

Race – (Choose 1)

Dwarf Abilities

- Dwarves have an innate magnetic property to their blood. Like a compass they can always tell the direction North.
- **Dwarvish Vision**
Range: Personal
Cost: 2
Special: Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)
Dwarves can turn their eyes into glowing gems. These gems glow with a faint light allowing others to see as though a candle has been lit (Visible light in the surrounding hexes, dim light out to two hexes) To the dwarf any light (including the area their own eyes cover) is as visible as full daylight.
- Dwarves can feel and taste minerals, ores, and stone. They are easily able to tell stone and metals apart from one another.

Elf Abilities

- Elves are strong for their size and extremely flexible by nature. They may subtract 1 from any penalty to move across difficult terrain. This reduction cannot lower movement cost to 0.
- Elves are extremely receptive to innuendo and emotional states. As such they understand non spoken communication with an almost supernatural precision. Simple messages or commands can be communicated through body language easily between two elves, further they can understand such communication easily from another non-elf.
- Elves are balanced and light enough they can easily sleep while standing, or in nearly any position. An elf is always well rested after sleep, regardless of condition. (Normally sleeping in cramped or uncomfortable space gains Fatigue)

Human Abilities

- Once per encounter a human pay for any ability from his spent pool. If they do so, they lose 2 stamina for the rest of the encounter (these dice are moved to their wound pool).
- Humans Ability 2
- Humans Ability 3

Orc Abilities

- Orcs require less food than other living beings of equal size. An orc can survive twice as long on standard rations. In addition, an orc may eat any organic material and drink even stagnant water without ill effects, treating these as usable rations for the day.
- As an additional benefit of their metabolism any poison Persist effect expires one turn faster.
- Orcs are not interrupted and will not fall prone when wounded (they still take the wound)

Principles (1 Major 1 Minor)

Tradition: Characters who follow the principle of Tradition are more likely to respect and accept the customs and ideas of a culture. They are committed to upholding the social expectations of their own culture. The virtuous side of Tradition is embracing the value of others and being open to better yourself from them.

The insidious side of Tradition is believing others can only be made better through your own beliefs.

Traits:

- Respectful to the beliefs of others - Stubborn in their acceptance.
- Self Disciplined – Unyielding
- Polite - Cold
- Devout - Fanatic
- Humble – Fearful (Xenophobic)

Compassion: Characters who follow the principle of Compassion are more likely to put the needs and welfare of others before themselves. While compassionate about those around her a character who follows Compassion need not blindly give to all they encounter, only those in which true bonds have been forged. Traits:

- Responsible - Obligated
- Honest – Blunt
- Loyal - Dismissive
- Helpful – One Sided
- Forgiving - Vengeful

Tolerance: Characters who value Tolerance care and appreciate the differences of all people. They understand the needs to protect the rights and values of all those who share a similar view. Traits:

- Values Equality – Rejects Tradition
- Protecting Nature – Defending nature
- Furthering Wisdom – Destroying ideas
- Protecting peace and justice – At any cost
- Sharing cultural diversity – Enforcing Change

Knowledge: A character who values knowledge is always looking to learn. The world is full of wonders and every answer brings with it another question. They never tire of this endless search. Traits:

- Creative - Withdrawn
- Independent – Uncaring
- Explorative – Overly Focused

- Curious – Easily Bored
- Dedicated - Driven

Power: A Character who values Power wishes to command and control. They wish to be well respected, well known, and control people or resources. Traits:

- Authoritative - Bossy
- Compelling - Commanding
- Confident - Prideful
- Concern with Public Image -
- Goal Oriented – Ends justify Means

Ambition: A character who values Ambition values the quest for perfection. The “best” is merely a title for those who have abandoned the hope of furthering themselves. An ambitious character never forgets they can always improve. Traits:

- Dedicated – Lack focus in other areas
- Hard Working – Selective care of work
- Respectful to those who have earned it – Distaste for those who haven’t achieved
- Passionate - Both good and bad traits
- Inquisitive - Obsessed

Indulgence: A character who values indulgence cares about what brings them happiness. They are always on the lookout for something new to experience and try to keep those experiences they enjoy close at hand. Traits:

- Carefree - Irresponsible
- Daring – Overly Risky
- Social - Fake
- Gracious - Grudges
- Enthusiastic – only what they want

Justice: Characters who value Justice wish to see the world do right to each other and themselves. They follow and enforce laws they have deemed responsible. They may care about the rights of individuals or support only the greater good. Traits:

- Responsible – Take on too much
- Just - Rigid
- Obedient - Unquestioning
- Fair – Uncompromising
- Trustworthy - Zealous

Expertise – (3 Points)

Athletics

- **Basic Acrobatics**
Roll an additional Die for any Acrobatics related Attempt
- **Sturdy Landing (Requires Basic Acrobatics)**
You may fall an additional Hex before taking any injuries or wounds from falling. (Normally a character suffers injury when falling from 3 or more Hex, a wound falling 6 or more, and Death when falling 10 or more)
- **Sure Footed (Requires Basic Acrobatics)**
You may pay an additional 1 Movement to enter any hazardous Hex. If you do ignore any risk of falling prone.
- **Improved Acrobatics (Requires 2 points spent in Acrobatics)**
+1 success when rolling for an acrobatic attempt.
- **Kick up (Requires 2 points spent in Acrobatics)**
Decrease the cost of standing up from prone by 1 movement. (It normally costs 1 movement to stand up from a prone position.)
- **Limber movement (Requires Improved Acrobatics)**
Whenever moving in a line you may ignore the first Hex that is not adjacent to more than 1 other hex you have moved to. (Normally every Hex must be adjacent to not more than 1 other hex you have moved to)

- **Basic Climb**
Roll an additional Die for any Climb related attempt.
- **Speed Climb (Requires Basic Climb)**
You May climb at double speed (2 Hex per round vs 1)
- **Battle Climber (Requires Basic Climb)**
If you have succeeded at a climb check you may attack as normal during that climb without further rolls.
- **Reflexive Grab (Requires Basic Climb)**
If you are falling near a climbable surface, you may make a climb attempt to grab on. (This counts even if you fall due to failing a climb attempt.)
- **Improved Climb (Requires 2 Points spent in Climb)**
+1 Success when rolling for a climb attempt.
- **Natural Climber (Requires Improved Climb)**
If you the number of success for a climb attempt are equal to half of your dice (round down) you automatically succeed on that attempt.

- **Basic Jump**
Roll an additional Die for any Jump related attempt.
- **Long Jump (Requires Basic Jump)**
You add up to 1 Hex of additional distance to any successful Jump.
- **Wall Jump (Requires Basic Jump)**

You may add up to 1 Hex of additional height to any successful Jump attempt so long as you start your jump adjacent to a wall.

