence is about to break out, it's probably time to go into tactical combat. **Tactical combat is ICON is for answering the tensions or questions that words alone can't solve** - when the outcomes are important, and true mettle is tested. Typically heroes fight against the monsters and horrors that clamber within and without the sunken chambers of the arkenruins, but sometimes you may find yourself fighting against other people when an argument can't be solved any other way.

In combat, the non player characters, including the foes, are controlled by the game master, and there is usually (but not always) an objective of some kind.

WHEN TO GO INTO COMBAT

Go into tactical combat **when the tension and the stakes of the story can't be resolved except through battle.**

If there's a question about whether to go into combat or not, establish the stakes - what each side wants out of the combat. This can be as simple as survival. If you can't get a clear answer, then there's probably no reason to play out tactical combat!

COMBAT IN ICON

Tactical combat in ICON is a **game** that is **intentionally an abstraction**. It's a different mode of play to narrative play, and has more tightly constrained rules.

Tactical combat in ICON is **grid based** (a square grid is used, with each square representing 1 space on each side) and **turn based**. On your turn, you can **take a standard move** and take **two other actions**. Sometimes you will use both actions to

do something. You may also use **interrupts** before, after, or in the middle of any action, even off your turn, if you have them.

Allies and enemies alternate taking turns. When everyone (allies and foes alike) have taken their turn, a **round** passes, and a new round begins.

This section is **basic combat rules**. For advanced combat rules (with more detailed explanations of some statuses and effects), you can see further down this section. Each class and subclass has the combat rules, statuses, and effects most relevant to it explained at the start of its section so **don't worry about memorizing every special rule**.

YOUR CHARACTER

Like your Bond, your character has a **Job**, chosen at level 1. Your **job** has a red, yellow, blue, or green **class**, and gives you your basic game **statistics** and **abilities** which you can use in combat. Let's go through them quickly.

- **Vitality (VIT):** Determines how healthy your character is. Multiply VIT four times to get your **Hit Points (HP)**. When you gain **vigor** (a shield that goes over your health, usually from healing) it's equal to a multiple of your VIT. Other effects can heal or damage you you equal to a multiple of your VIT value (25% of your maximum HP), so it's a quick shorthand.
- **Hit Points (HP):** 4x your VIT, representing your character's physical state, energy, and ability to avoid damage. Once you run out and go to 0, you are **defeated**. You're **incapacitated** (can't do anything, need help to get up) and take a **wound**. Certain abilities care about if a character is **bloodied**, which is at or below 50% your base maximum hp. Characters always heal to *bloodied* after combat is over.
- **Wound:** When you take a wound, fill in 25% of your HP (a value equal to your VIT value) from

the right side, temporarily reducing your **maximum HP** and **maximum vigor**. You normally get wounds from being defeated. You can't typically recover or heal a wound until you take an interlude. If you ever accumulate 4 wounds, you suffer *total defeat*.

- **Defense:** How hard it is to land a blow on you in combat. A hostile character must beat or match your defense with a to-hit roll to **hit** you with an attack (and you have to do the same to them). Anything lower is a **miss**.
- **Speed:** Affects how far you may move when you take a standard move action (full speed) or dash action (half speed).
- **Size:** How many spaces square you take up on the battlefield. Player character are all size 1, and take up a 1x1 area.
- **Damage:** Damage in ICON depends on your job. Every class has a damage die (d6, d8, etc) which is often written as **[D]**, and a **fray** damage value (a fixed amount).
- **Saves:** When you make a save against a hostile effect, roll 1d20, and **save** against the effect on an 10+, usually resisting or ending it.
- **Resolve:** Resolve is a resource you build up slowly over combat and you must spend to use your most powerful abilities, called **Limit Breaks**.
- **Traits:** Passive abilities, based on your job, class, or relics, that always apply to your character. These are unique to your job and class.
- **Abilities:** The actions you can take in combat, based on the jobs you have taken. All characters have basic abilities, plus up to six special abilities from their jobs. You can have six special abilities active on any expedition, and one Limit Break. All abilities have **talents** which are unlockable improvements to each ability. All abilities, even Limit Breaks, have a **Mastery** which further improves the ability.

STRENGTH OF SPIRIT

You may notice that unlike other RPGs, in ICON, your health, defense, armor, and even damage are **determined by your current job**, not your gear. You're a hero, after all - it's the *person* that makes the legend and not their tools. The armor, weapons, and look of your character is up to you.

You might want to play out a scenario in which characters are weakened or disarmed in some way - in which case don't go into tactical combat!

That isn't to say there isn't power to be found in gear and weapons, but ICON only cares about the truly legendary stuff. During your adventures, you will recover temporary items of power, called **Trophies**, and unlock powerful **Relics**, aspects of ancient heroes or legends that empower your armor, items, or weapons. These relics must be leveled up alongside your character by infusing them with **Dust**, which you can recover as a reward from your exploits. Dust can also be used to empower your group as a whole by investing it into your **Camp**.

BOON AND CURSE

During combat, you'll often make use of *Boons* and *Curses*. Here's a refresher: for each boon, roll 1d6, pick the highest total result, then add it to your d20 roll total. For each curse, roll 1d6, pick the highest, and subtract it from your d20 total. Boons and curses cancel out each other, 1 to 1.

COMBAT, STEP BY STEP

THE GOLDEN RULE(S)

There are two general rules that apply to this section

1. Specific beats general. Armor usually reduces all damage, however the pierce tag, which says it ignores armor, takes precedent, because it's more specific.
2. Round up to the nearest whole number.

ENTERING COMBAT

Do the following when entering combat:

1. Place all player characters on the map, then all NPCs. The GM might decide to switch this order based on the circumstances.
2. Point out any features of the map that have special rules (like levers, bridges, etc)
3. Establish the **stakes** of the battle. How will the battle end? With everyone defeated or fled? Will it end the characters can escape from one edge of the map? Will it end if the characters can rescue or defeat a specific

NPC? For examples of this you can see page XX in the Book of Adventure.

TURN ORDER

A player character always takes the first turn in any combat in ICON (players can decide which). Once their turn is finished, the game master will choose a hostile character to take their turn. Players then choose another player character or allied npc to go, then the game master chooses a hostile character, then so on and so forth, alternating. Once there is only characters of one side left, they take their turns one after the other in any order. The round then starts with a character from the opposite side that ended the last round (so if the round ends with a player character turn, it will start with an npc turn).

SLOW TURNS

When a player character *would* take a turn, they can skip their turn and elect to take a **slow** turn instead this round. If a player does elect to take a slow turn, they can pass their regular turn slot off to another player instead if any players can still act.

Slow turns follow the same rules for every other turn (they alternate ally-enemy-ally-enemy), except slow characters take their turns **after all other non-slow characters have acted** (imagine it like its own mini-round). Most enemies cannot take a slow turn, so very often it might be only player characters acting.

Some abilities get powered up when used on a slow turn, or you may choose to take one for a tactical advantage.

THE GRID

Combat in ICON is fought on a square grid, with each square being 1 space on each side. The grid is an abstract of the battlefield, so it's not necessary to translate everything perfectly. When measuring distances and range, measure from the edge of the origin space (or character). To be in range, something must have at least 1 space *inside* a listed range.

CHARACTER

Any entity that's controlled by a player or GM is called a **character**.

ON YOUR TURN

Anything you can do on your turn is called an **ability**. On your turn, you can **take a standard move**, and have **two other actions** to spend on abilities, in any order. Some abilities cost both your actions to perform, or no actions. You can only use one ability with the **attack** tag per turn, no matter what, and you can **only use each ability once** on your turn (no duplicates).

MOVEMENT

A character can make a single **standard move** on their turn at any point during their turn, **moving spaces up to their speed**. All characters get this ability on each of their turns as a free action.

All movement in ICON, whether granted by an ability or effect, must be taken **orthogonally** (in compass directions, no diagonal movement), unless specified. You can change directions during movements without issue.

You cannot break up movement with actions. You can stop at any point during a movement to take an action or interrupt, but if you do, the movement ends. There are exceptions to both these rules but unless specified all movement in ICON works this way.

MOVEMENT RESTRICTIONS

Movement has the following restrictions:

Obstructions:

- You can't move through **obstructions**, unless an ability allows you to do so. You can move through allied characters but not end your turn in their space. **Foes** (hostile characters) and **objects** are obstructions by default.

Movement penalties

Some effects slow you down, causing your movement to cost more.

- If you try to **exit** a space adjacent to a hostile character, it costs **+1 more space**. This is called **engagement**.
- Moving through certain terrain on the battlefield can also slow your movement. **Difficult terrain**, like mud, snow, or swamp, increases the cost to **exit** a space by **+1 space**.
- Moving up elevation costs **+1 space to enter** per difference in elevation, up to a maximum of +3. Spaces 4 or more spaces higher cannot be entered with normal movement.

In general, when moving, take the highest penalty only (they don't stack). For example, if you're trying to move up 2 levels of elevation (+2 movement) out of difficult terrain (+1 movement), your movement costs +2 more spaces rather than +3.

If movement would cost too much to even make a move (you have 1 space of movement left and want to move out of difficult terrain for example), then the movement can't be taken.

DASH, RUSH, FLY, AND TELEPORT

There are four special types of movement in the game that your abilities might allow you to take. Here's a quick summary of them:

- **Dash:** When you dash, your movement ignores engagement, so you can move past other characters normally.

Everyone can dash. The other three are a little more uncommon:

- **Rush:** Rush is an armored dash. When you rush, it's a short distance, but you can't be slowed or stopped by other characters, or even take damage!
- **Fly:** You fly, jump, or leap over characters and terrain, ignoring movement penalties and obstruction entirely.
- **Teleport:** You instantly move to a space in range of the teleport, ignoring all terrain, obstruction, and characters in between.

REMOVING AND PLACING CHARACTERS

Some abilities require removing or placing characters on the battlefield. The most common form is summoning a new character.

Characters that are picked up or placed on the battlefield don't trigger effects, interrupts, or abilities that trigger off movement, such as the powerful vigilance or rampart effects of some characters that would normally stop or hinder such movement.

While a character is removed from the battlefield, they don't typically take turns unless specified.

SHARING SPACES

Characters can never end their movement sharing space with an obstruction or with another character, even an allied one, unless specified. If this situation would ever occur as a result of a move, the movement can't be made.

THE BATTLEFIELD

Each space on the battlefield grid has a type. Different types of terrain can overlap. All terrain is basic terrain by default.

Basic Terrain - No special effects. Part of the map. Terrain can represent hills, small cliffs, walkways, buildings etc - it can be very abstracted.

- Each space has elevation (suggested from 0-3, with 0 being ground level, but could be any elevation).
- It costs +1 movement per difference in height to move up elevation, to a max of +3. Spaces 4 or more spaces higher cannot be entered with normal movement.
- Standing behind a terrain space of a higher elevation than the one you're standing on provides *cover* from characters past that space if it's the same height as you.
- Standing behind a terrain space that's 2 spaces higher or more from you blocks line of sight to and from characters past that space.

Difficult Terrain - Costs +1 space of movement to exit. Could be mud, snow, water, etc.

Dangerous Terrain - Entering a dangerous terrain space causes a character to take 2 piercing damage, (ignoring armor and vigor). Characters can only take this damage once a round.

Impassable - Provides obstruction, and always blocks line of sight. Could be something like a pillar, cliff, or a solid rock wall that goes to the ceiling.

Slope - Exiting a slope space on to a higher level of elevation or another slope space does not cost extra movement. Could also be something like a staircase or ramp.

Pit - A pit space is just what it sounds like, but could also be deep water, mud, etc. Pits count as **one level lower of elevation** than their base space.

Object - Characters can often summon or create objects and they can be used to represent boulders, piles of barrels, a cart, a wall, etc. They otherwise function as terrain. Categorized by height, 1-3. Provides obstruction. Characters can stand on objects and take cover behind them. Objects are immune to damage and effects unless specified.

Destroying objects - The GM can make objects destructible. Destructible objects have 10 hp, are automatically hit by attacks and effects, and fail all saves.

Destroying Terrain - Basic terrain is not destructible. If you want a space of terrain to be **destructible**, make it an object.

Once an object is destroyed, remove it.

Difficult and **dangerous** terrain can overlap other terrain types - ie a space can be a height 1 terrain space and difficult, like a snow covered hill, or **dangerous** and a **pit**, like an acid pit.

MEASURING

When measuring range up and down terrain, measure it flat even if the terrain is elevated (don't worry about doing Pythagorean math!).

BATTLEFIELD SIZE:

Battlefields should be around 10x10 spaces. Smaller maps can be 6x6. Larger maps should be 15x15 at absolute largest. Battlefields that are too large will slow the game down significantly.

TERRAIN ADVANTAGE

There's more on this shortly, but to summarize:

- **Cover:** Characters gain **resistance** to damage from ranged abilities while they are in cover, halving damage.
- **Height advantage:** **+1 boon** on any attack against a target on lower elevation than you.
- **Height disadvantage:** If you attack a character in higher elevation than you, get **+1 curse**

CHARACTERIZING TERRAIN

Difficult terrain represents mud, snow, swamp, or water. It could also be something like a river, deep water, or rubble. **Dangerous terrain** can represent lava, acid, or spiked rocks. **Pits** can represent a hole in the ground or a pool of deep water, mud, etc. You can use your imagination for whatever suits your battlefield.

INTERACTABLES

You can rule that certain terrain objects or spaces are interactable, like levers, switches, heavy doors, force fields, traps, etc. Interacting with them (as an action) changes some part of the map or has some effect, such as dealing damage in an area, creating cover, creating new terrain, or summoning foes or allies.

THE EDGE

Normally characters can't move or be moved off the edge of a battlefield unless they flee. Sometimes the GM wants to put a cliff, bottomless pit, open portal to another dimension, or some other kind of massive hazard on the map. In that case, the GM can rule that characters that are shoved off the edge or into that hazard are removed from play. They may choose to make flying characters exempt from this rule if the edge is a cliff or hole. Since having a hazard of this type greatly effects combat flow, it's always an optional rule.

MODIFYING TERRAIN

Characters can often create or modify terrain, or place objects with their abilities. For more detail on this, see the Effects part of the Abilities section just below.

ABILITIES

Other than a standard move action, every character in ICON has **two actions**. They can spend these actions to use **abilities** available to them. NPCs have a pre-set list of abilities, and player characters have a set of basic abilities plus the abilities that they can learn from their job as they increase in power.

Each ability has a cost: (1 action, 2 actions, free action, interrupt), can only be taken **once per turn**, and **only attack** can be made per turn.

Abilities usually have tags, indicating range targets, whether they are an attack or not, or special properties such as inflicting a status, effects, or dealing damage.

A player character has access to all the basic abilities, plus up to **six abilities** from the jobs they have learned.

NO REPEATS

When you use any ability with a cost, **you can't repeat it in the same turn**. This includes free actions or abilities you can use off your turn, such as interrupts.

FREE ACTIONS

Some abilities take **Free Actions**. These abilities don't take an action to use and must be used on your turn, but still follow the No Repeats rule.

INTERRUPTS

Some abilities are called **interrupts** and can be used off your turn. You can use each interrupt a number of times indicated by the tag (Interrupt 1, Interrupt 2, for example) between your turns, only **one interrupt during any turn**, (yours or another character's) and get them all back at the start of any of your turns. Imagine them like a card that you play and can draw again at the start of your turn.

Like they sound, interrupts have a **trigger** which *interrupts* any action currently being taken, and then immediately apply **effects**.

BASIC ABILITIES

Tactical combat is a highly structured game in ICON. Activities that are not specified here or covered by the rules here can't be taken by character in tactical combat, the same as in any board game or video game you might enjoy. If you want to improvise, be creative, or add a flourish to your abilities, you can do it within the constraints of your character's abilities- there are plenty to choose from!

All player characters have these **basic abilities**:

- **Standard move (free action):** Move your speed
- **Dash (1 action):** *Dash* half your speed, rounded up.
- **Interact (1 action):** Interact with something on the map that takes more than a few moments, such as pulling a lever, opening a heavy door, picking up a heavy object, etc.
- **Rescue (1 action):** *Rescue* an adjacent *defeated* ally. An ally that is rescued ends the incapacitated state on themselves and heals to full hit points, minus any wounds they've taken.
- **Basic attack (1 or 2 actions):** Make a basic attack (see section below).
- **Recover (2 actions):** *Cure* yourself. When a character is cured, save against all statuses, then if that character is bloodied, they gain vigor 1.

That's it! These actions seem rather limited because all characters in ICON, including the foes you will face, also have powerful **abilities** they can use. If you do want to improvise, use the constraints of the rules offered here or in your abilities. For example, if you want to knock over a heavy boulder so it smashes into your enemy, the GM might rule that it's a **2 action basic melee attack**.

TARGETING

Abilities may specify targets: Self, Ally, Foe, Characters, Others, Object, Space, or any combination of these.

- **Self:** You! Abilities can't target yourself unless specified.
- **Ally:** An allied character other than you
- **Foe:** A hostile character

- **Summon:** A summon. Summons don't count as foes or allies and can only be targeted if an ability can target all characters, or if specifically mentioned.
- **Characters:** All of the above
- **Others:** All of the above except you.
- **Space:** Any space in range, and any characters or objects occupying it.
- **Object:** Any object in range

RANGE

You can only use abilities against characters in **range** and **line of sight**, unless specified.

If no range is specified, abilities can only be used on **adjacent** characters. *Adjacent* means within 1 space in any direction, even diagonal, and even if that space is higher or lower

Otherwise, range can be measured in **any direction**, including diagonally. To be **in range**, a target must have at least 1 space of its area *within* the listed range of the ability to be a valid target.

RANGED, MELEE, AND COVER

Abilities deal half damage to characters in **cover**. These characters are hiding behind objects, walls, terrain, etc and are harder to hit. Characters in cover take **half damage**.

Abilities with the **melee** tag are meant to be used up close and ignore cover as long as their target is **adjacent**.

Cover is always determined when and where damage is applied, and not when the ability is actually used. For example a character might be able to fly or dash a short distance before attacking, or a character might throw a bomb that damages adjacent foes.

DETERMINING LINE OF SIGHT AND COVER

Line of sight means you can both see and interact with the character. Usually the only way line of sight is blocked is with terrain.

All terrain, characters, and objects in ICON have a height (usually from 1-3). Player characters are size and height 1, but other characters such as

monsters can be larger or smaller. A character that is standing *adjacent* to an object or terrain can use it for cover or to block line of sight to characters past that object or terrain.

- If character is behind and adjacent to a space of terrain or an object the same height as it, it can draw line of sight to other characters past that terrain or object, and other characters can draw line of sight to it, but it gains **cover** from them.
- If a character is behind and adjacent to terrain or an object that is 1 or more spaces higher than it, it cannot draw line of sight to any characters past that terrain, and those characters can't draw line of sight to it.
- Impassable terrain or objects always block line of sight

Characters don't grant cover by default. Bigger characters might be unable to benefit from cover entirely.

DAMAGE

Many abilities in ICON deal damage. Damage mostly comes from attacks and directly reduces hp. When HP is reduced to 0, a character is **defeated**.

Damage in ICON is based on job and typically has two values: **fray damage** and a **damage die [D]**

- Damage dice depend on class, such as 1d6, 1d8, or 1d10, and are written as **[D]**. When that symbol shows up, roll the die to see how much damage you do. When this is written, like 2[D] or 3[D], roll that many dice (so 2 for 2D and 3 for 3D)
- **Fray damage** is a fixed value based on job. When you deal fray damage, deal the damage listed, (you don't need to roll anything!), or add it to the total. **All attacks usually deal fray damage, hit or miss.**
- Some damage is listed as **X, Y times**. For example: [D], 3 times. In this case, roll [D] once, then apply the total damage three separate times.
- Some damage is just listed as a flat, fixed value, like 2, 6 or 10. If that's the case, just apply it as normal.

BONUS DAMAGE

If an ability lets you increased damage, it will usually grant you **bonus damage**. If you deal bonus damage, roll 1 more die than normal and pick the highest total result. For example, an attack that deals [D] normally, you would roll 2 dice (1 base, 1 from bonus damage) and pick the highest 1. For an attack that deals 2[D], you would roll 3 dice and pick the highest 2, etc.

REDUCING DAMAGE

Damage can be reduced in two ways: from **armor**, and from **halving damage**.

Armor reduces all incoming damage by a fixed amount, each time that damage is applied. Usually this amount is 2. For example, an ability that deals 6 damage would only deal 4. An ability that deals 4 damage twice would deal 4 total, since damage is reduced by 2 each time. Armor does not stack if you gain it from multiple sources.

Halving damage reduces the total damage by half, *after* armor. The most common way to do this is **resistance** or **cover**.

Damage can only be halved once, even if halved by multiple effects. For example, a character that deals half damage attacking a character in cover with a ranged attack would still deal half damage, not a quarter damage.

ATTACKS

Attacks are strong abilities that allow you to strike out with your martial and magical might, dealing damage to your foes.

Characters can only make **one ability with the attack tag per turn** in ICON, no matter what the action cost is. Every character can perform **basic attacks**.

Attacks have a (1 or 2) action cost like any other ability, and may have a range. Attacks can only target foes.

To use any attack ability, including basic attacks, choose a foe in **range** and **line of sight**. Roll **1d20 plus any boon or curse**. This is called an **attack roll**. If your total equals or surpasses your target's defense, you **hit**. If not, you **miss**. If your

total roll is 20 or higher, you **critical hit**. Attacks have different effects depending on hit, miss, or critical hit.

All attacks roll a die for damage, depending on job, which is written as [D], and either deal or add flat damage as well, which is called Fray damage.

BASIC ATTACKS

- **Light attack (1 action)**: Make an attack roll. *On hit*: [D] + fray. *Miss*: fray
- **Heavy Attack (2 actions)**: Make an attack roll. *On hit*: 2[D] + fray *Miss*: fray

You'll notice that **most attacks always do fray damage, hit or miss**. This is because characters in ICON are heroes - their blows usually strike their mark.

Let's break down attacks a little more:

ATTACK TARGETING

Attacks can usually only target **foes**.

- To make an **attack**, a character needs to be within the listed range.
- Making an attack against a character in cover from you grants **resistance** to that character, halving the attack's damage.
- Some attacks are **melee** attacks, indicated by the melee tag. Melee attacks always ignore cover against adjacent characters.
- Attacking characters get **terrain advantage and disadvantage**: **+1 boon** against targets standing on lower terrain. If a character attacks a target on higher terrain, get **+1 curse** instead. Terrain advantage applies to melee and ranged attacks alike.

CRITICAL HIT

A **critical hit** is an especially nasty or powerful strike from an attack. Critical hits trigger on any **total attack roll of 20+**. Only attacks can critical hit, and they trigger on a *total* roll of 20+.

- If you critical hit, increase total damage by +[D]
- This effect doesn't stack, and if you get a critical hit again, gain *bonus damage* instead for each time past the first.
- A critical hit still counts as a hit for anything that relies on hitting.

EFFECTS

Many abilities apply **effects**, including most attacks. Effects simply take place when specified and don't require a to-hit roll. Even if effects deal damage, they don't count as attacks unless they have the attack tag.

Some effects can take place **out of turn**, and don't have a cost, making them quite powerful.

SAVES

Many abilities require a **save** from the character they target to avoid some nasty effect, like extra damage or a status. **To make a save, roll 1d20. On an 10 or higher, you save successfully**, usually ignoring or reducing the effect.

STATUS

Many effects apply a **status** or force a save to avoid gaining a status. Statuses apply ongoing negative effects to a character. At the end of their own turn, characters can save to clear each **status** they are affected by, ending each one on a successful save.

ONGOING STATUSES

A status or effect with a '+' next to it is **ongoing** (example: *winded+*, *dazed+*). Ongoing statuses or effects cannot be saved against, removed, or ignored until whatever is causing them is lifted (sometimes a mark or ability) and are sometimes caused by an ability you used yourself.

SPECIAL STATES

There are three **special states** that abilities may care about.

- **Bloodied** - When a character is at or under 50% maximum HP, they are bloodied.
- **Immobile** - An immobile character or object can't move or be moved in any way
- **Incapacitated** - When a character is reduced to 0 hp, they are *incapacitated* and can't do anything. Any effects or statuses on them end or turn off, and they don't take a turn. Any summons, objects, or other effects they have created disappear.

TRIGGERED EFFECTS

Some effects trigger off certain conditions, like *charge* (when you use this ability on a slow turn), *slay* (when you reduce a character to 0 hp with this ability), or *critical hit* (when you score a critical hit).

These effects can only trigger once per ability, even if you gain another way to trigger them. For example, an ability might allow you to trigger the *critical hit* effects of the next attack you make. If you roll a critical hit for that attack anyway, the critical hit effects only trigger once. If you collide a character as part of an ability, then collide them again with the same ability, the effect would only trigger on them once.

Here's a list of all triggered effects:

- **Chain Reaction:** Wright only. Triggers when a character damages two or more foes with this ability
- **Charge:** Triggers when a character uses this ability on a slow turn
- **Collide:** Triggers on any character that is shoved into an obstruction as part of this ability
- **Comeback:** Triggers if the character using this ability is *bloodied*.
- **Heroic:** Stalwart only. Triggers when its special condition is fulfilled, depending on job (shove a character, sacrifice health, etc).
- **Infuse:** Wright only. Triggers when Aether is spent on an ability.
- **Exceed:** Triggers when a character scores a critical hit with this ability
- **Finishing Blow:** Vagabond only. Triggers when this ability's main target is a *bloodied* character.
- **Slay:** Triggers when this ability reduces a character to 0 hp

Most triggered effects only trigger off the ability that they are a part of. Some triggered effects may activate even if another ability causes a trigger, such as a critical hit.

PASSIVE ABILITIES

Many characters have passive abilities. The most common of these are **traits**, but they can also be gained from relics.

Passive abilities are **always active** effects. For player characters, they are unique to your job and class and depend on the current job you have equipped. For NPCs, traits are usually listed in their stat block.

MARKS

Some abilities apply a **mark** instead. A **mark** is a more powerful ongoing effect that is unique to each job, which can only be removed under certain conditions, usually listed in the mark. Each ability typically places only one mark, and a character can only mark another character with one mark at a time, choosing which gets replaced if they mark that character again. Marks also end if the character placing them is defeated.

GAMBLE

Some abilities ask you to roll a random d6 to see if an effect occurs. If that's the case, it occurs on the listed number or higher (4+ effects would happen on a 4, 5, or 6 for example).

DELAY EFFECTS

Some effects are very powerful but slow. When you use a delay effect, your next turn must be a slow turn. At the start of that turn, the effect takes place.

SUMMONS

Many abilities create summons. Summons are **characters** that are by default size 1 and *intangible*, so they can't be affected by foes and don't cause obstruction or engagement. Summons do not count as foes or allies for abilities or effects that count foes and allies, though abilities that specify *summons* or *characters* can target or count them normally.

Unless specified, summons can only be placed in free space in line of sight and range. They are removed if their controller is defeated.

Summons may have have a **summon action** which they can take during their summoner's turn, or a passive **summon effect** which can take place any time, or both.

OBJECTS

Many abilities place objects. Objects are from size 1-3, provide obstruction, cover, and can block line of sight. Unless specified, objects can only be placed in free space in line of sight, although they can also be stacked or created on other objects as long as the total height of stacked objects isn't past 3.

Objects are not removed when you are defeated.

TERRAIN EFFECTS

Some abilities create or place terrain effects. These are passive effects that modify the terrain spaces of the battlefield and can overlap with each other.

Terrain effects remain if you are defeated.

AREA ABILITIES

Some abilities specify an area of effect (AoE). If that's the case, you can target any **space** on the ground in range, including allied characters.

Abilities with an AoE pattern apply an **area effect** to all specified characters in the area. For example, they might inflict a status to all foes, heal all allies, or deal some damage.

COVER AND AOES

Area of effect abilities always count *cover* and line of sight and count it from the origin point (usually the ability user), not the attack space. **Melee** area abilities ignore cover for adjacent spaces as normal.

AOE ATTACKS

Area of effect attacks have an **attack space** and **area effect spaces**.

- For a character in the attack space, make an attack, with a to-hit roll, and apply the **attack** part of your ability instead of the area effect.
- For a character in the area space apply the listed **area effect**.
- Some AoEs have additional effects. If so, apply them to **all spaces**, including the attack space. This might mean that if targeted on an empty space, an AoE attack ability may not end actually end up having an attack component at all, so choose your targets carefully!

AOE PATTERNS

Most AoEs have a listed pattern, sometimes combining the two. Unless specified, the origin space is the ability owner.

- **Line:** A line of X spaces long, with its first space in range, drawn in a cardinal direction (no diagonals). Attack space is **any character** in the area. Lines are 1 space wide by default but can gain width. When adding width, add it on any side.
- **Blast X:** A central space in range, with x spaces around it in every direction. Attack space is the **central space**.
- **Breach X:** A blast area that must be placed so that at least one space of the total area is adjacent to the origin space. Attack space is **any adjacent space**.

- **Arc X:** X contiguous spaces, with its first space drawn in range. Spaces must be drawn sequentially, in orthogonal directions, and cannot overlap, but otherwise can twist and turn and be placed in any pattern. Attack space is the **final space**.
- **Cross X:** X spaces in every orthogonal direction, drawn from a central space in range. Attack space is the **central space**.

AOES WITH A RANGE

If an AoE ability has a range, the pattern can be placed **anywhere in that range** and in any configuration as long as at least one of its spaces is inside the range and the ability can affect the caster, so be careful! Abilities **without** a listed range cannot be placed so that they overlap the origin space.

COMBINED AOES

If an ability has a combined effect area, the combined area is placed in the **attack space** of the first pattern. For example, an area that is line 3 + cross 2 would be a line 3 area with cross 2 radiating out from its attack space. If patterns overlap, they extend the area and don't affect the overlapped area twice.

The secondary area of a combined AoE does not have an attack space, but extends the total area effect.

RESOLVE AND LIMIT BREAK

Limit breaks are the most powerful abilities in ICON. Every character unlocks limit break at level 2.

Limit breaks are special abilities (with an action cost, etc) that do not count against the max number of abilities taken. All Limit Breaks depend on a unique resource, called **Resolve**, to use, and a character can only use a limit break **once per combat** unless specified.

Resolve is split into two pools, **party** and **personal** resolve.

- Party Resolve goes up by 1 at the start of each round in combat, and depletes to 0 after combat ends. You can use a die to track it.
- Personal resolve is gained the following ways:
 - All characters gain 1 personal resolve after every combat
 - When you limit break, you may give 1 personal resolve to another character who has not used a limit break this expedition.
 - Personal resolve resets to 0 after you **camp**, meaning you might want to push on instead of resting in order to get the most out of your abilities.
- When you spend Resolve to use a limit break, you can use any combination of party or personal resolve, but party resolve is shared between all members of the group, so any use of it must be used with the **consent of your team members**. Resolve is always spent at the beginning of the action.

VIGOR, CAMPING, AND HEALING

In ICON, it's rare to heal in combat. Instead, characters that heal (for example, from the Cure ability) often gain **Vigor**, which is a temporary shield that goes over your hit points. Damage goes to vigor first when you take it. Vigor gained is always some multiple of your VIT value (1x, 2x, 3x, etc), and vigor does not stack - when you gain a new vigor shield, you must choose which to keep. You lost all vigor at the end of every combat. For a little more on vigor, see the advanced combat rules.

Between combats, characters heal to the next 25% segment of their hp, unless they are at 25% or lower, in which case they heal to the 50% mark. Characters can't heal higher than their wounds.

Characters can also **camp** to regain all of their hp, but camping is limited. Some camp upgrades or abilities allow you to heal **wounds**, but generally wounds are only fully healed when you end an expedition and enter an interlude.

VICTORY AND DEFEAT

When any character (hostile or player character) is reduced to 0 hit points, they are **defeated**. Defeated characters clear all statuses, marks, stances, vigor, and other effects on them. Any summons, marks, terrain effects, or other effects created or placed by them disappear. A defeated character doesn't take a turn.

Defeated player characters are **incapacitated** (can't do anything), don't cause engagement, are immune to damage and effects, gain a **wound**, and remain that way until someone uses the rescue action or effect to bring them back to their feet. If a player character with 3 wounds would become defeated and gain a 4th wound, they instead are **fallen** (see below).

Defeated NPCs are **incapacitated**, don't cause engagement or obstruction, and are immune to damage and effects.

DEFEATED DOESN'T MEAN DEAD

By default, defeated in ICON means **defeated**, including for foes. Decide what this means for the tone of your game. Whether foes are subdued, get up and run away at the end of combat, or are slain outright depends on the tone of your table - but by default, battles are never to the death in ICON. You can set the stakes.

FLEEING

Characters can **flee the battlefield** by spending 1 space of movement at the edge of the grid, as long as there aren't any foes adjacent to them. Doing so removes them from the battlefield for the rest of combat.

FALLEN

A character that takes 4 wounds is *fallen*. This could be mean dead, but it could also mean gravely injured, corrupted, emotionally scarred, etc. Either way, a *fallen* character cannot continue as a player character any more and must exit the expedition in a way that's narratively appropriate.

ICON offers a few ways to bring back a fallen character with some trophies and camp fixtures, but generally they remain that way.

Depending on the tone of your game, you could decide that a character that goes to 4 wounds is simply dead. You could also decide a character that maxes out on wounds and is *fallen* becomes permanently altered (loses an arm, an eye, is scarred, etc), cursed, or changed in some way. Such a character can return during the next camp or interlude.

A quest to recover a *fallen* character such as saving their soul from the underworld, finding a way to redeem their corruption or curse, or finding a successor to carry on their legacy, can be a powerful campaign moment.

ENDING COMBAT

Combat ends when the stakes of the combat have been decided. That could mean every character of one side is defeated, dead, or has fled the battlefield, or simply the players or NPCs have accomplished their objective.

CALLING COMBAT EARLY

The GM can also choose to call a combat early any time if it seems like one side is going to overwhelm the other and things are going to play out as expected. There's no reason to continue combat when the tension and stakes are gone!

TOTAL DEFEAT

If all player characters are defeated, they are **totally defeated** as a party. The outcome of this will depend on your GM, the tone of your game, and the situation, but if you're totally defeated, **you're at the mercy of your foes**. It's up to the GM whether your foes use the opportunity to escape, accomplish a goal, capture you, leave you tied up, or dump you in a pit somewhere.

QUICK COMBAT GUIDE

Tactical combat starts **when the tension and the stakes of the story can't be resolved except through battle**. The GM gets ultimate say on when to go into a tactical combat.

THE GRID

Combat is between player characters and their foes (non-player characters, or NPCs) on a **square grid**, with each square 1 space on each side. Place NPCs on the grid, then place player characters. There may also be **terrain** or **objects** on the grid that affects how and where you can fight or move.

TURNS AND THE ROUND

Starting with a **player character**, each character on the grid takes a turn, alternating between a player character and an NPC. When **all characters have taken a turn**, that constitutes a **round** of combat and combat moves on to the next round, starting with an NPC or a player character depending on who went last. Combat always starts on round 1.

If you haven't taken a turn in a round, when you *would* take a turn, you can elect to skip and take a **slow** turn instead, letting another player go instead. This means you go after all other characters have taken a turn, along with all other slow characters (alternating PC/NPC as normal if possible).

ON YOUR TURN

On your turn, you get a **free move action**, then **two actions**. Then, **end your turn** and pass it to the next character.

Moving

- Your standard move ability allows you to move up to your **speed** as a free action.
- When you move in ICON, you might be slowed down by **terrain** or by **engagement** (moving through spaces adjacent to foes).
- You also can't move through **obstructions** (foes and terrain) but can move through allies

as long as you don't end your turn in their space.

- **Dashing** allows you to move past enemies without being slowed down. You can **dash half your speed** for 1 action.

Other Actions:

- Actions allow you to perform **abilities**.
- Some abilities take both your actions to perform.
- You can always perform **basic abilities**
- You **cannot repeat** any actions or abilities
- You may also get any number of **free actions**. Free actions don't take an action to perform, but can't be repeated and must be performed on your turn.

Attacks

- When you use an **attack** ability on a character, you usually make an **attack roll**, rolling 1d20 and adding any boons (+1d6 for each boon, picking the highest) or curses (-1d6 for each curse, picking the lowest).
- If you match or beat your target's **defense**, you hit. If it's lower, you **miss**, and if the total roll is 20 or higher, you **critical hit**.
- You can only make one **attack** per turn

Effects

- Attacks and other abilities have **effects**. Effects simply happen and don't take an action or interrupt to activate. Some might be triggered off certain conditions.

Area abilities

- Some abilities or attacks affect a whole area. The size and shape of this area, and which square is an attack, depend on the ability.

Damage

- When attacks or abilities deal damage, they deal your job's damage die, which is written as **[D]**, or **fray damage**, which is a flat number
- For example, if you're a **Freelancer**, **[D]** is **1d10**, and fray damage is **3**. An attack that deals **[D]+fray** would deal 1d10+3 damage.
- You might also gain bonus damage or critical hit. **Bonus damage** means roll one more die than normal, then pick the highest. This can stack. **Critical hit** adds one more die to the total, and doesn't stack.
- You might also halve damage from cover or resistance, or reduce it with armor.

