

Character Creation

In the current iteration of the character creation system, players also choose 3 Values that make up their faction's most notable features. **A player can only use character creation options from the neutrality value, and the 3 values they chose for their faction.** A character can be written using a mix, or even only one value. Only list Neutrality as a character value if you used no other values in its creation. The character creation process is as follows.

1. Decide on your character's values: If you are creating a character for an existing battle group, base your options off of the values you already use for that battle group. It is important for the character you create to match up well with the miniature you use to represent it, so keep that in mind when selecting values for your character. Once you have decided on your values, indicate your character's values on the character card and have those value sheets along with the Neutrality value sheet on-hand while you create the character.

2. Choose a Race: It is key to choose a race that best suits the miniature you intend to use so that you do not confuse your opponent. Many of the humanoid style races like the elf varieties, humans, and even demons or preserved (undead) can be represented by the same kind of miniature provided it is painted a certain way. Once you have made your selection, record your character's race, stats, point cost, and Effect or ability on the character card.

3. Choose an Arcana: The Arcana in part determines what specific role your character will fill on the battlefield. The Coins suit depends on stealth, speed, and evasion, the Swords suit depends on durability, combat abilities, and sheer power, the Rods suit depends on elemental attacks, status effects, and unique abilities, and the Cups suit depends on providing buffs, synergy, and manipulating others. The rank you choose determines how powerful and how expensive it will be, and some ranks can't be used in games of 300pts or less. Once you have made your choice, record the arcana suit, rank, bonuses, skill allowance, and cost on your character card.

4. Choose a Weapon: There is a wide variety of weapon a character can take to the battlefield in collision, but be sure to choose one that suits the miniature you will use to represent your character. A character must take at least one weapon, and a character can take up to two weapons provided one of them isn't 2-handed. Once you have made your selection, add your Weapon, Crit, Special, and point cost to your character card. Add your character's Att stat to your weapon's W-Att stat, and add any racial W-Pow and/or Reach bonuses to your weapon as well. Unless enchanted your weapon's type will be Mundane. You can choose one enchantment for each weapon you select, but enchantments are optional. If you choose an enchantment, be sure to change the weapon's type, and add the name of the enchantment, any bonuses or special effects from the enchantment, and add the enchantment's point cost.

5. Choose an Armor: There are a few different categories of armor in collision that are meant to encompass just about any kind of defensive equipment you might find in Gea. Be sure to choose an armor type that suits the miniature you will use to represent your character, however there are creative uses for the armor options. Unarmored beasts could be said to be wearing light armor on account of their hide, a Wyrms' scales could easily be considered Scale Male, and the body of a stone construct could be nothing other than heavy armor. A character may choose one kind of Armor, but Armor is optional. Once you have made your selection, add the Armor and Defense modifiers if any, and the point cost to your character card. You can choose one enchantment if you chose armor, but enchantments are optional. If you choose an enchantment, be sure to add any bonuses or special effects from the enchantment, and add the enchantment's point cost.

6. Choose an Accessory: Accessories represent items that a character takes to battle not encompassed by weapons or armor. A character can choose one accessory, but accessories are optional. Accessories are often items that are difficult to represent on a miniature, but for more obvious ones such as shields or a banner, be sure to select accessories that suit the miniature you will use to represent your character. You cannot select an accessory that requires a hand for a character that already has two weapons or a two-handed weapon. Once you have made your selection, be sure to record any effects or abilities and its point cost.

7. Choose Skills: Skills represent special abilities and effects a character has learned as a result of training or experience. A character can choose as many skills as allowed for its arcana, and skills need not be reflected in the miniature used to represent the character. Skills often require the character to have chosen a particular arcana, and often require the character be of a certain rank or higher. When you choose a skill, be sure to record the name of the skill and its Endurance and Mana cost if any as well as the point cost of the skill.

8. Name your Character: There are only four criteria that should be followed in naming a character. Characters who have the same stats should have the same name, characters who have different stats cannot have the same name, and a character's name should be at least somewhat related to what the character is or does. Above all have fun with it!

Neutrality

Any faction or character has access to these options without listing it as a value. Characters written with exclusively neutral options will have "Neutral" for its values stat, and can be used in any battle group.