- **Improved Jump (Requires 2 Points spent in Jump)**
+1 Success when rolling for a jump attempt.
- **Combat Leap (Requires Improved Jump)**
When moving in a line so long as the first 2 Hex are on even terrain you may ignore any terrain penalties for the rest of your movement. (To count as a line each new hex you enter cannot be adjacent to more than 1 other hex you have moved to.)
- **Avid Runner**
While running each point of movement spent allows you to move 3 Hex (instead of 2)
- **Trail Runner**
You may run on Uneven Ground as though it were Normal Ground.
- **Marathon Runner (Requires Avid Runner)**
You do not gain Fatigue the first day you move at a fast pace. (Normally one day of Fast pace movement fatigues you)
- **Basic Swimming**
Roll an additional Die for any Swim related attempt
- **Speed Swim (Requires Basic Swimming)**
Swimming costs only 2 movement to enter a new hex (Normally it requires 3 movement to enter a new Hex).
- **Deep Breath (Requires Basic Swimming)**
The cost to continue holding your breath increases every six rounds (instead of every 5).
- **Dive (Requires 2 Points spent in Swimming)**
When you first enter the water you may move 1 hex without paying the cost.

Cunning

- **Basic Stealth**
Roll an additional Die for any Stealth related Attempt
- **Still and Silent (Requires Basic Stealth)**
After a successful Stealth roll, so long as you are not moving within 1 Hex of another character that character is not entitled to a Perception attempt against you. (Normally characters are entitled to a new perception check if they pass within 3 Hex of a stealthed character)
- **Like a Shadow (Requires Basic Stealth)**
After a successful Stealth roll you no longer need to roll new attempts against that individual to follow them. You must still roll attempts to appear hidden to others. (You normally must roll an additional Stealth check when an opportunity changes)
- **Lift (Requires Basic Stealth)**
You may make a stealth attempt to lift a small item from an individual without notice.
- **Plant (Requires Basic Stealth)**
You may make a stealth attempt to place a small item on an individual without notice.

- **Basic Disguise**
Roll an additional Die for any Disguise related attempt.
- **Disguise Other (Require Basic Disguise)**
You may make a disguise attempt to change the appearance of another person.
- **Impersonation (Requires Basic Disguise)**
You may make a Disguise attempt to change your appearance to match a specific person.

- **Basic Pick Lock**
Roll an additional Die for any Pick Lock related attempt
- **Trial and Error (Requires Basic Pick Lock)**
If you make a Pick Lock Attempt and fail you may make an additional attempt. On this additional attempt you may reroll any one failed die.
- **Locked Memory (Requires Basic Pick Lock)**
If you have successfully made a Pick Lock attempt you may lock and unlock that lock without making attempts in the future.

- **Forgery**
You may make a Forgery attempt to forge a document.
- **Scrutiny (Requires Basic Forgery)**
You may reroll one failed die on any forgery attempt.

- **Basic Search**
Roll an additional Die for any Search related attempt
- **Intuition (Requires Basic Search)**
If you know specifically what you are searching for (Document, item, etc) you may roll and additional die on any Search related attempt.
- **Fine Tooth (Requires Basic Search)**
You may Reroll your entire Search Attempt once (Must be done immediately after first roll).

Attributes- (10 in each to start, 60 points to spend, only one score can be above 40)

Str Agi Wis Int

Starting Hit Points / Wound Limit

Fighter – 34 / 18

Savage – 40 / 22

Rogue – 27 / 16

Ranger – 30 / 18

Sorcerer – 22 / 14

Conjuror – 22 / 14

Cleric – 32 / 16

Druid – 30 / 16

Knight – 44 / 26

Devotee – 32 / 20

Scholar – 24 / 14

Bard – 28 / 14

Fighter

Trance

At the start of your Active Turn you may choose to enter Trance. When you enter Trance move all Stamina die from your Available Pool to your Path Pool. You cannot regen any Stamina while in Trance. For as long as you are in Trance you meet any Stamina payment that is equal to or less than the die in your Path Pool (You may roll these die as though they are available). At the end of every Active Turn move two die from your Path Pool to your Spent Pool. Trance ends when your last die is moved to your spent pool. You may choose to end Trance at any time, if you do so move all Path die to your Spent Pool.

Path Power (Choose 1)

Refreshing Trance

While in Trance you gain 5 HP whenever you move die from your Path Pool into your Spent Pool. (You do not gain any life from die moved to your spent pool as a result of ending Trance)

Press the Advantage

While in Trance whenever you are required to roll a die, you may instead move a die from your Path Pool to your Spent Pool. If you do that die roll is counted as a success.

Inner Clarity

If you have 3 or more die in your Path Pool during Trance you gain +1 Mental Resist (Dice rolled against your Int or Wis stat must score a roll of 5 or 6 to be considered a success).

Moment of Calm

Whenever you end your Trance immediately regen 2 Stamina.

Passive Ability (Choose 1)

Feint

The first attack ability against an opponent in combat may be rolled against their Int.

Momentum

If you have spent at least 5 Movement on your Active Turn in a line you immediately gain an additional 1 Movement until the beginning of your next Active Turn. (To count as a line each new hex you enter cannot be adjacent to more than 1 other hex you have moved to.)

Heavy Blow

For every 2 Hits you roll on an attack you deal an additional Weapon Damage.

Abilities (Choose 2)

Charge

Req: None

Range: Special (See Ability)

Target: One Opponent

Cost: 2

Special: Invest 2 (For every 2 additional Stamina die spent on the cost of this ability you gain an additional effect, listed below.)

Hits vs: AGI

Success:

- Move one Hex for each time you Invest Charge (You must end your movement within Melee range or Charge fails)
- Deal 6 Base Damage
- Increase Base Damage by 2 for each time you Invest Charge

Failure:

- Move one Hex for each time you Invest Charge

Bleeding Cut

Req: Slashing, Piercing

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: STR

Success:

- Deals 4 Base Damage
- 2 Hits: Target gains Bleed(2) until the end of their next Active Turn.

Failure:

None

Precise Strike

Req: Melee Weapon

Range: Melee

Target: One Opponent

Cost: 3

Hit vs: AGI

Success:

- Deal 6 Base damage
- 1 Hit: Deal additional 2 damage
- 3 Hits: Deal additional 4 damage

Failure:

- Deal 4 Base damage

Weary Blade

Req: None

Target: One Opponent

Cost: 2

Hit vs: WILL

Special: Maintain

Success:

- 2 Hits: Deal 4 damage and target becomes **Distracted** until the start of your next Active Turn. (Distracted targets must reroll any success stamina die)
- 4 Hits: Instead; Deal 6 damage and target becomes **Muddled** until the start of your next Active Turn. (Muddled targets must pay 2 stamina die for each die they wish to roll for a success)
- 6 Hits: Instead; Deal 10 damage and target becomes **Confused** until the start of your next Active Turn. (Confused targets are unable to pay any additional stamina die for abilities)

Failure:

None

Flowing Blade

Req: Trance

Range: Melee

Target: One Opponent (See Ability)

Cost: 4

Hit vs: AGI

Success:

- Deal 4 Base Damage
- 3 Hit: You gain 2 movement until the end of this Active Turn. You may use this movement immediately and activate Flowing Blade on a different target.
- The last target struck by Flowing Blade takes an additional 6 damage.

Failure:

- Deal 4 Base Damage
- You may move up to 2 Hex

Reactions (Choose 1)

Counter

Reacts to: Attack

Req: None

Range: Melee (Personal)

Hit vs: AGI

Success:

- Deal 5 Base Damage

Failure:

None

Last Word

Reacts to: Movement

Req: None

Range: Melee

Hit vs: AGI

Success:

- Deal 3 Base Damage
- 2 Hit: Target becomes **Sluggish** until the beginning of their next Active Turn (**Sluggish** targets lose 1 of their available movement.)
- 5 Hit: Target becomes **Staggered** until the beginning of their next Active Turn. (**Staggered** targets lose half of their movement)

Failure:

None

Fluid Riposte

Reacts to: Attacked

Req: Trance

Range: Melee

Hit vs: AGI

Success:

- You may move to any Hex that is adjacent to both you and your Reactive Target.
- Deal 5 Base
- All success against you for this combat ability are treated as failures instead.