Basic Actions

Standard move (free action): Move your speed.

Dash (1 action): *Dash* half your speed, rounded up, ignoring engagement.

Interact (1 action): Interact with something on the map that takes more than a few moments, such as pulling a lever, opening a heavy door, picking up a heavy object, etc.

Rescue (1 action): Help an adjacent *defeated* ally and *rescue* them. When *rescued*, a character ends the incapacitated state on themselves and heals to full hit points, minus any wounds they've taken.

Basic attack (1 or 2 actions): Make a basic attack

Recover (2 actions): *Cure* yourself. When a character is cured, save against all statuses, then if that character is bloodied, they gain vigor 1.

OFF YOUR TURN

Some abilities give you **interrupts**, which are abilities that trigger under certain circumstances and 'interrupt' whatever is going on. Each interrupt can only be used a certain number of times a round, and you can only use **one interrupt** on any turn (either your own or another characters).

LIMIT BREAK

Each job gets a powerful ability called a limit break. Each character only limit break **once per combat**. Using a limit break takes **resolve**, a special resource which builds up each round you remain in combat, and which you gain on your own after each fight.

INJURY AND DEFEAT

When you take damage, it reduces your **Hit Points** by the same amount. If you have **Armor**, it reduces all incoming damage by a fixed amount, and it might also be **halved** by resistance, cover, or something similar.

When a character is at or under 50% hp, they are considered **bloodied**. Some abilities are stronger against bloody characters.

When a character is reduced to 0 hp, they are **defeated**. Defeated characters are **incapacitated** (can't do anything).

A player character that's defeated can be **rescued** by another character, returning them to the action.

A player character that's defeated also takes a **wound**, which reduces their maximum hp by 25%. If they take 4 wounds, they instead are **fallen** and can no longer be a player character (they are dead or irrevocably changed).

Healing

Most healing in ICON happens outside of combat, by **camping** (full heal).

Your character heals to the next 25% hp segment of your hp bar after combat, or to the 50% mark if you are at 25% hp or lower.

Otherwise, in combat, you gain **vigor**, which is a shield that goes over your hit points. Damage goes to vigor first, and it doesn't stack - each time you gain vigor, you must choose to either gain the new vigor shield or keep the old one.

VICTORY

By default, when all characters of one side have been **defeated**, the other side can claim victory.

There are many different victory scenarios for combat, however, such as holding zones, escorting objectives, escaping off a side of the map, fighting off a fleeing force, etc. When the **stakes** of the battle are resolved, combat can also be ended, or it can be called early any time by the GM.

EXITING COMBAT

When you go out of combat, all active effects such as **statuses** or **marks** and anything created, such as **terrain effects**, **objects** or **summons**, end and disappear.

COMBAT GLOSSARY

There are more details on combat in the advanced combat section, including detailed explanations of action order.

You don't need to memorize all these specific rules - they are placed here for your convenience (**these rules are all the keywords in the game!**). The most relevant rules are summarized with each class..

GLOSSARY

- **Armor X** - Reduce all damage taken by X. Always reduce by the highest value.
- **Area Ability** - An ability that applies *area effects* in a large, fixed pattern.
- **Aura X**: This ability is a continuous, *ongoing* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
- **Auto-hit** - This attack doesn't make an attack roll but always scores a hit (not critical hit or miss).
- **Blessing** - Certain abilities give yourself or allies a Blessing token, and ways to spend those tokens for powerful effects. By default a character can use a blessing token to gain +1 boon when they make a save. All blessings are discarded at the end of combat.
- **Bonus damage** - When an ability gains bonus damage, roll one more dice for [D] for each instance of bonus damage and pick the highest.
- **Chain Reaction**: Wright-only trigger effect. Triggers when a character damages two or more foes with this ability
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Cure** - A character that's cured can immediately *save* against all statuses, ending them on a success. Then, if that character is bloodied, they gain vigor 1.
- **Collide** - A *triggered effect* that occurs on all characters shoved into an obstruction by this ability.
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Cover** - If a character has cover from an ability with, it halves all damage from that ability.
- **Critical Hit** - Increase total attack damage by + [D]. Can only apply to an attack, and can trigger normally on a total attack roll of 20+. Gaining a critical hit more than once grants bonus damage instead.
- **Exceed**: A triggered effect that takes place when you score a critical hit.
- **[D]** - Your class damage die. Roll that die when you see this symbol.
- **Dash** - Special movement that ignores engagement.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **End turn** - This ability ends your turn. If multiple abilities or effects would end your turn at the same time, you can only choose one.
- **Effect** - A part of an ability that simply happens and is applied to all targets, no roll or save required.
- **Engagement** - A character must spend +1 space of movement to exit a space adjacent to a foe.
- **Finishing Blow** - Vagabond only. A *triggered effect* that makes abilities stronger against bloodied characters.
- **Fray damage** - Fixed damage. Usually added to all attacks on hit or miss.
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher
- **Heroic**: Stalwart only triggered effect. Triggers when its special condition is fulfilled, depending on job (shove a character, sacrifice health, etc).
- **Immune to X** - Not affected by X in any way. A character that's immune to damage or effects doesn't even count as taking them.
- **Mark** - Places a mark, an *ongoing effect*, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character

that placed the mark is defeated, or under other listed conditions.

- **Melee** - A melee ability ignores cover for adjacent targets.
- **Obstruction** - A character can't normally enter a space occupied by an obstruction. By default this means foes, terrain, and objects.
- **Ongoing (+)** - A status or effect that is *ongoing* can't be ended until the thing causing it (a mark, a stance) is ended. Indicated by a + symbol.
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Rebound** - An ability that is rebounded can be bounced off a character in range. The ability has no effect, but is instead redirected from that character's space as the origin space, taking into account cover, line of sight, and other similar effects from their space. Any effects that apply to the original user of the ability still apply to them (such as sacrificing hp, or moving). Rebound does not stack.
- **Resistance** - Take half damage, rounded up.
- **Rush X** - Move X spaces. You are *unstoppable* and *immune* to all damage while moving.
- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Slow Turn** - Go after all other characters. If multiple characters take slow turns, it takes the same order as regular turns (ally/enemy/ally)
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.
- **Standard move** - An ability all characters can take as a free action to move their speed
- **Status** - A negative effect.

- **Summon** - A character controlled by its Summoner. Summons are *intangible* and cannot be marked but otherwise count as allies. Summons do not take turns. Instead, they have a **summon action** that they use on their summoner's turn, or a **summon effect** that is always active, and otherwise don't take actions or move on their own. Summons are removed from the battlefield when their summoner is defeated.
- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.
- **Terrain effect** - Something that creates or modifies the terrain spaces on the battlefield.
- **Triggered effect** - An effect that activates under a certain condition. Common effects are *critical hit*, *slay*, *collide*, *finishing blow*, and *charge*. Each unique effect can only trigger once per ability, and once per trigger.

STATUSES

- **Blind** - Max range of all abilities is 2
- **Branded** - +1 boon on attacks against this character
- **Dazed** - +1 *curse* on attacks
- **Hatred of X** - When using an ability against a foe, if that ability does not also target foe X, characters have *resistance*. Has no effect if foe X is un-targetable, immune to damage, or not in range 3 of you. Breaks after using any ability that targets foe X.
- **Pacified** - Character deals half damage. Breaks when damaged by a foe's ability.
- **Shattered** - Character cannot be cured, loses all vigor, and cannot gain vigor.
- **Slash** - Take bonus damage from all sources unless adjacent to an ally.
- **Stunned** - Can't take interrupts. Your next ability used ends your turn, then end this status.
- **Winded** - Cannot teleport, dash, or fly.
- **Vulnerable** - All damage taken increased by 1

SPECIAL STATES

- **Bloodied** - At or under 50% hp
- **Immobile** - Can't move or be moved in any way.
- **Incapacitated** - An incapacitated character doesn't take turns, doesn't provide obstruction or engagement, can't move, take actions, or use abilities or traits. All effects on that character end. All effects, marks and summons created by

that character are removed. Objects and terrain effects remain.

ONGOING STATUSES (+)

Ongoing statuses cannot be purged, removed, or avoided (for example, by becoming sturdy or unstoppable).

POSITIVE EFFECTS

- **Counter** - When damaged by an ability, deal 2 damage back, each time damage is applied.
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Divine** - Damage from this ability cannot be reduced or negated in any way except immunity. (ignores armor, resistance, defiance, and bypasses vigor).
- **Dodge** - Immune to all damage from misses, successful saves, and area effects.
- **Evasion** - Roll a d6 when attacked. On a 4+, the attack automatically misses. Check before the attack roll.
- **Flying** - A flying character ignores all terrain penalties, obstruction, and engagement. They are still affected by impassable terrain and height advantage.
- **Intangible** - Immune to damage and effects from foes. Does not provide obstruction or engagement.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Pierce** - Ignores armor and vigor.
- **Rampart** - Foes cannot dash, fly, or teleport while adjacent to any character, object, or space with Rampart.
- **Regeneration** - If at 25% hp or lower at the end of your turn, *cure* yourself.
- **Skirmisher** - Can move diagonally, and dash is full speed
- **Stealth** - Cannot be directly targeted except from an adjacent space. Breaks on using any ability other than dash or standard move.
- **Sturdy** - When shoved, removed and placed, or teleported by a foe, can only be moved max 1 space a turn.
- **True strike** - Ignores dodge, blind, evasion, and stealth
- **Unstoppable** - Immune to all statuses. Cannot be moved or removed from the battlefield by

foes, and movement ignores *engagement* and *rampart*.

- **Vigilance X** - A special effect with X charges, each represented by a d6. Like triggered effects, vigilance can only be used once per trigger. Vigilance charges stack if a character gains more than one. A character can spend any number of charges of Vigilance for one of the following effects, rolling 1d6 per charge spent and picking the highest result:
 - When an ally in range 2 is damaged by a foe's ability, reduce the damage by the amount rolled as if with *armor*
 - When a foe breaks adjacency with you, deal that much damage to them.
- **Vigor** - A shield that goes over your hit points, equal to X times your vitality value. Damage goes to Vigor before Hit Points. Vigor does not stack, and when you gain Vigor you can choose to keep the old value or gain the new value. Lose all vigor at the end of combat.

ADVANCED COMBAT

These are some of the more unique or tighter combat rule explanations for ICON.

THE 'ASK YOUR GM RULE'

The final point of balance in this game is always your game master.

If you find a combination of abilities or effects that seems like it allows you to totally break the game and deal infinite damage, first off, pat yourself on the back. You are very clever. Before you get too far though, you should then ask yourself if the designer actually intended this and if bringing this up with your GM as something you actually intend to do in the game would make them roll their eyes.

% HEALTH

Any ability that costs or damages a certain percent of health always considers maximum base hp, and not max hp based on wounds, etc. For example, an ability that costs 50% hp to use with a max hp of 40 would cost 20 hp to use, even if your hp max was reduced to 30 by a wound.

You can use VIT (25% HP) as a quick shorthand for these abilities.

ABILITY STACKING

Any abilities or effects of the same name do not stack. For example, if a character is already affected by the Harvester's Death Sentence, they can't be affected again. This comes up most often with marks.

ON HIT, ON MISS, ON CRIT

Effects that improve the 'on hit', 'on miss', or 'on crit' portion of an ability only improve the attack portion (that requires an attack roll). Effects that empower the whole ability apply to everything. Effects never trigger or inherit effects meant for hits, misses, or critical hits (unless specified). Critical hits may always trigger 'hit' effects.

ADJACENT CHARACTERS

Characters that are in adjacent spaces are considered adjacent, even if they are on higher or lower elevation. For example, a character on a height 3 space could be attacked by a melee attacker, even if that melee attacker is at ground level or doesn't have enough movement to move up. They still get +1 curse to attack. We assume they climb or scabble up a little ways to take a swipe. A character on height 3 with an adjacency aura would still affect a character on height 1.

DAMAGE ORDER

When taking damage, apply any multiplications or additions on the attacker's end first (such as bonus damage), then the defender applies armor or other reductions, then any multiplications or divisions on their end, such as from resistance. For an example, an incoming attack that deals 4 damage against a character with 1 armor and resistance would do $4 - 1 = 3$ damage from the armor, halved to 1.5 then rounded up to 2.

Vigor takes damage before hit points, and armor and resistance apply normally to it.

HEIGHT IN ICON

In ICON, you can't move straight up, just along the ground. Even flying characters are always treated as reachable by melee characters - we just don't track vertical space. If something is too high to be reached in tactical combat, either don't include it, or make it a flying object or character. It's a little abstract - but it's a *game*.

INTERRUPTS

Interrupts that have the same trigger resolve in the same order as turns (player character/npc, alternating).

EFFECT AND INTERRUPT ORDER

Unless specified, effects happen in the order they are listed. If a character owns multiple effects, and there's ambiguity in the order in which they trigger, they can determine the order.

Interrupts resolve with the most recently triggered interrupt first. For example, if a

character's effect deals damage to an enemy, and the enemy has an interrupt that reads 'when this enemy takes damage', the enemy's interrupt would trigger first (even if they are killed by the damage), then the damage would be applied.

Interrupts that have the same trigger and trigger at the same time resolve in the same order as turns (player character/npc, alternating).

'CAN/MAY' EFFECTS

Unless an effect says you *may* or *can* do something, the effect is not optional. For example, an effect that says 'dash 1 and repeat the attack area', you must dash and repeat the attack area unless it says 'you *may* dash 1 and repeat the attack area'

SHARING SPACE

Certain abilities and effects allow characters to share space. Attacks and abilities that target characters must choose between either of them, Abilities that affect or target a space, such as the area effect of an AoE or an aura, hit both characters, but attack spaces of an area effect must choose which character to attack.

SHOVES

Shoves are not optional, and also cannot shove characters off the edge of the map unless you're using the optional edge rule.

Characters must be shoved in straight lines. If shoved on a diagonal, you can choose which line they follow as long as it moves them further away from you.

TRIGGERED EFFECTS

Triggered effects, such as charge, only trigger once per ability. For example, if an ability can trigger on *finishing blow* or *critical hit*, it would only take effect once even if you scored a critical hit on a bloodied character (triggering both finishing blow and critical hit). If an ability would cause a *collide* multiple times, it only triggers the *collide* effect of that ability once.

STACKING OR REMOVING OBJECTS

In general, object height isn't intended to go past 3 in this game, as it creates problems with movement. You can stack objects as long as the total height isn't past 3.

You can still summon objects on map terrain of any height, giving you a pretty lofty perch if you summon a height 3 object tower on top of height 3 terrain.

When objects are removed, characters standing on them are placed back on the terrain space under them.

LINE OF SIGHT.

For all targeting there must be line of sight (you have to be able to see your target) and line of effect (your ability has to be able to trace a clear path to your target). For example, if you can see a character through a transparent magical forcefield or a window, that forcefield or window still blocks your line of effect, so they can't be targeted.

IMMUNITY AND INTANGIBILITY

Intangible characters can be targeted, but aren't affected by damage or statuses from foes.

Characters that are immune (to damage, effects, a condition, etc) completely ignore that thing. If an effect relies on dealing damage, or hitting with an attack, for example, unless specified it won't trigger off immune or intangible characters since they can't take damage or effects.

Intangible characters don't cause obstruction or engagement, though characters can't end their turn sharing their space.

VALID SPACES FOR SUMMONING OR TELEPORTING

For a space to be valid for summoning, teleporting, or creating objects, unless specified it must be free and unobstructed, and you also need line of sight.

VIGOR AND WOUNDS

Taking a wound reduces your max hp by 25%, including the max amount of vigor gained. Even if you gain, for example, vigor 3 (75% of your hp) at 2 wounds, you will only gain vigor 2 since you have only 50% max hp.

SPECIFIC TAG RULES

BLESSING

Blessing tokens are not unique to a character. As long as a character has blessing tokens, they can spend them on any effect granted to them by the presence of a mendicant job.

COUNTER

Counter deals damage as an effect and triggers even on ranged attacks or if the character with counter can't see their target.

EVASION AND DODGE

Evasion only applies to the attack component of an ability, turning it into a miss. Effects that don't require a hit or happen automatically go through evasion.

Dodge is a potent combo with Evasion because it allows a character with Evasion to ignore missed attacks completely and also take no damage from AoE spaces which can go through evasion.

HATRED

Hatred doesn't apply if a character is un-targetable (for example, they have stealth or are intangible), or immune to damage. Characters additionally cannot *gain* hatred of a character that is un-targetable or immune.

IMMOBILE

Any immobile character can't move. That includes regular movement, dash, fly, or teleport, being moved by other characters, or being removed and placed by other characters.

MARKS

Any number of marks from different characters can be on one character, but each character can only mark another character once, and only one mark per ability causing it. For example, if I use the ability *Fulminate*, which marks an enemy, the

next time I use *Fulminate* on a different character, the mark on the first character will fade. If I use a different mark ability on my immolate target, immolate will end on my target.

The same applies for marks on allies (using one will override any existing mark placed by you).

PACIFIED

Pacified only breaks on taking damage from a foe's ability or action, ie taking damage from self or from dangerous terrain won't break it.

STEALTH

Characters with stealth cannot be targeted directly except from an adjacent space, but could still be hit by an area effect, or effects that hit a certain range from a character. It's a good combo with dodge, since dodge allows characters to ignore area effects.

The abilities *dash* and *standard move* do not break stealth.

If a stealthed character would be targeted by the attack space of an AoE, they take the area effect instead.

UNSTOPPABLE

Unstoppable characters are immune to all statuses, ignore *engagement* and *rampart*, and cannot be moved by foes.

VIGILANCE

Use a counter to indicate when a character has vigilance charges remaining (if playing in person, a number of d6s or a coin could be used).

- Vigilance is an effect, so it doesn't take an interrupt to use and bypasses evasion or dodge.
- Only one vigilance charge can be spent per trigger, like a triggered effect.
- Vigilance works if a character attempts to break adjacency for any reason. A character that is granted off-turn movement (like a dash or teleport) by another ability, or granted movement by another character still triggers vigilance.

VULNERABLE

Vulnerable applies +1 damage every time a character takes damage, for each separate

instance of damage. For example, if as part of an action character takes fray damage twice, they would take $1+1 = 2$ more damage.

Vulnerable itself is not a separate instance of damage, but increases the damage dealt with each instance. It is applied when damage is applied, after all damage is calculated on the attacker's end.

WINDED

Winded characters can't use special movement at all that allows them to dash, fly, or teleport. They can still use abilities that have a dash, fly, or teleport as a part of the ability, but can't take the movement. They can take a standard move, but can't fly or dash during it. Characters that having the *flying* trait or that teleport are forced to move normally.

JOBS



CHOOSING YOUR JOB

To make the tactical combat part of your character at level 0, pick a **Job** and two **abilities** from your job. You get all the **traits** or actions from your **class** (basically a meta-job, of which there are 4), plus the traits from your **job** itself.

If you're unsure about which abilities to pick, pick the first two abilities listed, you'll have plenty of opportunities to choose others.

IMPROVING

After you play your first session, you'll level up to level 1, unlock your **limit break**, and choose a **new ability**.

At level 1 and higher, once you hit 7 xp, you gain an ability point. You can use this point during a **camp**, **interlude**, or **at the end of any session** to gain a **new ability** from one of your jobs or unlock a **talent** for an existing ability, choosing either the first or second choice.

At levels x and x you will also gain an additional ability point, which can be spent the same way.

At level 4 and 8 you will get the opportunity to pick up a **new job** and an ability from that job, or keep the same job and get an extra **mastery**.

ABILITY LIMITS

You can only take at most **6 abilities** into any expedition, though you can change these out every expedition. At least half these abilities must be the same class (color) as your job.

TRAITS AND LIMIT BREAKS

Your **traits** are unique passive or active abilities that you get from both your *job* and *class*. Your traits and **Limit Break** are unique to your active job only, so think carefully when selecting your jobs.

TALENTS AND MASTERIES

All abilities have 2 **talents** that can be unlocked by spending an ability point. When you choose a talent, pick either talent I or talent II - you can't pick both!

Abilities also have **Masteries**, which can only be unlocked by getting a mastery point. You get a few from leveling up, and even more by choosing not to take additional jobs at level 4 and 8.

ULTIMATE

At chapter 3, you unlock the Ultimate limit break for your job, which improves it.

CHAPTER

Like narrative play, tactical combat is limited by Chapter. When you gain an ability, it must be from the **same chapter** you're currently in or **lower**. All jobs have some abilities that are only available in chapter 2 or chapter 3 and also get a **new trait** at chapter 3

Some **foes** are also limited by chapter, with more complex or powerful foes limited to later chapters.

NEW JOBS

When you level up, you will eventually get the opportunity at level 4 and 8 to **pick up another job**. This allows you to swap from Expedition to Expedition to different jobs as needed.

If you choose a new job, gain an ability point, which must immediately be spent on an ability in that job.

When you embark on an expedition, you must decide which job is your **primary job**. You only get the **traits** and **limit break** from your primary job (both class and job traits).

You can mix and match abilities from your other jobs as you wish, as long as you take at most **6 abilities**, and at least **3 of your abilities** match the **same class** as your primary job. You can use the color as an easy reference.

For example, if your jobs are Bastion, Demon Slayer, and Spellblade, and your primary job is

Bastion, you can take up to 6 abilities, but at least 3 of them must be Stalwart (red) abilities (Bastion and Demon Slayer).

CHOOSING THE SAME JOB

At level 4 and 8, it's possible to forgo unlocking a new job entirely. If you choose one of the same jobs you already have, you gain a **mastery point**, allowing you to focus more on specializing in one or two jobs.

REFOCUS

If you feel like your character isn't working for you, at level 1 or higher, during an interlude, you can **refocus**. Do the following in order:

- Refund all your ability points, and lose all associated abilities and talents, including your three starting abilities you should have at level 1 (each refunds 1 AP as normal). Refund all masteries.
- Lose any jobs you have
- Then, re-pick the same number of jobs.
- Then, spend AP on abilities and talents as normal, and re-pick your masteries.

Refocusing costs 8 *dust*, to represent time spent training. If you didn't change any of your jobs, it just costs 4 *dust*.

RELICS

At level 2, then at levels 6 and 9, characters pick up a **Relic**.

Relics represent ordinary weapons or armor that become legendary and powerful over time simply by being picked up by an Icon. Over time, these relics take on particular aspects of heroes or legends of old, and can be infused with power, tempered, and refined as their wielder also gains power.

Relics can be enchanted weapons, armor, jewelry, cloaks, figurines - something cool and significant to your character. There's a suggestion for each Relic as to the form it takes, but this can be loose.

It's up to the player to decide what piece of their gear turns into a relic. It could be something they found on the last expedition, something they

pulled from a ruin, something they've had since childhood, or something they are working on creating themselves. They don't have to take any action to receive the relic, but will have to work on it by infusing Dust into it to unlock its benefits.

You can find the **full list of relics** on pg. XX, in the Book of Adventure. Characters can take any relic they like when they acquire one.

Relics have three ranks of power. They start with one rank unlocked and provide powerful bonuses to a character in combat, no matter what job they currently have. Each further level gives increasing benefits.

INVOKING RELICS

In combat, some relics have abilities that can be **invoked** for a powerful effect. Invokes have three types:

- **Attack Invoke:** When you make an attack, if the die used for the attack roll is a certain number or higher, you can invoke the relic. This only counts the d20, and not the total attack roll. For example, in an **(Attack, 15+)** invoke, you could invoke the relic's power when you make any attack roll and the die is 15 or higher. If you wouldn't make an attack roll, such as an auto hit attack, roll a d20 anyway to check.
- **Gambit Invoke:** An invoke that can be triggered under the listed conditions, but only once per combat. For example (**Gambit:** Free action: *fly 3*)

- **Round Invoke:** Activates automatically at a certain round of combat or later. These effects are always active. For example **(Round 5+)** relics have effects that are always active at round 5 or later.

INFUSING RELICS

Relics can be leveled up by infusing them with Dust, which is the magical essence sought after by the powerful factions of Arden Eld. You get a little Dust in each relic for fighting in tactical combat, but the rest you'll have to do yourself.

ASPECTS

The fourth level of a Relic is called an Aspect, and provides more powerful benefits. Aspects can be unlocked either by spending 12 Dust or by completing an **aspect quest** and undertaking some kind of legendary task. The **quest can be determined by the GM** as fitting for your table and the tale you want to tell, but there are suggested aspect quests in each relic description.

If the aspect quest is completed once by any character, aspecting the same relic costs only 4 dust from that point onwards.

CHANGING RELICS

A character can swap any or all relics around at level 4 and level 8 when they choose a new job. If they do so, however, any new relics start uninfused and reset to rank I.

Tactical Combat Advancement

Lvl	Chapter	Combat Benefit	Total AP
0	1	Choose a job and two abilities.	2
1	1	Get a new ability and unlock Limit Break	3
2	1	Gain an ability point and get your first relic	5
3	1	Gain a ability point and a Mastery Point	7
4	1	Choose a second job and gain a new ability from that job OR the same job and gain a mastery point.	8
5	2	Gain an ability point	10
6	2	Gain an ability point and get your second relic	12
7	2	Gain a Mastery Point	13
8	2	Choose a third job and gain a new ability from that job OR one of the same jobs and gain a mastery point.	14
9	3	Gain an ability point and get your third relic	16
10	3	Gain a Mastery Point	17
11	3	Gain an ability point	19
12	3	Gain Mastery Point	20

Characters gain +1 ap each time they choose a new job, which is not in this table

STALWART

Weapon master and unparalleled soldier

Strengths: Tough, resistant to statuses, good at punishing foes, protecting allies, and controlling the battlefield.

Weaknesses: Lower mobility and weak to ranged attackers

Complexity: Low

Stalwarts are **tough and vigorous warriors**, with heavy armor and abilities that let them stand their ground, protect their allies, and control space. They largely eschew the use of ranged attacks and magic but are mythic soldiers and gods of the battlefield, able to perform incredible feats of physical prowess and resilience.

Stalwarts boast **Daze**, which makes it harder for enemies to land attacks, **Winded**, which allows them to slow down speedy foes, and access to **Rampart** and **Vigilance**, which makes it much more risky for characters to move around them. They also easily gain **Sturdy**, making them resistant to being moved, and can in turn **Shove** their foes, knocking them around the battlefield.

Stalwarts are **strong** against **skirmisher** foes and **weaker** against **artillery** foes.

CLASS TRAITS

ARMOR 2

Reduce all damage taken by 2

FORTIFY

You have *Rampart*.

Gain *Vigilance +1* at the end of your turn.

RUSH X

Stalwarts can *rush* as part of their abilities. When you rush, you move X spaces but are *unstoppable* and *immune* to all damage during that move.

CLASS STATISTICS

VIT: 10

HP: 40

Defense: 6

Speed: 4 (Dash 2)

Fray damage: 4

Damage die: D6

Basic Attack: Melee, or Range 3

SPECIAL MECHANIC: HEROICS

Stalwarts can push themselves beyond their normal limits, performing **heroics** and activating any **heroic** triggered effects of an ability. Each job has different ways of performing heroics.

STALWART GAMBIT.

If you take a Stalwart ability as a non-Stalwart class, you get Heroics, and the ability to trigger a Heroic ability for free once a combat.

MOST RELEVANT RULES

STATUSES

Stalwarts specialize in the **Dazed** and **Winded** statuses:

DAZED

Dazed characters get +1 curse on attacks.

Dazed is a very simple status that makes it much harder for foes to land attacks. Foes deal much less damage on miss and are much less likely to critical hit with dazed on them.

WINDED

Winded characters cannot fly, dash, or teleport

Winded prevents characters from taking any special movement. Usually this means they can only use their standard free move on their turn, which can really slow down fast moving characters.

They also have a lot of ways to **stun** characters.

STUNNED

Can't take interrupts. Your next ability used ends your turn, then end this status.

Stunned is very potent because it reduces a character's options. Consequently, it always clears after it triggers (it can also be saved against normally).

OTHER EFFECTS

Stalwarts use **Rampart**, **Rush** and **Vigilance**. They have easy ways to access **Shove**, **Sturdy** and **True Strike**.

RAMPART

Foes cannot dash, fly, or teleport while adjacent to any character, object, or space with Rampart.

Rampart is like a super-engagement. Foes can't use any special movement in adjacent spaces to you, so good positioning will let you slow them down.

RUSH X

Move X spaces. You are *unstoppable* and *immune* to all damage while moving.

Rush is like an armored dash. You ignore engagement and rampart, and can't be damaged by effects like Vigilance or interrupts while moving. It allows to you maneuver around other red characters.

VIGILANCE

Vigilance X - A special effect with X charges, each represented by a d6. Like triggered effects, vigilance can only be used once per trigger. Vigilance charges stack if a character gains more than one. A character can spend any number of charges of Vigilance for one of the following effects, rolling 1d6 per charge spent and picking the highest result:

- When an ally in range 2 is damaged by a foe's ability, reduce the damage by the amount rolled as if with *armor*
- When a foe breaks adjacency with you, deal that much damage to them.

Vigilance allows you to control space very well. You can protect allies that stick close to you, or damage foes who attempt to pass by you to get at your weaker allies. Good positioning will get you the most out of it.

SHOVE X

Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.

Shove allows you to move foes around against their will. Use it to put them in tough situations - inside pits, terrain effects, or next to allies - or alternately slam them into walls.

STURDY

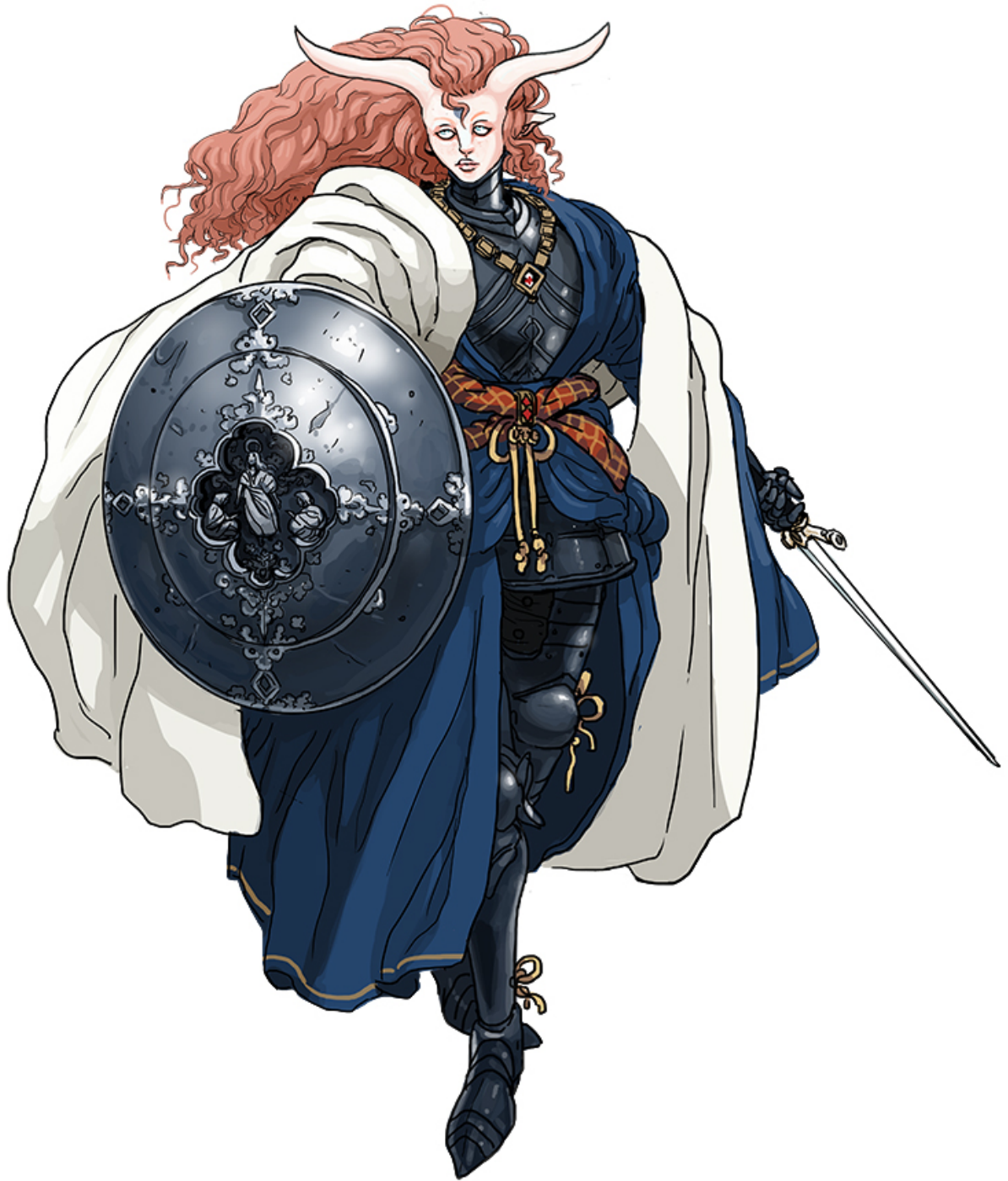
When shoved, removed and placed, or teleported by a foe, can only be moved max 1 space a turn.

Sturdy allows you to hold your ground and stops you from getting shoved around by foes and pushed away from allies or objectives.

TRUE STRIKE

Ignores *dodge*, *evasion*, *blind*, and *stealth*.

These effects are all common ways for foes to avoid damage. True strike avoids all of this and allows to you to hit when you need to. It's especially good against Skirmisher foes who often rely on dodge, stealth, and evasion to avoid damage.



BASTION

Unbreakable Knight

The Bastions are the shield lords of Arden Eld, larger than life figures that tread the ancient imperial roads with their heads held high and armor gleaming. From town to town they act as errant knights and mercenaries, protecting the weak and vulnerable, and driving back the Blights with hammer-like blows from their greatshields, which they throw like a discus with incredible force. The imperious and mighty presence of a Bastion in town is a stabilizing force and can become an event for a whole village. All Bastions follow an ancient and long-forgotten hero's code, an old oath to stand against chaos in all its forms.

PLAYSTYLE

Bastions are powerful knights and tacticians and focus on **shoving** their enemies and moving their allies into position with their *Press the Advantage* trait. Almost everything they do changes the shape of the battlefield in some way, and they get extra benefits for smashing foes into obstacles or other characters with **collide**. They benefit from good positioning, since shoves typically have to be away from you.

Bastions also have a fair number of **interrupts** and can react off their turn to enemy actions, and also benefit from **auras**.

Their Limit Break, **Helion**, is relatively cheap, but can rearrange everyone's position and can potentially stun and daze a huge number of foes.

RELEVANT RULES

- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
- **Collide** - A *triggered effect* that occurs on all characters shoved into an obstruction by this ability.
- **Aura X**: This ability is a continuous, *ongoing* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
- **End turn** - This ability ends your turn. If multiple abilities or effects would end your turn at the same time, you can only choose one.
- **Hatred of X**- When using an ability against a foe, if that ability does not also target foe X, characters have *resistance*. Has no effect if foe X is un-targetable, immune to damage, or not in range 3 of you. Breaks after using any ability that targets foe X.
- **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character

that placed the mark is defeated, or under other listed conditions.

- **Rebound** - An ability that is rebounded can be bounced off a character in range. The ability has no effect, but is instead redirected from that character's space as the origin space, taking into account cover, line of sight, and other similar effects from their space. Any effects that apply to the original user of the ability still apply to them (such as sacrificing hp, or moving). Rebound does not stack, and only abilities with a listed range can be rebounded.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.

TRAITS:

Strive: You may cause any ability to trigger its *heroic* effects when you use it, and increase the distance of any shoves by +1. If you do, after that ability resolves, you can't use heroics until the end of your next turn, and deal half damage during that turn.

Press the Advantage: Once a round, when you shove a character, you and an ally of your choice can each *rush 1*.

Bull's Strength: All your abilities gain *collide: daze* foes. *Dazed* foes take 2 damage instead.

Shieldmaster: You have aura 1. If you end your turn with an ally in the aura, gain vigilance +1 and become *sturdy* until the start of your next turn.

LIMIT BREAK: HELION

2 resolve
1 action

Your shield becomes the sun: a discus of light and motion, shattering enemy ranks and spurring allies forth.

Effect: You hurl your shield, and every character on the battlefield is shoved 1 space in a direction of your choice. You may shove in any order, and may choose different directions for each character.

Effect: Bloodied foes are *dazed*. Foes at 25% health or lower are *stunned*.

ULTIMATE: PERFECT HELION

You can repeat this effect once on either allies or enemies.

ABILITIES

CHAPTER 1

HERACULE

1 action, attack

Range 3, Melee, True Strike

Hurl your shield or weapon as a discus with irrepressible force.

Attack: *On hit:* [D] + fray. *Miss:* fray. *Effect:* Foe is *dazed* and shoved 1

Effect: A different foe in range 3 from your target is shoved 1 away from your main target.

Collide or **Heroic:** Repeat the above effect

TALENTS:

- I. Heracule's shoves can be in any direction.
- II. Heracule's effect triggers +1 more time.

MASTERY: PERFECT HERACULE

Heracule gains *rebound*, and its effect triggers +1 more time.