Failure:

- You may move to any Hex that is adjacent to both you and your Reactive Target.

Savage

Rage

At the start of your Active Turn you may choose to enter Rage. When you enter Rage move two Stamina die to your path pool, then move all remaining die (except for Wound Die) to your spent pool. You cannot regenerate stamina while in Rage.

At the start of each Active Turn take 2 damage for each Die in your path pool. Then move two additional die into your Path Pool. For as long as you are in Rage you meet any Stamina payment that is equal to or less than the die in your Path Pool (You may roll these die as though they are available.)

When you are unable to move die from your Spent Pool your rage ends. You may end your rage early at any time, if you do move all Stamina die in your path pool to your spent pool.

Path Power (Choose 1)

Blinded to the Pain

If you are wounded while in Rage you are not interrupted or fall prone until your rage ends. (You still take your wound)

Taste of Blood

While in Rage you may gain 1 free die on any ability against an enemy you attacked on your last Active Turn.

Shattered Mind

While in Rage all abilities that roll against your Int must instead roll against your Str instead.

Second Wind

If you choose to end your Rage early you immediately regen 2 Stamina die.

Passive Ability (Choose 1)

Bloody Retort

If one of your reactions successfully deals damage to an opponent they take that damage again at the start of their next Active Turn.

Toughness

The first time in each combat you are that an effect causes you to pay a Persist cost you may choose to instead ignore those effects until the end of that combat. This does not affect injuries you suffer prior to combat beginning

Frenzy

After you roll a critical roll against an opponent you may immediately take a free Basic Attack against that opponent this Active Turn

Abilities (Choose 2)

Rend

Req: Slashing Weapon

Range: Melee

Target: One Opponent

Cost: 4

Hits vs: STR

Success:

- Deal 8 Base Damage
- 2 Hits: Each Success deals 2x Weapon instead of Normal
- 4 Hits: Each Success deals 3x Weapon instead of Normal

Failure:

None

Frightful Blow

Req: None

Range: Melee

Target: One Opponent

Cost: 3

Hit vs: WILL

Success:

- Deal 6 Base Damage
- 3 Hits: Target is Shocked until the start of your next Active Turn
- 5 Hits: Target is Dazed until the start of your next Active Turn

Failure:

- Deal 6 Base Damage

Savage Beating

Req: Melee Weapon

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: AGI

Success:

- Deal 6 Base damage

- 2 Hit: You may activate Savage Beating again this Active Turn without paying it's activation cost.

Failure:

- You may activate Savage Beating again this Active Turn if you pay an additional 1 Stamina for its activation cost

Violent Abandon

Req: Rage

Range: 2 Hex Cone

Target: All targets in cone

Cost: 2

Hit vs: AGI

Success:

- Deal 6 Base Damage.
- 2 Hits: Targets in cone are pushed back 1 Hex.
- 4 Hits instead; Targets are pushed back 1 Hex and knocked prone.
- You may take 2 damage for each die in your Path pool, if you do:
You may activate Violent Abandon again.

Failure:

You may take 2 damage for each die in your Path pool, if you do:

You may activate Violent Abandon again.

Bloody Flurry

Req: Rage

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: STR

Success:

- Deal 4 Base Damage.
- You may take 2 damage, if you do roll an additional free Stamina die towards this abilities successes and repeat this step until you take no damage. (You may roll more die than you have available.)
- 8 Hits: Opponent is Stunned until the end of their next Active Turn. (Targets that are stunned are unable to activate any ability)

Failure:

- Deal 4 Base Damage
- You may take 2 damage, if you do roll an additional free Stamina die towards this abilities successes and repeat this step until you take no damage. (You may roll more die than you have available.)
- 8 Hits: Opponent is Stunned. (Targets that are stunned are unable to activate any ability)
- Your Rage ends.
- You are Stunned until the end of your Next Active Turn.

Reactions (Choose 1)

Vendetta

Reacts to: Damage

Req: None

Range: Personal

Success:

- Until the end of your next Active Turn you gain +1 Success against your Reactive Target.

Failure:

None

Welcome Death

Reacts to: Attack

Req: None

Range: Melee

Hit vs: WILL

Success:

- You may choose to allow all die rolled on this attack ability to be successes.
- Deal 3 Base Damage.
- For every 5 damage you take you gain a free success to Welcome Death
- 5 Hits: Target becomes **Confused** until the start of your next Active Turn (Confused Targets are unable to pay additional stamina for any ability. This include Maintenance.

Failure:

None

Bloody Instinct

Reacts to: Attack

Req: Rage

Range: Melee

Hit vs: AGI

Success:

- The next ability against you automatically succeeds.
- 3 Hit: Target gains Bleed(X) until the end of their next Active Turn, where X is equal to the damage this ability deals.

Failure:

None

Rogue

Focus

On any successful attack that allows you to gain Focus you may move any number of Stamina die to your Path Pool. You do not roll these dies for Hits.

These die can only be used to pay for abilities that require Focus. Once spent these die move to the Spent Pool as normal.

Whenever you change your focus or gain new focus you must move any existing Stamina die in your Path Pool to your Spent Pool.

Path Power (Choose 1)

Combat Focus

At the beginning of your first Priority in combat you may choose to move 4 Die into your Path Pool as though you had gained Focus.

Keen Focus

All abilities gain +1 Base Damage for each Die in your Path Pool.

Mobility

You gain +2 Movement so long as you have die in your Path Pool

Tactician

If you have not spent any die by the end of your Active Turn you may move any number of die from your Path Pool to your Available Pool.

Passive Ability (Choose 1)

From the Shadow

Attacks made from the rear of an enemy grant you +1 damage/Hit. When flanking a target may not make "When Attacking" reactions against you.

Fast Reflexes

If an ability with an Area of Effect would hit you, and you are adjacent to a hex that is not part of the effect you may move to that hex and avoid the effect. Doing so uses your one per turn reaction.

Precision

For every 2 Hits you roll on an attack you deal an additional Weapon Damage.

Abilities (Choose 2)

Focus Strike

Req: Light Weapon

Range: Weapon

Target: One Opponent

Cost: 2

Hits vs: AGI

Success:

- Gain Focus (You may pay Stamina Die to your Path Pool instead of Spent pool, these die are not rolled for Hits).
- Deal 5 base damage to target.

Failure:

- Gain Focus. (You may pay Stamina Die to your Path Pool instead of Spent pool, these die are not rolled for Hits).

Open Wound

Req: Light

Range: Weapon

Target: One Opponent

Cost: 3

Special: Invest 1 (For every additional Stamina die spent on the cost of this ability you gain an additional effect, listed below.)

Hit vs: STR

Success:

- Deal 5 Base damage.
- Deal 1 damage for each time you Invest Open Wound
- Target gains Bleed(X) until the end of their next Active Turn, where X is the number of times you invest in this ability.
- Each time you Invest Open Wound increase the duration by 1 Turn.

Failure

- Target gains Bleed(X) until the end of their next Active Turn, where X is the number of times you invest in this ability.