BATTERING RAM

1 action

Use your shield, weapon, or armored fist and send your target flying.

Effect: An adjacent character is shoved 2 spaces

Collide or **Heroic:** Foe is *winded*, and refund the action cost of this ability.

TALENTS:

- I. You may *rush* 1 before using Battering Ram.
- II. You can also shove objects with Battering Ram. If they collide with a character, it triggers *collide* effects on that character.

MASTERY: GATE SMASHER

Once a turn, if you trigger Battering Ram's *Collide* or *Heroic* effect, the ability can be used one more time.

LAND WASTER

2 actions, attack

Melee

Crash your greatshield or weapon into the earth, sending up devastating shockwaves.

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Effect: Shove all other adjacent characters except you 1 space away from your target. Foes take fray damage. Then, shove your target 1.

Heroic: Gains *True Strike* and affects all characters in range 2 of your target

TALENTS:

- I. If Land Wasters effect shockwave shoves 3 or more foes or allies, it shoves +1 and *stuns* your target.
- II. If Land Waster's effect shockwave shoves 2 or more foes or allies, *cure* yourself.

MASTERY: AJAX

Terrain effect: Before Land Waster's effect triggers, you tear up the very ground, creating a height 1 boulder *object* in range 3 of you.

VALIANT

1 Action

Stride forth, with your shield held before you, battering aside foes.

Effect: *Rush* 1, then *rush* 1. After each rush, shove all adjacent characters 1.

Collide or **Heroic:** *Rush* 1 again, then shove all adjacent characters 1.

TALENTS:

- I. *Collide:* Become *unstoppable* for the rest of your turn
- II. If you only shove one foe, they gain *hatred* of you after this ability resolves.

MASTERY: SECOND WIND

At round 4 or higher in combat, valiant becomes a free action.

ENDLESS BATTLEMENT

1 action

Stance, Aura

The land itself is your castle, and you will never let its walls be breached. No matter where your allies step, your shield will be there.

Stance: When you enter this stance, or when it refreshes, choose an ally in range 4. That ally gains aura 1 until the start of your next turn. The aura deactivates if your ally is out of range. While the aura is active, you can use the following interrupt:

Heroic Intervention

Interrupt 1

Trigger: A foe targets your ally with an ability

Effect: You soar into the air, removing yourself from the battlefield, then return in any space in the aura. Adjacent foes take 2 damage.

Refresh: Refresh this stance at the start of your turn

Heroic: Immediately activate the interrupt effect.

TALENTS:

- I. While you are in the aura, attacks against your ally gain +1 curse
- II. You and your ally both have *counter* while you are in the aura.

MASTERY: PERFECT BATTLEMENT

At round 4 or higher, Endless Battlement has no maximum range, deals double damage, and becomes interrupt 2.

CATAPULT

Interrupt 1

Use your shield as a springboard to set up ally maneuvers or to deflect projectiles

Trigger: An ally ends a movement in an adjacent space

Effect: Shove that ally 2 in any direction.

Collide or **Heroic:** Then, that ally may *rush 1*.

TALENTS:

- I. Your shield becomes a valid target for allied abilities. You can expend this interrupt to grant them *rebound*.
- II. Catapult can also be triggered on foes. When triggered on foes, the effect becomes effect: shove 1

MASTERY: MANGONEL

Catapult becomes Interrupt 3

CHAPTER 2

PERSEUS

Interrupt 2

Aura

Your armor and shield become a mirror, channeling and amplifying the destructive power of your allies' attacks.

Trigger: You are included in an allied area effect

Effect: You release an aura 1 effect centered on you that lasts for the duration of the triggering ability, extending the area effect to encompass the aura. You can choose to be immune to any part of the triggering ability.

Heroic: Increase the aura size by +1

TALENTS:

- I. The first time you trigger this interrupt in a combat, gain its Heroic effect for free.
- II. You can extend the area as a line 5 *area effect* instead of an aura.

MASTERY: CHAOS FINISHER

When this interrupt triggers, after the triggering effect resolves, you may deal 2 damage to all affected foes from the triggering ability and shove them 1 in any direction.

ROOK

2 actions, attack

Melee, aura

Your stance is powerful as you strike, and stand tall, an armored sentinel. No enemy can safely set foot where your gaze falls.

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Effect: Shove 1

Effect: You gain aura 1 until the end of your next turn. Any foe in the aura that is shoved is shoved +1. If any foe ends their turn in the aura, you may deal fray damage to them and shove them 1.

Collide: Character is *winded*.

Heroic: Aura 2

TALENTS:

- I. You also have *counter* while Rook's aura is active.
- II. You can also inflict *hatred* on a foe that triggers Rook's effect, but no more than once a round.

MASTERY: IMPLACABLE FORTRESS

Allies in the aura also reduce all damage by 2, as if by armor.

CHAPTER 3

Black Rock Vanguard: You can take any number of interrupts per turn. When you take an interrupt, you may *rush 1* after it resolves.

GREAT GIORGIOS

1 action, end turn

Melee

You call a challenge to your foe to stand and fight. Cowards are blown away by your massive charge.

Effect: Choose a foe in range 3, then **end your turn**. At the end of that foe's turn, you may *rush 4*, as long as you end each space of your movement closer to them from when you started (if you are adjacent, you don't move at all). Then, if your foe is adjacent, they are shoved a number of spaces equal to the spaces you moved, then take damage equal to that number +2.

Collide or **Heroic:** Foe also gains *hatred* of you after this ability resolves.

TALENTS:

- I. You gain *phasing* while *rushing*. Foes you pass through take 2 damage and are shoved 1 in any direction.
- II. Allies adjacent to you when you start your *rush* can also *rush 1*.

MASTERY: DRAGONSLAYER

You can choose to **Delay** Great Giorgios. Your next turn must be slow, but the effect activates at the start of that turn instead of at the end of your target's turn, and it deals double damage.



DEMON SLAYER
Master of the Forbidden Arts

Warriors of impossible strength and insane bravado, demon slayers are warriors that specialize in fighting the largest and most dangerous monsters to crawl out of the pits that riddle the land. They relish in fighting against impossible odds, training themselves in forbidden techniques, arcane arts, and oversized weaponry that normal Kin would quake at wielding. They organize themselves into loose orders and train and hunt together, sharing tales and trophies of the colossal horrors they have slain. Some say in order to fight their quarries, the slayers must ingest demon blood to gain their strength, giving them dark and forbidden power that makes other Kin fear and respect them in equal measure.

PLAYSTYLE

Demon slayers are heavy hitting stalwarts that use their powerful traits to get a lot out of **slow turns** and **charge effects**.

Their *Hissatsu* trait powers up Demon Slayers when spending a turn not attacking and focusing their strength, like a quick-draw samurai or someone winding up a huge blow with an oversized weapon. Therefore they benefit from **attacking every other turn**, and waiting to strike, giving them a slow but reliable tempo. While waiting to act, they automatically become **sturdy**, making them very hard to displace.

Their limit break, **Split Heaven and Hell**, is a very powerful AoE slice that is relatively easy to avoid for foes without assistance from your allies, but can be held and even canceled.

RELEVANT RULES

- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **End turn** - This ability ends your turn. If multiple abilities or effects would end your turn at the same time, you can only choose one.
- **Exceed**: A triggered effect that takes place when you score a critical hit.
- **Rampart** - Foes cannot dash, fly, or teleport while adjacent to any character, object, or space with Rampart.
- **Slow Turn** - Go after all other characters. If multiple characters take slow turns, it takes the same order as regular turns (ally/enemy/ally)
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can

use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.

- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.

TRAITS:

Demon Edge: If you elect to take a slow turn or use a delay effect, gain *vigilance +1*. Your *charged* or *delayed* abilities deal bonus damage.

Demon Strength: You can make any ability Heroic when you use it. If you do, you can't attack or use Heroics until the end of your following turn.

Hissatsu: If you don't attack during your turn, your next attack ability gains +1 boon, *true strike*, and upgrades its damage die to *d10*. This effect ends after you hit with an attack.

True Horn: You are *sturdy* from the start of each round until the start of your turn.

LIMIT BREAK: SPLIT HEAVEN AND HELL

3 resolve

1 action, end turn

Delay, true strike, divine

Sever Divinity and cut through the threads of possibility. Pour all your rage into one blow and topple the Gods.

End your turn, and start charging up a god cutting blow. **Delay:** Your next turn must be slow. At the start of that turn, you may take one of the following options:

- **Sever Divine Thread:** Swing your weapon in a line 5 **area effect** drawn from your position. This counts as using an attack this turn. Characters in the line take damage depending on their position on the line.
 - **1 space:** 100% of max hp
 - **2-4 spaces:** 50% of max hp
 - **5+ spaces:** 25% of max hp
- **Divine Cancel:** You may cancel this ability, refunding the resolve cost, and *rush 1*. You can limit break again this combat, but not this turn.
- **Divine Delay:** You continue to hold this ability. Your next turn must be slow and repeat this delay effect. Each time you do this, increase the width of the line by 1 space, to a maximum of 3 width, and its length by 3 spaces. You cannot attack while holding Divine Delay.

Legend characters always take 25% of max hp from this ability instead of other effects.

ULTIMATE: PERFECT GOD SPLITTER

While holding a God Cutting Blow, you can *rush 1* at the start or end of any other turn than yours, but no more than twice a round.

ABILITIES:

DEMON CUTTER

1 action, attack
Melee, Line 3, True Strike

You slash your weapon in a deadly swing sending cutting shockwaves out that rip through enemy defenses.

Attack: *On hit:* [D]+ fray. *Miss:* fray. **Effect:** Foe is *winded*.

Area effect: Fray

Charge or Heroic: Change area to Arc 4.

TALENT:

- I. *Exceed:* Deal 2 damage again to all characters.
- II. You can vault and fly 1 before using Demon Cutter.

MASTERY: BLOOD DRINKING DEVIL BLADE

After the attack resolves, all foes in the area take 2 damage once again for each foe caught in the area, up to a maximum of three times.

COMET

1 action
Object

Your weapon becomes like a meteor, burning through the air as you hurl at at your foes and smash it into the earth

Effect: You throw your weapon to a free space in range 3, dealing 2 damage to all adjacent characters, ignoring cover. It then becomes an object.

Thrown Weapon

Object: Your weapon becomes a height 1 object with *rampart*. While it's out you cannot attack. You can pick your weapon up if you enter any space adjacent to it or start your turn there, ending this effect and removing the object. You also pick it up if it's removed for any other reason.

Charge or Heroic: Range 5, and deals fray damage instead when it lands

TALENT:

- I. If you end your turn adjacent to your thrown weapon, gain *vigilance +1*
- II. When you pick your weapon up, you can use it to vault, flying 1

MASTERY: EXALTED BLOSSOMS DEVIL BLADE

Effect: At the start and end of your turn, you may teleport to any space adjacent to your weapon.

DRAKEN CROSS

2 actions, attack
Melee, Range 2, Cross 2

Fill the air with the flurry of blades.

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Area effect: Fray

Charge or Heroic: Gains *true strike* and you may *rush 1*, then target a cross 1 area in range 2 with *area effect:* fray damage. The areas cannot overlap.

TALENT:

- I. *Exceed:* Repeat the charge/heroic effect
- II. You may shove all characters 1 away from the center space of any area of this ability.

MASTERY: BONE CUTTING DEVIL BLADE

When you use this ability, you can cause it to deal 1 damage to your attack target, cutting them so deep that they don't even notice it. **Mark** them. While marked, the next time you hit that character with an attack, instead of rolling damage, it causes the internal damage to explode. The triggering attack does *maximum* damage, then consume the mark, ending it.

RIGHTEOUS DISDAIN

Interrupt 1

With a clap, you deflect a weapon or projectile with your bare hand or the flat edge of your blade.

Trigger: A foe uses an ability that targets an ally in range 2, and damage to your ally has been determined on the foe's end but not applied yet.

Effect: Apply the damage to both you and your ally, but both of you gain *resistance* to it.

Special: Righteous disdain can only be used if you have not taken a turn yet this round.

Heroic: Ignore the special effect

TALENT:

- I. You can *rush 1* before triggering this ability, and your ally may *rush 1* afterwards.

- II. Shove the triggering foe and ally each 1 space in any direction after this ability resolves.

MASTERY: SHIRAHADORI

The damage from Righteous Disdain cannot reduce you past 1 hp.

DEMON CLAW

1 action

True Strike

Even unarmed, a Demon Slayer can employ ferocious strength and unleash blows with their bare hands that can crumple steel.

Effect: *Rush 1*, then *rush 1*. Each time, you may deal 2 damage to a different adjacent foe.

Special: If you didn't attack before using this ability, it deals damage to *all* adjacent foes.

Charge or **Heroic:** *Rush 1* again, then *daze* all adjacent characters.

TALENTS:

- I. You can fly 1 with the first or last rush of Demon claw instead.
- II. The first or last rush of Demon Claw may shove all an adjacent character 2 spaces

MASTERY: RAGING DEMON

Demon Claw's damage increases by 1 for each wound you've taken.

OVERKILL

1 action

End turn

Time to end this.

End your turn. Your next attack slams your foe with such incredible force that it *stuns* your foe.

Effect: Until the end of your next turn, you can *rush 1* after taking damage from a foe's ability, but no more than once a turn.

Charge or **Heroic:** Your attack also gains range +2, or range 2 if it had no listed range.

TALENT:

- I. You can vault either before or after making the overkill attack, flying 1
- II. Your attack gains *Exceed: shove 2. Collide: Foe is dazed.*

MASTERY: BRAVER

There's no limit on how many times you can rush, and you can shove 1 after each rush.

CHAPTER 2

BREEZE CUTTER

1 action

Stance

Imbuing your weapon with ether, your strikes becoming so potent that the shockwaves from your blows become a terrifying cutting force.

Stance: While in this stance, your attacks gain +1 range, or +2 range if *charged*. Attacks without a listed range count as having range 1.

Heroic: When you enter this stance, you may release a wind pulse and shove all adjacent characters 1, or shove all characters in range 2 1 space towards you.

Refresh: This stance refreshes at the start of your turn.

TALENTS:

- I. You may also increase the area of any line, arc, or cross effects by +1 in Breeze Cutter
- II. The first attack you make after taking Breeze Cutter has +3 range instead.

MASTERY: WIND CALLING DEVIL BLADE

At round 4 or later in combat, breeze cutter's range bonuses are increased to +3, or +4 if *charged*.

SIX HELLS TRIGRAM

1 action

Delay, terrain effect

Using dark arts, you summon up a sliver of the demon world, blocking out a dark arena that traps enemies in its web.

End your turn and gain **Terrain effect:** Mark out a blast 2 area centered on you, then gain

Delay: Your next turn must be slow, but at the start of that turn, the trigram activates. While active, any foes that attempt to exit the terrain effect during any turn must first pass a save, or become unable to do so until the start of their next turn. If they are moving, they don't lose their movement but can't consider the area outside valid space to move to. This area lasts until this ability is used again.

Heroic: Foes inside the area when it activates are *winded* and take *fray damage*.

TALENTS:

- I. You have *counter* and are *sturdy* while inside the area.
- II. Allies inside the area reduce all damage by 2, as if from armor.

MASTERY: DARK WIND CHAIN

While inside the area, as a *free action* you can deal 2 damage to any foe in range 4 and shove them 1 space towards you, then force them to save. On a failed save, they are shoved 2 more spaces towards you.

CHAPTER 3

Rangiri: If you trigger Hissatsu twice in a row, your attack ability becomes upgraded further. The entire ability now deals *double damage*. Roll and determine all damage on the attacker's end when making it, then double the total before applying it.

WICKED SHEATH

1 action, attack
Melee, True Strike, Power die

The master art of the demon slayers - holding a single blow with ultimate patience, until it can slay the most tenebrous of monsters in one stroke.

Attack: *On hit:* fray and shove 1. *Miss:* fray

Effect: After you attack, your weapon becomes charged with energy. At the start of each round, gain a d4 power die at 1, or tick it up by 1. For each tick of the die:

- increase the base damage *on hit* of Wicked Sheath by [D] and the shove by 1
- the attack gains +1 boon.

Discard the power die after you *hit* with *any* attack.

Charge or **Heroic:** You may also rush 1 before making the attack once for each charge on the die.

TALENTS:

- I. Also shove your foe 1 for every charge on the die. *Collide:* Your foe is *stunned*.
- II. *Exceed:* Draw a line 4 area effect that includes your target. Characters inside other than your target take 2 damage, once, for every charge on the die.

MASTERY: MUGEN SHOMETSU

When you would discard the power die, roll it instead of discarding it. On a 1 or 2, keep it, using the new number.



Crimson Cloud Demon Slayer



Leggio Demon Slayer



Shadow Clan Demon Slayer



Falling Blossom School Slayer



COLOSSUS

High Flying Grappler

Ferocious followers of Arenheir, the Wolf Titan, the Colossi are a martial order of berserkers, pankrationists, and warriors that reaches across all of Arden Eld. They travel throughout the land seeking powerful foes, and taking trophies to return to their great lodges to offer in tribute to Arenheir in fierce hope of resurrecting their god. At their lodges they feast and drink to their deeds, companions, and boasts.

Colossi seek glory and challenge through battle, and will often go for only the absolute strongest warriors and monsters, heedless of their own safety. They fight with wild abandon and unconventional techniques that would make even the dirtiest Knave raise an eyebrow.

PLAYSTYLE

Colossi are hard-hitting grapplers and wrestlers that ride the knife's edge to inflict maximum pain on their foes. They have unique access to **fly**, allowing them to vault up higher elevation and move around, and they get extra benefits such as **critical hit** for launching themselves off **higher terrain**.

The lower colossi's health is, the stronger they become, and they benefit from many **comeback** effects. At very low health, they gain **regeneration** and they can become absolute monsters at 1 hp. They can spend their own health to power up their abilities, but risk sending themselves into too vulnerable a state.

Their Limit Break, **Gigantas Crusher**, is a massive grab that can instantly destroy high value targets, such as elites, or deliver the killing blow to a legend. Since it does % based damage, it is an excellent finishing move.

RELEVANT RULES

- **Bloodied** - At or under 50% hp
- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Exceed**: A triggered effect that takes place when you score a critical hit.
- **Flying** - A flying character ignores all terrain penalties, obstruction, and engagement. They are still affected by impassable terrain and height advantage.
- **Regeneration** - If at 25% hp or lower at the end of your turn, *cure* yourself.
- **Sacrifice X**- Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored,

transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.

- **Terrain effect** - Something that creates or modifies the terrain spaces on the battlefield.

TRAITS:

Furious Berserk: You start combat with *regeneration* and *defiance*. While you're *bloodied*, you are *sturdy*, and gain *vigilance +1* at the end of your turn.

Wolfheart: Once a round, you can take a wound or *sacrifice* 25% of your max hp to make an ability *Heroic* and increase the distance of any flight, rush, or dash as part of that move by +1.

Pulverize: When you start an attack ability on higher elevation than your target, it deals bonus damage. If you are two or more levels higher, it also triggers all *exceed* effects.

Great Leap: When you would end any movement on a lower elevation than you started, you may gain *flying* for the duration of that movement.

LIMIT BREAK: GIGANTAS CRUSHER

3 resolve

2 actions

Divine, Sacrifice

Wrestle with the gods themselves.

Effect: You grab an adjacent character. That character must save. Even if that character saves successfully, you grab them, and you both soar into the air. Remove both of you from the battlefield. At the start of that character's turn, you come spinning back to earth, slamming that character into the battlefield in unoccupied space in range 3 of your original location. You *sacrifice* 25% of your hp. Your foe takes 50% of their max hp as *divine* damage, or 25% as *divine* damage on a successful save. Then place both of you back in or adjacent to that space.

This ability can be used against Legends, but they may always save, taking *divine* fray damage on a successful save, and only 25% hp as *divine* damage on a failed save.

ULTIMATE: PERFECT CRUSHER

If you're at 1 hp or lower, this ability deals 25% more max hp damage to non-legend characters.

ABILITIES

VALKYRIE

1 action, attack
Melee, True strike

Soaring through the air like a vengeful spirit, you crash into your enemy.

Attack: *On hit:* [D] + fray. *Miss:* fray. *Effect:* Foe is *winded*.

Effect: You can *fly 1* before making this attack.

Exceed or **Heroic:** Create a *pit* under your target.

TALENTS:

- I. Valkyrie gains range 3
- II. *Charge:* *Rush 1*, then *fly 1* instead.

MASTERY: CALL OF ERENHELION

When you use Valkyrie, and for the rest of your turn, whenever you start a flying movement, all allies in range 2 of you can also fly 1

UPHEAVAL

1 Action
Range 3

The disciples of the wolf titan exhibit such legendary strength that they can rip up the earth itself with their bare hands.

Terrain Effect: Smash the battlefield, creating a height 1 boulder *object* in free space in range. Adjacent characters are shoved 1 away from the terrain when it appears.

Comeback or **Heroic:** Characters are also *dazed*.

TALENTS:

- I. The boulder bounces before landing, dealing 2 damage in a cross 1 *area effect* anywhere in range.
- II. *Charge:* The boulder bounces before landing, creating a *pit* anywhere in range.

MASTERY: TITAN STRENGTH

Comeback: Becomes a free action

DROPKICK

1 Action
Sacrifice

Throwing caution to the wind, you crash your whole body into your foe, sending you both flying.

Effect: If you start this ability from a higher elevation than your target, fly 1.

Effect: *Sacrifice 6.* An adjacent foe takes [D] +fray damage and becomes *dazed*.

Heroic: *Sacrifice 3* instead.

TALENTS

- I. *Comeback:* Hit your foe so hard that you create 2 spaces of difficult terrain in adjacent spaces after this ability resolves.
- II. *Comeback:* Shove your foe 1, then shove yourself 1 away from your foe. Both of you take 2 damage again.

MASTERY: GIANT KICKER

At round 4 or later, dropkick gains true strike and a line 4 *area effect* that must include your target. The area deals fray damage to all characters other than your target and *dazes* them.

MASSIVE OVERHEAD

1 action
End turn

End your turn. Your next attack strikes with such force that it deals *bonus damage* and creates a *pit* under its target after it resolves.

Special Effect: If your target was already in a pit before the triggering attack, it also activates all *exceed* effects.

Comeback or **Heroic:** Attack also gains range +2, or range 2 if it had no listed range.

TALENT:

- I. Attack gains *Exceed:* Also create a height 1 boulder object adjacent to your foe.
- II. Attack gains *Exceed:* The pit also becomes *dangerous* terrain.

MASTERY: BLOOD RUSH

At round 4 or later, Massive Overhead gains its *Comeback* effect for free and no longer ends your turn.

TAKEDOWN

2 actions, attack
Melee

You deliver a mighty blow with wild abandon, so strong that you yourself are left reeling.

Attack: On hit: [D]+fray. Miss: fray

Effect: Both you and your foe are *stunned*. You may *sacrifice 4* to avoid this stun.

Exceed or **Heroic:** Creates a *pit* under your target.

TALENTS:

- I. You may rush 2 before using Takedown.
- II. You can also choose to shove your target 2, then shove yourself 2. *Collide:* Deal fray damage.

MASTERY: FIERCE ELBOW

When you takedown a character, the character takes 2 damage once after the ability resolves for each difference in elevation between you and them when you started this ability, for a maximum of four times.

GREAT SUPLEX

2 Actions

Wrapping your arms around your foe, you fling the two of you backwards with a force that liquifies rock.

Effect: You pick up an adjacent foe, removing them from the battlefield.

Effect: *Sacrifice* up to 6, then fly half that many spaces. Your foe takes [D]+fray damage and is *dazed*. *Dazed* characters are *stunned*. If you can't place the foe in a valid space this action can't be taken.

Heroic: Decrease action cost to 1

TALENT

- I. This ability deals bonus damage to your target if you land them in a pit.
- II. You can use this ability on allies. If you do, they are immune to its damage and statuses and both of you can rush 1 after it resolves.

MASTERY: TITANHEART

You can target two adjacent characters with this ability

CHAPTER 2

GIGATON WHIP

1 action, attack

Melee, True Strike

You fling your foe into a wall, catching them on the rebound.

Attack: On hit: [D], Miss: 1 damage. *Effect:* shove 2.

Collide: You bounce your foe, then and catch them mid air. Remove them, fly 1, then place them in any free adjacent space. They take fray damage and are *dazed*.

Exceed or **Heroic:** Smash the ground when you land, creating difficult terrain under your foe and in two adjacent spaces.

TALENTS:

- I. If your target collides with another character, you may also shove that character 1 and deal 2 damage to them.
- II. *Charge:* Shove and fly +1

MASTERY: IZUNA DROP

Instead of the normal collide effect, on *collide* you can do the legendary *Izuna drop*. You take a pose, then *end your turn* and gain **Delay:** Your next turn must be slow. At the start of that turn, you may rush 2, then if *any* foe is adjacent, you grab them, removing both of you from the battlefield, then come spinning back to earth, placing both of you back in free space adjacent to each other in range 2. The foe must save. On a successful save, they take fray damage and are *dazed*. On a failed save, they are *dazed*, *stunned* and take [D]+fray.

RAGING WOLF

1 action

True Strike

You deliver a spectacular series of wild, rising blows. Like a cornered animal, your strength becomes greater the more of your blood spills.

Special: This ability has no effect if you are not bloodied.

Comeback: Gain additional effects. Each effect stacks and takes place in order.

Bloodied: Rush 1, then deal fray damage to an adjacent foe.

25% or lower: Fly 1, *daze* an adjacent foe, then shove all adjacent foes 1.

1 hp or lower: Repeat the above two effects.

Heroic: Become *unstoppable* and *immune* to all damage while using this ability.

Special: If you are *defeated*, your next use of this ability in the same combat becomes a *free action*.

TALENTS:

- I. You can voluntarily reduce yourself to 1 hp before using Raging Wolf.
- II. While you're at 1 hp, Raging Wolf is a *free action*.

MASTERY: BEAST WITHIN

Once a combat, you can immediately use Raging Wolf as an interrupt before becoming defeated. This ignores the interrupt limit.

CHAPTER 3

Unbreakable: If defeated, you can *rescue* yourself and take a turn as normal. This doesn't take an action and takes place at the start of your turn. In addition, after being rescued in any way, including as part of this trait, you can *rush 1* and deal 2 damage to all adjacent characters.

BOILING BLOOD

Interrupt 1

Colossi can lash out with the last of their strength, using the heat and strength of their body to punish their foes before expiring.

Defy Death

Trigger: You are defeated

Effect: You fight on, remaining standing at 1 hp and do not become defeated until the end of your next turn, or if combat ends before then. During that time, damage cannot reduce you past 1 hp and you deal bonus damage with all abilities.

Heroic: Also deal fray damage twice to the character that triggered this ability.

TALENTS:

- I. While Defy Death is active, all abilities also trigger all *exceed* effects.
- II. You can rush or fly 1 before using any ability while Defy Death is active.

MASTERY: GREAT HEMON

When Defy Death would expire, you can take a wound to extend the duration by 1 turn. This effect can only be triggered once per combat.



KNAVE

Absolute Bastard

The advent of the Churning Age has coincided with the rise of a certain class of person with heavy pockets and a long list of 'problems' to solve. The Knaves are the solution. Hedge knights, rogue

warriors, duelists, deserters, and veterans, they roam the land offering their services to whoever has the dust to spare. Though some of them are altruistically minded, they tend to go where the work, food, and fighting is thickest, and never stay for long in one location.

Knives operate under a loose moral code and an even looser no-holds-barred fighting style, using hilts, head butts, and gauntleted fists to inflict pain, punishment, and humiliation on their opponents in equal measure. These braggadocios warriors spare no effort in flexing their incredible strength - if the price is right. For a freshly roasted chicken, a pocket full of dust, and a polish of their boots, they'll do just about anything.

PLAYSTYLE

Knives are dark knights, mercenaries, and dirty fighters that have the easiest access to the very powerful **hatred** condition in the game, which forces foes to focus on you. They have numerous ways to punish foes that take the bait, such as **counter** and a suite of nasty **interrupts**. They become stronger the more foes are around them and love being surrounded.

Knives become more powerful when they are **suffering statuses**, and even have ways to inflict statuses on themselves, which they can then ignore by becoming **unstoppable**. They also have the unique ability to take two **stances** at once, allowing them to stack very powerful effects.

Knave's limit break, **Mock**, is a strong single target debuff, and makes it very hard for a foe to do anything but stand and focus on you.

RELEVANT RULES

- **Counter** - When damaged by an ability, deal 2 damage back, each time damage is applied.
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher

- **Cure** - A character that's cured can immediately save against all statuses, ending them on a success. Then, if that character is bloodied, they gain vigor 1.
- **Hatred of X** - When using an ability against a foe, if that ability does not also target foe X, characters have *resistance*. Has no effect if foe X is un-targetable, immune to damage, or not in range 3 of you. Breaks after using any ability that targets foe X.
- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.
- **Unstoppable** - Immune to all statuses. Cannot be moved or removed from the battlefield by foes, and movement ignores *engagement* and *rampart*.

TRAITS:

Martial Master: You can take two stances at once.

Blackheart: While you're suffering from a status, gain *vigilance +1* at the end of your turn. If you are suffering from two or more, also deal *bonus damage* with all abilities.

Taunt (1 action): A foe in range 3 gains *hatred* of you. This effect ends if you taunt a different foe or until saved against normally.

Spite: You can choose to use the Heroic effects of any ability when you use it. However, after it resolves, gain *Hatred+* of the closest foe to you until the end of your next turn and you can't use Heroics again for the same duration. If multiple foes are equidistant, you can choose.

LIMIT BREAK: MOCK

2 resolve
1 action

There is no weapon greater than a well-timed and well-aimed insult.

Effect: A foe in range 3 becomes *dazed+*, *winded+*, cannot gain or benefit from *evasion*, *dodge*, or *stealth*, and gains *hatred+* of you. These effects continue until the end of their next turn.

Special: On elite and legend foes, this ability lasts two turns instead.

ULTIMATE: PERFECT MOCK

Mock also deals *divine* fray damage to your foe.

ABILITIES

LOW BLOW

1 action, attack
Melee, Combo, True strike

Hit them right in the gronch.

Attack: *On hit:* [D] + fray. *Miss:* fray. *Effect:* Foe is *dazed*. If they are already *dazed*, they gain *hatred* of you.

Slay or Heroic: You may *cure* yourself.

COMBO: THE HOOK

Gains **range 2** and **effect:** Shove character 1 towards you.

TALENTS:

- I. If your foe is suffering from three or more statuses, gain the Slay/Heroic effect for free.
- II. *Comeback:* The Hook becomes range 3 and shove 2.

MASTERY: SADIST

If your foe is suffering from three or more statuses, this ability always deals maximum base damage (before critical hits).

PROVOKE

1 Action

You drop your guard, and wait for foes to take the bait.

Effect: Each adjacent foe deals 1 piercing damage to you, as if damaging you with an ability. You then deal 2 damage, once, for each foe that damaged you this way to all adjacent foes, to a maximum of 4 times.

Heroic: Affects all foes in range 2.

Slay: Then, you may shove all affected foes 1 towards or away from you.

TALENTS:

- I. If this ability only affects one foe, they gain *hatred* of you.
- II. You can *sacrifice 2* after this ability resolves to deal 2 damage again to all adjacent foes.

MASTERY: STORM OF FURY

Before dealing each instance of damage, you may *rush 1*.

REVENGE

2 actions, attack
Melee, Combo

No matter how hard pressed, your hands, feet, and armor are ready to retaliate.

Attack: *On hit:* [D]+fray. *Miss:* fray

Effect: Gain *unstoppable* and *counter* until the end of your next turn

Slay or Heroic: While this ability's effect is active, you can *rush 1* as an effect if you are damaged by a foe's ability, but no more than once a turn.

COMBO: INDIGNATION

Gains *True Strike* and replace the base **effect** with **effect:** Deal 2 damage, once, to your target for every status they are suffering from, to a maximum of six times, then gain *counter* until the end of your next turn.

TALENTS:

- I. While this ability's effect is active, attacks against adjacent allies gain +1 curse
- II. You may *sacrifice 4* to gain or lose a combo token after using any version of this ability.

MASTERY: IRON MAIDEN

While this ability's effect is active, the first time on any turn *counter* triggers, deal 2 damage to all adjacent foes.

RIPOSTE

1 action
Stance, gamble

When you come at a knave, you best not miss.

Stance: When you enter this stance or when it refreshes, gain the following interrupt until the start of your next turn:

Dire Parry

Interrupt 1

Trigger: A foe targets an ally in range 2 with an ability.

Effect: *Gamble*, then deal that much damage to your foe. On a 6, they are also *dazed* and shoved 1. If you have *vigilance*, you can spend any number of *vigilance* charges when *gambling* to roll one extra d6 per charge spent.

Refresh: Refresh this stance when a foe damages you or an adjacent ally with an ability.

Heroic: Roll 1 more d6 when gambling.

TALENTS:

- I. You can also *sacrifice 2* to roll 1 more d6 while gambling.
- II. *Comeback:* Gain vigilance +1 after Riposte resolves.

MASTERY: FENCING

Refresh Riposte at the start of your turn. Uses of Dire Parry can stack up to 3 times, and you can bank these uses.

DARK KNIGHT

1 action, stance

You give into the heat of battle, becoming a creature of violence and instinct.

Stance: While in this stance:

- You gain *hatred+* of the closest foe to you at the start of your turn or when you enter this stance. If multiple foes are equidistant, you may choose.
- You are *sturdy*
- You gain vigilance +1 at the end of your turn

Heroic: On entering this stance, you may immediately clear a condition or mark affecting you

Refresh: You may refresh or exit this stance at the start of your turn

TALENTS:

- I. You may *rush 2* towards your hated foe at the start of their turn, but only once a round.
- II. While in this stance, you have *regeneration*.

MASTERY: INFECTIOUS HATRED

While in Dark Knight, you have Aura 1. Foes that end their turn in the aura must save or gain *hatred* of you.

STRONGARM

1 action

Grappling is a common and brutal strategy among the knaves, who will happily hurl their foes into trees, rocks, or their own allies.

Effect: Shove an adjacent foe in a full circle either clockwise or counter clockwise through each space around you, *phasing* through

characters. Stop and *collide* if your foe would hit an obstruction.

Effect: Your foe takes 2 damage once for each character they pass through, to a maximum of four times, and those characters are shoved 1. Then, shove your foe 1.

Collide: *Wind* foes

Heroic: Shove your foe 1 space, then 1 additional space for every character they passed through instead, to a maximum of 4 extra spaces.

TALENTS:

- I. *Comeback:* this ability gains range 2. Remove your target and place them into adjacency before activating this effect.
- II. During the spin, you can cause your target to take damage and *phase* through objects the same way as characters, though those objects are not shoved.

MASTERY: PERFECT STRONGARM

Perform two full circles instead, and you may rush 1 before the second circle.

CHAPTER 2

INTIMIDATE

1 action, Mark

Swatting interlopers out of the way, you make it your personal vendetta to make someone's day as miserable as possible.

End your turn and Mark: Choose a foe at or further away than range 4.

Effect: Each time that foe damages you or an ally with an ability, you *rush 1*, ending closer to them if possible, then you may shove any adjacent character 1. If you start your turn adjacent to your marked foe, deal fray damage to them, *stun* them, and then this mark ends. You may also end it at the start of your turn.

Heroic: Choose a foe at or further away than range 2.

TALENTS:

- I. *Comeback:* Also deal 2 damage when you shove a character with this ability.
- II. Your foe also takes 2 damage, once, for every status they are afflicted by when intimidate's *stun* triggers, up to a maximum of three times.

MASTERY: IRON SKULL

After Intimidate's stun triggers, also become *unstoppable* until the end of your next turn.

SUCKER PUNCH

Interrupt 1

There's nothing that can't be solved with the liberal application of fists to faces.

Trigger: An enemy adjacent to you rolls a save and you see the result

Effect: The enemy must re-roll the save, keeping the second result.

Heroic: The character rolls the new save with +1 curse

TALENTS:

- I. You can *sacrifice 3* after using this interrupt to regain it.
- II. *Comeback:* This ability is interrupt 2.

MASTERY: STRONG RIGHT

You can rush 1 before activating sucker punch, it triggers from within range 2, and you may give it shove 1.

CHAPTER 3

Way of the Crow: If any ally is *defeated*, *cure* yourself and become *unstoppable* until the end of your next turn.

BLEAK MERCY

2 actions, attack

Melee, combo

Crush your foes and see them driven before you.

Attack: On hit: deal 2[D]+fray. Miss: fray.

Effect: Bleak Mercy gains *true strike* and ignores defiance, armor, and vigor if its target is suffering from 3 or more statuses.

Slay or Heroic: *Cure* yourself, then shove all foes in range 2 1 space in any direction.

Combo: SWEET TORMENT

As above, but replace the base effect with **Effect:** until the end of your next turn, gain aura 1. Foes in the aura cannot be *cured* and cannot save to clear statuses.

TALENTS:

- I. Against characters at 25% hp or lower, this ability cannot miss (turn any miss into a hit).
- II. This ability gains range 2 against characters 25% hp or lower and you may rush 1 before using it against those characters.

MASTERY: PAINKILLER

Once gained, Sweet Torment's aura lasts indefinitely. If you use Sweet Torment again while the aura is active, deal 2 damage, once, to all foes in the aura within for every status they are suffering from, to a maximum of three times.

VAGABOND

Rogue, Scoundrel, and Blade for Hire

Strengths: High mobility and damage, strong summons and marks, strong against isolated foes

Weaknesses: Relatively low durability, relies on support

Complexity: Medium

Vagabonds are the mercenaries and wanderers of Arden Eld. They know how to aim a crossbow bolt through the helmet slit of a knight or the weak spot of a monster, how to move quietly and quickly, and how to fling a knife with deadly precision.

Vagabonds boast high damage and even higher mobility. **Skirmisher** lets them move faster and further than other classes, while **Dodge** lets them avoid damage unless targeted directly. They make use of **Summons, Stealth, Slash, Blind, Evasion, and Finishing Blow** to crush weak, isolated, or ranged enemies and avoid their counterattacks.

Vagabonds are **strong** against **artillery** foes and **weaker** against **heavy** foes.

CLASS TRAITS:

Skirmisher: A character with this trait can move diagonally and dash at full speed

Dodge: Immune to all damage from missed attacks, successful saves, and area effects.

Prowl: As 1 action, or if this character ends their turn without attacking, may gain *stealth*.

Finesse: All your abilities gain *finishing blow*: deal *bonus damage*.

CLASS STATISTICS

VIT: 7

HP: 28

Defense: 12

Speed: 4 (Dash 4)

Fray damage: 2

Damage die: D10

Basic Attack: Melee, or Ranged 4

SPECIAL MECHANIC: FINISHING BLOW

Abilities with **Finishing Blow** triggered effects gain additional, more powerful effects if their main target is a *bloodied* foe. Effects depend on the action.

VAGABOND GAMBIT:

If you take a Vagabond Ability as a non-Vagabond class, your *vagabond* abilities gain **Finesse**.

MOST RELEVANT RULES

STATUSES

Vagabonds specialize in the **Blinded** and **Slash** statuses and use **Blights**.

Blinded

Max range of all abilities is 2.

Blinded is very strong against ranged attackers and much weaker against melee attackers, but it can also make it very hard for characters to use abilities on allies in tight situations.

Slash

Takes bonus damage from all sources unless adjacent to an ally.

Slash is strong against characters who like to stray from their allies, like strong ranged attackers, and forces characters to drop up.

OTHER EFFECTS

Vagabonds also make heavy use of **Evasion** and **Stealth**.

Evasion

Roll a d6 when targeted by an attack. On a 4+, the attack automatically misses. Check before the attack roll.

Evasion is a very potent combo with dodge because characters with dodge take no damage from missed attacks. It does nothing against effect damage or abilities, so it doesn't cover everything.

Stealth

Cannot be directly targeted except from an adjacent space. Breaks on using any ability other than dash or standard move.

Stealth makes it much harder (or impossible) for characters to target you at range, allowing you to position yourself safely away from slow foes. Dodge is a good combo with stealth since you are immune to damage from area effects that would otherwise be able to indirectly target you.

Many Vagabond abilities include **Dash**, and **Teleport**. These are very potent forms of movement but they easily get shut down by the *winded* status.

Dash

Special movement that ignores engagement.

Teleport

Instantly move to a free space within range X.

You don't have to be able to see a space to teleport there.

Finally, Vagabonds have potent **summons**

Summon

A character controlled by its Summoner. Summons are *intangible* and cannot be marked but otherwise count as allies. Summons do not take turns. Instead, they have a **summon action** that they use on their summoner's turn, or a **summon effect** that is always active, and otherwise don't take actions or move on their own. Summons are removed from the battlefield when their summoner is defeated.

Summons are characters you can create under your control. They can often be hurt and damaged but doing so is usually a waste of a foe's turn. Summons typically act on your turn and have limited effects - they are not full characters and cannot take actions or move normally. Each summon does something unique that's described in the ability that summons them.



FOOL

Masked Avenger

Fools are dedicated defenders of the common people of Arden Eld, part folk hero, and part hired killer. They have no official organization, and cover their faces with masks to hide their identity, wearing bells and motley to cover their collections of deadly weapons and explosives.

Some people fear the Fools, calling them self-interested thugs or anarchic cultists of the Laughing God. They may not be entirely wrong, but none can deny their flair for the theatrical.

They are feared rightly by all would-be tyrants, under-barons, and aspiring imperial lords. Wherever kin labor under oppression, someone will take up the mask and knives and sent cold jolts of fear into the hearts of the rich and comfortable.

PLAYSTYLE

Fools are fast, tricky vagabonds that benefit heavily from setup. Their *stack dice* ability allows them to influence the outcome of **gamble** effects, including their **bomb** summons, making them very potent. Fools get stacked dice from attacking low health targets, and also have a suite of **slay** effects, so they get the most from zipping around the battlefield to finish off weak foes.

Fools spend 0 movement to move through the spaces of other characters, including their bomb summons, and can **phase** through foes, allowing them to move very far with proper setup. This can also allow them to hop through character's spaces to ignore movement penalties, such as climbing up elevation.

Fool's limit break, **Curtain Call**, is a very powerful, high damage move that can finish off a single foe easily in a pinch, but gets the most value out of setup and with a stacked die in the pocket.

RELEVANT RULES

- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Flying** - A flying character ignores all terrain penalties, obstruction, and engagement. They are still affected by impassable terrain and height advantage.
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher
- **Mark** - Places a mark, an *ongoing effect*, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.

- **Power Die** - A die set out and and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.

TRAITS:

Tumbling: You may *phase* through characters. Entering the space of a character always costs 0 movement.

Curse the Eyeless: You have *evasion* against *blinded* characters.

Cheap Trick: When an attack misses you, you may *teleport* 1 space, then leave a *bomb* in an adjacent space.

Stack Dice: Once a round, when you trigger a *finishing blow* or *slay* effect, gain a *Stacked Die* after that ability resolves. You can use this die when you *gamble* to make the *gamble* result 6, consuming the die. You can only hold on to one *Stacked Die* at once, and lose all of them at the end of combat.

LIMIT BREAK: CURTAIN CALL

4 resolve
2 actions
Divine, Gamble

Bring out the fireworks. Fire up the elden magic. Time for a showstopper.

Effect: Gamble, then draw straight line of that many spaces +2. Soar into the air, removing yourself from the battlefield, then place yourself adjacent to the *first* foe in that line, delivering a massive blow. This ability has different effects depending on their position on the line. If there are no valid targets after rolling, the resolve cost of this ability is refunded.

Roll [D] + fray damage once, then apply it the number of times listed.

3-5 spaces: x2

6-7 spaces: x3

8 spaces: x4 and character is *stunned*.

ULTIMATE: ULTIMA CURTAIN CALL

After this ability resolves, **gamble**, then summon half that many bombs anywhere on the battlefield.

SUMMONS

Many fool abilities summon bombs. When a bomb is summoned, it can be summoned in free space in range 2 unless a different range is specified. You can have a maximum of six active bombs.

Bomb

Size 1, intangible

Summon effect: The bomb can be shoved or teleported and can share space with other characters, though it can't share space with other bombs. When any character exits a bomb's space, they can carry a bomb with them and drop it at any point during the movement, leaving it in any space they vacate.

Summon effect: Once a round, you may *gamble* at the end of any other turn than yours. All bombs explode, dealing damage equal to the *gamble* result to adjacent characters as an *area effect*. Characters in the area of multiple explosions are only affected once.

ABILITIES

CAVALIERE

1 action, attack
Melee, +1 boon

It is not enough to rudely and plainly strike your foe down. One must make it entertaining.

Effect: Dash 3 in a straight line, then dash 1 space to the left or right of your movement. This movement ignores terrain penalties and has *phasing*. However, you must move if able, and you must move as far as possible.

Attack: *On hit:* [D]+fray. *Miss:* fray. *Effect:* Your foe is *blinded*.

Finishing Blow or **Slay:** Summon a **bomb** in range 2.

TALENTS

- I. If you pass through an ally or summon during this movement, deal bonus damage
- II. Allies you pass through during this movement can dash 1.

MASTERY: CORAZZIERE

After cavaliere's dash resolves, deal 2 damage, once, to all foes you passed through for each foe you passed through, up to a maximum of three times.

CARNEVALE

1 action
Summon

Get the party started.

Summon: Summon two *bombs* in range 2. You may dash 1 before summoning each bomb.

Effect: If you end your turn without attacking, you can then immediately *gamble* to detonate all bombs.

TALENTS:

- I. *Charge:* Range 4
- II. You can allow any ally in range 2 to dash 1 before summoning a bomb instead.

MASTERY: IL CAOS, LA MIA MUSA

When you summon a bomb with this ability, you may bounce it off a character in range, dealing 2

damage, then summon it in range 2 of that character.

SPINNING TOP

1 action
Gamble

A blur of cape, a flash of color, the gleaming of blades.

Effect: Gamble, then dash that far in a whirling dance. You *must* move as far as possible before an obstruction causes you to stop, and you must make all movement in the same direction.

However, you can interrupt spinning top with any other single ability, including your standard move.

Effect: If you move the maximum distance rolled by Spinning top, gain *evasion* until the start of your next turn.

TALENTS:

- I. *Charge:* Roll one extra d6 and pick *any* result when gambling.
- II. You can tumble and fly 1 at any point during spinning top's movement.

MASTERY: VORTICE DI FOLLIA

If you triggered a slay effect during your turn before using spinning top, it becomes a *free* action.

DEATH

2 actions, attack
Melee, Line 6

A shard of Divine Death, summoned with a snap of the finger.

Area effect: Gamble, then count the spaces out from you along the line. The space rolled is the attack space, and ignores cover.

Attack: Autohit: 2[D]+fray.

Area Effect: fray

Finishing blow or **Slay:** Character explodes in a blast 1 *area effect* centered on them, dealing fray damage.

Special Effect: Death deals 999 divine damage instead to your attack target if they are at 8 hp or less.

TALENTS

- I. If there's a *bloodied* character in the area, roll 1 more d6 and choose any result.
- II. **Slay:** create a pit under your target

MASTERY: ULTIMA DEATH

Increase death's threshold to 16 hp or less.

GALLOWES HUMOR

1 action

Stance, Power die

The power of Divine Death flows through you, empowering your strikes.

Stance: Set out a d4 power die, starting at 1. While in this stance:

- When this stance refreshes, or when you or an adjacent ally misses or is missed by an attack, tick the die up by 1.
- When the die is 4, you may reset it to 1 when you or an ally in range 2 uses an ability to empower it. The ability deals bonus damage and triggers any **slay** effects, hit or miss.

Refresh: This stance refreshes at the start of your turn.

TALENTS:

- I. Gallows humor instantly ticks up to 4 if an ally is defeated anywhere.
- II. The empowered ability gains *effect*: deal fray damage again to any target at 25% hp or lower.

MASTERY: MAESTRIA MORTALE

While in this stance, *all* your abilities with an action cost of 1 or 2 gain **slay**: *all* allies may dash 1, then foes adjacent to at least one ally that dashed this way take 2 damage.

PARTY FAVOR

1 action

Terrain effect

The Fool's arsenal is deep, their mirth infinite, and their ability to turn nearly anything into an explosive is legendary..

Terrain effect: You throw an explosive mine into a free space in range 3. When any character enters the space, the mine explodes with a blast 1 area effect centered on it. When activated, *gamble* to see the effects, which stack.

- 1-3: Yourself and allies fly 1. Foes take 2 damage.

- 4-5: Foes are additionally *slashed*.
- 6: Yourself and allies also gain *stealth*.

Finishing Blow: Bloodied foes take 2 damage, twice instead.

TALENTS:

- I. Increase flight on yourself to 3
- II. *Slashed* or *Blinded* foes always activate the Finishing Blow effect.

MASTERY: AMICO

You can throw the party favor at any character in range instead, making it a *mark*. You can gamble at the end of any turn after yours to detonate it, ending the mark.

CHAPTER 2

MASQUERADE

Interrupt 1

The Fool knows how to move unseen, slipping through shifting faces and voices like a fish through water.

Trigger: An character uses an ability against you, and there's a willing non-summon ally in range 3

Effect: Swap places with your ally, teleporting both of you, and the ability targets your ally instead. If you or your ally can't teleport, this interrupt can't be made.

TALENTS:

- I. If you haven't acted yet this round, gain *evasion* after swapping until the end of your next turn.
- II. Fly 1, then summon a *bomb* after swapping

MASTERY: HALL OF MIRRORS

Masquerade has no maximum range.

DIABLO

1 action, attack

Melee, Cross 1, range 3, +1 boon

A snap of the finger summons the fool's cross, the mark of the Laughing God, writ in hellish flames.

Special: The attack space of this ability is your choice of one of the four ends of the cross.

Attack: On hit: [D]+1. Miss: 1. Effect: Foe is *blinded*.

Area Effect: Deal 2 damage, once, ignoring cover, to all foes in the area for every foe or ally in end spaces of the cross, including the attack space.

Finishing Blow or Slay: Cross counts as having +1 foe in an end space.

TALENTS:

- I. If you catch 2 or more foes or allies in the end spaces of the cross, summon a *bomb* in the center space.
- II. *Charge:* Allies in the area can fly 1.

MASTERY: HELL FESTIVAL

You can also choose to **end your turn**, mark out the area effect and gain **delay:** You must take a slow turn next round. At the start of that turn, the area explodes again, dealing [D] damage to all characters within as an *area effect*, and summoning a *bomb* adjacent to each foe in the area.

CHAPTER 3

Death's Apprentice: You can hold on to 2 stacked dice at once.

CHRONOTEMPER

1 action

Mark, Power die

Laugh at time itself.

Mark: Mark self or an ally in range 2. While marked, that character can use the following interrupt:

Cheat Time

Interrupt 1.

Trigger: The start or end of any turn other than yours

Effect: *Gamble*, then the marked character dashes a number of spaces equal to the gamble result, 1 space at a time. Each time they finish a dash, they may deal 2 damage to an adjacent foe, but cannot damage the same foe more than once in the same turn.

TALENTS:

- I. This dash gains *phasing* and ignores movement penalties from terrain

- II. Before and after the dash, fly 1.

MASTERY: REVOLUTION

You can take this interrupt three times a round. The second time you use it, dash 2 spaces, and the third time just 1 space.



FREELANCER

Divine Punisher

Freelancers are free-roaming exorcists and hired guns, roaming the land and fighting blights, demons and bandits in the name of justice. They tend to act as wild cards: highly independent, highly effective, and sticking to their codes of honor.

Freelancers have their history in an ancient disgraced knightly order from one of the Seven Families of the Thrynn. They each wield a bright metal six gun, a bow, or a long rifle with extreme skill, the bullets, shot, or arrows of which they infuse with raw Aether drawn from their very souls. Each weapon is a relic passed down from master to student over the years, and can only be won in a duel with another

freelancer. The freelancer's ultimate weapon is the Astral Chain, a holy gauntlet which they use to purge and bind demons and rogue spirits into their service as Seraphim.

PLAYSTYLE

Freelancers are expert tempo fighters that prefer to fight around a certain range band and save their power for certain turns (the number 3 will be your friend).

Attacking characters at **exactly range 3** allows freelancers and their bound seraph to lay down withering punishment. To aid in this task, freelancers have a number of repositioning tools for foes and allies, including Astral Binding, which allows them to stack multiple **marks** and nudge those marked characters around the battlefield to get them into range.

Freelancers have numerous **exceed** effects and automatically trigger these effects on round 3 and 6, allowing them to have explosive turns.

Freelancer's limit break, **Paradiso**, creates a very potent aura that powers up all abilities used by you and allies, but can be turned off if foes get too close.

RELEVANT RULES

- **Exceed:** A triggered effect that takes place when you score a critical hit.
- **Aura X:** This ability is a continuous, *ongoing* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
- **Cover** - If a character has cover from an ability with, it halves all damage from that ability.
- **Flying** - A flying character ignores all terrain penalties, obstruction, and engagement. They are still affected by impassable terrain and height advantage.
- **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character

that placed the mark is defeated, or under other listed conditions.

- **Rebound** - An ability that is rebounded can be bounced off a character in range. The ability has no effect, but is instead redirected from that character's space as the origin space, taking into account cover, line of sight, and other similar effects from their space. Any effects that apply to the original user of the ability still apply to them (such as sacrificing hp, or moving). Rebound does not stack, and only abilities with a listed range can be rebounded.

TRAITS

Bound Spirit: At the start of combat, you may place your *seraph* in range 2 from you. This summon persists even if you're defeated.

Astral Seraph

Size 1, intangible, flying, skirmisher

Summon action: The seraph flies 2

Summon effect: Once a round, when you score a *Critical hit* or trigger a *Finishing Blow*, you may cause the seraph to lash out against a character at *exactly* range 3 from the seraph, dealing 2 damage, twice, and ignoring cover.

Aether Shot: Any attack made on the third and sixth round of combat deals bonus damage and triggers all *exceed* effects, hit or miss.

Trigrammaton: Your abilities used against foes at exactly range 3 gain +1 boon on attack rolls and ignore cover.

Astral Binding: You can stack up to two marks on characters. As a *free action*, you can teleport all characters marked by you 1 space.

LIMIT BREAK: PARADISO

1 action

3 resolve

Aura

You summon the spirit of your weapon, drawing out the residual soul aether of every single one of its previous users. Ghostly doubles of dozens of your predecessors match your movements, and create an aura of untold power.

Aura: You gain an aura of supernatural accuracy, charging your weapons and the weapons of your allies with aether.

You gain *Aura 2* until the end of your next turn. Abilities used by you or allies against foes from inside Paradiso against characters *outside* of Paradiso triggers *all* the following triggered effects: *charge*, *collide*, *chain reaction*, *exceed*, *finishing blow*, *slay*.

ULTIMATE: ULTIMA PARADISO

As a free action while Paradiso is active, you can teleport yourself, all allies, and the area itself to any other part of the battlefield, as long as there is

free space to place all characters teleported inside the area when it is moved.

ABILITIES

STRAFE SHOT

1 action, attack
Range 3, +1 boon

Faster than a speeding bullet.

Attack: *On hit:* [D]+ fray. *Miss:* fray. **Effect:** Your foe is *slashed*.

Effect: You may dash 1 before and after the ability

Finishing blow or **Exceed:** Release a flurry of fire, dealing 2 damage to all foes in range 3. Foes at exactly range 3 take 2 damage, twice.

TALENTS:

- I. Each time you dash, you may deal 2 damage to a different character in range 3.
- II. Strafe shot's dashes can be a fly or teleport.

MASTERY: PLATINUM CHAMBER

Strafe shot can interrupt and break up any movement you make without halting it.

EXORCISM

1 action
Mark, power die

The mantra of the exorcist. Every bullet or arrow shot is imbued with the soul aether of its master, and seeks its foe like a loyal hound.

Mark: You mark a foe in range 3. When you end your turn in range 3 from your foe, or that foe ends their turn in range 3 of you, set out a d4 power die, starting at 1, or tick it up by 1. When you set out the die or tick it up, shoot a projectile at your foe, dealing 1 damage. The projectile remains, hovering in the air, and tracking your foe. At the end of any turn the die is at maximum, every projectile shot flies at your foe, dealing 2 damage once for each charge on the die and ending this effect and mark.

Finishing Blow: When marking a bloodied foe, immediately gain the die at 1

TALENTS:

- I. While this mark is active, your attacks gain: **Exceed:** tick the die up by 1.
- II. If your target is defeated while marked by exorcism, the projectiles scatter, dealing 1

damage to a different foe in range 3 per charge on the die.

MASTERY: PURESILVER

If exorcism's target is defeated, you can cause the projectiles to fly and track a new target in range 3, transferring the mark, dealing 1 damage per charge on the die, and keeping the power die.

TRICK SHOT

1 action

Shoot with your heart.

Effect: Your next ability with a listed range gains +1 boon on attacks, *blinds* one of its targets, and gains *rebound*.

Finishing blow: Gain *stealth* after the ability resolves.

TALENTS

- I. When Trick shot *rebounds* off an ally, you may teleport them 1.
- II. After Trick shot *rebounds*, it causes phantom projectiles to split off, dealing 2 damage to one or two foes in range 3.

MASTERY: GOLDEN BULLET

Trick Shot can cause an ability to *rebound* twice. The second bounce must be off a new character or object in range 3 of the first.

ASTRAL CHAIN

2 actions, attack
Range 3, Melee, Mark

With your heavenly chain skillfully whirling through the air, you dispense divine justice.

Attack: *On hit:* 2[D]+fray, twice. *Miss:* fray.

Mark: Your foe is marked. While marked, at the start of your turn, if they are in range 3, they take 2 damage from you as bolt of celestial lightning shoots between you. If they are at exactly range 3, they take fray damage instead.

Finishing Blow or **Exceed:** Lash to your marked foe with an ethereal chain that lasts until they are defeated or the mark ends. You can pull on this chain once a round at the start of your foe's turn to fly 2, ending closer to them if possible.

TALENTS:

- I. While marked, gain *evasion* against your marked foe while they're in range 3.
- II. While marked, your attacks against the foe gain: teleport them 1 after the attack resolves.

MASTERY: DIAMOND PUNISHER

While your foe is marked, they must save if they attempt to move to any space more than 3 spaces away from you. On a successful save, they can move as normal. On a failed save, they can't consider any space further away than range 3 of you valid space to move to until the start of their next turn, then become immune to this effect for the rest of combat.

DEUS EX MACHINA

1 Action
Mark

When skillfully used, the astral chain can be used to maneuver in the blink of an eye.

Mark: Mark and grapple on to a character in range 4 from you with an ethereal lasso and gain the following interrupt while that character is marked. You can take the interrupt regardless of distance.

Divine Intervention

Interrupt 1

Trigger: The end of any turn

Effect: Teleport 2 towards the target or teleport your target 1 towards you. The teleport must end with both of you closer together. Allies can choose whether to take this teleport.

TALENTS:

- I. Allies can be teleported up to 3 spaces instead
- II. Gains *gamble*: on a 3+, regain this interrupt.

MASTERY: WHIP OF THE THRONES

This interrupt does not break stealth, and while you have stealth, it can be used +1 more time a round.

ACE

1 actions, stance, end turn

The world goes still, and is split by a bolt of lightning.

End your turn and gain **Stance:** When you take this stance, or when it refreshes, your next attack

triggers all *exceed* effects, ignores cover, and you may dash 1 either before or after taking it.

Refresh: Refresh this stance after you score a *finishing blow*.

TALENTS

- I. After entering or refreshing Ace, until the start of your next turn, you can dash 1 at the end of any turn after yours, but only once a round.
- II. After entering Ace, you gain *cover* until the start of your next turn, and ranged attacks gain +1 curse against you.

MASTERY: HOT CHAMBER

At round 4 or later, Ace becomes a free action to enter, refreshes automatically at the start of your turn, and its dashes becomes dash 2.

CHAPTER 2

SHOWDOWN

1 action

With a glint in your eye, you zero in on a foe with preternatural accuracy.

Effect: Choose a foe in range 3. Until the end of that foe's next turn, you cannot or be moved by allies in any way. At the end of that turn if they're in range 3 of you, dash 1, and the effect ends. If they're at range 4 or higher, they take 2 damage from you three times, ignoring cover.

Finishing Blow: Deal 2 damage four times instead.

Special: Showdown can be used as free action if you activated an *exceed* effect or scored a *critical hit* this turn.

TALENTS:

- I. Each time you deal damage with showdown, you may teleport 1
- II. When you activate showdown, gain *stealth*.

MASTERY: QUENCH

Terrain Effect: After activating showdown, you may create a cross 1 terrain *effect* on you of smoke. The area grants *cover*, and yourself and allies exiting the area can dash 1 and gain *stealth*, but no more than once a round. It lasts until created again.

WARDING BOLTS

Interrupt 1

You rapidly fire a massive barrage from your weapon into the air. The projectiles hover in the air like hunting eagles, waiting to strike.

Trigger: You score a Critical Hit or trigger an *exceed* effect

Terrain Effect: You shoot out a flurry of projectiles into the air, where they hover in place, creating a *cross 1 terrain effect* in range 3. Foes that start their turn in the area that end their turn outside of the area are struck by a projectile and take 2 damage. Marked foes are also *slashed*. The area lasts until this ability is used again.

TALENTS

- I. You can consume the area as a free action to disperse the bolts, dealing 2 damage to up to three characters in range 3 of the area.
- II. When you attack a marked foe in range 2 of the area, a bolt flies out of the area and strikes them after the ability resolves, dealing 2 damage.

MASTERY: PHANTOM BOLTS

You can cause the area to hover around you as an Aura 1 instead, which lasts for the rest of combat, and has the same effect as the area. When this ability triggers again, deal 2 damage to all foes in this aura instead of replacing the aura.

CHAPTER 3

Divine Chamber: Your sixth round Aether Shell also deals *divine* damage

SOUL SHOT

Light Ranged Attack
Line 3, +1 boon

The ultimate freelancer technique - using the soul aether of their companions to supercharge astral bullets.

Attack: *On hit:* [D]+fray. *Miss:* fray. **Effect:** Foe is *blinded*.

Area effect: fray

Effect: Allies are immune to damage from this ability. If it passes through two or more allies, automatically triggers all *exceed* effects.

Finishing Blow or Exceed: Attack target explodes with a breach 1 explosion *area effect*

placed adjacent to them, dealing 2 damage and *blinding* all characters.

TALENTS:

- I. At round 4 or greater, Soul Shot considers all characters in the line to be at exactly range 3
- II. At round 4 or greater, Soul Shot becomes Line 6

MASTERY: GREAT ANGELOS

Allies Great Angelos passes through gain *phasing* until the end of their next turn and their movement ignores all terrain movement penalties for the same duration.



SHADE

Nocturnal Assassin

Night-walkers, shadow-steppers, and masters of secret scroll arts, the Shades are spies, scouts, and assassins of unparalleled skill. Their number forms a secret and deadly society of Shadow Clans spread across Arden Eld, each practicing and refining the Night Venom Techniques. Joining the shades is

presumed to be extremely difficult, but they tend to open their ranks to anyone that has been lost or abandoned.

The legends say Shades make a deal with the Weeper, the dead titan queen of night and air, and drink her tears, splitting their soul in two. Their shadow becomes animate, bestial and hungry. Over a week and a day, they must fast and train their shadow to obey them, transforming them into agile and silent warriors of the highest order. The Shades say the stories are rumors, and they get along with their DarkSides. They do have a tendency to appear when least expected, in uncanny and unsettling ways.

PLAYSTYLE

Shades are agile vagabonds that can easily reposition themselves, foes, and allies to inflict maximum carnage. Their **shadow** summons create dangerous zones for foes and can grant **stealth** to allies. Shades do more damage to characters standing in **adverse terrain**, which includes shadows! They can also swap with these shadows for additional mobility

Shades are excellent at **teleporting**, allowing them to ignore foes and terrain completely, and have easy ways to **blind** their foes and inflict **finishing blows**.

Shade's limit break, **Abyssal Ecstasy**, is a low cost but very potent ability that completely shuts down ranged attackers.

RELEVANT RULES

- **Difficult terrain:** +1 space to exit
- **Dangerous terrain:** Take 2 piercing damage on entering. Can only take this damage once a round for each space.
- **Pit:** -1 space lower than its base space
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.

- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.
- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.

TRAITS

Shadow Arts: You have *phasing* and are immune to *blinded*.

Underworld: Attacks against foes in *pits*, *difficult*, or *dangerous* terrain ignore cover and deals bonus damage.

Darkside: When you first vacate a space on your turn, you may leave a *shadow*.

Meld: Once a round, before or after using any ability on your turn, you can swap places with any *shadow* in range 3, teleporting.

LIMIT BREAK: ABYSSAL

ECSTASY

1 Action
2 Resolve

A prayer and a drop of blood, and soothing darkness cloaks the battlefield.

Effect: Yourself, all allies, and allied summons gain *stealth*, and all foes are *blinded*.

ULTIMATE: ULTIMA ECSTASY

Summon *shadows* adjacent to up to three foes.

SUMMONS

Many shade abilities summon shadows or create shadow clouds. Shadows can be summoned in free space in range 2, unless a higher range is specified. You can have a maximum of six active shadows, and any number of shadow clouds.

Shadow

Size 1, intangible.

Summon effect: The shadow can share space other characters, and has different effects on foes and allies:

- If a foe enters the shadow's space or starts their turn there, it is consumed, dealing 2 damage to them, disappearing and turning into a *shadow cloud*
- If a yourself or an ally enters the shadow's space, it is consumed. It disappears and grants them *stealth*.

Shadow Cloud

Terrain effect

Difficult terrain. While inside this terrain space, characters are blinded+. You are immune to these effects.

ABILITIES

UMBRA

1 action, attack
Range 4, +1 boon, combo

By the power of darkness.

Attack: *On hit:* [D]+ fray. *Miss:* fray. *Effect:* your foe is *blinded*.

Effect: You may teleport to any space within range 2 of your target either before or after the attack.

Finishing Blow: Summon a *shadow* adjacent to you or your target.

TALENTS:

- I. *Slay:* Gain *defiance*.
- II. You can *sacrifice 2* or consume a *shadow* in range 2 of you to gain a combo token after using this move.

COMBO: PENUMBRA

Teleport your foe to any space within range 2 of you instead. A foe can save to avoid this effect. *Blinded* foes fail this save.

MASTERY: DEVIL FROG TECHNIQUE

Umbra has the range of the battlefield against *blinded* characters and ignores cover.

HARROW

1 Action, Mark

You mark your foe with a dire seal. Shadow tendrils reach out from an unknown space and jerk them like a puppet.

Mark: Flick an umbral seal at a character in range 3, marking them. While marked, once a round when you teleport, you can also teleport the marked character 1 spaces and deal 2 damage to them if they're a foe.

Finishing Blow: When marking a bloodied character, immediately trigger the effect, ignoring the round limit

TALENTS:

- I. At the start of your turn, you may teleport to any space in range 2 of your target
- II. Once a round, you can *sacrifice 2* to trigger the mark effect again, ignoring the round limit.

MASTERY: BONE RAVEN TECHNIQUE

This effect can trigger twice a round by default instead.

DEATH BLOSSOM

2 actions, attack
Melee, Breach 1

From beneath a cloak, out from flying sleeves, or hidden in coils of hair - infinite blades. One more sweep, and shadowy bolts of cloth cut through your foes like razors.

Attack: *On hit:* 2[D]+fray. *Miss:* fray.

Area Effect: fray

Effect: Ignores cover.

Finishing Blow: After this ability resolves, create a *pit* under your attack target. The pit is also a *shadow cloud*.

COMBO: FLYING SLEEVES

Area becomes Arc 3

Effect: If you catch an ally or summon in the area, you and your allies are immune to this ability's damage and effects, and you may extend the area effect to arc 8, ignoring cover.

TALENTS:

- I. *Finishing Blow:* Teleport all characters in the area 1.
- II. *Slay:* Teleport 2, then throw three knives, each dealing 2 damage to a different foe in range 3

MASTERY: SHUKUCHI

You can teleport 2 spaces before and after using this ability.

NIGHTMARE

1 action, summon

Draw out a fragment of true darkness, roaming and hunting for warmth.

Summon: Summon 2 *shadows* in adjacent spaces. You may teleport 1 before summoning each shadow.

Effect: Until the start of your next turn, you can consume a shadow in range 2 of you when targeted by an attack to gain *evasion* against that attack.

TALENTS

- I. You may also teleport yourself and all shadows in range 2 of you 1 space after using this ability
- II. While Umbra's effect is active, you can *rebound* abilities off shadows in range 2. Doing so consumes the shadow, removing it.

MASTERY: HELL CENTIPEDE TECHNIQUE

Gain **effect**: until the start of your next turn, when shadow is consumed in range 2 of you, you may also create a *pit* in or adjacent to its space.

SHADOW PLAY

1 action
Range 2

Using forbidden scroll techniques, you confuse the senses of foes and allies alike.

Effect: Swap the places of two other characters in range, teleporting them. Allies swapped gain *stealth*.

Finishing Blow: Bloodied characters can then be teleported 1

TALENTS:

- I. If you swap two foes, they are *blinded*.
- II. If you swap two allies, one of them can gain *evasion* until the start of their next turn.

MASTERY: PALE RAT TECHNIQUE

At round 4 or later in combat, Shadow Play becomes a free action

UMBRAL ECHO

1 action
Stance, power die

You split echoes of your soul into clones that overlay your movements.

Stance: You create shadowy copies of yourself, granting a d4 power die, starting at 2. If the die ticks down to 0, end this stance. While in this stance:

- When you use an ability that targets a foe, you may trigger any *finishing blow* effects of that ability, then tick the die down by 1.
- When you tick the die down, summon a *shadow*.

Refresh: Refresh this stance if you end your turn with no foes adjacent. When you do, tick the die up by 1.

TALENTS:

- I. While in this stance, your abilities gain *slay*: tick the die up by 1 after the ability resolves. This effect can only trigger once a round.
- II. While in Umbral Echo, you have *phasing* and entering the space of shadows costs 0 movement.

MASTERY: BUNSHIN

Gain the following interrupt while in this stance:

Soul Proxy

Interrupt 1

Trigger: You take damage from a foe.

Effect: End this stance, consumed and remove all shadows, and immediately gain *defiance* against the incoming damage. Deal 2 damage, once, to the triggering foe for each shadow consumed this way. You cannot take this stance again for the rest of combat.

CHAPTER 2

ASSASSINATE

1 action, end turn

You step through the air, emerging from the shadow of your foe, where they find only gleaming knives.

End your turn and choose a foe in range 3. At the end of that foe's turn, as long as they're in range 3, teleport to any space adjacent to them and deal 2 damage, three times to them and inflict *slash*. Reduce this damage to just 2 damage if they have an adjacent ally. Then, you may kick off them and fly 1.

TALENTS:

- I. If you're in *stealth*, increase all ranges by +1, and doesn't break *stealth*.
- II. While you're holding assassinate, you have *evasion*.

MASTERY: THOUSAND YEAR LIZARD TECHNIQUE

At round 4 or later, you can choose two foes with this ability. Trigger its effects in any order.

NOCTURNE

Interrupt 1

You capture a thin silver thread of spilled life force of a foe and use it to tear open a space of night and cold.

Trigger: You trigger a *finishing blow* effect

Terrain Effect: Mark a cross 1 area around that character, then create a terrain effect in the area. All spaces of this terrain effect are *shadow clouds*. This area lasts until this ability is used again.

TALENTS:

- I. While Nocturne is active, you teleport up to 2 spaces in or out of the area as a free action.
- II. Once a round, if you *sacrifice* 2 while inside the area, you can add 2 spaces to the total area, extending it.

MASTERY: TRAP DOOR SPIDER TECHNIQUE

Once a round, when you trigger a *finishing blow* effect you may increase the total size of the zone by +1, up to a maximum of cross 3.

CHAPTER 3

Umbral soul: Once a round, one of your allies can swap places with any of your shadows before or after using any ability, teleporting.

INCUBUS

Light melee attack

Mark, +1 boon, combo

The thirteenth scroll art, a void-sheathed blade that cuts away at the aether of the very soul, leaving a cut that creates bleeding darkness.

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Mark: Mark your foe. While marked, if any ally of your foe ends their turn adjacent to your marked foe, or your foe ends their turn adjacent to any allies, then both the target and any adjacent allies take fray damage and are *blinded*. This effect can only trigger once per mark, once a round.

Finishing blow: Immediately trigger the mark effect, ignoring the round limit.

COMBO: SUCCUBUS

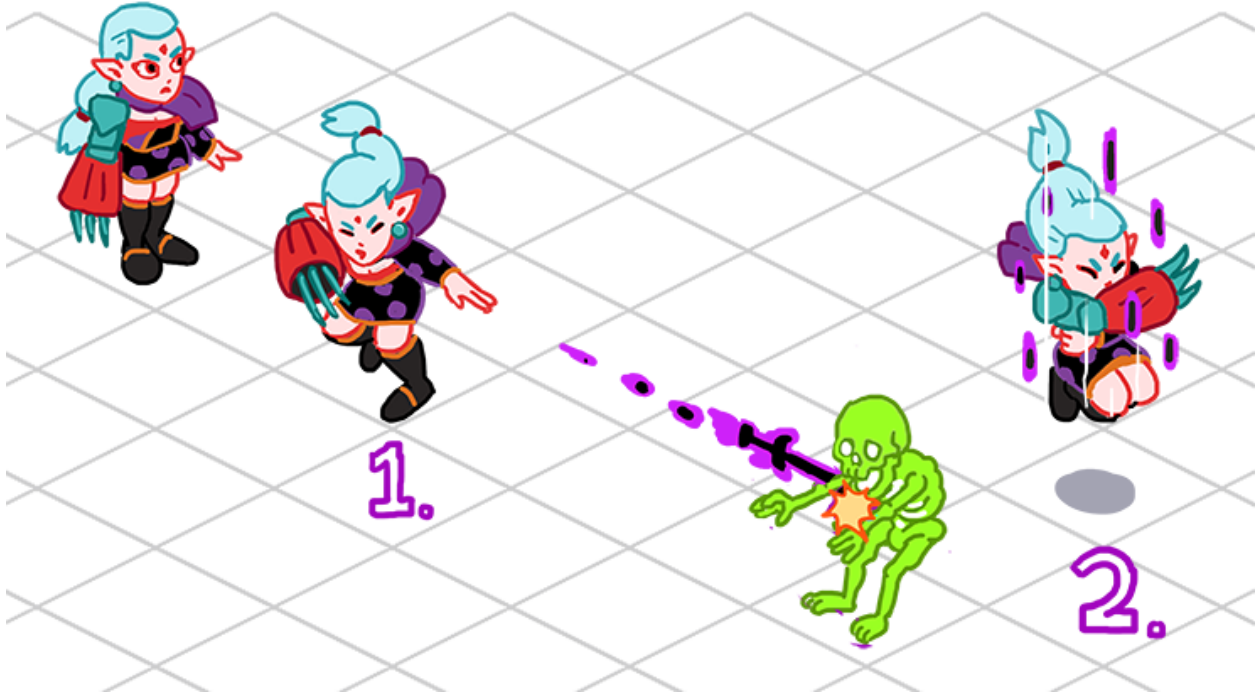
Instead of the mark effect, gain **Effect:** deal 2 damage to all characters marked by Incubus, and teleport them 1.