Crippling Blade

Req: Light

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: STR

Success:

- Deal 4 Base damage
- 1 Hit: Target becomes **Sluggish** until the start of your next Active Turn. (Sluggish targets lose 1 movement until the condition ends.)
- 3 Hits: Instead; Target becomes **Staggered** until the start of your next Active Turn. (Staggered targets loses half their movement (rounded down) until the condition ends.)
- 5 Hits: Instead; Target becomes **Paralyzed** until the start of your next Active Turn (Paralyzed targets are unable to make any movement, including free movement, until the condition ends)

Failure:

- 2 Hits: Target becomes Sluggish until the start of your next Active Turn.

Attentive Blade

Req: Light, Focus

Range: Melee

Target: One Opponent

Cost: 2

Hit Vs: INT

Success:

- Deal 4 base damage
- 2 Hits: You may move up to 2 die from your available pool to your focus pool at the start of your next Active Turn.
- 4 Hits: Instead; You may move up to 4 die from your available pool to your Path pool at the start of your next Active Turn

Failure:

- Deal 4 base damage

Deadly Accuracy

Req: Light, Focus

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: AGI

Success:

- Each Focus die you pay deals Weapon Damage regardless of Hit or Miss (you still roll those die to determine hits or misses)
- Deal 4 base damage
- 3 Hit: Each Focus die you pay deals an additional 1 damage.
- 5 hit: Each Focus die you pay deals an additional 2 damage.

Failure:

- Deal 4 base damage

Reactions (Choose 1)

Coward's Reward

Reacts to: Movement

Req: None

Range: Melee

Hit vs: AGI

Success:

- Deal 4 base damage
- If you attack from your Reactive Target's rear facing hex you may use an additional Reaction before your next Active Turn. (You may not use two reactions against a single action.)

Failure:

None

Punishing Blade

Reacts to: Attack

Req: Focus

Range: Melee

Special: Commit 1 (Stamina dice added to this ability during the damage phase to determine extra Hits have an additional effect, listed below. Dice are counted before they are rolled to determine Hits.)

Hit vs: STR

Success:

- Target gains the following Triggered Ability until it activates one time:
"Whenever a Combat Ability you control deals damage, take 0 Damage."
- Each die you Commit to Punishing Blade increases this damage by 3.

Failure:

None

Ankle Bite

Reacts to: Movement

Req: None

Range: Melee

Hit vs: STR

Success:

- Deal 2 Base Damage
- 2 Hits: Target gains the following Triggered Ability until end of the current Active Turn:
"Whenever you enter a new Hex take 2 Damage."

Failure:

None

Ranger

Focus

At the start of your Active Turn you may choose any target you are aware of. For the remainder of combat, or until you change targets during the start of your Active Turn, you have focus against that target.

On any successful attack you may move any number of Stamina die to your Path Pool. You do not roll these dies for Hits.

These die can only be used to pay for abilities that require Focus. Once spent these die move to the Spent Pool as normal.

Whenever you change your focus or gain new focus you must move any existing Stamina die in your Path Pool to your Spent Pool.

Path Power (Choose 1)

Swift Focus

At the start of your Active Turn you may choose a new Focus. If you do keep up to 4 die in your Path Pool.

Heightened Senses

So long as you have die in your Path Pool you gain +5% on all offensive rolls against your Focus target.

Weak Spot

You deal +1 damage/Die for each Focus die spent against your Focus target. (These die do not need to roll success)

Primal Instinct

You may spend up to 2 of your Focus die as though they were in your Available Pool against targets that are not your Focus.

Passive Ability (Choose 1)

Stalker

When flanking your Focus target, you are treated as attack from their rear instead. (Characters cannot react to attacks from the rear. Attacks from the rear have a 10% increased hit rate)

Sturdy Defense

Your Focus target must reroll its first success on any combat ability roll against you.

Distant Tracking

Against your Focus increase all medium, large, or ranged weapon ranges by 1 Hex.

Abilities (Choose 2)

Hungry Assault

Req: None

Range: Weapon

Target: One Opponent

Cost: 2

Hits vs: AGI

Success:

- Deal 5 Base Damage.
- 2 Hits: Deal an additional 3 damage.
- 3 Hits: Deal an additional 5 damage.

Failure:

None

Attentive Advance

Req: None

Range: Weapon

Target: One Opponent

Cost: 2

Hits vs: INT

Success:

- Deal 4 Base Damage.
- If your Target reacts to this attack, or the damage it deals, you may designate that target as your Focus (This occurs before they react).
- 2 Hits: You gain 1 movement until the end of this Active Turn

Failure:

None

Flurry

Req: Focus, Melee Weapon

Range: Melee

Target: One Opponent (See ability)

Cost: 2

Special: Clash (Roll any number of available stamina die against your opponent. Each die that rolls higher than a 3 is considered a successful clash, determine who has the most success, these die are not spent)

Hit vs: AGI

Success:

- Deal 2 Base damage.

- Deal 3 damage for each successful Clash Roll.
- Deal 3 Damage for each Success beyond your opponent's Clash.
- If you activated this ability against your Focus target: You may pay to immediately use Flurry against a non-Focus target you have not attacked this Active Turn.

Failure

- Deal 2 Damage for each Successful Clash Roll.

Feeding Frenzy

Req: Focus

Range: Weapon

Target: One Opponent

Cost: 2

Invest 1 (For every additional Stamina die spent on the cost of this ability you gain an additional effect, listed below)

Hit vs: AGI

Success:

- Deal 5 Base Damage.
- Each time you Invest in Focused Fury, increase Base Damage by 2.
- If you invest at least 4 Die into Feeding Frenzy you may immediately regen 3 Stamina die.

Failure:

Each time you Invest in Focused Fury deal 2 damage.

Bloody Rend

Req: Focus

Range: Weapon

Target: Focus Opponent

Cost: 2

Hit vs: STR

Success:

- Deal 4 Base Damage
- Each Hit: Target gains **Bleed(1)** as long as they remain your focus target. (Additional applications of Bloody Rend replace the previous effect.)
- If target is bleeding: Increase **Bloody Rends** Base Damage by 2.

Failure:

- Deal 4 Base Damage.

Reactions (Choose 1)

Stagger Shot

Reacts to: Movement

Req: None

Range: Weapon

Hit vs: AGI

Success:

- Deal 3 Base Damage to target.

- 2 Hit: Target moves back one Hex (They enter their Rear Facing Hex, if there is more than one option target randomly enters any rear legal hex. If there is no legal Hex to enter behind them then they do not move).
- 3 Hits: Target becomes **Sluggish** until the start of their next Active Turn. (Sluggish targets lose 1 movement until the condition ends).

Failure:

None

Harried Assault

Reacts to: Attack

Req: Focus

Range: Weapon

Hit Vs: WILL

Success:

- Deal 3 base damage
- 2 Hits: Target becomes **Distracted** until end of their active turn. (Distracted targets must reroll any successful Stamina Die for abilities.)

Withdraw

Reacts to: Damage

Req: None

Range: Personal

Success:

- You immediately gain 2 Movement. You may use this movement immediately. (This movement cannot be reacted to.)

Sorcerer

Channel

At the start of your Active Turn you may move any amount of Stamina die from your Available pool to your Channel Pool. These die can be allocated to shape your abilities. Die allocated in this way remain in your Channel pool and do not move to the Spent pool after an ability has been activated.

You may move any Channel die to your Spent pool during your Maintenance Step. (Channel die cannot be used to pay for activation costs)

Path Power (Choose 1)

Broken Channel

You may spend 2 die in your Path pool as though they were 1 die from your Available Pool.

Over Channel

Whenever you allocate die towards an ability you may have any number of die count as 2 instead of one. If you do move those die to your Wound pool until the end of combat.

Fire Resistance

Each die in your Channel Pool allows you to ignore 1 point of fire damage. (Ignored damage is not considered dealt to you for additional effects).

Mental Reprieve

Whenever you move a die from your Channel pool to any other pool you gain 2 Hit points.

Passive Ability (Choose 1)

Exception

If you control an ability that targets an area you may choose to ignore your Hex as part of its range.

Deep Burn

If your target is under a Burn effect that target takes 2 additional damage every successful ability you use against them.

Out with a Bang

When your HP reaches 0 you may choose to detonate dealing 3 damage per Channel Die in an area of 3 Hex. If you do you are **Stunned** until the start of your next Active Turn.

Abilities (Choose 2)

Engulf

Range: 1 Hex

Target: One Hex

Cost: 2

Deals 2 Base damage.

Channel – You may allocate die for the following effects:

1 Die – Increase Base Damage by 1.

1 Die – Increase range by 1 Hex.

1 Die – Target gains **Burn(X)** where X is the number of times Base Damage was increased. Allocate only once per activation.

2 Die – Increase Duration of Burn by 1 Turn. Allocate only once per activation.

Detonate

Range: 1 Hex

Target: One Hex

Cost: 2

Deals 4 Base damage In a 1 Hex Area

Channel – You may allocate die for the following effects:

1 Die – Increase damage by 1.

1 Die – Increase range by 1 Hex.

1 Die – Increase area by 1 Hex up to 3 Hex.

2 Die – Increase area by 1 Hex up to 6 Hex.

Flame Wall

Range: 5 Hex

Target: 1 Hex

Cost: 2

Fill target hex with fire dealing 2 damage to any target. Targets that begin their Active Turn in the area of effect take this damage again. Wall fades at the end of your Active Turn.

Channel – You may allocate die for the following effects:

1 Die – Increase damage by 1.

1 Die – Flames spread to an additional 2 adjacent Hex.

2 Die – Increase Duration of wall by 1 Turn.

Burning Orb

Range: 3 Hex

Target: One Hex

Cost: 2

Create an orb of intense heat for 1 Turn. This orb deals 3 damage to any target that shares a hex with it. You may move this Orb 1 Hex at the start of your Active Turn. (Note: The orb ceases to exist at the start of your Active turn and will not be movable without extending the duration.)

Channel – You may allocate die for the following effects:

- 1 Die – Increase damage by 1
- 1 Die – Increase duration by 1 turn.
- 1 Die – Increase the number of Hex you can move orb each active turn by 1.
- 2 Die – You may move Burning Orb as a reactive action.

Reactions (Choose 1)

Burning Shield

Reacts to: Attack

Range: Personal

Until the end of the current Active Turn if an ability succeeds against you, have that abilities controller takes 2 Fire Damage.

Channel – You may allocate die for the following effects:

2 Die: Increase base damage by 1. Allocate up to 3 per activation.

2 Die: Target gains **Burn(X)** where X is the number of times Base Damage was increased. Allocate only once per activation.

Flame Out

Reacts to: Damage

Range: Personal (See ability)

Deal 3 damage to all targets in a 2 Hex Area.

You teleport up to one Hex away for each die in your Channel Pool.

Conjurer

Channel

At the start of your Active Turn you may move any amount of Stamina die from your Available pool to your Channel Pool. When you have a single Channel die you may summon your familiar. The familiar is a medium sized creature shaped vaguely as you imagine it. These die can be allocated to shape your familiar. Die allocated in this way remain in your Channel pool and do not move to the Spent pool after an ability has been activated.

You may move any Channel die to your Spent pool during your Maintenance Step. (Channel die cannot be used to pay for activation costs)

Path Power (Choose 1)

Focused Toughness

Your familiar gains 1 maximum HP for every die in your channel pool. This change of Max HP total does not affect the current HP total.

Overgrown

If you have 4 or more die in your Path Pool your familiar may be of Large size.

Mental Mending

At the start of your active turn your familiar gains HP equal to half (Round down) the total number of channel die you have in your Path Pool.

Passive Focus

Your familiar no longer ceases to exist when you have no Channel die in your Path Pool. It may not take actions if there are no die in your Path Pool.

Passive Ability (Choose 1)

Blood Shield

You may take the first 2 damage dealt to your familiar every Active Turn.

Spiritbond

If your familiar is within 1 Hex of you it may make Personal reactions even if you are the target.

Extension

You may use your familiar as the origin point of any range ability.

Abilities (Choose 2)

Assail

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: AGI

Success:

- Deal 1 Damage per Channel Die

Cleric

Aspect

The Cleric controls a small aspect of their deity. Whenever you gain a charge you may move one Stamina Die from your Available Pool to your Path Pool. Once a charge is spent it moves from your Path Pool to your Spent Pool. Your Aspect may act at any time during which you have priority. Your Aspect may manifest anywhere within a 5 Hex area of you. You are not a valid target for any Aspect ability.

Path Power (Choose 2)

Reprimand

Target: One Opponent

Cost: 1 Charge

Target is dealt 3 base damage.

Blessing

Target: One Ally

Cost: 2 Charge

Target gains +1 success on their next Combat Ability.

Blazing Confession

Target: One Opponent

Cost: 3 Charges

Target is dealt 6 base damage.

Target is **Surprised** until your next Active Turn. (Surprised targets may not use reactive abilities)

Tithe

Target: One Opponent

Cost: 4 Charges

Target is dealt 8 Base Damage

You gain 1 Charge

Censure

Target: One Opponent

Cost: 5 Charge

Target takes 10 Base Damage

Target is **Dazed** until the start of your next active turn. (Dazed targets must pay double the Characters suffering from Daze cannot pay to activate any ability)

Passive Ability (Choose 1)

Attuned

You gain 3HP for each charge spent by your aspect.

Stigmata

At the start of your first Active Turn in any combat you may use move 2 Stamina die to your Wound. If you do you have +1 Charge at all times.

Pious

Whenever you gain a charge you may choose to instead regen 1 Stamina die immediately.

Abilities (Choose 2)

Smite

Req: None

Range: 3 Hex

Target: One Opponent

Cost: 2

Hits vs: Will

Success:

Gain 1 Charge

Deal 4 base Damage to target.

Failure:

Gain 1 Charge

Replenish

Req: None

Range: 1 Hex

Target: One Ally

Cost: 2

Heal 7 HP

Heal 3 HP for each Hit rolled for this ability.

Inspiration

Req: None

Range: 5 Hex

Target: One Ally

Cost: 2

Special: Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)

Target gains +1 damage on every successful Hit they roll.

Soothe the Soul

Req: None

Range: 1 Hex

Target: One Ally (See Ability)

Cost: 3

Heal 5 HP.

Heal 2 HP for each success rolled for this ability.