TALENTS:

- I. Incubus gains range 3. If you make it from *stealth*, gains range 5.
- II. Incubus deals bonus damage for every ally of your target adjacent to your target

MASTERY: TOXIC WIDOW TECHNIQUE

Incubus' mark stacks with other marks. You may mark any number of characters with Incubus. When a character takes damage from an Incubus mark, you may also mark them.



Umbr



WARDEN

Friend to Beast and Bough

The Wardens are the protectors and keepers of the Deep Green, the old and untamed parts of Arden Eld, lorded over by the beasts and the ancient trees. They are both the keepers and the servants of the herd and root, tending to their health, and culling them when it becomes necessary. They sleep under the stars and make their home under bough and root, making staunch allies of the ferocious beasts of the deep wilds through a combination of rigorous training and mutual respect. Their fierce defense of the wild sometimes puts them at odds with civilization, which they tend to have a distaste for.

Wardens are the keepers of the green kenning, the old ranger arts, that allow one to travel noiselessly, hide in plain sight, live off the land, and become immune to even the most deadly of toxins. They are solitary and powerful fighters. It is not uncommon for a Warden on a long sojourn to go without speaking the tongue of Kin for years at a time.

PLAYSTYLE

Wardens are masters of the wild that summon **beasts** with their actions. Beasts prowl around the battlefield until activated and have a high range. Activating a lot of them at once can pummel a foe with a lot of damage, but requires good positioning, which they can achieve with a small number of **shove** effects.

Wardens get a lot of benefits out of **stealth**, and numerous ways to enter it with finishing blows. They also have a large number of **charge** effects, allowing them to take stock of the battlefield before acting.

The **dashes** granted by Wardens are especially potent and can help move allies or summons around the battlefield faster. Warden's Limit Break, **Lycanthropy**, grants a powerful suite of benefits to their dash and allows your entire team to become much more mobile.

RELEVANT RULES

- **Difficult terrain:** +1 space to exit
- **Dangerous terrain:** Take 2 piercing damage on entering. Can only take this damage once a round for each space.
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Collide** - A *triggered effect* that occurs on all characters shoved into an obstruction by this ability.
- **Cover** - If a character has cover from an ability with, it halves all damage from that ability.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
- **Stealth** - Cannot be directly targeted except from an adjacent space. Breaks on using any ability other than dash or standard move.

TRAITS

Beast Master: At the start of every combat, summon a *great beast* in range 2, a trained animal companion. This summon persists even if you're defeated.

Great Beast

Size 1, intangible

Summon Action: Once during your turn, your beast can dash up to 2 spaces, then may deal 2 damage to an adjacent foe and shove 1.

Charge: Repeat the action.

Path of the Aesi: While you have *stealth* the *dash* action becomes a free action.

Ambush master: Your abilities made from *stealth* ignore cover, and deal bonus damage.

Green Kenning: You and your summons ignore all movement penalties from terrain. Any time you grant a dash, it also gains this benefit.

LIMIT BREAK: LYCANTHROPY

3 Resolve
1 action, Divine

You muster up the primal magic of the Deep Green. The power of fang, tooth scale, fur, and claw pours into you, granting you massively increased speed and power.

You become a beast hybrid of primal fury. You gain a greatly enhanced dash, with the following benefits:

- Dash always becomes a free action.
- All dashes granted as part of any of your abilities, summons, or actions (including this one!) may be increased by +1, and grant *phasing* while moving.
- When you take the dash action, all allies and allied summons can dash 1, then deal 2 damage to an adjacent foe.

ULTIMATE: ULTIMA LYCANTHROPY

When you shape change, you can also allow allies to partly shift. The first two effects from Lycanthropy affect all allied characters.

SUMMONS

Many warden abilities summon beasts. When a beast is summoned, it can be summoned in any free space in range 2 unless a different range is listed. Beasts can be summoned in free space in range 2, unless a higher range is specified. You can have a maximum of six active beasts

Beast

Size 1, intangible.

Summon Action: All beasts can dash 1 space at the start of your turn.

Summon Effect: Beasts' spaces can be entered by you or allies. When you or an ally enter's a beast's space, you may cause the beast to pounce at a character in range 3 after that ability resolves. That character takes damage equal to their distance from the beast (1-3), ignoring cover. Then remove the beast.

ABILITIES

APEX

1 action, attack
Range 4, +1 boon

Your strike is a clarion call to the forest, the plains, and the deep places of the Green, bringing forth their denizens to fight for you.

Attack: *On hit:* [D]+ fray. *Miss:* fray. **Effect:** Your foe is *slashed*.

Effect: Summon a *beast* in an adjacent space to your target after the attack resolves.

Finishing blow or **Charge:** Summon one more *beast*, then gain *stealth*.

TALENTS:

- I. *Terrain effect:* You can replace any *beast* you summon with a space of *dangerous* terrain instead.
- II. If you attack a foe at exactly range 3, you may shove your foe 1 in any direction after this ability resolves.

MASTERY: LOADED QUIVER

If you end your turn without attacking, the next time you use Apex, summon +1 more *beasts*, and deal 2 damage, once, to your target for every *beast* you summon.

GWYNT

1 action

With catlike reflexes, you pounce, spurring allies to action.

Effect: Dash up to 2 spaces, then deal 2 damage to an adjacent foe.

Effect: An ally or allied summon in range 3 of your foe may also dash 2. If that puts them adjacent to your target, they also deal 2 damage to them.

Finishing blow or **Charge:** You and all chosen allies gain *stealth* after this ability resolves.

TALENTS:

- I. If made from *stealth*, increase the dashes and range of this ability by +1
- II. You and your ally or summon may each shove your target 1 space.

MASTERY: GREAT GWYNT

Increase dashes and ranges by +1, and the effect can be used on an additional ally or allied summon in range.

CIRCLE THE OAK

2 actions, attack
Melee

Ten palm strikes with the heel of the hand or the haft of the axe will shatter even the most tenacious bark.

Attack: *On hit:* [D], twice. *Miss:* 1 damage.

Effect: If you're adjacent to your foe, dash in a full circle clockwise through every adjacent space to your foe, passing through allies or allied summons, or as far as possible until stopped. Each time you pass through an ally or summon's space, deal fray damage to your foe, up to a maximum of four times.

Finishing Blow or **Charge:** Then, you may shove your foe 3, and gain *stealth*.

TALENTS:

- I. Allies you pass through with Circle the Oak may dash 1 after this ability resolves.
- II. If you passed through two or more allies or allied summons, also gain *evasion* until the end of your next turn.

MASTERY: TIMBER SPLIT

Enemies no longer stop this move, and you may phase through their spaces. Enemies you pass through are shoved 1, take fray damage, and are *slashed*.

MIST STRIDER

1 action
Range 2, terrain effect, summon

Call on the beasts of the deep mists and rains, whose form is shadow and water.

Terrain effect: Create a cross 1 misty cloud in free space in range. While dashing, the spaces of the area always cost 0 movement for you and allies to move across, and characters have *phasing* while moving this way. Clouds created with this ability last until this ability is used again.

Charge: Range 6

Summon: At the start of your turn, you can consume a cloud as a *free action* to condense it into a fey creature, summoning a *beast* in any of its spaces and ending this effect.

TALENTS:

- I. Once a turn, when you exit the area, you can gain *stealth*.
- II. Foes are blinded+ in the area

MASTERY: RIVER GUARDIANS

This ability creates two areas when used, though they cannot be placed within range 3 of each other.

STAMPEDE

1 action
Mark, summon

With a bellow or a clenched fist, you summon an immense spirit to pound your enemies.

Mark: You mark a foe in range 4. Once a round, at the end of that foe's turn, a rampaging spirit beast, charges in from any edge of the battlefield. Create a line *area effect* drawn from the edge of the battlefield that includes your foe. The beast charges down the line until it enters an adjacent space to your foe, shoving all characters 1 to either side.

Summon: Then the beast deals 2 damage to your foe, shoves them 1, then coalesces into a real creature, becoming a *beast* summon.

Collide or **Charge:** Foes are *slashed*.

TALENTS:

- I. When you trigger a finishing blow on a foe, you may transfer the mark to them as a *free action*.
- II. If the beast passes through two or more characters before reaching your foe it deals fray damage and shoves them 2 instead.

MASTERY: LORD OF THE STEPPE

Yourself and allies can ride the beast if it passes through their space, removing themselves from the battlefield instead of taking damage and shove. When it ends its movement, they hop off and must place themselves in an adjacent space, or as close as possible.

STRENGTH OF THE PACK

2 actions
Stance, aura

Your senses sync with those of the herd, and you strike as one.

Stance: When you enter this stance, or when it refreshes, summon a *beast* in range 2. While in this stance, gain *aura* 1. Foes in the aura take +1 damage from summons.

Refresh: Refresh this stance once a round when you use any ability that triggers a *finishing blow* or *charge* effect.

Special: While adjacent to 3 or more summons, the action cost of this ability is reduced to 1.

TALENTS:

- I. When this stance refreshes, you can cause all allies or allied summons in the aura to dash 1
- II. While you have three or more summons in this aura, you have *evasion*.

MASTERY: CÚ CHULAINN

Strength of the pack becomes a free action at round 4 or later and its aura increases to aura 2.

CHAPTER 2**UNDERWAY**

1 action
Terrain effect

You open the greenways to your allies, allowing them to step the branch-paths and cross distances in an instant.

Terrain Effect: Create a leafy portal object in a free adjacent space. At the end of your turn, create another portal in a free adjacent space. Portals last until this ability is used again. Portals don't provide obstruction and can't stack or be stacked on other objects.

Underway
Size 1 object

Object Effect: As a *free action*, you and allies can *teleport* from any space adjacent to an underway to a free adjacent space to any other underway.

Charge: Dash 3 after creating the first portal.

TALENTS:

- I. While you have *stealth*, you can create a third underway at any point during your turn as a *free action*.
- II. When you create an underway, you may create up to three spaces of leafy *difficult* terrain in adjacent spaces. Allies adjacent to underway have *cover*.

MASTERY: BALE PORTAL

Foes that are shoved into portals or that end their turn adjacent to an underway can be teleported to any free space adjacent to any other underway. A foe can pass a save to avoid it, and can only be successfully teleported this way once a round.

Bloodied foes gain +1 curse on the save.

MORRIGAN

1 action

Delay

You call in the winged warriors of the sky to smite your foes.

End your turn and gain **Delay**: Your next turn must be slow. At the start of that turn, you summon a massive flock of winged beasts that lashes out at all characters in range 2. Yourself, allies, and allied summons in range can dash 2, then gain *stealth*. Foes in range are shoved 2 and are *blinded*.

Collide: Summon a beast.

TALENTS:

- I. While holding Morrigan, you have cover and ranged attacks against you take +1 difficulty.
- II. After Morrigan resolves, some of the beasts linger, creating two spaces of *dangerous* terrain in range 2.

MASTERY: DARK WING

After Morrigan resolves, you can redirect the flock, creating a cross 1 terrain effect in range 3. The area is *dangerous* terrain for foes, and allies in the area have *cover*. It lasts until this effect is repeated.

CHAPTER 3

One with the Land: If you end your turn with no foes in range 2, gain *stealth*

SIDHE

1 action, attack

Melee, +1 boon

Dip your weapons in the toxins of the deadliest creatures to roam the deep green. Mere preparation of this technique requires years of ritual, patience, and training.

Attack: On hit: [D]. Miss: 1 damage. Effect: Your foe is *blinded*.

Effect: Your target is injected with a catalyzing toxin. While injected with the toxin, they take 2 damage, once, for each space they move voluntarily during their next turn, up to three times. Then the effect ends, or at the end of that turn.

Finishing Blow or **Charge**: Shove your target 2

TALENTS:

- I. Also create a space of *dangerous* terrain adjacent to your foe.
- II. When the foe first triggers the effect, you may cause them to release an explosion of poison, dealing fray damage to all adjacent characters.

MASTERY: GREAT FUME POISON

While the toxin's effect is active, your foe treats all foes as having *evasion*. This effect ends if the toxin is triggered three times or more.

MENDICANT

Wandering Healer and Storyteller

Strengths: Strong all-rounders, with many potent effects and the ability to heal allies and lift statuses

Weaknesses: Low damage and reliant on allies

Complexity: High

Mendicants are the itinerant priests, exorcists, and healers of Arden Eld. They travel from town to town, healing sicknesses of the body and soul, cleansing the damage dealt by the ruins, consulting with local spirits, and setting up wards against evil. Many mendicants are highly learned scholars, but others come from folk practices, temple monks, green witch circles, or town priesthoods. They are a highly diverse lot, and attuned to the land and the people that they care for.

Mendicants are the only class that can consistently grant **vigor** and lift statuses with the potent **cure** effect. They protect allies and guide their attacks with the **Branded** and **Pacified** statuses, while making use of powerful **combos**, **auras**, and **marks** to stack negative effects on foes while empowering allies.

Mendicants aren't **weak** or **strong** against any particular type of foe, but have different strengths and weaknesses depending on job. This can make them a little more complex than other jobs.

TRAITS:

Diaga (1 action): *Cure* a character in range 4. (A character that's cured can immediately save against all statuses, ending them on a success. Then, if that character is bloodied, they gain vigor 1.)

Bless (1 action): Grant a **blessing** token to a character in range 4.

Succor: Mendicants may use *Rescue* to bring up a defeated ally at range 4 instead of adjacent.

CLASS STATISTICS

Health: 10

HP: 40

Defense: 8

Speed: 4 (Dash 2)

Fray damage: 3

Damage: D6

Basic Attack: Melee, or Range 5

SPECIAL MECHANIC: BLESSING

Certain actions give characters a **Blessing** token. A character can **spend** a blessing when making a save to gain +1 boon on that save.

All Mendicant jobs also have **different, alternative ways to spend blessings tokens**. All blessings are discarded at the end of combat.

Blessings are not unique (they don't 'belong' to a character) and as long as a character has blessings from anyone, they can use them for any effects that require blessing tokens, though only one type of blessing at once.

MENDICANT GAMBIT:

If you take a Mendicant Ability as a non-Mendicant job, you gain this class' **Bless** action.

MOST RELEVANT RULES

STATUSES

Mendicants specialize in the **branded** and **pacified** statuses.

BRANDED

Attackers gain +1 Boon against this character

Branded characters are much easier to hit and critical hit, making your ally's attacks much more potent.

PACIFIED

Character deals half damage. Breaks on taking damage from a foe's ability.

Pacified is a strong status that can prevent foes from dealing damage, but is easy to break. Use it to isolate foes you won't be dealing with for a while.

OTHER EFFECTS

Mendicants make heavy use of **Cure**, **Auras**, **Combos**, and **Marks**.

CURE

A character that's cured can immediately save against all statuses, ending them on a success. Then, if that character is bloodied, they gain vigor 1.

AURA X

This ability is a continuous, ongoing effect that affects all characters within range X of a character, including that character. Characters are only affected by an aura while inside

Auras often grant powerful effects but require good positioning - and for you to be close by for them to have their best effect. The effects from auras can't be purged as long as foes remain inside which can make them hard to get rid of.

COMBO

Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the

combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.

Combo versions of abilities are often more potent or offer different ways to use abilities, but require you to plan your turn out somewhat. Combo versions of an ability count as the same ability, so they can't be used in the same turn. However, combos carry over between turns, so you can end a turn with a base version of an action and open up the next turn with a combo version.

MARK

Place your mark on a specific character. You can only place one mark at a time on each enemy or ally and each ability can only place one mark. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard.

Each mark ability can only be placed on one character at a time, and you can't mark a character with more than one mark ability. Marks have more value the earlier you place them in a combat and are hard for foes to remove.



CHANTER

Songweaver of the Great Chant

Descending from numerous holy orders that have their roots high in the chronicler monasteries, the chanters are part singer, part storyteller, and part priest. At the time of the Doom, when all knowledge was deemed lost and everything put to page was transformed into ash, the only thing that persisted was the power of song, poetry, and the spirit of survival. A select order of priests committed all the great and necessary knowledge of Kin to memory, creating a single, continuous song, known as the Great Chant. In myths, stories, and histories, they recorded the knowledge of the ancients, transforming it into liturgy.

The Chant performed its role, and it was through its power that the early bands of Kin survived and persevered through the darkest days. Today, however, it is so archaic, convoluted, and long that many dispute the meaning of its dogma, though none can deny its value as a mythic text. The Old Church of the chroniclers has splintered into factions that mostly squabble over its meaning and try to draw some angle from its numerous and sometimes contradictory adaptations into holy texts.

Nevertheless, the Chant still holds power - real, tangible power - to heal, mend, and uplift. There are still those that take to the road and use its awesome power for good, ringing the bells of awakening and purification, as they sing to victory.

PLAYSTYLE

Chanters are masters of weaving **combos**. Their *grace* trait allows them to gain or lose a combo token, allowing them to 'reset' combos or easily use a combo version of an ability. When they use combos, they can easily bless allies. Utilizing grace requires taking slow turns, which also power up a lot of chanter's potent **charge** effects, effects they can also trigger on themselves or allies by stacking blessings.

Chanter has a lot of ways to grant **flight**, and a lot of ways to create **pits**, which flying allies can ignore. They are good at rearranging positioning and can directly **remove** characters and **place** them, which allows them to ignore nasty effects that trigger on movement such as rampart or vigilance.

Chanter's limit break, **March of the Saints**, powers up one ally at a time with a suite of effects. Picking the order for the march can be important!

RELEVANT RULES

- **Pit:** Terrain space that counts as 1 space lower than the base space.
- **Aura X:** This ability is a continuous, *ongoing* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
- **Auto-hit** - This attack doesn't make an attack roll but always scores a hit (not critical hit or miss).
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **Divine** - Damage cannot be reduced or negated in any way except immunity. (ignores armor, resistance, defiance, and bypasses vigor).
- **Flying** - A flying character ignores all terrain penalties, obstruction, and engagement. They are still affected by impassable terrain and height advantage.
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher
- **True strike** - Ignores dodge, blind, evasion, and stealth

TRAITS

Grace: When you start a slow turn, you may gain a combo token or spend one and fly 2.

Songweave: Once a round, when you spend a combo token, *Bless* a character in range 4 of you.

Blessing of Faith: Yourself and allies may spend a blessing token when using an ability to gain *True Strike* on that ability and *fly 2* before using it. If they spend 3 tokens, the ability also triggers any *charge* effects.

Uplift: Once a round, when you fly, you can cause adjacent allies to also fly 2

LIMIT BREAK: MARCH OF THE SAINTS

2 resolve

1 action, Stance

You sing of the deeds of the first heroes, from the Doom. The Great Chant weaves around your allies and transforms them into echoes of those mighty heroes.

Stance: You begin weaving an epic song, a saga of legendary heroes. When you take this action, and when this stance refreshes, you may invest an ally in range 5 with the power of one of the great saints. Each saint must be chosen at least once before it can be chosen again. The effect takes place immediately and lasts until the end of their next turn.

Refresh: This stance refreshes automatically at the start of your turns.

- **Parzival:** An allied character gains flying and cover from all directions.
- **Leon:** An allied character gains *dodge* and the ability to move diagonally
- **Angrboda:** An allied character gains *sturdy*, and their attacks gain *true strike* and shove 1
- **Farnese:** An ally gains 1 blessing and +1 boon on all attacks and saves.

ULTIMATE: DIVINE INVESTMENT

You also gain the benefit of any chosen saint, lasting until the end of your next turn.

ABILITIES

HOLY

1 action, attack
Range 5, Combo

You ring the bell of purity and a tone rings out that soothes the peaceful and chastises the violent. A second ring from the bell shatters the tone from the first, breaking open the earth.

Effect: *Pacify* a foe, then *cure* a character in range 3 of that foe.

Charge: Also fly 2 before the effect

Combo: HADES

Range 5, blast 1

Attack: *Autohit*: Fray damage

Area Effect: Fray damage

Terrain Effect: Create a pit under your target

TALENTS

- I. After Hades resolves, *gamble*, then all pits in the area explode. Characters adjacent to at least one pit take damage equal to half the gamble result.
- II. Hades has no maximum range and ignores line of sight when targeting *pacified* foes, and does not break *pacified*.

MASTERY: MAGNASANCTI

Holy creates a cross 1 terrain effect after resolving. Only one of these areas can be placed at once. Allies have *regeneration* and *flying* while in the area.

FELICITY

1 Action
Mark, combo

You ring the bell of fleeting guardians, and an ally feels their step lifted by invisible wings.

Mark: Mark an ally in range 5. That character gains a *blessing* and can *fly* 2. Whenever you spend a combo token, your marked character can *fly* 2.

Charge: That ally gains two *blessings* instead.

Combo: FLEET

Effect: An ally in range 5 may fly 4, and deal 2 damage to all foes they pass over during this movement.

TALENTS:

- I. When an ally ends any movement from this ability, they can shove all adjacent characters 1.
- II. You can fly 1, then shove an adjacent character 1 when granting movement from this ability.

MASTERY: FANTASIA

Gain an alternate combo ability. You can choose this ability or Fleet when you spend a token:

Combo: FANTASIA

2 actions

Effect: Remove an ally in range 5 from the battlefield. Return them to the battlefield in their original location or as close as possible at the start of their turn, then they may fly 1.

Special: If that ally has 3 or more blessing tokens, this becomes 1 action.

PANDAEMONIUM

2 actions, attack

Combo, Range 4, Blast 1

You sing a passage of the days of chaos and battle, where the tumult of the battlefield was like the churning of the sea, and divine lightning scathed the land.

Attack: *Autohit*: [D]+fray

Area Effect: Remove all characters in the area, then place them back in any other space in the area.

Charge: Blast 2

Combo: PURGATORIO

Range 4, cross 2

Attack: *Autohit*: [D]+fray

Area Effect: Fray

Effect: All pits in the area explode. Characters adjacent to at least one pit take fray damage again. Then, create a pit under the center space.

TALENTS:

- I. After Pandaemonium resolves, *gamble*. Shove all characters affected 1 space in any direction. On a 5+, shove them 2 instead.
- II. Purgatorio's damage does not break *pacified* and its effect causes pits to appear under every *pacified* foe.

MASTERY: DULCE PURGATORIO

This ability deals bonus damage. Pandaemonium's area effect and Purgatorio's pit explosion effect extend to *all* pits on the battlefield.

ARIA

1 action

True Strike, delay

You pose, then deliver a striking performance that resonates through the soul.

End your turn and gain **delay**: your next turn must be slow. At the start of that turn, you deliver a stunning performance, affecting a cross 1 **area effect** centered on you. Foes in the area take fray damage twice and are *pacified*. *Pacified* foes are shoved 1. Allies in the area are *cured*.

Special: If you are damaged by a foe's ability before the start of that turn, the area becomes blast 1. If you are damaged again, it becomes blast 2.

TALENTS:

- I. You may fly 1 when Aria's special effect triggers.
- II. If Aria's special effect triggers twice, gain *defiance* and also become *unstoppable* until the start of your turn.

MASTERY: POWER CHORD

At round 4 or later, Aria no longer ends your turn and gains **charge**: free action.

DERVISH

1 action

Combo

You sing of the comfort of companions, and the dawn that surely will follow.

Effect: You fly 1, then whisk an ally in range 4 away with powerful winds, removing them from the battlefield and placing them in any space adjacent to you.

Charge: Choose a second ally

Combo: DAWN

Effect: Gain aura 1 until the end of your next turn. While in the aura, yourself and allies gain +1 boon on saves and can save to end statuses and other effects at the *start* of your turns instead of the end.

TALENTS:

- I. A swirling aura 1 of winds surrounds you after taking this ability until the start of your next turn, granting you and allies inside *counter*.
- II. Before you use this ability, you can cause a wind blast, shoving all adjacent foes 1 and dealing 2 damage to them.

MASTERY: BEACON OF HOPE

You can empower this ability to gain both effects at once and automatically activate their charge effects. This also counts as spending a combo token, though you don't actually need to spend one. If you empower the ability this way, it cannot be used for the rest of combat.

SYMPHONY

2 actions

True Strike

You ring the bell of thresholds, creating crystalline fragments of the ancient power that courses through the Chant.

Terrain Effect: Remove up to four blessings from characters in range 5 to create pulsing motes of energy that descend, creating terrain spaces in free space in range. None can be placed adjacent to each other or overlap.

- Any character that enters an affected space or starts their turn there detonates the mote, removing it and creating a cross 1 explosion as an *area effect*, centered on them. Foes inside take fray damage.
- If the character was yourself or an ally, they are *blessed* and can fly 1. If that character was a foe, they also have a *pit* created under them.

Charge: Create +2 more spaces.

TALENTS

- I. When motes explode, they deal 2 damage again to all foes inside and shove them 1 away from the center space if at least one other mote was already exploded this turn.
- II. Allies are *cured* after detonating their second mote in the same turn.

MASTERY: CRESCENDO

If you create four or more motes with this ability, you can create a mote in range 5 as a *free action* as part of ending your turn for the rest of combat. This effect does not stack.

CHAPTER 2

GENTLENESS

1 action, Stance

You radiate an aura of such powerful peace that all close to you, monster or man, find it impossible to raise a hand in violence.

Gain Stance: When you take this stance, you have aura 1. All characters (including yourself) in the aura gain +1 curse on attacks and take 1 *divine* damage each time they deal damage to another character.

Refresh: Refresh or exit this stance at the start of your turn.

TALENTS:

- I. Yourself and allies inside the aura also have *counter* in this stance.
- II. Characters cannot critically hit or be critical hit inside Gentleness' aura, and also cannot gain, deal, or take bonus damage.

MASTERY: GENTLE PRAYER

Gains *Special Effect*: When the aura refreshes, you may increase or decrease the aura size by +1, to a maximum of 3 or a minimum of 1. When you do, foes inside must save or be *pacified*.

MONOGATARI

1 action, gamble

Some chanters also study the Book of Ages, the great mythic chronicle of heroes from the time of the Doom. This unorthodox text inherits some of their ability to sing the chant, granting it tangible power.

Effect: Sing a short passage from the book of ages. At the end of your turn, **gamble** and consult the following table to see which tale you sing, choosing any gamble result. The song resonates in the air until this ability is used again. Yourself or allies that complete the described course of action from the song passage are *blessed* at the end of their turn they complete it and may fly 2. Characters can only fulfill this condition once per song.

Charge: Roll one extra d6 when gambling.

1. **A Tale of Fury:** Reduce a character to 0 hp or reduce them below 50% hp.

2. **A Tale of Travels:** Move more than 4 spaces from your starting point on your turn
3. **A Tale of Green and Pleasant Times:** Do not attack
4. **A Tale of Cunning:** Use an interrupt
5. **A Tale of Boon Companions:** End your turn adjacent to an ally
6. **A Tale of Triumph:** Use an ability on an ally

TALENTS:

- I. You can cause the effect to also apply to foes. Foes that fulfill the condition are *branded*.
- II. You can spend any number of blessings on characters in range 2 to roll 1 extra d6 per blessing spent when gambling.

MASTERY: RACONTEUR

Roll 1 extra d6 when gambling, and when gambling, you can choose any *two* results. Yourself and allies that complete both results in the same turn are also *cured*.

CHAPTER 3

Gran Redempta (2 actions, 1/expedition):

Cure yourself and every ally on the map. Characters that are cured this way are also Rescued if they're defeated.

CHASTISE

1 action, attack
Range 5, Combo

You ring the bell of true names, forbidding your foes in august tones against harming an ally.

Auto-hit: Fray *Effect*: foe is *branded*

Effect: Choose either yourself or an ally in range. Until the end of your foe's next turn, if they damage your chosen character with an ability, they take 1 *divine* damage four times. Whether this ability triggered or not, this effect ends at the end of that turn.

Charge: Choose yourself *and* an ally in range.

Combo: CHARISM

Effect: Choose a foe in range. At the end of that foe's next turn, either *cure* or *bless* allies in a cross 1 area centered on them (choose for each ally). If there were two or more allies in the area, then create a pit under that character.

TALENTS:

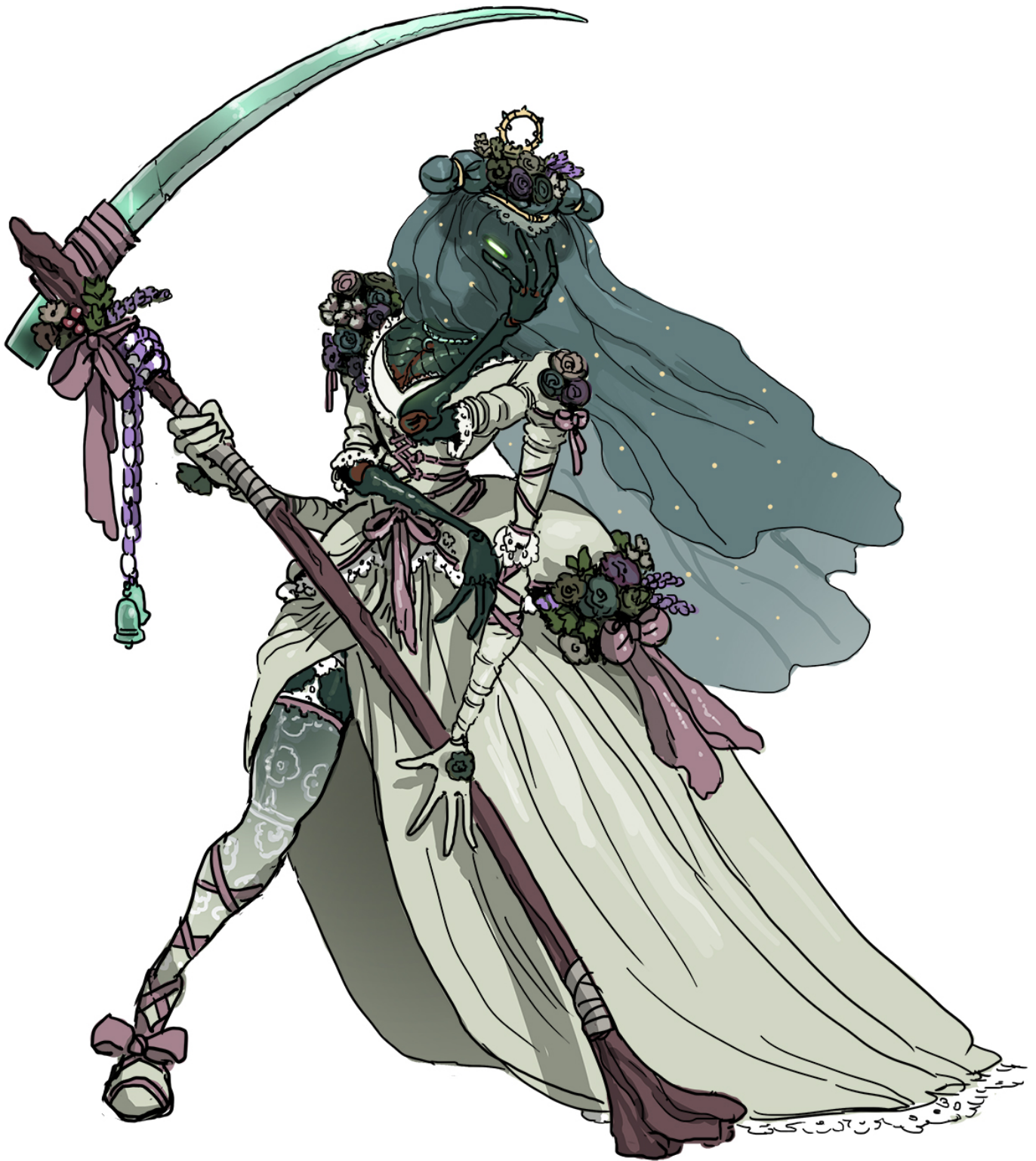
- I. While either effect from this ability is active, your foe takes 1 *divine* damage after using any ability that damages another character.
- II. While either effect from this ability is active, if your foe *defeats* any character, they take 1 *divine* damage four times.

MASTERY: SUPREME FORBIDDANCE

The first time you use this ability in a combat, yourself or your chosen ally is *immune* to all damage from and *unstoppable* against your chosen foe until the end of your next turn.



Chanter of the 1st chamber Chroniclers



HARVESTER

Arbiter of Life and Death

Servants of Tsumi, the Moon Titan, the Harvesters are the death priests of Arden Eld. They travel from land to land, sanctifying burial sites, performing funeral rites, and helping lingering spirits move on. The land is full of the malice and unfulfilled wishes of the long suffering dead, and so the services of the harvesters are in high demand.

Tsumi is the protector of cycles, and so the Harvesters also perform fertility blessings, oversee harvest festivals, and see to the cultivation and protection of the land and nature. They plant flowers over battlefields, and tend groves of beautiful fruit trees planted over graveyards. This dual nature makes Harvesters fierce warriors, able to make the battle bloom or rot with a single swipe of their greatscythes.

PLAYSTYLE

Harvesters are damaging mendicants that get great benefits out of attacking, due to their *balance* trait and their suite of powerful **slay** effects. Their blessings allow them to activate these effects on themselves or allies, and also grant the powerful **pierce** effect.

Harvesters can stack **marks**, allowing them to greatly power up an ally or crush a foe. Their **thrall** summons turn into **plants** after being activated, which present obstacles for foes and blessings for allies. Some of the harvester's talents also allow them to tap into the powers of life and death, gaining more power if the harvester or their targets are at low health.

Harvester's limit break, **Death Sentence**, makes even the most tenacious character vulnerable, and allows area effects to hit that character twice.

RELEVANT RULES

- **Difficult terrain:** +1 space to exit
- **Dangerous terrain:** Take 2 piercing damage on entering. Can only take this damage once a round for each space.
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place

one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.

- **Pierce** - Ignores armor and vigor.
- **Regeneration** - If at 25% hp or lower at the end of your turn, *cure* yourself.
- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Unstoppable** - Immune to all statuses. Cannot be moved or removed from the battlefield by foes, and movement ignores *engagement* and *rampart*.

TRAITS

Mark of Tsumi: After you use any attack ability, deal 2 piercing damage to all foes marked by you, and *bless* all allies marked by you.

Blessing of Rebirth: Yourself and allies can spend 1 blessing to grant an ability *pierce* and *bonus damage*. They may consume 3 blessings instead to additionally trigger any *slay* effects.

Gardener of Kin: You can stack 2 marks on characters.

Balance: All your abilities gain *slay: cure* an ally in range 3 of your target

LIMIT BREAK: DEATH SENTENCE

Free Action
3 Resolve

A flash of the scythe, and the line between life and death is blurred.

Summon: You slash an adjacent foe with your scythe, knocking their soul out of their body. Draw a line 4 area effect from your foe facing directly away from you and *summon* the soul in the last available space.

Severed Soul

Size 1, intangible, immobile

Summon effect: While they have their soul knocked out, foes can act normally. However, the soul can be targeted as if it was the body, transferring all damage or effects it would take to the body, no matter the distance or line of sight. Damage becomes *divine*.

Abilities that are able to target both the body and soul of the foe (such as AoEs) can hit both.

The soul lasts until the end of your next turn, or until the affected character is defeated.

ULTIMATE: SOUL BLOOM

If the foe is defeated while their soul is out, summon 4 plants anywhere on the battlefield.

SUMMONS

Many harvester abilities summon thralls or create plants. When a thrall or plant is created, it can be summoned in any free space in range 2 unless a different range is listed. You can have a maximum of six active thralls, any any number of plants.

Thrall

Size 1, intangible.

Summon Action: At the start of your turn, all your thralls may dash 2 spaces, ignoring difficult terrain, then dealing 1 piercing damage to an adjacent foe. Then, remove each thrall and replace it with a *plant*.

Plant

Terrain effect

Terrain effect: A plant space is *dangerous terrain* that only affects foes, and has a blessing token on it, which can be picked up if an ally enters its space. When the blessing is removed, remove the plant.