1 Hits: In addition; Each other ally within 5 Hex gains HP equal to your current Charge

3 Hits: In addition; Each opponent within 5 Hex takes damage equal to your current Charge

Denounce

Req: None

Range: Weapon

Target: One Opponent

Cost: 3

Hit vs: AGI

Special: You may spend Charges as though they were Stamina Die for Denounce. Each Charge spent this way counts as a successful Hit.

Success:

Deal 6 Base Damage.

3 Hits: In addition; All Allies within 5 Hex Gain 5HP

5 Hits: In addition; Target gains Stunned until the end of their next Active Turn.

Failure:

3 Hits: All allies within 5 Hex gain 5HP

Reactions (Choose 1)

Console

Reacts to: Damage

Req: None

Range: 3 Hex

Special: Commit 1 (Stamina dice added to this ability during the damage phase to determine extra Hits have an additional effect, listed below. Dice are counted before they are rolled to determine Hits.)

Heal 4 HP

Each Additional Hit: Target gains 1 HP

Target gains Regen(x) until the end of their next Active Turn where X is equal to the number of times you Commit this ability. (Targets with Regen Heal for the indicated amount at the start of their next Active Turn)

Shelter

Reacts to: Attack

Req: None

Range: 5 Hex

Target gains 5 Shield until the end of the current Active Turn.

Blatant Sin

Reacts to: Damage

Req: 2 Charge

Range: 5 Hex

Target: One Opponent

Target gains the following triggered ability until the beginning of their next active turn:

“Whenever you take any amount of damage from a successful combat ability you take that damage plus an additional 4”

Druid

Aspect

The Druid controls a small aspect of their deity. Whenever you gain a charge you may move one Stamina Die from your Available Pool to your Path Pool. Once a charge is spent it moves from your Path Pool to your Spent Pool. Your Aspect may act at any time during which you have priority. Your Aspect may manifest anywhere within a 5 Hex area of you. You are not a valid target for any Aspect ability.

Path Power (Choose 2)

Regeneration

Target: One Ally

Cost: 1 Charge

Target gains 3 HP

Target gains Regen (2) until the end of their next Active Turn. (Targets with Regen Heal for the indicated amount at the start of their next Active Turn)

Vitalizing Vines

Target: One Ally

Cost: 2 Charges

Target gains Shield (5)

When this shield expires Target gains 3 HP

Flourishing Rest

Target: One Ally

Cost: 3 Charges

Special: Repeating 3 (This ability is used automatically at the beginning of your Active Turn with no cost 3 times)

Target gains 5 HP

Choose a target for the next Repeat

Ill Wind

Target: One Opponent

Cost: 4 Charges

Deal 5 base damage

Until the end of your next Active Turn target takes 3 damage for every hex they enter.

Until the end of your next Active Turn each Hex they enter is treated as Difficult Terrain.

Nurse the Pack

Target: One Ally

Cost: 5 Charge

Target gains the following triggered ability until the end of combat:

“When you are healed you may have any number of allies within 5 Hex gain 2 HP.”

Passive Ability (Choose 1)

Infusion

Whenever you Heal another target you also gain 1 HP. (You or your aspect must control the ability)

Brambles

Your front facing Hex are considered rough terrain (+1 Movement cost) to enemies. Any enemy entering those Hex takes 2 damage.

Beloved

You may target yourself with your own Aspect. If you do move one Stamina die from your Available Pool to your Spent Pool or the ability fails.

Abilities (Choose 2)

Nature's Blade

Range: 3 Hex

Target: One Opponent

Cost: 2

Hits vs: Will

Success:

Gain 1 Charge.

Deal 4 Base Damage.

2 Hits: Gain 2 HP.

Failure:

Gain 1 Charge.

Twisting Roots

Range: 5 Hex

Target: One Opponent

Cost: 2

Special: Clash (Roll any number of available stamina die against your opponent. Each die that rolls higher than a 3 is considered a successful clash, determine who has the most success, these die are not spent)

Success:

Target gains **Restrain(1)** until the end of their next Active Turn (Restrained targets must pay X stamina in order to be able to pay movement for the turn.)

Target is restrained for one additional turn for each additional success

Deal 2 Base Damage.

Deal 2 additional damage for each additional success.

You may move any successful clash die to your Path Pool as focus.

Failure:

Gain 1 Charge

Chain Lightning

Range: 3 Hex

Target: One Opponent (See Ability)

Cost: 2

Hit vs: Will

Success:

Deal 4 Base damage.

2 Hits: In addition; Deal 4 damage to a different Target within 3 Hex.

3 Hits: In addition; Deal 4 damage to a different Target within 3 Hex.

Deal 4 damage to the original target.

Failure:

You may immediately pay to use Chain Lightning on a new Target within 3 Hex.

Cold Shell

Area: 3 Hex Cone

Cost: 4

Hits vs: AGI

Success:

Targets gain Shield (10) until the start of your next Active Turn.

If an ability causes this shield to expire, it deals 18 damage to the target

If an ability causes this shield to expire, target gains **Restrain (1)** (Restrained targets must pay X stamina in order to be able to pay movement for the turn.)

Failure:

Deal 5 damage.

Raging Tides

Range: Weapon

Target: One Opponent

Cost: 3

Hit vs: WILL

Special: You may spend Charges as though they were available Stamina Die for Raging Tides. Each Charge spent this way counts as a successful Hit

Success:

Deal 6 base damage to target.

Each Ally within 5 Hex gains Regen(X) for 2 turns where X is equal to the number of Hits you make for this ability.

Reactions (Choose 1)

Shield of Thorns

Reacts to: Attack

Range: 3 Hex

Target gains Shield (5) until the end of this Active Turn.

If an ability causes this shield to expire that abilities controller takes 5 damage

If an ability causes this shield to expire you may gain 1 Charge.

Bloom

Reacts to: Damage

Range: 3 Hex

Target gains 2 HP.

Target gains 3 HP at the end of the current Active Turn.

Target gains 4 HP at the start of their next Active Turn.

Hibernation

Reacts to: Attack

Range: (Personal)

Special: Invest 1 (For every additional Stamina die spent on the cost of this ability you gain an additional effect, listed below.)

You are stunned until the end of your next Active Turn.

Gain 2HP at the end of the current Active Turn for each time you invest in Hibernation

You gain the following triggered ability for the duration of Hibernation:

“If you are stunned if you would take damage instead heal that many HP”

Knight

Resolve

Whenever you would regenerate Stamina you may instead move any amount of die from your Spent Pool to your Path Pool to count as Resolve. If you do, you cannot not regenerate Stamina Die this turn.

Abilities may have additional effects if you have a specified amount of Resolve. Resolve is not spent for these abilities. At the end of your turn Active Turn you may move any number of Resolve die into your Spent Pool.

Path Power (Choose 1)

Invigorating Resolve

Any time during your Active Turn you may move up to 2 available die from your Path Pool to your Spent Pool. If you do, you and adjacent allies gain 2 HP for each of these die.

Mettle

You may spend 2 die in your Path pool as though they were 1 die from your Available Pool.

Protector

Whenever an opponent uses successful ability on you, or an adjacent ally, you may move any number of die from your Available pool to your Path Pool. You must do this move before you can react to the ability.

Selfless Sacrifice

At the start of your Active Turn you may move all die in your Path Pool to your Spent pool. If you do an adjacent Target gains Shield(5) for each Die you moved this way. (You may not target yourself)

Passive Ability (Choose 1)

Switchout

You may enter the Hex of any willing target for an additional 1 Movement. If you do, target switches places with you.

If you have at least 2 Resolve: Decrease the additional Movement cost by 1.

Shield Ally

If you have at least 2 Resolve adjacent allies may use your stats to defend against an ability (Successful abilities still strike that ally.)

If you have at least 4 Resolve you may become the target of any ability that attempts to target adjacent allies. (You must be a legal target for the ability)

Immovable

All Adjacent Hex to you are considered uneven terrain to those you consider enemies. (Uneven terrain requires an additional 1 movement to enter.)

Abilities (Choose 2)

Sworn to Protect

Req: None

Range: One Hex

Target: One Ally (See Ability)

Cost: 2 Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)

- Ally gains +5% defensive bonus against all abilities.
- If you have 2 Resolve: In addition; Ally gains Shield 5 at the start of their Active Turn.
- If you have 4 Resolve: In addition; You may target an additional Ally in range with Sworn to Protect.

Tether Strike

Req: None

Range: One Hex (See Ability)

Target: One Opponent

Cost: 2

Hit vs: Will

Success:

- If you have 1 Resolve: You may extend your range to melee targets for any adjacent allies.
- Deal 4 Base damage
- If you have 3 Resolve: Target gains following Triggered Ability for one activation:
“Whenever you enter a Hex non-adjacent to the [KNIGHT] take 6 Damage”

Failure:

None

Challenge

Req: 4 Resolve

Range: 2 Hex

Target: One Opponent

Cost: 2 Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)

- Target gains the following Triggered Ability:

“The first time each turn you use a Combat Ability that does not target [KNIGHT] take 5 damage”

Honor Charge

Req: Melee Weapon

Range: Melee (See Ability)

Target: One Opponent

Cost: 2

Hit vs: AGI

Success:

- You gain 1 movement for each die in your Path Pool. This movement must be used immediately, and must be in a line. (Each new hex you enter cannot be adjacent to more than 1 other previous hex.)
You may move through allies, but you must end your movement in an empty legal hex.
- Deal 6 Base Damage.
- 2 Hits: Deal an additional 5 Damage.

Failure:

- You gain 1 movement for each die in your Path Pool. This movement must be used immediately, and must be in a line. (Each new hex you enter cannot be adjacent to more than 1 other previous.)
You may move through allies, but you must end your movement in an empty legal hex.

Breach the Walls

Req: None

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: AGI

Success:

- Deal 6 Base Damage.
- 3 Hits: Medium sized targets are pushed back 1 Hex. If there is no legal hex to enter target is knocked prone.

Failure:

None

Reactions (Choose 1)

Distract

Reacts to: Attack

Req: None

Range: 2 Hex

You may move any number of Resolve Die from your Path Pool to your Spent Pool. For each die moved in this way Reactive Target changes 1 Hit to a miss on the next ability this Active Turn.

Defiant

Reacts to: Attack

Req: None

Range: Personal (See Ability)

Success:

Gain Shield 5 until end of the turn.

If you have at least 3 Resolve, Instead;

Adjacent allies become legal targets for this Reaction

Gain Shield 10 until end of turn

Failure:

None

Last Stand

Reacts to: Attack

Req: 5 Resolve

Range: Personal

- The next attack against you succeeds on all hits.
- You ignore any damage taken from the next attack. (Ignored damage is not considered dealt for additional effects)
- You ignore all effects from the next attack.
- At the end of your next Active Turn take damage equal to the amount of damage you ignored for this ability.
- At the end of your next Active Turn suffer any effects you ignored for this ability.

Devotee

Ki

Whenever you would regenerate Stamina you may instead move any amount of die from your Spent Pool to your Path Pool to count as Ki. If you do, you cannot not regenerate Stamina Die this turn.

Abilities may have additional effects if you have a specified amount of Ki. Ki is not spent for these abilities. At the end of your turn Active Turn you may move any number of Resolve die into your Spent Pool.

Path Power (Choose 1)

Iron Body

If you have 5 Ki Die in your Path Pool you gain Physical Resist 1. (Abilities that target STR and AGI hit on a 5+ instead of a 4+.

Powerful Soul

Your maximum HP increases by 2 for each Ki die in your Path Pool.

Predictive Mind

Whenever an ability targeting you rolls a success you may immediately move a Ki die from your Path Pool to your Spent Pool. If you do treat that success as a failure instead.

Practiced Precision

You may add the number of die in your path pool as an Offensive Bonus for your abilities.

Passive Ability (Choose 1)

Evolving Mind

If a target has successfully used an ability against you this combat you gain 10% defensive bonus against the next attack from that target.

Reposition

You gain the following Triggered Ability once per Active Turn:

“Whenever a target enters an adjacent Hex you may move a Ki die to your spent pool, if you do immediately gain 1 movement. You may use this movement now”

Pierce the Veil – If you move a Ki die to your spent pool your next ability may Hit vs: WILL instead of its normal attribute.

Abilities (Choose 2)

Serpent Strike

Req: None

Range: Personal

Cost: 2

Special: Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)

Gain the following Triggered Ability:

“Whenever a combat ability succeeds against you deal 2 damage to that abilities controller.”

If you have at least 3 Ki instead:

“Whenever a combat ability succeeds against you deal 4 damage to that abilities controller.”

One Thousand Strikes

Req: None

Range: Melee

Target: One Opponent

Cost: 3

Hit vs: Agi

Success:

Deal 5 Base damage

For each die in your Path pool deal an additional 2 base damage to Target.

Failure:

For each die in your Path pool deal 2 damage to Target.

Lotus Palm

Req: None

Range: Melee

Target: One Opponent

Cost: 2

Hit vs: Str

Success:

Deal 0 Base damage

Target gains the following triggered ability until it activates one time:

“Whenever an ability is successful against you, take that ability’s damage again”

If you have at least 3 Ki, in addition;

Target gains the triggered ability one additional time after it resolves.

Failure:

None

Focused Energy

Req: None

Range: Melee (See Ability)

Target: One Opponent

Cost: 2

Hit Vs: WILL

Success:

Deal 4 Base Damage

You may extend the range of his ability by 1 Hex for every Ki you have.

Failure:

None

Leaping Kick

Req: None

Range: Melee (See Ability)

Target: One Opponent

Cost: 2

Hit vs: AGI

Success:

You may move up to one Hex.

Deal 4 base Damage

If you have at least 3 Ki instead;

 You may move up to 2 Hex

 Deal 6 base damage.

 Target is pushed back 1 Hex.

Failure:

You may move up to one Hex

Reactions (Choose 1)

Bend like the Reed

Reacts to: Being Attacked

Range: (Personal)

The next combat ability against you this turn automatically succeeds and all dice rolled are considered hits.

Ignore 5 damage from that ability. (Ignored damage is not considered dealt to you for additional effects).

If you have at least 5 Ki, Instead:

 Ignore 10 damage from that ability

Karmic Reprisal

Reacts to: Damage

Range: 3 Hex

Target gains the following Triggered ability until the end of combat (multiple instances do not stack):

“Whenever you deal damage with a combat ability take 2 damage”

Weathered Stone

Req: 1+ Ki

Reacts to: Damage

Range: Personal

You gain 2 HP for every Ki die in your Path Pool.

Scholar

Knowledge Aura

At the start of your Active Turn you may move one die from your Available Pool to your Path Pool as a Knowledge Die.