ABILITIES

SOW

1 action, attack
Range 5, Pierce, Mark, Combo

You throw out a poison seed that bursts into thorny death.

Attack: *Auto hit:* fray and your foe is *branded*.

Mark: Your foe is marked. When marked, and when you hit your marked foe with an attack thereafter, *bless* an ally in range 3 of your foe.

Combo: REAP

1 action, attack
Melee

Attack: On hit: [D]+fray. Miss: Fray

Effect: Summon a Thrall adjacent to your target.

Slay: Repeat the effect

Special: You can make this melee attack against the target marked by *sow* regardless of distance or line of sight, ignoring cover.

TALENTS:

- I. If Sow's marked foe is defeated, it can be transferred to a different foe in range 3 from that foe
- II. *Comeback:* Reap's Slay effect triggers.

MASTERY: SPECTRAL SCYTHE

Reap and Sow also create an arc 4 *area effect* that deals piercing fray damage, drawn from your target as the origin space.

GROWING SEASON

1 actions
Mark

Blow magical spores in the air, which are disturbed by the chaos of combat. Where they fall, the fruit of life and death blooms.

Mark: Mark a character in range 5. Once a round after that character ends their turn, create a *plant* adjacent to their space.

Effect: If that character is bloodied, repeat this effect.

TALENTS:

- I. Abilities used against a character marked by growing season gain *slay*: create an *Eden vine* in an adjacent space. The vine is difficult

terrain and creates a *plant* in its space at the start of the round if there isn't already a plant there.

- II. Abilities used against a character marked by growing season gain *slay*: create a height 1 *blood tree* object in adjacent space. Characters that start their turn on or adjacent to one or more blood trees take 2 piercing damage.

MASTERY: SOOTHING SPORE

Foes marked by Growing Season are *pacified+* while in or adjacent to spaces occupied by *plants*.

GRAVEBIRTH

1 action, summon

Vine and root coil through the deep soil, bringing forth the restless dead.

Summon: *Summon* a thrall in free space in range 2.

Effect: Gain aura 2 until the end of your next turn. At any point during your turn, you can consume any blessing token in the aura to summon a thrall inside the aura, but no more than three times a turn.

TALENTS:

- I. When you end your turn, all thralls of your choice burrow, removing them from the battlefield, then you may place them in free space in your aura.
- II. You can also deal *sacrifice* 2 to summon a thrall instead of consuming any blessing.

MASTERY: RECYCLE

While Gravebirth's aura is active, as a free action you can cause any two thralls in the aura to collapse into plants to *cure* an ally in the aura.

HARVEST

2 actions, attack
Melee, Arc 6

You swing with a scythe as bright as the new moon.

Attack: *On hit:* 2[D] + fray *Miss:* fray.

Area Effect: Foes take fray damage. Non-summon allies are *blessed*.

Slay: Summon a Thrall for each foe in the area, and deal 2 piercing damage again to those foes.

TALENTS:

- I. Harvest's attack space *cures* and *blesses* allies instead of attacking them if they are caught in the area.
- II. *Comeback*: Harvest gains range 3

MASTERY: HARVEST MOON

When this ability passes through a *plant*, you can cause that plant to explode, dealing 2 piercing damage in a blast 1 *area effect* centered on each plant as an *area effect* and granting its blessing character to yourself or any other ally in range 3 of that plant. Characters can only be damaged by one of these explosions a turn.

BLOOD GROVE

2 actions

Terrain effect, summon

The wilderness boils with explosive growth, fed by the blood of the battlefield.

Terrain effect: Grow a blast 1 area of undergrowth. The area is *dangerous* terrain for foes and disappears if you use this ability again.

Effect: As long as you are in the area, summon a *thrall* in the area at the end of your turn for each of these conditions you fulfilled this turn:

- Triggered a *slay* effect
- *Sacrificed* as part of an ability
- Are bloodied

Each condition can only trigger once.

TALENTS:

- I. All spaces of the area cost 0 spaces for thralls to enter.
- II. Once on your turn you, while inside the area, you can *sacrifice 2* to extend the area by 1 space, adding to its total area on any edge.

MASTERY: HUNGRY GROVE

Each time you summon a thrall with blood grove, extend the area by 1 space, added to its total area, as long as those spaces are placed adjacent to the area when the effect is triggered.

ROT

1 action, combo, mark

Leaves shrivel. Hair Curls. Wounds fail to heal.

Mark: Mark a character in range 5. While marked, that character cannot be cured and gain +1 curse on saves.

COMBO: REGENERATE

Mark: Mark an ally in range 4. While marked, that character has *regeneration*. If that character is at 25% hp or lower when marked, they also gain *defiance*.

Special: This mark can be placed even if Rot is already active.

TALENTS:

- I. Characters marked by regenerate gain *comeback*: summon a *plant* in an adjacent space at the start of their turn.
- II. Characters that start their turn adjacent to a character marked by Rot take 2 piercing damage.

MASTERY: REGROWTH

Gain an alternate combo action:

REGROWTH

1 action, mark

Mark: Mark a character in range 4. If that character would be defeated before the start of your next turn, they are instantly *rescued* after being defeated, then gain vigor 1. Then, even if this effect didn't trigger, summon a *plant* in an adjacent space to them and end this mark.

CHAPTER 2

CRIMSON BLOOM

1 action, Mark, summon, power die

You release a rapidly growing seed of the Thornwillow, the blood-fatted plant of the harvesters whose sap is a powerful intoxicant.

Mark: Mark a character in range 5. At the end of any turn that character took damage, or after they attack, set out a d6 power die or increase the die by 1. When the die would tick to 6, consume it. The marked character takes piercing damage equal to the number on the die, which cannot reduce them below 1 hp, but then deals *bonus damage* with all abilities and becomes *unstoppable* until the end of their next turn.

Effect: When the die is consumed, **summon** a *plant*, and pass this mark to a new character in in range 3. If there are no valid characters, the mark ends.

TALENTS:

- I. If Crimson Bloom's damage would reduce an ally to 1 hp or below, they also gain *defiance*.
- II. Foes at 25% hp or lower take 10 piercing damage when Crimson Bloom activates instead.

MASTERY: MOTHER BLOODWILLOW

At round 4 or later, Crimson Bloom becomes a *free action* and its power die starts at 3 ticks.

FAIRY RING

1 action, Terrain effect

You cast out a handful of aether-feeding fungi, holy spores that grow into a ringed garden of colorful and deadly mushrooms.

Terrain effect: **End your turn** and create a ring of mushrooms, a blast 2 terrain effect, within range 4. The ring can be created overlapping any terrain and underneath characters. While the ring is active, gain the following interrupt. The ring lasts until this ability is used again.

Spirit Away

Interrupt 2

Trigger: A foe enters or exits the area.

Effect: Remove that foe, then place them within 1 space and *brand* them. This interrupts but does not end their movement.

TALENTS:

- I. Foes cannot gain vigor inside of the ring, and lose all vigor if they start their turn there.
- II. You can use Spirit Away on allies. If you do, it doesn't brand them.

MASTERY: SPORE SHROUD

Whenever the rings' interrupt activates, create a height 1 *Megamushroom* object anywhere inside the area. The object has a blessing token on it and counts as a *plant*, but isn't removed if the token is removed.

CHAPTER 3

Defy the Cycle (2 actions, 1/expedition):

You call upon your power to forbid the natural order of life and death from working. Until the start of your next turn, characters cannot be reduced below 1 hp. *Divine* damage bypasses this ability.

DARK SLIVER

1 action, attack
Melee, Range 2

The blade edges of the harvesters are so sharp they can cut the very soul.

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Terrain effect: Cut away a part of the target's soul, choosing a space in range 3. If the foe is not in or adjacent to that space at the end of their next turn, they take 2 piercing damage, are *pacified*, and summon a *plant* in that space.

Slay: Create a plant in range 3 of your foe.

TALENTS:

- I. *Comeback:* Increase all ranges by +1
- II. *Sacrifice 2:* Ability gains range 6

MASTERY: RECYCLE

When Dark Sliver summons a plant, it deals 2 piercing damage to all adjacent foes to that plant when it is summoned, and *blesses* all adjacent allies.



SEALER

Holy Judge and Purger of Evil

Traveling priests, monks, judges, and doctors, the Sealers roam the world from village to village, performing necessary rituals, marriages, ceremonies, and yearly festivals. They are a welcome sight in most villages, and most perform the important function of traveling judge and medium, acting as an impartial party translating for the will of the local spirits. They often travel with many blessed relics of the deities of the land or even portable shrines on their back.

In their other role, Sealers are legendary monster hunters and exorcists of unbelievable prowess and unshakeable faith. Whenever an especially bad blight or an arch demon appears, the Sealers are usually there to drive it back with ancient sealing magic, blessed brands, and flaming weapons.

PLAYSTYLE

Sealers are relatively hardy melee mendicants that benefit from sticking close to allies. They gain extra benefits for attacking **pacified** foes and **blessing** allies. Their blessings can be spent to empower attacks and easily trigger **exceed** effects, and blessing *other* characters allows sealers to power up their own mantra, giving them increased benefits for being selfless.

Sealers have a few abilities that are stronger the first time they are used in combat, or become stronger with time. They also have the ability to **deny** specific enemies attacks or movement, making them strong against single, powerful foes, and they can deal many small amounts of **divine** damage, allowing them to chip away at hardy defenses.

Sealer's Limit Break, **Passage to the Afterlife**, is the highest damage attack in the game, but can't be used until much later in the fight.

RELEVANT RULES

- **Bloodied** - At or under 50% hp
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Divine** - Damage cannot be reduced or negated in any way except immunity. (ignores armor, resistance, defiance, and bypasses vigor).
- **Dodge** - Immune to all damage from misses, successful saves, and area effects.
- **Evasion** - Roll a d6 when attacked. On a 4+, the attack automatically misses. Check before the attack roll.
- **Exceed**: A triggered effect that takes place when you score a critical hit.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.

- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.

TRAITS:

Blessed of Smiting: Characters can spend blessings when they use an ability to gain +1 boon on attacks and *bonus damage* with that ability. If they consume 3 blessings, it additionally triggers all *critical hit* effects.

Break Meridians: Your abilities used against pacified foes do not break the *pacified* condition, and attacks against *pacified* foes *bless* an ally in range 3.

Mantra of sealing: When you hand out a blessing to another character in range 3, set out a d6 power die at 1 or tick it up by 1 to a maximum of 6. You can tick it down before you use any ability for the following benefits:

- *Cloud riding (1 tick):* Teleport yourself and all adjacent allies 1 space before the ability.
- *Seal (2 ticks):* *Pacify* one target of the ability after it resolves.
- *Smite (4 ticks):* The ability gains +1 boon on attacks, deals bonus damage and triggers exceed effects.

Martial Arts: You have *dodge*

LIMIT BREAK: PASSAGE TO THE AFTERLIFE

5 resolve
2 actions, attack
Divine, +1 boon

You unleash the supreme Sealer war art, inflicting ten thousand blows and shattering the connections of your foe's vital energy to their body, hurrying on the transmigration of immortal souls.

Attack: *On hit:* [D]+fray, three times. *Miss:* Twice.

Exceed: Deal [D]+fray two more times.

Effect: You may teleport adjacent to the target before the attack if they're in range 3. Every allied non-summon character in range 3 of the target can also teleport adjacent to your target. Your target then takes additional divine fray damage from each of those characters once.

ULTIMATE: REACH HEAVEN THROUGH VIOLENCE

The teleport effect has the range of the battlefield for both allied characters and yourself. If your target is at or under 25% hp, they take fray damage twice from each ally instead.

ABILITIES

GOD HAND

1 action, attack
Melee, Combo

Divine energy infuses you, allowing hammer-like blows that would fell a demon with even your bare hands.

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Effect: Either *pacify* your foe, or bless an ally in range 3

Exceed: Repeat the effect

Combo: DEVIL HAND

1 action, attack
+1 boon, melee

Attack: *On hit:* [D]+1. *Miss:* 1 damage.

Effect: Character explodes in a blast 1 *area effect* centered on them, dealing 1 *divine* damage to all foes.

Exceed: Repeat the effect

TALENTS:

- I. All versions of this ability gain **Exceed:** Gain *evasion* until the end of your next turn
- II. All versions of this ability gain *Slay:* gain a combo token, or expend one and teleport 2.

MASTERY: FISTS OF HEAVEN AND HELL

Add an alternate combo action. It gains all talent effects of this ability.

Combo: FISTS OF HEAVEN AND HELL

1 action, attack
+1 boon

Attack: *On hit:* [D]+1. *Miss:* 1 damage

Effect: Either *pacify* your foe or bless an ally in range 3

Effect: Character explodes in a blast 1 *area effect* centered on them, dealing 1 *divine* damage to all foes.

Exceed: Repeat both effects

GRAND SEAL

1 action
Mark

Bind an enemy in an astral seal, condemning them and crushing them under the weight of their own evil.

Mark: A foe in range 4 becomes *marked*. While *marked*, each time they use an ability that damages an ally of yours, they take 2 *divine* damage. A foe can pass a save at the end of their turn to end this mark, or it also ends at the end of any turn they did not attack.

TALENTS:

- I. Bloodied foes gain +1 curse on the save.
- II. If a foe triggers this effect more than once on their turn, they become *pacified* at the end of that turn.

MASTERY: MILK SUTRA

When this mark ends, if there is a new foe in range 3 of your target, you may transfer it to that foe.

MATSURI

2 actions, attack
Melee

Swing your weapon in a flaming arc that sends sprays of fire in bright displays, lighting up the sky.

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Effect: Allies in range 2 of your target may teleport 1 space

Exceed: *Bless* all allies adjacent to your target

TALENTS:

- I. Gains *Slay:* Allies in range 2 of your target may teleport 1 space, and you may *cure* one of those allies.
- II. Against bloodied foes, attack gains +1 boon and causes an explosion in a blast 1 *area effect* centered on them, dealing 1 *divine* damage to all foes inside.

MASTERY: BLOOD FESTIVAL

The first time you use Matsuri in a combat, you may teleport 3 before using it, it deals bonus damage, and it triggers all *exceed* effects.

SPIRIT SHRINE

1 action

Many sealers carry portable shrines to the local spirits, adding on talismans, images, icons, or

offerings to whichever small god holds dominion over the areas they travel through. In a pinch, they can set these shrines down and beseech the spirits for aid.

Create a shrine in a free adjacent space. The shrine lasts until this ability is used again without increasing its height (see below).

Shrine

Height 1 object

Object effect: Aura 1. Allies in the aura have *cover* from abilities from the outside and gain +1 boon on attack rolls. You can use this ability again while adjacent to your shrine to increase its size, increasing the height by +1 and the aura size by +1, up to a maximum of 3.

TALENTS:

- I. If you or an ally ends their turn inside the Shrine's aura and didn't attack, they can pray and become *blessed*.
- II. Foes that attack inside the shrine's aura take 1 divine damage and can be teleported 1 after the triggering ability resolves.

MASTERY: SPIRIT PATRONAGE

Gain the following interrupt

Grace of the Spirits

Interrupt 1

Trigger: An ally in the aura is damaged by an ability

Effect: Your ally becomes immune to all damage from the triggering ability, but destroy the shrine. You cannot place shrines for the rest of combat.

SANCTIFY

2 actions

You throw out a handful of glittering salt, scorching the spiritually impure.

Terrain Effect: You scatter salt in a breach 1 area. Foes that end their turn in the area become *pacified*, and take +1 curse on saves while inside. Allies inside the area take +1 boon on saves. The area persists until you take this action again or until the end of combat.

Effect: After using any ability that triggers an *exceed* effect, deal 1 *divine* damage to all foes in the area

TALENTS:

- I. Bloodied foes must save if they attempt to enter the area. On a failed save, they cannot voluntarily enter the area until the start of their next turn.
- II. The area also grants *evasion* to bloodied allies inside.

MASTERY: ELDEN SALT

Sanctify inflicts 2 *divine* damage and *pacify* as an effect to hostile characters in the area when you take this action

GRAND BANISHMENT

1 action

With a word and a quickly drawn talisman, you stomp your foot and forbid your foe from taking another step towards you.

Effect: End your turn and choose a foe in range 5, sealing their movement with force of will. Until the start of your next turn, the foe takes 1 *divine* damage for each space of movement they take that moves them closer to you for the duration.

TALENTS:

- I. Your chosen character treats you and any allies adjacent to you as having *cover*.
- II. Bloodied characters can be teleported 2 at the end of any turn you use this ability.

MASTERY: HORSE AND OX SEAL

When you take this ability, you can also choose to invert the effect for the duration, dealing damage to the chosen foe if they move away from you instead.

CHAPTER 2

DIVINE AEGIS

1 Action, mark

You place a holy seal over your ally, enveloping them in divine protection.

Mark: Mark an ally in range 3. While marked, any foe that attempts to use an ability that includes that ally as a target must first save. On a successful save, they can act normally, and the mark remains active. On a failed save, the chosen ally is *unstoppable* and gains *resistance* to all

damage from the triggering ability for its duration, then the mark fades.

TALENTS:

- I. If your ally is at 25% hp or lower when marked, marking them becomes a *free action*.
- II. If your ally is at 25% hp or lower when marked, they also gain *defiance*.

MASTERY: SHROUD FROM HEAVEN

This mark can be activated twice before it fades.

JUSTICE

Interrupt 1
Combo

Invoking the spirits of the land and air, you move at impossible speed, doling out blows faster than the eye can see. A second blow scatters your foes and whisks away your allies.

Trigger: You score a Critical Hit or trigger an Exceed effect

Effect: Teleport adjacent to every character in range 2 of you in any order. Foes take 1 *divine* damage, allies are *blessed*.

Combo: JUDGEMENT

Interrupt 1
Gamble

Trigger: You score a Critical Hit or trigger an Exceed effect

Effect: **Gamble**, then you may teleport each character in range 2 half that far and deal that much damage to foes teleported this way.

TALENTS:

- I. If you rolled a 6 on Judgement, *cure* an ally teleported this way, and all foes are *branded*.
- II. You can teleport 1 space before and after triggering Justice.

MASTERY: GRAN JUDICATA

Add an alternate combo action:

Combo: GRAN JUDICATA

Interrupt 1

Trigger: You score a Critical Hit or trigger an Exceed effect

Effect: Deal 4 *divine* damage to all un-bloodied foes, and *bless* all bloodied allies.

Great Spirit Festival (1 action, 1/ expedition): *Bless* all allies on the map. If they're bloodied, *bless* them twice.

OPEN THE GATES

1 action, attack
Melee, combo

This aptly named technique can be used to deliver an extremely powerful blow - but focusing the body's aether in such a way takes a long time to recharge.

Attack: On hit: [D]+fray and foe is *branded*.

Miss: fray

Exceed: Shove 2. You and all allies in range 2 can teleport 2.

Effect: This attack gains +1 boon, cannot miss (turn any miss into a hit) and triggers any *exceed* effects the first time it is used in combat.

COMBO: CENTER THE TEMPLE

1 action, attack
Melee

Effect: Teleport spaces equal to the round number before the attack

Attack: On hit: [D]+fray. **Miss:** fray

Exceed: Deal 1 damage again to your target. At round 4 or later, increase this damage to 6.

TALENTS:

- I. Adjacent allies can also teleport spaces equal to the round number when you use this ability
- II. This ability gains range equal to 1+ half the round number.

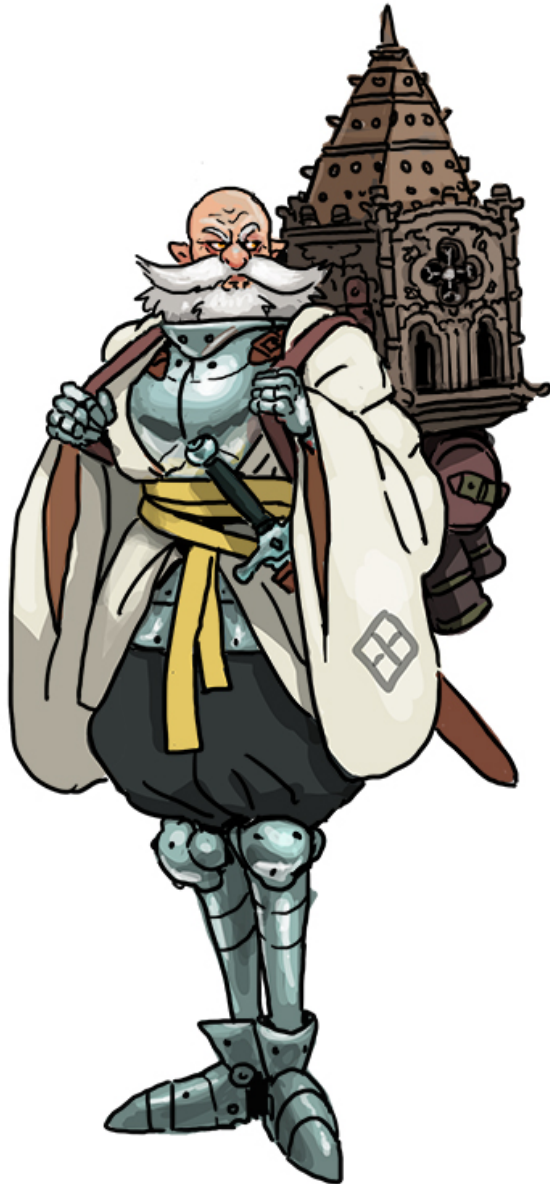
MASTERY: BURIAL FIST

Any version of this ability deals bonus damage and always triggers *exceed* effects at round 4 or later.

CHAPTER 3



God Hand/Devil Hand



Sealer of the Holy Body Congress



Sealer of Dark Wind Valley temple



SEER

Fortune Teller and Master of Fate

The Seers are made up of all the orders of hedge witches, stargazers, corner prophets, folk healers, shamans, and all manner of individuals that find themselves attracted to reading the Great Arcana, the esoteric practice of reading destiny itself, the Great Wheel of Arden Eld that determines the final fate of all things.

Through ritual, ceremony, and unrelenting practice, Seers gain the ability to predict and even defy a person's fate, using their Aether infused card decks to influence the turning of the Great Wheel and empower their allies with foresight, precision, and uncanny accuracy.

PLAYSTYLE

Seers are manipulators of fate that have the potent ability to influence **gamble** effects and lay down powerful damaging **AoE** effects that do not damage their allies.

They benefit a lot from set up with their **wild cards**, which can extend these AoEs (and those of their allies), to hit massive areas, potentially creating huge chains. Wild cards can be used to extend the areas of any ability, not just attacks, so you can get creative with them.

Seers have access to nearly every effect in the game through the **Wheel of Fate**, but their resources are limited. Choosing when to spend these cards for effects, when to draw more cards, or when to spend them on gambling is critical.

Seer's limit break, **High Prophecy**, allows them to manipulate probability and makes gamble effects extremely powerful for its duration. The effect also applies to anything that targets you!

RELEVANT RULES

Seer is a high-complexity class due to its card mechanic - it may be worth reviewing the combat glossary for everything used.

TRAITS:

The Wheel of Fate: Set up a deck made up of one suit of a 52 card deck (so 13 cards). At the start of any combat, draw up to 5 cards if you have less. Your hand and deck persist through combats, and your maximum hand size is 7 (you must discard down to 7 cards at the end of your turn). Discarded cards go in a discard pile. Once you draw through your deck, shuffle the discard pile and draw it as your new deck (meaning there's no replacement and you will eventually draw through the deck).

Skein: Draw a card at the start of your turn. If you didn't attack, draw an extra card at the end of your turn as well.

Foretell: You can discard 1 blessing token on an ally before they use any ability to tell their fortune as an effect. You discard a card from your hand and immediately apply the effects to your target, no matter the distance or if you can see them or not. If you have no cards in hand, draw the top card of your deck instead, apply its effects, then discard it.

THE GREAT WHEEL

2 - **The Fool** - Ally must dash 3 spaces in a straight line before using the action.

3 - **The Scepter** - Teleport your ally to an adjacent space to you after the action resolves.

4 - **The Ewer** - *Bless* all allies in a cross 1 area centered on your ally.

5 - **The Devil** - If the ability forces saves, foes get +2 curses to save against them.

6 - **The Sword** - Ability gains pierce.

7 - **Death** - Ally gains Defiance.

8 - **The Chariot** - Ally becomes *unstoppable* while moving during the ability.

9 - **The Papessa** - Ally becomes *pacified* but is *cured* after the ability resolves.

10 - **The Emperor** - Ally gains stealth after the ability resolves.

J - **The Star** - Ally makes all attacks and saves with +1 Boon until the end of their next turn, including with the triggering ability.

Q - **The Moon** - Ally gains Evasion until end of their next turn

K - **The Sun** - Ally gains *Counter* and *Sturdy*, but cannot gain or benefit from stealth or evasion until end of their next turn

A - **The World** - Ally becomes Unstoppable until the end of their next turn

Bend Fate: You can discard any number of cards before you *gamble* to roll an extra die per card discarded and choose any result.

Karma: Allied characters caught in the *area effect* spaces of your abilities can choose to become *immune* to their damage and effects. If they do, you can *bless* one of them after the ability resolves. If they're caught in the attack space of an AoE attack, instead of the ability's normal effects, they can choose to be *cured* and *blessed*.

LIMIT BREAK: HIGH PROPHECY

Free action, 2 resolve

A burning third eye of pure etheric energy appears on your forehead. Possibilities unfurl before you, laid out like infinite gleaming threads.

Effect: Until the start of your next turn, every d6 you roll for boons, curses, or *gambling* is either a 6 or a 1 (you choose). This effect also applies to any ability that targets you, from foes or allies.

ULTIMATE: THOTH

4 resolve

This effect also extends to all characters in aura 2 from you.

SUMMONS

Many seer abilities summon a wild card. When a wild card is summoned, it can be summoned in range 2 if no other range is listed.

Wild card

Size 1, intangible

Summon Effect: The card emits a cross 1 area effect centered on it, which is normally inactive. When any space of an area ability from you or an ally would touch the area, it can be activated, causing the card to explode, and extending the effective area of that ability to encompass the card's area. Then, remove the card.

- Wild cards can be triggered by other wild cards.
- Wild cards do not extend the persistent effects of any area abilities, such as creating terrain effects in their space, but only the effects that last for the duration of the ability.

ABILITIES

SLEIGHT OF HAND

1 action, attack
Range 5, summon

A flash of bright color, and a card is stuck to your foe, bursting with power.

Attack: Auto-hit: 1 damage and *brand* your foe

Effect: You attach a magical card to your foe. The next time you or an ally attacks that foe:

- the triggering character gains a blessing
- that foe explodes with blast 1 *area effect* centered on them. All foes in the area take fray damage.
- then, **summon** a wild card in range 2 of that foe.

TALENTS

- I. *Charge:* Deal 2 damage to a second foe in range and *brand* them
- II. If you or your ally scores a *critical hit* or triggers an *exceed* effect with the triggering attack, summon a second wild card.

MASTERY: KING OF SWORDS

After using this ability, you gain two spectral blades that hover behind you, using a power die to track them. You can stock up to six of these blades. When an ally hits with an attack in range 6 of you, you can cause a blade to fly out, dealing fray damage to their target.

CHAOS TAROT

1 Action
Range 5, cross 1, summon

You flick a beautifully illustrated ethereal card onto the battlefield, laden with the threads of potential.

Area effect: Gamble, then apply the listed effect in the area.

1. Card explodes for fray damage.
2. All characters are teleported 2
3. Create two spaces of difficult terrain in the area.
4. *Bless* or *Brand* up to two characters in the area
5. All foes take 2 damage and lose all vigor.
6. Choose two

Summon: Then, summon a wild card in the area.

TALENTS:

- I. You can consume any number of blessings on character in Chaos Tarot's area before gambling to roll 1 extra d6 per blessing consumed.
- II. You can move Chaos Tarot's area up to 2 spaces in any direction before applying the gamble effect.

MASTERY: ROYALTY GOLD

Instead of summoning a wild card with this ability, you can instead **end your turn** and summon a Master Card. You can only have one Master Card active at once. The Master Card acts as a wild card, but also gains the gamble effect of Chaos Tarot, which it grants to any area ability that triggers it. It is consumed as normal after being activated.

ASTRA

2 actions, attack
Combo, Line 5 + cross 2

You call down the heavens themselves on your foes.

Attack: Auto hit: [D] + fray damage

Area effect: Fray

Gamble: On a 4+, all foes take fray damage again. On a 6, *all* foes take [D] again.

Combo: FORTUNA

Blast 1, Range 5

Attack: Auto hit: [D]+fray

Area Effect: *Bless* all allies in the area. If three or more allies are caught in the area, *cure* one of them.

Summon: Summon a wild card in the area

TALENTS

- I. *Charge:* Area explodes with meteor showers, creating two spaces of *difficult* terrain in the area.
- II. This ability deals bonus damage for every blessed ally in the area.

MASTERY: THE CHALICE

After you use this ability, deal 1 *divine* damage to a foe in the area for each blessed ally in the area. Foes can be damaged more than once.

POLARIS

1 Action

A distant glint in the heavens, portents of the devastation to come.

Terrain Effect: Choose a space on the battlefield in range 5. Once a round, you may *gamble* at the end of any turn after yours with the following effects:

Gamble: A meteor lands in that spot, exploding for a blast 1 explosion, dealing 2 damage as an *area effect*. On a 4+, the meteor deals fray damage instead, and on a 6, the meteor deals [D] +fray instead. When the meteor explodes, end this effect, or end it at the start of your next turn.

TALENTS

- I. You can cause Polaris to follow a character instead of a space. If you do, disregard any 6 results you get for gambling.
- II. Create a space of difficult terrain under the center space of Polaris after it resolves. On a 6, create either a height 1 meteor *object* or a *pit* instead.

MASTERY: MOON SILVER PRINCESS

Gain 1 extra d6 for gambling with Polaris, and you can choose to hold Polaris' effect, preventing it from ending at the start of your turn.

SISYPHUS

1 action

Mark, range 5

You bend a character's fate, reversing causality so that the very ground warps under their feet.

Mark: Mark a character in range. While marked, note their starting position at the start of their turn. If they're in range 3 of their starting position at the end of their turn, you may remove them from the battlefield and return them to their starting position, or as close as possible if it's occupied. Then, a foe can save, ending this mark on a success.

TALENTS

- I. If they're bloodied, foes gain +1 curse on the save, and are also *branded* after being returned to their starting location.
- II. Allies are *blessed* after being moved with Sisyphus. If they are at 25% hp or lower, you

can also end this mark as part of this effect to *cure* them.

MASTERY: BLACK KNIGHT GRAVE

Sisyphus triggers no matter how far away a character is from their starting position at the end of their turn.

GRAN REVERSA

1 action

Stance, interrupt, gamble, power die

Causality unmakes itself around you, as wounds heal instantly.

Stance: Gain aura 1, and a d4 power die, starting at 4. While in this stance, gain the following interrupt:

Reverse Fate

Interrupt 2

Trigger: A non-summon ally in the aura is damaged by a foe's ability

Effect: After that ability resolves, you may tick the power die down by 1, then *gamble*, granting a vigor shield with an amount equal to the gamble result to your ally.

Refresh: You may exit or refresh this stance at the start of your turn. When you refresh this stance, tick the die up by 1.

TALENTS:

- I. You can tick the die down any amount to roll one extra d6 per tick when gambling with this ability.
- II. If the triggering ability defeats your ally, you can exit this stance to instantly *rescue* your ally as part of this interrupt, then grant them *vigor 1*.

MASTERY: MISERICORDIA

Vigor granted by Gran Reverse does not replace the last vigor shield gained, but increases it by that amount instead. It can't increase vigor past a character's VIT (25% of their HP).

CHAPTER 2

ECLIPSE

1 action

End turn, Terrain effect

End your turn and create a **Terrain Effect:** Create a burning brand of star fire in range 6, *dangerous* terrain, then gain **delay:** Your next turn must be slow. At the start of that turn, check if there is a character standing in that space:

- If there is, that character takes fray damage and is *branded*.
- If there isn't, it explodes for a blast 2 area effect centered on that space, scattering star fire everywhere. All characters in the area take fray damage, and create a space of dangerous terrain under every foe or ally in the area.

Then, end the effect.

TALENTS:

- If eclipse explodes, create a pit in its center space. The pit is also dangerous terrain.
- If eclipse explodes, it creates a shower of bolides, dealing 2 damage again to up to three characters in its area.

MASTERY: THE HELM

If you choose, at the start of your turn, Eclipse's effect does not expire after activating. Instead, you can repeat its delay effect at the end of your turn without ending your turn or creating a new area. The area also disappears if you use this ability again.

WISH

Interrupt 1

You struggle against fate itself, undoing causality and defying the stars.

Trigger: An ally on the battlefield takes damage from a foe equal to 25% of their max hp or more

Effect: Reverse the flow of causality. That damage cannot reduce your ally past 1 hp, and they are *cured* after it resolves. The stress of taking this action causes you to take *divine* damage equal to 25% of your max hp, which cannot bring you below 1 hp.

TALENTS:

- If your ally is bloodied, they are also *blessed* after this interrupt resolves and may dash 2
- If this damage would have reduced your ally to 0 hp, also *cure* yourself after this ability resolves

MASTERY: STAR SCORNED HERMIT

If the damage would have reduced your ally to 0 hp, they also gain *defiance*, then become *unstoppable* until the end of their next turn.

CHAPTER 3

Chakravartin (2 actions, 1/expedition): An ally in range 6 becomes *unstoppable* and *immune* to all damage until the end of their next turn.

THE TOWER

1 action, attack
Range 5, Gamble

You invoke the ultimate power of the tower card, sealing a foe's fate. In short order, untold calamity befalls them.

Attack: Autohit: 1 damage and foe is *pacified*.

Area Effect: At the end of that foe's turn, *gamble*. A massive meteor hits for blast 2 area effect centered on them, dealing damage equal to the number on the gamble die +2 to all characters.

Terrain effect: Then, create a height 1 meteor object in the area.

TALENTS:

- Charge:* Gains range 8, and roll an extra d6 when gambling for this ability.
- The meteor scatters debris when landing, creating two spaces of difficult terrain in the area.

MASTERY: SUPERBOLIDE

If the chosen character is at 25% hp or lower, they take double damage from Eclipse's meteor effect, and the effect also ignores *defiance*.

WRIGHT

Mage, thaumaturge, and master of the arcane arts

Strengths: High damage and excellent range, strong area of effect, and become more powerful the longer fights go on

Weaknesses: Low durability and weak to foes that can engage them up close

Complexity: Medium

Wrights are those who have mastered the manipulation of the raw power of creation: Aether. All souls are connected to Aether, and everyone is able to connect to it and feel it to some degree. Those with training, potential, and ability can learn to form and shape Aether as natural as they move their own flesh and blood. Wrights wield terrifying power - and they know it.

Wrights become stronger the longer fights go on by the power of **Aether**, which they can use to **Infuse** their abilities to unleash some of the most spectacular attacks in the game. Wrights focus heavily on **blights**, **piercing** damage, the **shattered** and **vulnerable** statuses, and **Area of Effect** abilities.

Wrights are **strong** against **heavy** foes since they can bypass their armor and hit them from range, but **weaker** against **skirmisher** foes that can quickly close the gap.

TRAITS

Slip: Wright's movement does not trigger and ignores *interrupts*, *vigilance* and *rampart*.

Aetherwall: Wrights gain automatic *cover* against all abilities that originate outside of range 2 from them (*Cover halves ranged damage*).

Chain Reaction: 1/round, if a wright damages two or more foes with an ability, they gain 1 Aether after the ability resolves.

CLASS STATISTICS

VIT: 7

HP: 28

Defense: 7

Speed: 4 (Dash 2)

Fray damage: 3

Damage: D8

Basic Attack: Melee or Ranged 6

SPECIAL MECHANIC:

AETHER

All Wrights gather **Aether** during combat, represented by a d6 **power die**. They passively gain 1 at the start of their turn, starting with 0. Use a d6 to track Aether. Other abilities and **Chain Reaction** will generate Aether when used. All Aether disperses at the end of combat.

INFUSE X:

Many wright abilities have upgraded versions that can only be cast by **Infusing** them by spending X Aether as part of the ability. Aether is consumed at the start of the action. Only one infusion can be chosen at once, and only one infuse effect can trigger at a time.

Infused abilities count as the same ability as the base ability and also benefit from all talents.

WRIGHT GAMBIT:

If you take a Wright ability as a non-wright class, you get **Aether** and **Chain Reaction**.

MOST RELEVANT RULES

STATUSES

Wrights specialize in the **Shattered** and **Vulnerable** Statuses.

SHATTERED

Character cannot be cured, loses all vigor, and cannot gain vigor.

Shattered allows wrights to punch through characters that rely on vigor to sustain.

VULNERABLE

All damage taken increased by 1

Since wrights use a lot of abilities that deal multiple instances of a low amount of damage, this can add up a lot - especially since it also increases all allies' damage. It's a good combo with shattered to really hit a foe as hard as possible.

OTHER EFFECTS

Wrights have many abilities with **pierce**

Pierce

Ignores armor and vigor

Pierce allows Wrights to get around the high armor and defenses of heavy foes.

Wrights make heavy use of **Teleports** and **Flight** to get around.

TELEPORT

Instantly move to a free space within range X.

FLYING

A flying character ignores all terrain types other than impassable terrain, and ignores engagement and obstruction.

Flying is good for Wrights because they use a lot of difficult terrain, pits, and created terrain, which they can ignore (or help their allies ignore).

Finally, Wrights create a lot of **terrain** and terrain effects, so it's worth reviewing them here:

TERRAIN

Difficult Terrain - Costs +1 space of movement to move out of.

Dangerous - Take 2 piercing damage when entering a space of dangerous terrain, but only once per round for each space.

Impassable - Blocks movement of all kinds except *phasing*, and always blocks line of sight. Could be something like a pillar, cliff, or a solid rock wall that goes to the ceiling

Pit - Counts as -1 height than its base space.

Objects - Categorized by height, 1-3. Blocks movement. Provides cover if you're the same height. Blocks line of sight if you're smaller. Characters can move up and stand on top of objects. Costs +1 movement per difference in height to move on.



ENOCHIAN

Unbridled Destruction

The Enochian Orders of wrights are the most chaotic of the mage orders. They have no official organization, most of their members being hedge wizards or self taught. Many Enochians disdain authority and work for hire, sleeping and eating where they can and relying on the communities they work for to support them. Those that work on contract with guilds, armies, or mercenary companies tend to value their independence.

The power that condenses inside an Enochian is related to the element of fire, a wild spark that grows and wanes with their emotions and energy, but with control can be focused into power that can carve mountains, scorch forests, and boil rivers. In times of desperation, the Enochians can feed this power with their own life force, a dangerous practice that the other orders of wrights look down upon. The Enochians, for their part, see other wrights as stiff and uncreative. They'd rather do it their way, after all.

PLAYSTYLE

Enochians are walking calamities, firebrands that tap their own life force and ride the line of disaster. Their *inner furnace* and *soulfire* traits give them increased benefits for spending their own life, power up their **exceed** effects by making it easier to critical hit, and turn on a host of **comeback** effects.

Many Enochian abilities can be powered up by spending your own life force, but enochians are relatively immobile. Use your excellent range to stay clear of the action, or risk burning out too soon!

Enochian's limit break, **Gigaflare**, sears the entire battlefield with powerful, unavoidable flame. Anyone standing close is immune to this effect, so warn your allies (or don't).

RELEVANT RULES

- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Exceed**: A triggered effect that takes place when you score a critical hit.
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **Sacrifice X**- Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.

TRAITS

Inner Furnace: Once a round, you may burn your own life force when you *Infuse* an ability. You can take a wound, or *sacrifice* 25% of your max hp to reduce the Aether cost of that ability by 2.

Embersoul: Start combat with *regeneration* and *defiance*.

Phoenix Rage: At the start of round 5, become suffused with immortal flame. Gain *defiance* at the start of each of your turns, and when you would take a wound, *gamble*. On a 4+, ignore it. If this is your last wound, this roll becomes a 2+ instead.

Soulfire: For each wound you have, your threshold to critical hit is reduced by 2 (18+, 16+, 14+).

LIMIT BREAK: GIGAFLARE

2 actions

4 resolve

Divine, True Strike

*I, who stand at the apex of things,
Thou, who are in the deepest pits of despair,
Let thy very bones become ash!
O Flame, let the air become death!
Ignite, and be banished to Hell!*

Effect: You summon the eldflame, the primeval force of creation, dealing [D]+fray *divine* damage to *every* character, on the battlefield, ignoring cover and line of sight. Characters in range 2 of you are exempt from this ability.

Infuse 6: TETRAFLARE

Deal [D] + fray twice instead.

ULTIMATE: METEOR

Infuse 8: METEOR

6 resolve

Deal [D]+fray four times instead.

Special effect: You can pay the resolve, aether, and action cost of this spell with your entire life force, dying after this action resolves. If you do, it deals 999 divine damage instead.

ABILITIES

PYRE

2 actions, attack
Range 6, Blast 1

Power curls into a writhing ball in your hand, before it's unleashed on your enemies.

Attack: *On hit:* 2[D] + fray. *On miss:* fray.

Area effect: fray

Comeback or **Exceed:** After the ability resolves, the area explodes again, dealing 2 piercing damage to all characters.

Infuse 3: PYROTIC

Increase range to 8 and blast size to 2.

TALENTS

- I. *Comeback:* Allies are immune to damage from this ability
- II. Create a pit under the attack target after this ability resolves.

MASTERY: MAGNAPYRE

Magnapyre benefits from all Pyre talents.

Infuse 6: MAGNAPYRE

2 actions, attack
Range 12, blast 3

Attack: *On hit:* 2[D] + fray. *On miss:* [D]+fray.

Area effect: [D]+fray

Effect: After the ability resolves, the area explodes again, inflicting 2 piercing damage to all characters.

Comeback or **Exceed:** The area explodes again, dealing 2 piercing damage to all characters.

ELDEN RUNE

1 action

You carve a burning rune of power into the very ground beneath you.

Terrain Effect: Inscribe an Elden Rune on the space underneath you. While standing on an Elden Rune space, the range of all abilities with a listed range is increased by +3. The rune lasts until the end of the scene. A foe can scrub out an Elden Rune by entering or exiting its space.

Effect: You can *sacrifice* 2 to cast a rune down as a free action.

TALENTS

- I. You can teleport up to 3 spaces in or out of an Elden Rune space as a free action.
- II. While standing in an Elden Rune, the infuse costs of your spells are reduced by 1, to a minimum of 1

MASTERY: ARKENRUNE

You can put an Arkenrune down instead of a regular Elden Rune, but only one at a time, replacing the last Arkenrune you placed. Arkenrunes can't be scrubbed out, extend to a cross 1 area, and their benefits also extend to allies.

LANCE

1 action, attack
Line 8, Pierce

A flash scorches the eyeballs, and a thin line burns through rock, flesh, and armor

Attack: *On hit:* [D] + fray. *Miss:* fray. Effect: Foe is *vulnerable*.

Area Effect: Fray

Effect: Ignores cover, and line of sight can't be blocked by objects.

Comeback or **Exceed:** Also deals bonus damage for every unique object it passed through.

Infuse 3: VOLVAGA

Line becomes width 2

TALENTS

- I. When this ability passes through an object, it releases a soul ember, dealing 1 piercing damage to a character in range 3 of that object. Each character can only be struck by one ember by a single use of this ability.
- II. If you are at 1 hp or lower, this ability deals maximum base damage (before critical hits).

MASTERY: GREAT SPIRIT LANCE

Great spirit lance benefits from all lance talents

GREAT SPIRIT LANCE

Infuse 6

2 actions, attack
Line 10, width 3, pierce

Attack: *On hit:* 2[D] + fray. *Miss:* [D]+fray

Area Effect: [D]+fray

Effect: Ignores cover, and line of sight can't be blocked by objects.

Effect: After the ability resolves, every character in the area also releases a blast 1 explosion that deals 2 piercing damage as an *area effect*. A character can be affected by up to three explosions.

SOUL BURN

1 action
Stance

You stoke the furnace with the very essence of your being.

Stance: Burn your own life force into a fierce blaze. In this stance:

- You *sacrifice 2* at the end of your turn.
- Your abilities automatically activate any *comeback* triggers.
- After you *sacrifice*, you can spark a soul ember at a character in range 5, dealing 1 piercing damage. This effect can only trigger three times a turn.

Refresh: Refresh or exit this stance at the start of your turn.

Infuse 4: INCANDIUS

When entering this stance, shove all adjacent characters 3 and spark a soul ember at them, dealing 1 piercing damage to them. *Collide*: Characters are *vulnerable*.

TALENTS

- I. If a foe is struck by two or more soul embers from this ability in the same turn, they become *vulnerable*.
- II. Foes that end their turn adjacent to you while Soul Burn is active are shoved 1.

MASTERY: SOUL SPARK

Free Action: You can willingly siphon off your burning life force to empower your next ability *sacrificing 6*, then ending the stance.

The ability deals *bonus damage*, cannot miss (turn any attack miss into a hit), activates all *exceed* effects, and foes gain +1 *curse* on any saves.

BLAZING BOND

1 Action
Range 4, Mark

You link the soul Aether of you and a companion with a chain of pure fire aether, drawing from the strength of one to bolster the other.

Mark: An ally in range is marked by you. While affected by this mark and in range, gain the following interrupt:

Heartfire

Interrupt 2

Trigger: You or your ally takes damage or *sacrifices* hp.

Effect: You can choose to reduce that damage or hp loss by 3. If you do, the other partner *sacrifices 3*.

Comeback: Reduce partner sacrifice to 1.

TALENTS

- I. While marked, you can teleport yourself or your ally 2 spaces at the end of your turn, as long as you end closer to each other.
- II. *Comeback*: Grant either you or your ally *defiance* when taking this action.

MASTERY: SOUL BOND

If one of the partners would take damage from an ability that would reduce them below 1 hp, the other can reduce themselves to 1 hp to grant that ally immunity to all damage from the triggering ability. The bond then snaps, ending this mark.

AETHERSHARD

1 action
Range 6, Object

You crystallize ambient Aether with force of will, forcing it to take a useful form

Object: *Sacrifice 3* and **summon** an Aethershards in a free space in range 6.

Aethershards

Height 1 object

Summon Effect: When you include the Aethershards in the area of any ability, the ability resonates with the shards, dealing 2 piercing damage as an *area effect*, once, for every one of your Aethershards caught in the same ability. Then destroy all Aethershards activated this way and gain 1 Aether.

Comeback: Reduce *sacrifice* to 1

TALENTS

- I. When you take any action that spends Aether, you can first remove one of your aethershards, then place it in any free space up to range 2 from its original location
- II. Your abilities ignore cover against characters adjacent to Aethershards

MASTERY: AETHERSHIFT

If you start or end your turn adjacent to an Aethershard, gain *phasing* until the end of your next turn. The spaces of objects cost 0 spaces for you to enter for the same duration.

CHAPTER 2

IMPLODE

1 action
Range 6, Delay

You burn away the air itself, creating a sucking void that rips your foes into its howling embrace.

Effect: End your turn and Delay: Choose a space in range. Your next turn must be slow, but at the start of that turn, that space explodes with gravitational energy, shoving all characters in a blast 2 *area effect* around it as close as possible towards it. Characters are shoved in any order you like. Any character that is in the center space when this ability activates must save or be *stunned*.

Comeback: Free Action

Infuse 4: NULL

Area becomes blast 3

TALENTS:

- I. Gains *Collide*: character is *shattered*.
- II. The center space also becomes a *pit*.

MASTERY: WAKING VOID

You can choose a character with this ability instead of a space, but it doesn't stun the center character. If that character is defeated, *Implode* immediately activates.

PYROCLAST

1 action
Range 6

Taking a page from the geomancers, Enochians can send a pulse of fire aether into the earth itself, causing tectonic upheaval.

Effect: Choose yourself or a character in range. At the end of that character's next turn, the ground beneath them erupts. Create a height 1 magma spire *object* under them, pushing them up. All characters adjacent to that object, but not the original character, are shoved 1 and take 2 piercing damage.

Comeback: You may choose yourself *and* another character

Infuse 3: PYROSPIRE

Terrain space becomes height 3

TALENTS:

- I. Also cause a magma eruption adjacent to your target, creating 2 spaces of dangerous terrain.
- II. You may *sacrifice 2* to immediately *shatter* your target.

MASTERY: MAGMOTIC

Instead of creating a spire, you can create a magma-filled Pit. The pit is additionally dangerous terrain. When it appears, the eruption causes a blast 1 area effect centered on your target that inflicts 2 piercing damage

CHAPTER 3

Bright Soul: If you are defeated, you can choose to burn off all your aether to cause a massive explosion, dealing *fray* damage once, then for each aether burned, dealing *fray* damage once more to all characters in a blast 2 area centered on you.

BLACKSTAR

2 actions, attack
Range 8, blast 2, pierce

You burn and condense your own aether into super condensed form, creating a crackling black orb that inflicts maximum destruction. Without the time to stabilize this attack, its use can rip away your very life force.

Attack: On hit: 2[D]+*fray*. Miss: [D]+*fray*

Area effect: [D]+*fray*

Comeback or Exceed: Creates a *pit* under the center space, and up to three space of difficult terrain in the area.

Special Effect: Also *Sacrifice* 50% of your max hp unless the round number 6 or higher.

Infuse 5: ASTRAL BLACKSTAR

Ignore Blackstar's round requirement

TALENTS:

- I. If Blackstar's special effect triggers, capture your fleeing soul aether and gain 1 aether after this ability resolves.
- II. If Blackstar's special effect triggers, this ability deals bonus damage and gains +1 boon

MASTERY: GREAT SPIRIT BOMB

When you use Blackstar, if it's special effect triggers, you can split sacrifice into 25% max hp to yourself, and 25% to an ally in range 3.



One of the Hellbreakers, an Enochian order



Hedge Wizard



Red City Enochian



GEOMANCER

Guardian of the Pure Earth

Geomancers belong to an old order of mystics, doctors, alchemists, and esoteric martial artists called the Keepers of the Elden Gate. These scholarly wrights are concerned with health and the flow of energy, not just through the body, but through the very earth itself. They consider themselves physicians of the highest order - their patient being the eternal land of Arden Eld.

These studious wrights attune themselves to earth Aether, aligning the energy channels of their body to crystalline perfection with vigorous exercise and sometimes bizarre health regimes. In battle, the land itself is their ally, spitting forth poisonous gases, cavernous upheavals of earth, and great spires of rock to crush their foes.

None are more concerned with the Churn than the geomancers, who view it as the greatest sickness known to Kin, and will take any opportunity to fight or study it with exuberance.

PLAYSTYLE

Geomancers are masters of shaping the battlefield and inflicting slow, hard hitting destruction. Geomancers gain a lot of benefits from **charge** effects and are able to create and modify a great number of **objects** and **terrain**. Their **aftershocks** are free, high damage areas that can be easy to avoid - but trapping enemies with terrain or the help of allies can help them land.

Geomancer's *resonance* trait gives them bonuses for playing close to the action, so using terrain for positioning is critical. Their ability to aid allies by modifying terrain shouldn't be discounted!

Geomancer's limit break, **Cataclysm**, is a slow effect that has a low action cost and also removes you from harm for a round. It causes maximum destruction if it hits a large number of objects.

RELEVANT RULES

- **Collide** - A *triggered effect* that occurs on all characters shoved into an obstruction by this ability.
 - **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
 - **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
 - **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
 - **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
 - **Unstoppable** - Immune to all statuses. Cannot be moved or removed from the battlefield by foes, and movement ignores *engagement* and *rampart*.
- **Difficult terrain:** +1 space to exit
 - **Dangerous terrain:** Take 2 piercing damage on entering. Can only take this damage once a round for each space.
 - **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.

TRAITS

Aftershock: When you use any attack, you can cause an aftershock in the space under your target. Gain **Delay:** Your next turn must be slow, but at the start of that turn, the aftershock explodes in a blast 1 *area effect* centered on that space, dealing piercing fray damage to characters other than you within. If the area effect catches an object in the area, it deals piercing fray damage twice instead.

Unlike most other delay effects, aftershock does not end your turn, and can stack with other delay effects.

Resonance: When you make an attack against a character at exactly range 3, it deals bonus damage, and gain 1 Aether.

Orogenic Rage: At the start of round 5 and for the rest of combat, become *unstoppable* and your *aftershocks* deal double damage.

Stone Double: The first time you vacate a space during your turn, you may create a height 1 statue *object* in the space you vacated, as long as its unoccupied.

LIMIT BREAK: CATACLYSM

3 resolve
1 action, Divine

*I, protected by the holy trigram,
Summon the ten thousand molten metal kings.
Run amok with thy furies, and rend the immortal
stone,
Turn Heaven and Earth!*

Effect: End your turn. You dive into the earth and off the battlefield. Remove yourself from play. Target a line area 4 spaces wide from one side of the battlefield to the next. Then gain **Delay:** Your next turn must be slow. At the start of that turn, you cause a rolling wave of earth to sweep across this area, from one side to the next. Characters within take [D] + fray as an effect and are shoved 1 in the direction of the line.

Effect: After the first effect resolves, all objects in the area release an explosion for a blast 1 area effect centered on them, dealing [D]+fray as an

area effect. Characters hit by two or more explosions take 2[D]+fray instead.

When this ability resolves, place yourself in any unoccupied space in the area.

ULTIMATE: MOLTEN CORE

After taking this move, you emerge with a shield of molten rock covering you. You gain *unstoppable* and *resistance* until the end of your next turn.

ABILITIES

BIO

1 action, attack
Range 8, cross 1, Pierce

The earth splits, excising poison from its depths, belching poisonous metals and gases.

Attack: *On hit:* [D] + fray. *Miss:* fray. **Effect:** Foe is *shattered*.

Area effect: Fray

Charge: Create a space of dangerous terrain in the area

Infuse 3: BIOTIC

Create dangerous terrain under every character in the area.

Talents

- I. You may also cause pits, objects you created, and difficult terrain caught in the area to become *dangerous* terrain.
- II. You may cause existing *dangerous* terrain spaces in the area to boil with poison after this ability resolves. Characters in or adjacent to one or more of those spaces take 2 piercing damage and must save or lose all vigor.

MASTERY: MAGNABIO

Magnabio benefits from all bio talents

Infuse 6: MAGNABIO

2 actions, attack

Cross 4, Range 8

Attack: *On hit:* 2[D] + fray. *Miss:* [D] + fray.

Area effect: [D] +fray

Terrain Effect: Create a blast 1 toxic cloud centered on the center space. The area is *dangerous terrain* and characters inside the area are *shattered*+. The cloud lasts until this ability is used again.

DRAGON DIVE

1 action

End Turn, Delay

The earth is an old friend to geomancers, and will allow them passage as easily as slipping into water.

Effect: Choose a character in range 6, **end your turn**, and gain **Delay:** You must take a slow turn next round. At the start of that turn, you dive into

the earth, removing yourself from the battlefield and placing yourself within range 3 of that character. They don't have to be in range or line of sight.

Area Effect: When you explode upwards, you may shove all adjacent characters 1 and deal 2 piercing damage to them.

Infuse 3: DRAGON KICK

You can cause the Area Effect to be a breach 1 area effect instead. If only one character is caught in the area, they take 2 piercing damage twice instead and are shoved 2.

TALENTS:

- I. Gain *Collide:* Character is *vulnerable*.
- II. You may burst out of the ground and fly 2 after Dragon Dive's delay effect resolves.

MASTERY: DOUBLE DRAGON

You can pull an adjacent willing ally with you during Dragon Dive, removing them when it triggers, then placing them in any adjacent space after the area effect resolves.

GEO

2 actions, attack

Arc 6 + blast 1

The stomp of a foot or the slap of a palm is magnified a hundred fold into rumbling death.

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Area Effect: fray

Terrain Effect: Create a height 1 boulder *object* in free space in the area after the attack resolves.

Charge: Create 2 boulders instead

Infuse 4: GEOTIC

Increase area to arc 8 + blast 2

TALENTS

- I. When a boulder is created, you may shove all adjacent characters 1 away from the boulder. *Collide:* character has a space of *difficult* terrain created under them.
- II. Boulders can be created under characters, and you may choose to make characters you create boulders under immune to damage from this ability

MASTERY: MAGNAGEO

Infuse 6: MAGNABIO

2 actions, attack

Arc 10, Blast 2

Attack: *On hit:* 2[D] + fray. *Miss:* [D] + fray.

Area effect: [D] +fray

Terrain Effect: Creates a massive crater. Create a boulder object in every side space of a cross 1 area inside the area, with a pit in the center space. These terrain effects can be created under characters.

HELIX HEEL

1 action

Line 3

Area Effect: 2 piercing damage, ignoring cover.

Effect: If an object is in the end space of the line, it resonates, dealing 2 piercing damage to adjacent characters. Then, the effect bounces, drawing a new line 3 effect from the object, extending the area effect.

Effect: If another object is at the end space of the new line, repeat the above effect. This effect can only trigger once per object. If it bounces three or more times, all characters in the area are *shattered*.

Charge: Only needs two bounces to trigger the shatter.

TALENTS

- I. When Helix Heel bounces off an object, you can shove it 1 in any direction before extending the line.
- II. After Helix Heel resolves, fly 1 or teleport 1 space for each bounce (up to three times)

MASTERY: SPIRAL CRUSHER

You can bounce Helix Heel off characters instead. Characters that it bounces off are shoved 1 away from you after the ability resolves. *Collide:* Create a pit under the colliding character.

TERRAFORMING

2 actions

The key of creation is turned, and the land is shaped like clay, as the Titans once did.

Effect: Target a blast 2 area in range 6 and choose two of the following *terrain effects* to create in that area. You cannot select the same effect more than once. Effects cannot be created in spaces occupied by characters.

- Create two height 1 boulder *objects*

- Create two pits
- Destroy any of your created objects in the area or raise the height of any existing objects by +1
- Create a line 3 area of difficult terrain in the area
- Remove any difficult or dangerous terrain of your choice in the area

Charge: Choose three effects

Infuse 2: EARTHBLOOD

Sink into the ground, removing yourself from the battlefield and placing yourself in any space in the area after the ability resolves.

TALENTS:

- I. *Charge:* Affected area becomes Blast 3
- II. You can also create up to 3 spaces of dangerous terrain in the area as a choosable effect

MASTERY: ANCIENT ERUPTION

You can cause a massive eruption when this ability is used. All characters in the area must save or be *shattered*. Shattered characters are *stunned* instead on a failed save.

OBSIDIAN FLESH

1 action

Stance, power die

Like the deepest magma in the earth's crust, your flesh becomes more stony when struck, eventually becoming covered in a gleaming obsidian shell.

Stance: While in this stance, set out a d6 power die at 1. Tick it up after a foe uses an ability that damages you. At 4+, gain *resistance*. If the die is at maximum and you would tick it up again, this stance immediately ends and you become *stunned*.

Refresh: Refresh this stance at the start of your turn. When the stance refreshes, you may tick the die up or down by 1.

TALENTS:

- I. If this ability ticks over, it doesn't end until the end of the current turn.
- II. When this ability ends, you may have the shell explode off you, dealing 2 piercing damage in a breach 1 *area effect* adjacent to you and shoving characters inside 1.

MASTERY: DIAMOND SOUL

You have *regeneration* while in this stance, and when it refreshes, you can tick the die up or down by 2.

CHAPTER 2

REALIGNMENT

2 actions

Using your knowledge of innumerable anatomies, you quickly rearrange energy channels in your target to heal them - forcefully.

Effect: You hit a precise pressure point on an adjacent character, purging toxins from their body. A character must be affected by at least 1 status to be targeted by this ability. End all statuses on the character and create a breach 1 *area effect* adjacent to your target. Characters within take piercing fray damage once for each effect purged, to a maximum of four times. If your target is a foe, you can also *shatter* them.

Charge: Also end any marks of your choice on your target, counting as purging an effect.

Infuse 3: CORE BREAKER

Area becomes breach 2 and shoves all character inside 1.

TALENTS:

- I. If your target is bloodied, you may also *cure* them.
- II. Create a space of *dangerous* or *difficult* terrain in the area for each effect purged.

MASTERY: JADE NEEDLE

Characters in the affected area must save or also be affected by every status that was just purged.

MIDAS

Interrupt 1
Range 5

In a flash, flesh becomes unyielding stone.

Trigger: You or a willing ally in range takes damage from an ability and are not defeated.

Effect: You transmute yourself or your ally into solid stone, metal, or gemstone. After the triggering ability resolves, remove that character from the battlefield and replace them with a height 1 statue *object*. At the start of their next

turn, or if the object is removed sooner, replace the object with your ally. Any characters or objects on top of the statue when it is replaced are placed in a free adjacent space or as close as possible.

Special: If you use this ability twice on the same character in the same combat, do not return them to the battlefield until combat is over. Until then, they count as defeated.

TALENTS

- I. When your chosen character is returned, their statue remains on the battlefield as a *broken shell* object. Place them in an adjacent space to it instead.
- II. When your chosen character returns, the shell explodes off them, shoving all adjacent characters 1. If that character was at 25% hp or lower, also deal piercing fray damage to all adjacent character as an *area effect*.

MASTERY: STONE RESONANCE

Any time a statue created by this ability is caught in an area affect from any character, you may choose one of the following:

- Deal 2 piercing damage to all character in the area effect again.
- Shelter all adjacent characters to the statue from the area effect, granting them *cover* against its effects and +1 boon on any saves.

CHAPTER 3

Stoneswim: You have *phasing*, for objects, and the spaces of objects always cost 0 movement for you to enter.

QUAKING PALM

1 action, attack
Melee, Range 3, Pierce

You hit your target with a pressure wave, setting up lethal vibrations in their body that are strong enough to crack the earth beneath their feet.

Attack: On hit: [D]+1. Miss: 1. **Effect:** Foe is vulnerable.

Effect: Set up lethal vibrations in a foe's body. When they end their next turn, they take 1 piercing damage once for every object adjacent to them, up to a maximum of 4 times. Then, this effect ends.

Charge: Vibrations also damage all characters in a blast 1 *area effect* centered on the character

Infuse 3: PRIMAL BURST

After this ability resolves, you may shove the affected character 1 space for each time the effect triggered. These shoves can be in any direction.

TALENTS:

- I. While Quaking Palm's effect is active, after that character uses any ability that moves them, create a *difficult* terrain space in any free space adjacent to them.
- II. While Quaking Palm's effect is active, after that character uses any ability that moves them, dealing 1 piercing damage to all foes adjacent to that character.

MASTERY: PURE HAEON

Quaking Palm's effect triggers for each object in range 2 instead of adjacent.



SPELLBLADE

Swordmaster, Wind Dancer

Spellblades are a martial order of highly trained wrights. Many of them come from the Guild Academies in the great cities of Arden Eld, where they often take prestigious posts in the local militias and city

watch. Other wrights tend to view Spellblades as stiff, unfeeling military types, but spell blades themselves know they are consummate professionals and unparalleled masters of their art.

The lightning Aether that the spellblades wield is highly volatile, and requires intense training and focus to control. Once a spell blade has learned their craft, however, the speed, power, and precision at which they can act is intoxicating, crossing great spans of space in an instant, riding the Aetherial currents with a flash of gleaming steel.

PLAYSTYLE

Spellblades are highly mobile, agile mages that deal a flurry of small but potent blows. Their ability to skip infuses with **slay** effects and their powerful **teleports** give them a lot of benefits for prioritizing weak targets. Though they are quite fragile, their *aether deflection* trait can give them some staying power, but drains their aether.

Spellblades get a lot of mileage out of the **vulnerable** status as they deal a lot of small instances of damage. They can use their utility abilities to teleport themselves or allies out of tough situations, dancing around their foes.

Spellblade's limit break, **Gran Levincross**, allows you to cordon off enemies and give you breathing room to finish off foes. You can ignore its crackling walls of lightning with your numerous teleport effects, and your allies can do the same.

RELEVANT RULES

- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.

TRAITS

Aether Deflection: *Interrupt 1:* Trigger: You are targeted by an ability from a character in range 2. *Effect:* Gain *resistance* against damage from that ability. You only have one use of this interrupt per combat. However, you can spend 1 Aether any time to regain it.

Conqueror's Edge: The Infuse cost of your abilities is reduced by 1 if there's a foe in range 2. Additionally, many of your infuses can be triggered as *slay* effects instead, and you may infuse 3 Aether to trigger the *slay* effect of any ability. Abilities with *infuse or slay* effects cannot trigger both at once.

Storm Hilt Rage: At the start of round 5 and for the rest of combat, any effects that teleport you have the range of the battlefield, and you may teleport to any space before using any ability.

Klingenkunst: You may teleport 1 before using any ability on your turn.

LIMIT BREAK: GRAN LEVINCROSS

2 actions
4 resolve
Divine

*I summon thee, bloody gods of the cutting art,
Let the might of the divine realm crash upon the
piteous earth,
Strike eighty thousand blows at once,
And split the air asunder!*

Effect: Your blade extends and you make two massive cuts across the map, splitting the walls between worlds. Draw a cross section across the map, splitting it into four sections of any size. Deal [D]+fray *divine* damage to all characters caught in the cross, then remove all characters out of the affected area and place them in the nearest free space of your choice. Characters can pass a save to choose which side they end up on.

The affected area becomes a crackling wall of lightning that does not block line of sight, but blocks all movement except teleporting. This effect ends at the end of the next round.

Allies can use a *free action* to teleport across the wall from an adjacent space, placing them on the closest adjacent space on the other side.

If any version of this ability has no valid space in which teleport a character to, still deal damage, but this ability doesn't create the lightning wall.

Slay or Infuse 3: RAGNARÖK

Area effect: After this ability resolves, scathing divine lightning hits a quarter of the map of your choice. Characters within take [D]+fray Divine damage.

ULTIMATE: GÖTTERDÄMMERUNG

Infuse 6: *Götterdämmerung*

Area effect: After this ability resolves, scathing divine lightning hits every quarter of the map but one of your choice. Characters within take 2[D] +fray Divine damage.

ABILITIES

BLITZ

1 action, attack
Melee, Range 3, Pierce

A thousand needles of light, each striking a perfect blow.

Attack: On hit: [D] + fray. Miss: fray damage.

Effect: Foe is *vulnerable*.

Effect: Teleport 1, then teleport 1. Each time, you may deal 2 piercing damage to a character in range 3 other than your attack target. Characters can only be damaged once a turn by this effect.

Slay or Infuse 3: GRAN BLITZ

Repeat the effect

TALENTS

- I. When used against a bloodied foe, blitz creates two lightning *dangerous* terrain spaces anywhere in range 2 of them, including under characters.
- II. Foes inside of difficult or dangerous terrain or pits take 1 piercing damage three times from Blitz's effect instead.

MASTERY: GUNGNIR

The last teleport you make with Blitz creates a cross 1 *terrain effect* of crackling lightning, with at least one space adjacent. The area is *dangerous* terrain. At the start of your turn, you may deal 1 piercing damage, twice to all characters in the area.

ODINFORCE

1 Action
Power die, Stance

You thrust your weapon skyward, and pierce the heavens.

Stance: Shoot a flurry of lightning bolts into the air and set out a d6 power die, starting at 3. When you enter this stance, or any time you teleport, you may call a bolt down, hitting a character in range 3 and dealing 1 piercing damage, then reducing your power die by 1. This effect can trigger any number of times a turn. If you run out of bolts, Odinforce ends.

Effect: When you trigger a *slay* effect, gain +2 more bolts

Refresh: This stance automatically refreshes at the start of your turns. When this stance refreshes, gain 2 more bolts, to a maximum of 6.

TALENTS

- I. If you end a turn without attacking, gain +2 more Odinforce bolts.
- II. *Comeback:* Odinforce gains 4 bolts instead of 2 on refresh.

MASTERY: LEVINBLADES

At round 4 or later, if you're in this stance, you may spend 1 action and end it to deal 1 piercing damage six times, to a character in range 6, ignoring cover. If you do so, you can't use the stance again for the rest of combat.

NOTHUNG

2 actions, attack
Melee, Range 2, Arc 4

You summon a blade of pure lightning energy, sweeping it in a shining arc.

Attack: On hit: 2[D] + fray. Miss: fray.

Area effect: fray

Effect: Teleport 1, then deal 1 piercing damage again to your target for every foe or ally adjacent to them, to a maximum of four times.

Slay or Infuse 3: GRAM

Effect: After the ability resolves, release a flurry of slashes in a blast 2 *area effect* centered on you, dealing 1 piercing damage, twice, to all foes.

TALENTS

- I. When used against a bloodied foe, Nothung deals bonus damage, and deals 1 piercing damage again to its target on hit.
- II. *Comeback:* Increase teleport to 4

MASTERY: EXCALIBUR

All 1 piercing damage listed by this ability becomes *divine*.

ÄTHERWAND

1 Action
Terrain effect

You summon the highwinds to batter your foes.

Terrain Effect: Swipe your weapon to create a line 3 area of crackling winds in range 4, with the following features:

- The area is *difficult terrain*.
- Allies may use any space of the area for *cover*.
- Once a round, when you include any space of the ätherwand in an area ability, you can infuse the triggering ability with stormy power, teleporting all characters targeted by that ability and any characters in the wall 1 space.

The area lasts until created again.

Infuse X: Äthersturm

Infuse X aether, and extend the area by 1 spaces for every Aether infused, up to a maximum of +3 spaces.

TALENTS

- I. When you use this ability again, it doesn't replace the old area, but extends it, as long as at least one space of the new area is adjacent to the old.
- II. At the start of your turn, you can move the area 1 space in any direction. If it moves into the space of a character, it shoves them 1.

MASTERY: HELLERWIND

You can create a powerful gale instead, causing the area to also be *dangerous* terrain and block line of sight for characters outside the area.

FULMINATE

1 Action, Mark

You charge your target with unstable magnetic energy, causing unstoppable attractive force.

Mark: A character in range 6 is marked. The character gains aura 2 while marked. At the start of your turn, you may teleport all characters in the aura 1 space, all ending either closer or further away from the character than they started.

TALENTS

- I. When marking a character, you can increase the area to 3, and the teleport to 2, but it only affects allies.
- II. When marking a character, you can condense the aura to 1, but increase the teleport to 2 spaces instead.

MASTERY: HAND OF TYR

Ranged attacks against the target change depending on whether you marked a foe or ally.

- On a foe, attacks are pulled towards it. They have no maximum range if they have a listed range and target the foe, deal bonus damage, and ignore cover.
- On an ally, ranged attacks cannot critical hit (turn any critical hit into a regular hit), cannot deal bonus damage, and gain +1 curse

BIFRÖST

1 action

You slash a line of rampant multicolored lightning aether, a blinding arch of light that can carry you or your allies to safety.

Area effect: Sweep your blade to cut a line 3 crackling lightning arch, dealing 1 piercing damage twice to all characters in the area

Terrain effect: The arch remains in the air. Yourself and allies that enter any space of the area can grab on to it as a *free action* to immediately teleport to any other free space adjacent to the area. Then the area is consumed, removing it.

Infuse 3 or Slay: Heimdall

Create a new line 3 terrain effect, which cannot overlap the first. This second effect does not deal damage but has the same terrain effect as the first.

TALENTS:

- I. The teleport from Bifröst can interrupt other actions and does not stop movement.
- II. Bifröst areas grow by 2 spaces, added anywhere to the total area in any pattern, at the end of each round. When they grow, deal 1 piercing damage to all characters inside.

MASTERY: PATH TO ERENHELION

Bifröst bounces if its end space lands in the space of an object, creating a second line 3 area that extends the total area.

CHAPTER 2

RAMPANT NAIL

1 action

Range 3, power die

A weapon of pure lightning energy impales itself into the earth, flying from a phantom arsenal, and crackling with potential.

Terrain Effect: You impale a fierce spike of lightning aether in a space in range. The spike lasts until activated (see below) or a new spike is summoned.

Lightning Spike

Terrain effect: The spike has aura 2. Whenever you deal 3 or less damage to a character in the aura, gain a d6 power die, or tick the power die by up 1. At the start of any turn the die is at maximum, the spike becomes charged with energy. While charged, you can cause the spike to explode as a *free action*, dealing 1 piercing damage, twice to all characters in the aura as an *area effect*, *shattering* them, and shoving them 1 away from it. The spike is then removed.

Infuse 3 or Slay: RUINÖS

Re-summon the nail after it detonates, discarding the first power die.

TALENTS:

- I. While the nail is active, a cross 1 area centered on the nail is *dangerous* terrain.
- II. At the start of your turn, tick the power die up by 1 for every bloodied foe or ally in the area.

MASTERY: VORACIOUS NAIL

Characters that start their turn adjacent to the nail become *vulnerable*. Vulnerable characters are *vulnerable+* instead while inside the nail's aura.

STURMREITEN

Interrupt 1

You transmute yourself and your gear into pure lightning Aether, coursing through the boundaries between worlds in a moment.

Trigger: You are damaged by foe's ability, and the ability resolves

Effect: Draw a line 3 *area effect*, then teleport to the end space. If you can't teleport there, this ability can't be used. All other characters in the area take 1 piercing damage.

TALENTS

- I. You may teleport one adjacent ally with you to any free adjacent space after this interrupt resolves.
- II. *Comeback:* You may extend Sturmreiten's area by another line 3 area, drawn in a different direction.

MASTERY: MJÖLLNIR

Create an arc 5 area instead.

CHAPTER 3

Great Wind Riding: Once a turn, when you teleport, you can also teleport an adjacent ally with you, placing them in a free adjacent space after your teleport resolves.

DRIFTING LEAF

2 actions, attack
Line 6, Melee

Agile and alert, your swordcraft spells doom for your foe. When they go to retaliate, you were never there.

Attack: On hit: 2[D]+fray, *Miss:* fray damage.
Effect: Foe is *shattered*.

Area effect: Fray

Effect: After the attack resolves, teleport 1, then gain the Leaf on the Wind interrupt until the start of your next turn.

Leaf on the Wind

Interrupt 2

Trigger: A foe enters a space adjacent to you

Effect: Teleport 1, then deal 2 piercing damage to that foe.