During the start of your Active Turn you may allocate Knowledge Die to activate or reallocate one of your Path Powers on any target within a 5 Hex area. Allocated Knowledge die are not moved to your spent pool. Abilities remain active until you choose to end an effect, you may then allocate those die elsewhere.

If a target leaves the area the effect ends immediately. Abilities do not stack with themselves, though you may activate as many unique abilities as you can afford each turn. At the end of your Active Turn you may move any number of die from your Path Pool to your Spent Pool.

Path Power (Choose 3)

Distraction

Cost: 0 Die

Target: One Opponent

Target Opponent takes a -10% on all offensive rolls.

Leisurely Pace

Cost: 1 Die

Target: One Opponent

Target Opponent loses 2 Movement.

Call out Weakness

Cost: 2 Die

Target: One opponent

Target takes an additional 1 damage per Hit on all abilities against them

Defensive Maneuver

Cost: 3 Die

Target: One Opponent

Target turns one Hit into a Miss on its first Combat Ability each Turn.

Pester

Cost: 4 Die

Target: One Opponent

Choose an Attribute (STR, AGI, WILL, INT). Combat Abilities rolled against the opponent roll against this Attribute.

Discipline

Cost: 5 Die

Target: One Opponent

Any Combat Ability that succeeds against Target gains 1 Hit. (This Hit is in addition to any die they roll to determine Hits.)

Passive Ability (Choose 1)

Cheater

At the start of your Active Turn you may choose to not increase your Knowledge Die (No die are moved from your Available Pool to your Path Pool this turn) If you do so you may deal damage equal to your current number of Knowledge Die to all targets in your aura.

Knowledge is Power

You may add the number of your Knowledge Die to your base damage on any successful Combat Ability.

Quick Study

If an ability is successful against you that abilities controller takes a -10% offensive roll the next time they target you. (This ability does not stack)

Abilities (Choose 1)

Hesitation

Req: None

Range: 5 Hex

Target: One Opponent

Cost: 2

Special: Commit 2 (Stamina dice added to this ability during the damage phase to determine extra Hits have an additional effect, listed below. Dice are counted before they are rolled to determine Hits.)

Hits vs: Int

Success:

- Deal 2 base damage to target.
- Each time you Commit to Hesitation:

Target must reroll the next combat ability success until the start of your Active Turn

Failure:

None

Testing Strike

Req: Melee

Range: Weapon

Target: One Opponent

Cost: 2

Hit vs: Int

Success:

- Deal 2 Base damage
- 2 Hits: You may move a die from your Available Pool to you Path Pool.

Failure

None

Doubt

Req: None

Range: 5 Hex

Target: One Opponent

Cost: 2

Special: Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)

- Deal 1 Base damage at the start of targets Active Turn for each die in your Path Pool
- Target becomes Shocked (Targets that are Shocked add 1 to the cost to activate any ability with an activation cost.)

Reactions (Choose 1)

Misdirect

Reacts to: Attack

Req: 2+ Knowledge

Range: 5 Hex

Target: One Opponent

- Choose an Attribute (STR, AGI, WILL, INT). Reactive target must roll their next Combat Abilities rolled against this Attribute.

Telegraphed Blow

Reacts to: Attack

Req: None

Range: 5 Hex

- For your Reactive Targets next offensive ability choose one;

Each Hit Die rolled counts as a Hit but deals 0 damage **or**;
Each Hit Die rolled deals damage but is considered a Miss.

Practical Experience

Reacts to: Attack

Req: 1+ Knowledge

Range: (Personal)

- You may ignore damage on the next Combat Ability equal to the current number of die in your Path Pool. (Ignored damage is not counted for abilities)

Bard

Inspiration Aura

You inspire those around you with your words or song. You extend an aura out to a 6 Hex Range.

At the start of your Active Turn you may move one die from your Available Pool to your Path Pool as a Inspiration Die. These Inspiration die can be used to activate any Path Power.

Die used in this way are not spent, they remain in your Path Pool.

During your Maintenance Step you may allocate Inspiration Die to pay for any number of new abilities or move any number of Inspiration Die to your Spent Pool.

Note: Abilities that effect a single target in your Aura do not stack, however you may choose to pay for two of the same ability and grant that benefit to two separate targets.

Path Power (Choose 3)

Concentrate

Cost: 0 Die

Target: One Ally

Target Ally gains a +5% on all offensive rolls.

Double Time

Cost: 1 Die

Target: One Ally

Target Ally gains +1 Movement.

Motivation

Cost: 2 Die

Target: One Ally

Target Ally gains 5HP

All other Allies in your Aura gain 2HP

Soothing Tale

Cost: 3 Die

Target: One Ally

Remove any 1 Persist effect on Target Ally. (That ability immediately ends, that Ally moves any persist die to their Spent pool immediately)

Confidence

Cost: 4 Die

Target: One Ally

Target may reroll all failed Stamina Die to determine Hits.

Sweeping Epic

Cost: 5 Die

Target: All Allies in aura

Each Ally regenerates 1 additional Stamina Die during their **Regenerate Step**.

Passive Ability (Choose 1)

Moving Recital

Whenever you move a die from your Available Pool into your Path Pool all allies in your Aura gain +3 HP.

Inspiring Rendition

Whenever an Ally is granted a benefit from your Aura they gain 2HP. (Note: Even if you wish to target the same ally each turn the effect is applied at the start of each of your Active Turns)

Skip a Beat

At any time you could make a Reaction you may instead choose to move one die from your Path Pool to your Spent Pool. If you do you may change your current Aura. (Effects happen immediately) This ability replaces you ability to react for a turn.

Abilities (Choose 1)

Singing Strike

Req: None

Range: Melee

Target: One Opponent

Cost: 2

Hits vs: Int

Success:

Deal 2 base damage to target.

2 Hits: You may move a die from your Available Pool to you Path Pool

Failure:

None

Resplendent Aria

Req: 1+ Inspiration

Range: 5 Hex

Target: On Ally

Cost: 2

Special: Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)

Target adds the number of die in your Path Pool to the base damage of all their successful combat and reactive abilities.

Dirge of War

Req: 1+ Inspiration

Range: 5 Hex

Target: One Opponent

Cost: 2

Special: Maintain (Stamina die paid to activate this ability are placed in the Maintenance pool instead of the Spent Pool and the effect remains until you end it. You chose to end Maintain effects at the start of your Active Turn)

Target gains the following triggered ability:

“Whenever you attempt a combat ability against [BARD] ally take 3 damage”

Reactions (Choose 1)

Shriek

Reacts to: Attack

Req: None

Range: 5 Hex

Target: One Opponent

Target is **Distracted** until the end of the current Active Turn. (Targets that are Distracted must reroll any successful stamina die for abilities or skills)

Sweeping Rendition

Reacts to: Damage

Req: 1+ Inspiration Die

Range: 5 Hex

Target: One Ally

Target Ally immediately gains 1 Movement for each die in your Path Pool, they may use this movement now. This movement cannot activate a Reaction.

Perfect Chord

Reacts to: Attack

Req: None

Range: (Personal)

Gain Shield(X) where X is the number of die in your Path Pool.

When this shield expires you may deal damage equal to X to Reactive Target.

When this Shield Expires you may heal HP equal to X to one target ally in your aura.