Infuse 3 or Slay: PHANTOM BLADE

Until the start of your next turn, this interrupt has unlimited uses.

TALENTS:

- I. Drifting Leaf deals bonus damage against bloodied foes, and its interrupt deals 1 piercing damage, twice to them instead.
- II. You may teleport your foe to any space adjacent to you instead of teleporting yourself 1 instead when this interrupt triggers.

MASTERY: GREAT CYCLONE

At round 4 or later, Drifting Leaf's *infuse* is always active.



Aerothurge's Guild Spellblade



STORMBENDER

Dire Navigator, Master of the Waves

The seas of Arden Eld are its most treacherous terrain. Boiling over with monsters, and wracked with unnatural and freakish weather, most folk prefer to give them wide berth. However, there are still those brave and hardy souls that live on the islands around Arden Eld, and the merchants, sailors, and travelers that rely on the sea for fast passage and the movement of cargo, the lifeblood of the continent's great cities.

The storm benders are the great masters of the sea, the supreme navigators that make sailing even possible around Arden Eld. Water-attuned wrights, they are most at home on a deck, or clambering the rigging. Each of them are sailors of the highest caliber, coming from all over - old trade guilds, islander clans, and nautical churner enclaves.

Bending the essence of the sea to their beck and call, the storm benders can clear the skies with a swipe of their hands, feel the currents ahead for aquatic monsters, turn weather away from the hull of the ship, and blow wind into its sails. It doesn't matter that many of them dabble in a little light piracy on the side - they are the undisputed masters of their element, and they wouldn't have it any other way.

PLAYSTYLE

Stormbenders are seafaring masters of battlefield **terrain effects**, deal more damage to characters in those effects, and can even use their **selkie** summon to extend these effects slightly where convenient. Since storm benders **fly** inside their own terrain, they can ignore its adverse effects, and use it to travel over other adverse terrain and enemies.

It's other summons, **salt sprites**, are perfect combos with **collide** effects and can help move around allies. With setup, a storm bender can move allies around the entire map, and easily send enemies hurtling into dangerous terrain or pits.

Stormbender's limit break, **Elemental**, transforms them into a much larger form that is also a living *terrain effect*, allowing them to become much sturdier, fly, and greatly slow down enemies in their area.

RELEVANT RULES

- **Difficult terrain:** +1 space to exit
- **Dangerous terrain:** Take 2 piercing damage on entering. Can only take this damage once a round for each space.
- **Auto-hit** - This attack doesn't make an attack roll but always scores a hit (not critical hit or miss).
- **Collide** - A *triggered effect* that occurs on all characters shoved into an obstruction by this ability.
- **Flying** - A flying character ignores all terrain penalties, obstruction, and engagement. They are still affected by impassable terrain and height advantage.
- **Mark** - Places a mark, an *ongoing effect*, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.

TRAITS

Selkie: You have a bound elemental. At the start of any combat, **summon** it in range 3.

Selkie

Size 1, intangible, flying

Summon Effect: Your Selkie can share space with characters, and is also considered a *terrain effect*.

Summon Action: The Selkie may fly 3 at either the start or end of your turn. If it ends this flight in a free space, it may meld with one of your adjacent terrain effects, extending it's area into the Selkie's space, lasting until it uses this action again. While copying a terrain effect, it becomes immobile.

Dash on the Rocks: 1/round when you cause a character to *collide*, gain 1 aether. Your abilities gain *collide*: foe takes 2 piercing damage.

Sea Legs: You deal bonus damage to characters in pits, difficult, or dangerous terrain. While inside any of your own terrain effects, you have *flying*.

Pelagic Rage: At the start of round 5 and for the rest of combat, you are buoyed up by a huge swell of elemental water. You gain aura 2. Yourself and allies in the aura gain *flying* and *cover*, and the area is *difficult* and *dangerous* terrain for foes.

LIMIT BREAK:

ELEMENTAL

3 resolve

Free action

*On account of the magic that is in my body,
Turn aside, detested of Sea and Storm,
Thou wretch, go with thy face diverted!
I call the elements into the temple of my body.
Be scattered like dust, and feed the wind!*

Effect: You take on a fearsome elemental form, gaining the following benefits for the rest of combat:

While you are an Elemental:

- You are a *flying, phasing*, blast 1 *terrain effect* as well as a character. Effects such as adjacency, auras, or anything that is centered on a character count only the center space of the area.

- You can share space with characters.
- Your area is *difficult* and *dangerous* terrain, but only for foes. Allies gain *cover* in the area.
- You ignore the adjacency penalty for ranged attacks.
- You have *resistance* to any character standing in your area

UTLIMATE: SHIELD OF THE FOUR WINDS

If you so choose, when an ally would be shoved, teleported, or removed from your area, you can completely prevent that ally from being moved. This effect can trigger only once a round.

SUMMONS

Many stormbender abilities summon a Salt Sprite. When a Salt Sprite is summoned, it can be summoned in range 2 unless a different range is specified. You can have a maximum of six active Salt Sprites.

Salt Sprite

Size 1, intangible, immobile

Summon Effect: The Sprite is both a *summon* and *terrain effect*. It can share space with other characters, and its area counts as *difficult terrain*.

Effect: When a character is shoved into the sprite's area, it triggers **collide** effects and awakens it. Allies shoved into its space can fly 2. Foes are shoved 1. Then, remove the sprite.

ABILITIES

RIME

2 actions, attack
Line 6, summon

You pull an enormous weapon made of pure ice out of the air, and hurl it through foes.

Attack: On hit: 2[D]+fray. *Miss:* Fray

Area effect: fray.

Effect: Shove all characters 1 to either side of the line. You can shove in different directions for all characters. Then shove the attack target 1 and summon a *salt sprite* in any space in range 2 from them.

Collide: Summon a *Salt Sprite* adjacent to the colliding character.

Infuse 1: DAGON

This ability creates a watery *pit* under its target after this ability resolves.

TALENTS

- I. If the end space of Rime hits a pit or object, the weapon bounces back and deals 1 piercing damage, twice, to all affected characters again.
- II. If the end space of Rime hits a pit or object, it explodes into a shower of icicles, dealing 1 piercing damage to one or two characters in range 3 of that pit or object, and summoning a salt sprite for each of those characters.

MASTERY: MAGNARIME

Infuse X: MAGNARIME

Rime can be infused with massive aether, becoming **Infuse X**. If so:

- The area becomes Arc 5, plus one per aether infused.
- Summon a *pit* in the area after the ability resolves for every two aether infused.
- Deal 1 piercing damage to all characters in the area again after the ability resolves for every two aether infused.

TSUNAMI

2 Actions
Terrain Effect

The stormbenders can ride swells of water as easily as any terrestrial steed. For those not as gifted, the experience is less pleasant.

Terrain effect: Create a huge swell of elemental water. The area is a blast 1 terrain effect that is *difficult* and *dangerous* terrain that you may place anywhere as long as its edge is adjacent to an edge of the map.

When you use this ability, choose another edge of the map. When you use this ability, and the start of your turns, your tsunami moves 3 spaces in a straight line towards that edge. When every space of the tsunami would move off the map, the effect ends.

Any non-flying characters in Tsunami when it moves are dragged with it, shoving them. If they are blocked by obstructions, they *collide* which could cause Tsunami to move on without them.

Collide: Character is *shattered*.

All your Tsunamis disappear if you use this ability again, or they reach an edge of the map.

Infuse 1: STORMLASH

Free Action

Choose an edge of the map. Your active tsunamis move 2 spaces in that direction.

TALENTS

- I. Tsunami creates a pit in its center space after completing its movement. The pit remains even if Tsunami moves on.
- II. Foes inside Tsunami take +1 curse on saves.

MASTERY: LEGENDARY STORM

Tsunami moves anywhere from to 1 to 4 spaces instead of a flat 4, and also affects flying foes.

CRYO

1 action, attack
Line 8, Pierce

You shoot a spear of frozen water aether at your foe, stirring up ambient water aether in the air.

Attack: Auto hit: 1 damage. *Effect:* Character is *shattered* and shoved 1 towards you.

Area effect: 1 damage

Effect: Gain 1 Aether

Effect: If any character is already *shattered*, create a *pit* under them.

Infuse 4: CRYOTIC

Change area to Line 8 + cross 1 and gains **effect:** Summon a *salt sprite* for every character in the area adjacent to those characters.

TALENTS

- I. At round 4 or later, this ability generates +1 Aether when used.
- II. At round 4 or later, this ability *shatters* all characters in its area.

MASTERY: MAGNACRYO

Magnacryo benefits from all *Cryo Talents*

Infuse X: MAGNACRYO

2 actions, attack

Pierce

Melee, Line 2 per Aether spent

Attack: On hit: 2[D] + fray. Miss: [D]+fray.

Effect: Character is *shattered*.

Area effect: [D]+fray

Effect: The attack target is impaled with an icy harpoon, then shoved along the line as far as possible towards the caster.

GEYSER

1 action

Object, summon

You awaken the water aether lying dormant in the land or sea, causing it to surge up in a vigorous burst.

Object effect: Summon a height 1 *geyser* object in a free space in range 4. If any character either starts or ends their turn on a geyser, you can cause it to erupt, removing that character from the battlefield, then placing them one or two spaces away. Then, remove the geyser.

Effect: After the geyser is activated, summon a *Salt Sprite* in its space.

Infuse 3: VOLCANIC GEYSER

Create a Volcanic Geyser instead. When it erupts, it removes and places all characters in a cross 1 area effect centered on it.

TALENTS

- I. Increase the height of all geysers by +1 at the start of your turn. Allies standing on a geyser have *cover*.
- II. Once a round, when a character *collides* with a geyser, summon a Salt Sprite in range 2 from them.

MASTERY: GREAT GEYSER

Allies can be placed up to three spaces away by a geyser and after landing gain *flying* until the end of their next turn.

GUST

1 action

Terrain effect

The stormbenders are friend to breeze and gale, and have learned how to coax the wind into doing their bidding.

Terrain effect: Create a line 3 terrain effect.

Characters that enter any end space of the line gain *phasing*, then are shoved to the other end space of the line, or as far as possible. Once they stop, they are flung out and shoved 1 in a direction of your choice outside of the area. Characters entering a middle space can be shoved in a direction of your choice.

Collide: Character releases a wind blast, shoving all adjacent characters 1 space away from them and dealing 2 piercing damage to those characters.

The area is replaced if this ability is used again.

Infuse 4: Great Gust

Immediately activate Gusts' effect when it is created.

TALENTS:

- I. Gust can be used for *cover* by adjacent allies
- II. Yourself and allies that are shoved by gust can fly 2 after it resolves instead of being shoved 1.

MASTERY: NORTHSOUL

Gust's area is not replaced if the ability is used again, though you cannot have more than three areas active.

HEAVE-HO

Interrupt 1

Better get your sea legs.

Trigger: A foe damages you or an ally adjacent to either you or a summon you control with an ability

Effect: After the triggering ability resolves create a crashing wave in a breach 1 area adjacent to you or your summon. Characters caught in the area

are shoved 1, and foes take 1 piercing damage, twice.

Collide: Summon a salt sprite.

TALENTS

- I. If only one foe is caught in the area of wave, also create a *pit* underneath them.
- II. If you don't use this interrupt, stock up another use of it at the start of your turn. You can stock it up to interrupt 3.

MASTERY: TIDAL SMASH

Infuse X: TIDAL SMASH

The shove spaces become shove X. *Collide:* foes are *shattered*.

CHAPTER 2

DEEPWRATH

1 action, mark

You mark your foe with the symbol of the Deep Water Titan. No matter where they step, the deeps come up to claim them.

Mark: Mark a character in range 6. While marked, create a watery *pit* under them at the start of their turn.

Effect: If the marked character ends their turn inside a pit, you can drag them under, removing them from the battlefield, then placing them in the space of any other pit in range 3 from their original location.

TALENTS

- I. Marked allies gain +1 boon on saves in pits, and foes don't gain any height advantage against them while they are inside pits.
- II. Marked foes take bonus damage while inside pits.

MASTERY: DARKTIDE

The first time the marked character vacates a space during their turn, they leave a *dangerous* terrain space behind them. Marked allies are immune to dangerous terrain, and marked foes take +1 more damage from dangerous terrain.

WATERSPOUT

1 actions

You grab the reigns of the storm and pull it to earth, causing a rippling tornado of water.

Terrain effect: Summon a waterspout in a space in range that is *difficult* terrain. When summoned, or at the start of your turn, you may have the waterspout suck in any characters of your choice in range 2 of it. Foes can pass a save to avoid this effect, and allies can always choose to avoid it. When a character is sucked in, they are removed from the battlefield. At the end of your turn, the waterspout spits out all characters it sucked in, in any order, placing them in any other free space in range 2 outside of the spout.

Effect: Once during your turn, you can move the waterspout 1 space.

The spout is replaced if this ability is used again.

TALENTS:

- I. After characters are spit out, they are shoved 1 away from the waterspout.
- II. If only one foe or ally is inside the waterspout, it can move 2 spaces instead, and leaves a space of difficult terrain in one space that it vacates.

MASTERY: HURRICANE

At round 4 or later, waterspouts grow to a cross 1 area instead of a single space. They become *dangerous* terrain, and characters that start their turns adjacent to the area are shoved 1 in a direction of your choice.

CHAPTER 3

Whirlgang: You are highly attuned to the ambient air currents and can command them at will. At the start of your turn, yourself and every ally in range 2 of you may fly 1 in the same direction as an *effect*.

EYE OF THE STORM

1 action, attack
Range 8, Blast 1, pierce

A storm of vigorous thunder and acid rain descends at your command, but the center remains calm.

This attack has no attack space. Instead, the attack space is clear and exempt from this area.

Area effect: [D]

Effect: If an ally is in the center space, they gain *flying* until the end of their next turn. If an enemy is in the center space, they become *vulnerable*.

Infuse 4: AEONCLOUD

Increase area effect to blast 1 + cross 3. The center space is still clear.

TALENTS:

- I. If there is no character in the center space, create a *pit* there. The pit is also *dangerous* terrain.
- II. The center character may also take 1 piercing damage, once, for every foe or ally it in the area effect, up to three times.

MASTERY: GREAT AEONCLOUD

Object: If there is no character in the center space, you may also create a height 1 *aethercloud* object in the center space. At the start of your turn, the cloud drifts 2 spaces in a space of your choice, *shoving* any character on it with it.

RELICS

Relics are objects of power that slowly take on aspects of legendary heroes, becoming magical or famous weapons simply by being around you. A relic could be something you retrieved on your adventures or something you have always had that slowly awakens to power.

- Relics start with 1 level and take 6 dust each to unlock levels II and III.
- Infuse 1 dust into a relic of your choice when you complete a tactical combat.
- Characters gain a relic at level 2, 6, and 9.
- Once a Relic is level 3, it can be Aspected by either infusing 12 dust or completing a legendary task. These tasks are suggestions and can be adjusted by the GM to fit your game.
- Once at least one character has completed an aspect quest for a relic, other characters can aspect a relic for 4 dust.

Relic colors are thematic and any job can take any color of relic.

INVOKING RELICS

In combat, some relics have abilities that can be **invoked** for a powerful effect. Invokes have three types:

- **Attack Invoke:** When you make an attack, if the die used for the attack roll is a certain number or higher, you can invoke the relic's power against your attack target. This only counts the d20, and not the total attack roll. For example, in an **(Attack, 15+)** invoke, you could invoke the relic's power when you make any attack roll and the die is 15 or higher. This Invoke happens after the attack roll, but before damage and effects are applied. With attacks that don't have a roll, such as an auto-hit attack, roll 1d20 anyway to check.
- **Gambit Invoke:** An invoke that can be triggered under the listed conditions, but only once per combat. For example, an invoke that says 'gambit: your next attack is a critical hit on hit' works automatically, but can't be used again even if that attack misses. Gambits are usually always *effects* or *free actions*
- **Round Invoke:** Automatically, at a certain round of combat or later. These effects are

always active. For example **(Round 5+)** relics have effects that are always active at round 5 or later.

APE GOD

This gauntlet or weapon is oversized, studded with metal, and incredibly heavy.

- I. When you stun a character you can also shove them 2 in any direction.
- II. Become *immune* to stun
- III. **Invoke (Attack, 17+)** - *Stun* your foe

Aspected: If your Invoke goes off, your attack also deals bonus damage, shoves all foes adjacent to your target 1, and you may shove yourself 2 in any direction after it resolves.

Aspect quest: Climb the highest peak in Arden Eld

CRIMSON KING

A blood red gem, similar to an Elixir Stone, is set into this weapon or armor.

- I. When you're at 25% hp or lower, you may reduce all *sacrifice* costs to *sacrifice 2* if higher.
- II. When you'd take any wound, roll a d6. On a 6, ignore the wound. If you'd already roll a d6 to ignore a wound, instead improve that roll by 1, to a minimum of 2+.
- III. **Gambit:** Free Action: Sacrifice 5, then deal that much damage to a foe in range 5.

Aspected: Crimson King I reduces costs to *sacrifice 1*

Aspect quest: Quench your relic in the abyssal blood of a powerful demon

ERYS

This helm, mantle, or pauldron is crowned with horns, spines, or a mantle of thick goat-like fur.

- I. **Invoke (Attack, 11+):** You may shove your target 1.
- II. When you are shoved, you can choose to reduce the shove distance by 1
- III. While you're bloodied, increase the distance of all your shoves by +1

Aspected: You can shove characters diagonally, as long as they move further away from the origin with each move.

Aspect quest: Take the horns of a legendary beast as your trophy

MAIDEN

Your relic bears a statuette or image of the Weeping Titan, impaled by spears.

- I. While you're bloodied, gain counter.
- II. While you have counter, you also grant all adjacent allies counter
- III. **Invoke (Attack, 11+):** You may deal 1 piercing damage to all adjacent foes.

Aspected: Your counter effect becomes *piercing* damage.

Aspect quest: Gather and reforge true iron nails from the sarcophagus of a Relict Emperor

ORPHEO

This relic has a cracked mirror, set on a pendant or into a shield or weapon hilt

- I. Gain defiance at the start of each combat. If you already start combat with defiance, gain vigor 1. This vigor is removed when replaced or at the start of your turn in round 2.
- II. When defiance triggers, you may deal fray damage to all adjacent foes
- III. **Invoke (Gambit):** When an ally in range 3 would be reduced below 1 hp, you can trigger your own *defiance* to grant its effects to that ally.

Aspected: When *rescued*, gain *defiance*.

Aspect quest: Bathe in the water of the river that leads to the underworld

UNGOLIAN

Your relic is a massive weapon carved from the fang of an ur-spider or beast of the deep caverns.

- I. Charged attacks gain +1 boon
- II. Charged attacks also deal 2 damage to all foes adjacent to your attack target after the ability resolves.
- III. When you choose to take a slow turn, you and all adjacent allies can *rush 1*

Aspected: Invoke (Gambit) - Free action: This turn only, all your actions trigger all *charge* effects.

Aspect quest: Weave the aethersilk of an ancient Ur-spider into your relic

WYRMTOOTH

This weapon or armor has carvings made from pure dragonbone. It is hot to the touch.

- I. While afflicted by a status, you no longer take bonus damage and cannot be critically hit.
- II. While afflicted by three or more statuses, gain +1 boon on saves and deal bonus damage with all abilities.
- III. **Invoke (Attack, 14+):** Inflict a status on your attack target that you are afflicted by.

Aspected: At the start of combat, you can choose to inflict one status of your choice on yourself.

Aspect quest: Carve the skull or horns of a wyrm and incorporate it into your relic.

TROLLHIDE

A cape, shield, or mantle of scaly leather, a hardy relic that knits itself back together like a living thing.

- I. If you don't attack on your turn, gain a 4 hp vigor shield.
- II. If you don't attack on your turn, gain +1 boon on saves until the start of your next turn.
- III. Whenever you gain vigor from any source, you can *rush 1*.

Aspected: When you gain vigor, increase the total amount by 2 hp.

Aspect quest: Seek the wisdom of the keepers of the Deep Bog and do their bidding for three days.

TITANSBANE

A weapon or armor made of Arken black metal. Seethes with a fell energy. You can feel a killing intent from within.

- I. When you use a *delay* effect, you can *rush 1* before activating it. If you're *bloodied*, you can *rush 2* instead.
 - II. Your *delay* effects deal *divine* damage to characters at 25% health or lower.
 - III. You are *sturdy* while holding a *delay* effect.
- Aspected: Invoke (Attack, 19+):** You may activate the next *delay* effect you use this turn immediately, including as part of this attack.

Aspect quest: Pull and reforge a god-killing weapon from the corpse of a titan.

IRONSOU

A relic made of sturdy and thick star-iron, cool and comforting to the touch.

- I. Gain +1 boon on attacks while adjacent to an ally.
- II. **Invoke (Gambit):** Reduce all damage from an incoming ability targeting you or an adjacent ally by 2 per adjacent ally, as if from armor.
- III. Regain your Gambit when used if you or your ally are bloodied. However, it can't be used more than twice a combat.

Aspected: At the start of your turn, shove one ally in range 2 one space towards you, even diagonally.

Aspect quest: Find and smith the Primal Iron Soul, a legendary meteorite that fell deep in the blight lands.

GLADESONG

Your weapon is carved from supple but durable gaia wood, sharper than any metal

- I. Your attacks against foes standing next to an allied summon gain +1 boon
- II. **Invoke (Attack, 11+):** Move all allied summons in range 2 of you 1 space, ignoring all movement penalties. All foes adjacent to an allied summon that was moved this way then take 2 damage.
- III. It always costs 1 movement for you to enter the spaces of allied summons.

Aspected: Invoke (Gambit): *Free action:* This turn only, entering the spaces of your allied summons costs 0 movement for you and allies.

Aspect quest: Drink from the primeval Gaia pool

GLOAM

This cloak or clothing appears to be made out of woven shadow. The cloth is richly textured.

- I. **Invoke (Attack, 14+):** *Blind* your foe. If your foe is already blinded, they take 2 damage.
- II. +1 boon on attacks against blind targets

- III. *Blind* characters gain +1 curse on attacks against you, and you may dash 1 after they target you with any ability.

Aspected: Any foe that starts or ends their turn adjacent to you and no other characters is *blinded*. Blinded foes take 2 damage.

Aspect quest: Find a source of True Darkness, deep underground, and capture it with needle and thread

HERMES

Intricate, curling silver wings are carved into this artifact, weapon, or armor

- I. **Invoke (Gambit):** *Free action:* Teleport 2
- II. When you use this relic's invoke, all other allies in range 2 of you can teleport 2 as well.
- III. Increase range of all your teleports by 1, including as part of this relic

Aspected: This relic's invoke becomes: *Free Action:* Teleport 1 space, then teleport 1 space. This teleport can be interrupted with other abilities.

Aspect quest: Weave a strand taken from the cloak of the Titan of trickery, the Laughing God, into your relic

MISTBORN

Your weapon is made from seeping mist, and doesn't seem to be entirely present

- I. **Invoke (Gambit) - Free action:** Gain *stealth*
- II. Attacks from *stealth* deal bonus damage
- III. If you end your turn with no other foes or allies in range 2, gain *stealth*.

Aspected: *Stealth* now only breaks if you or an effect or summon you own deals damage to a foe.

Aspect quest: Sail to the edge of the world and bathe your relic in the mists there

RUIN

A weapon, bow, or stave carved from ancient stone, a heavy slab of a thing.

- I. You may trade in 1 boon, once per attack, for bonus damage.
- II. Become immune to *pacified*.
- III. Your first attack in any combat cannot miss (change any miss into a hit).

Aspected: Your first attack also gains +1 boon, and its listed ranges are increased by +2
Aspect quest: Gather rubble from the pillars of the oldest Arkenruin

SLEIPNIR

Odd wooden armor or a necklace of bones carved with the image of an eight legged horse.

- I. **Invoke (Gambit):** Free action: Fly 2.
- II. Once a turn, after you end any flying movement on a higher elevation than you started, you can fly 1 again.
- III. Increase all your flight effects by +1, including as part of this relic.

Aspected: Your invoke gambit can be taken twice a combat.

Aspect quest: Tame a titansteed, one of the enormous legendary wild horses

RIGOLETTO

A colorful token, built to look like a spinning wheel. When sewn into armor, weapons, or accessories, it allows its wielder to move with preternatural speed.

- I. Evasion triggers for you on a 3+
- II. When you or an adjacent ally successfully evades an attack, deal 2 damage to the attacker.
- III. If you have evasion, you can also roll evasion for adjacent allies, but it only triggers on a 6.

Aspected: Invoke (Gambit): Activate at the start of any turn. *Effect:* This turn only, your evasion is always successful.

Aspect quest: Beat the shadow of the Laughing God in a foot race. He cheats.

HUNTRESS

This supple leather relic has been crafted with images of Gaia, the Hunter Titan

- I. Gain *dodge* against characters you marked.
- II. Attacks against characters you marked deal bonus damage.
- III. When you hit a character you marked with an attack, dash 2 after the ability resolves.

Aspected: Effects apply to any marked character, not just those you marked.

Aspect quest: Take the pelt of a legendary beast and incorporate it into your relic

FRAGMENT OF IZ

A shifting, crackling relic that seems out of sync with reality. Its color and shape seems to writhe and warp.

- I. **Invoke (Gambit):** Free action: Gain phasing until the start of your next turn
- II. When you phase through a character, you may deal 2 damage to them. This effect can only trigger once a round for the same character.
- III. While you have phasing, entering the space of other characters or objects costs a maximum of 1 movement for you.

Aspected: You always have phasing when you dash.

Aspect quest: Stand before the gates of the buried and ancient necropolis of Iz, and behold the horror.

DOMINUS

A relic that most often takes the form of a crimson gauntlet. The surface is oddly slick.

- I. All your attacks gain a new effect: *Slay:* Dash 2 after the ability resolves.
- II. **Invoke (Attack, 17+):** Trigger any slay effects of your attack
- III. Increase Dominus I to dash 4

Aspected: Your slay effects also trigger if they reduce a character to at or below 25% hp.

Aspect quest: Beat another wielder of a Dominus relic in single combat.

BYRAX

Goat horn engravings adorn this armor, weapon, or cloak, curling into intricate runes

- I. When you refresh a stance, dash 1
- II. **Invoke (Gambit):** *Effect:* Refresh all your stances.
- III. On the first turn of combat, you may take any single stance that costs 1 action or less as a free action.

Aspected: You can hold +1 more stance than normal

Aspect quest: Find the resting place of the Hundred Sword Titan, take a splinter of one of his weapons, and reforge it.

ERENBRASS

A burnished metal helm, gauntlet, or mantle, bright in the sun.

- I. At the start of your turn, you may shove an ally marked by you 1 space in any direction.
- II. Erenbrass I can be taken at the start and end of your turn, and can choose different characters each time.
- III. Erenbrass I can also be a teleport or a fly effect (your choice)

Aspected: Erenbrass also works on any character with a mark in range 4 of you, regardless of whether it was placed by you or not.

Aspect quest: Take command of an army, militia, or regiment in battle and fight to victory.

ESPER

This gem is a void of space within. If you stare long enough, you can see stars.

- I. **Invoke (Attack, 16+):** Cure a character in range 2 of your attack target.
- II. Increase range of all Cures by 2.
- III. Cures can target foes and deal *fray* damage to them instead of any of its other effects.

Aspected: Cures against foes gain true strike and pierce.

Aspect quest: Find a shrine of the Titan of death, the Weeper, and survive the trials there

MERCY

This gold-filigreed choker or torc is surprisingly light, and includes imagery of grasping hands

- I. Your cures can target defeated characters. If you do, they are *rescued* before being cured.
- II. When you *cure* a character at 25% hp or lower, they gain +1 boon on save for that cure.
- III. Characters cured by you can also save against any marks they are affected by, ending them on a success.

Aspected: When you *cure* a character at 25% hp or lower, they also gain *defiance*.

Aspect quest: Find and incorporate a twig of the eternal world tree into this relic

SCHEHEREZADE

This weapon emits a faint singing tone that can only be heard in a quiet room

- I. At the start of combat, gain 2 blessing tokens on yourself.
- II. You can also spend blessing tokens on yourself to also grant +1 boon on an attack
- III. **Invoke (Attack, 15+):** Bless yourself after the attack resolves

Aspected: The III effect also *blesses* adjacent allies when it triggers on you

Aspect quest: Recover a genuine page fragment of the legendary Tale of Ages

STORM LORD

This armor is wrapped in knotted holy cords and imagery of the sea during a storm.

- I. At the end of any turn you didn't attack, you may gain a combo token, or spend one to dash 1.
- II. When you spend a combo token on an ability, you may deal 2 damage again to one of its targets, but only once per ability.
- III. You can expend combo tokens from any allies in range 2. Allies can also spend your combo tokens as long as they are in range 2.

Aspected: You can keep two combo tokens.

Aspect quest: Ride the lightning to the palace of clouds and learn from the teachings of the long-dead Battle Titan, the Storm Lord

VESSEL

This weapon or armor seems surprisingly hollow, despite how durable it is. It's cold and heavy.

- I. Deal bonus damage when at or under 25% hp
- II. When a foe breaks your vigor, deal *fray* damage to them
- III. If you're at or under 25% hp, when any ally in range 2 of you is *cured*, you are also *cured*, but no more than once a round.

Aspected: While you're bloodied, allied abilities that *mark* you become a *free action* if they're 1 action or less.

Aspect quest: Split a part of your soul into your relic at a deep shrine of the Black Blood Titan, the Holy Body

CHIME

This symbol of a bell shines with gentle power. A soft ringing can be heard in its presence, but only when it's very quiet.

- I. **Invoke (Gambit):** *Pacify* a foe in range 5.
- II. You are immune to statuses caused by *pacified* foes.
- III. *Pacified* characters gain +1 curse to attack you, and you gain +1 boon on saves against them.

Aspected: Invoke (Gambit): At the start of your turn, you may gain *resistance* until the start of your next turn. However, for the duration, all characters are immune to damage caused by your abilities, summons, or effects.

Aspect quest: Ring the old temple bell of the hidden thirteenth chamber of the chroniclers

GILDED FINGER

A golden finger of a saint or holy icon - real or carved - set into armor or weaponry.

- I. **Invoke (Gambit):** *Free action:* You gain aura 1 until the end of your next turn. Foes inside the aura gain +1 curse on attacks.
- II. Your gambit aura also gives foes +1 *curse* on saves
- III. **Invoke (Attack, 14+):** You may immediately activate your gambit aura.

Aspected: The effects of your auras also extend to allies adjacent to the auras, even if they are not inside.

Aspect quest: Retrieve one of the thirteen forbidden Arks - holy reliquaries from before the Doom thought to be lost to time.

SILVER RABBIT

A beautiful relic inlaid with a shining silver coin, embalmed with the image of the smiling Moon Titan, Tsumi.

- I. **Invoke (Gambit):** *Free action:* *Gamble*, then dash exactly that far in a straight line.
- II. With rank I, you may also deal that much damage to a foe in range 3.
- III. **Invoke (Attack, 17+):** The next gamble you make can be any number from from 1 to 6.

Aspected: Silver Rabbit III can also be used on any single boon or curse die as part of your abilities, or any ability used against you.

Aspect quest: Travel to Arden Eld's moon.

APOPHIS

Coiling serpents cradle the hilt of this weapon or curl around the base of this necklace

- I. At the start of your turn, create a poison pool *dangerous terrain* space in free space adjacent to you.
- II. You are immune to dangerous terrain. If you start your turn in a dangerous terrain space, you may deal 1 piercing damage to all adjacent characters.
- III. **Invoke (Attack, 11+):** Create a poison pool *dangerous terrain* space under your attack target after the ability resolves.

Aspected: When you damage foes standing in dangerous terrain, it gains *piercing*.

Aspect quest: Infuse your relic with three scales of the ancient Wyrms Nidhogg

DOMAIN

A sceptre, weapon, or helm embedded with a deeply inset gem.

Gain trait: Domain: When you create a terrain effect or object, you can place your *Domain* over one of its spaces, a cross 1 terrain effect. Using this trait again moves the Domain instead of creating a new one.

- I. Gain +1 boon on attacks against foes in your Domain
- II. Foes that end their turn in your Domain take 1 piercing damage.
- III. When you create any terrain effect that affects an area, increase its size by one extra space added to any edge of its area.

Aspected: Invoke (Round 4+): Domain III adds three more spaces to the total area instead of one.

Aspect quest: Gain a gemstone for your Domain relic from a ruler (dead or living).

CLOUDPIERCER

This bright metal weapon crackles with latent power.

- I. Gain +1 boon on attacks against foes at exactly range 3.
- II. When you attack a foe at exactly range 3, deal 1 piercing damage to them again after the ability resolves.
- III. When you attack a foe at exactly range 3, you may deal 1 piercing damage, twice to all other foes at exactly range 3.

Aspected: At the start of your turn, you can set your 'exact' range effects, including as part of this relic, to range 2, 3, or 4, lasting until the start of your next turn.

Aspect quest: Survive a day in the Hundred Year storm

PLEIADES

A set of six star-diamonds, flickering with a distance light, set into earrings or a neck piece.

- I. **Invoke (Attack, 11+):** Create an icy patch of difficult terrain under your attack target.
- II. You are immune to difficult terrain. If you start your turn in a difficult terrain space, you can create an icy patch of difficult terrain in a free adjacent space.
- III. Once a round, when you enter a difficult terrain space, you can slide and shove yourself 2 in the direction of your movement.

Aspected: During Pleiades III's slide, If you collide with a character, deal 2 damage to them and create an icy difficult terrain space under them.

Aspect quest: Find and learn from the observatory of the Stargazer Titan.

SKIPJACK

This gem-incrusted gauntlet is intricately made and seems heavy, but is oddly light to wear.

- I. Increase the listed range of all your abilities by +1. Non-aoe abilities without a listed range gain range 2.
- II. You can bounce ranged or melee attacks with a listed range off allies or foes, inflicting no

damage or effects but retargeting them to a new character in range 3 of the original target, drawing effects and origin spaces from the new location

- III. When you bounce an attack, the attack explodes on its new target, creating a cross 1 area effect on them that deals 2 piercing damage to all characters, including the new target.

Aspected: Invoke (Round 4+): Skipjack attacks can bounce twice, exploding each time. Characters can only be damage by one explosion.

Aspect quest: Find and use the workshop of the Forge Titan in the heart of Arden Eld

TOWER OF BARBS

Coiling thorns have been set into this ranged weapon. The barbs sometimes curl towards your flesh.

- I. Deal bonus damage if a character is at maximum range of your ranged attack or in the end space of a line or arc area effect.
- II. Also ignore cover if a character is at maximum range
- III. **Invoke (Gambit):** Set the range and/or area of your next arc, line, or ranged attack to any number between 1 and 6

Aspected: Tower of Barbs III invoke becomes between 1 and 8, and can be used twice a combat.

Aspect quest: Climb to the top floor of the legendary dungeon the Tower of Barbs

RIFTWALKER

This relic has a contorted shape set into at - an impossible geometry that confounds the mind.

- I. You may cause any of your area attack's area effects to include any Pit spaces connected to them by adjacency, even diagonally.
- II. You can ignore movement and height penalties from pits.
- III. **Invoke (Attack, 11+):** Create a pit space in a free space adjacent to a target of your attack

Aspected: When you move, you can spend 1 space of movement to teleport from any pit into any other pit in range 3, but no more than once a turn.

Aspect quest: Enter the Eternal Maze - a dangerous pocket dimension, and escape with its secrets.

ARENHEIR

This weapon or armor has the imagery of a great fierce wolf on it

- I. Your critical hits deal bonus damage
- II. If your attack target is at 25% hp or lower, your ability triggers all *exceed* effects.
- III. Your threshold for critical hits decreases by 1 at the end of rounds 1, 3, and 5.

Aspected: When you score a *critical hit*, reduce the threshold for critical hits by 1. This cannot reduce it lower than 15+.

Aspect quest: Find the burial tomb of Arenheir's master, the ancient Berserker Titan, the Sundered Queen, and pray there

CONQUERING KING

This relic has a regal bearing, with imagery of lightning bolts made of wrought gold.

- I. **Invoke (5th round+)** - All abilities deal bonus damage
- II. **Invoke (7th round+)** - All attacks become *critical hits* on hit.
- III. **Invoke (Attack, 17+)** - Lower your threshold for any effects that rely on round number by 1, this combat only. This effect can stack multiple times. This applies to all abilities, traits, and relics.

Aspected: Conquering King III becomes **Invoke (Attack, 14+)**.

Aspect quest: Find and commune with an entrance to the Highest House, the divine realm where the creators of the world are said to sleep.

PALEBLOOD

This relic has inlays of pale bone, intricately carved. When infused, the inlays light up.

- I. At the start of combat, gain a d4 power die, starting at 1. Tick it up by 1 at the end of each round. When the die is 4, you may expend it when you use any ability, discarding it, to trigger *any* triggered effect of the ability and cause it to deal bonus damage.
- II. **Invoke (Attack, 16+)**: Tick a power die you have up or down by 1

III. Your power die is not expended but resets to 1.

Aspected: **Invoke** becomes **(Attack, 12+)**

Aspect quest: Slay a powerful demon and find a smith willing to work with its bones.