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Halfling	2	7	1	4	2	2	3	3	1	0	0	Skill+1	18
Human	1	6	1	4	3	2	3	3	1	1	0	Skill+1	20
Greatfolk	0	5	1	4	4	2	3	3	1	2	1	Skill+1	24

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
2 of Coins	1	1								1		0
3 of Coins	1	1			1	1				1		3
4 of Coins	1	1			2	1		1		1		7
2 of Swords	1			1						1		0
3 of Swords	1			1					1	1		3
4 of Swords	1			1	1			1	1	1		7
2 of Rods			1		1					1		0
3 of Rods	1		1		2					1		3
4 of Rods	1		1		3			1		1		7
2 of Cups					1			1		1		0
3 of Cups		1			2			1		1		3
4 of Cups		1			2			2		1		7

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Blade	2	2	2	1	Pow+2	1		5
Dagger	1	1	2	1	Injury+1	1	Multiattack	3
Mace	1	3	3	1	Stun	1		4
Spear	2	1	2	2	Injury+1	1		3
Bow	2	1	3	5+	Injury+1	1	Ranged	3

Armor

Armor	Type	Arm	Def	Points
Leather Armor	light	1	0	4
Chain Armor	medium	2	-1	5
Breastplate	heavy	3	-2	7

Accessory

Accessory	Effect or Ability	Hands	Points
Shield	1E: Block 2 (RE)	1	4
Torch	2E: Dazzle	1	4

Skill

Requirement	Skill Name	Effect	Points
Coins	Backstab	1M: Special weapon attack. If it hits the target in its rear facing, it will automatically crit instead.	0
Coins	Dodge (RE)	2E: React to an attack to gain Def+2 for that attack	0
Swords	Power Attack	1M: Special weapon attack at W-Att-1, W-Pow+2	0
Swords	Parry (RE)	2E: React to a melee attack with an Att contest. If you win, ignore the attack.	0
Rods	Static Jolt	2E1M: Special ranged attack at Att+2, S-Pow+0, Range 4+, Type: Electric, On Injury: Stun, crit: Pow+2	0
Rods	Metalize (RE)	1E1M: React to an attack that hits you. Your armor is 8 for that attack.	0
Cups	Attack Now (RE)	1M: React to an ally within command making an attack, the attack is at Att+2 Pow+1	0
Cups	Look Out (RE)	1M: React to an ally within command being attacked, that ally gets Def+2 and Armor+1 for that attack.	0

Fire

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Thrall	2	7	0	5	3	1	2	3	0	0	0	Resist Elements 2	20
Demon	1	6	0	5	3	2	3	3	1	1	0	Resist Elements 2	24
Wym	0	5	1	5	4	2	3	3	1	2	1	Resist Elements 2	30
Imp	1	8	1	4	2	2	4	3	1	0	0	Vicious	22
Red-Elf	2	7	0	4	2	2	4	3	2	2	0	Vicious	25
Chimera	1	6	1	4	3	2	4	3	0	3	1	Vicious	30

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Coins	1	1			2	1	1	1		2		17
6 of Coins	1	1			2	1	1	1	1	2		21
7 of Coins	1	1		1	2	1	1	1	1	2		25
8 of Coins	1	1	1	1	3	1	1	1	1	2	301+	28
9 of Coins	1	2	1	1	3	2	1	1	1	3	301+	36
10 of Coins	2	3	1	1	3	2	1	1	1	3	301+	42
Ace of Coins	2	3	1	2	4	2	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Pistol	0	3	2	4+	Pow+2	1	Unstable	5
Repeater (Crossbow)	2	2	2	4+	injury+1	2	Ranged	7
Claw	0	2	2	1	Pow+2	1	Multiattack	4

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
flame	Fire	W-Pow+1	4	3
destruction	Fire	Blast Attack, Radius 1	8	5

Armor

Armor	Type	Arm	Def	Points
Scale Armor	medium	3	-1	10

Accessories

Accessory	Effect or Ability	Hands	Points
Red Crystal	Vicious	1	4

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
flame	Immune to Fire	4	3
destruction	Flame Wreath	8	6

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Fire-Breathing	1M2E: Line Attack length 3, Att+1, Pow 4, Type: Fire, crit: Pow+2.	4
Coins	Sudden Strike	1E: Special melee weapon attack at W-Att+1 adding Crit Pow+2. Units can't react.	2
Coins	Trip (RE)	1M: React to a an enemy within 2 using a special ability. Make a special melee attack, if it hits, cancel that special ability.	2
Coins 4+	Rip Around	1E1M: Make a special melee weapon attack at Att+1. On hit, choose a new facing for the target and drain 2E.	4
Coins 4+	Gather Courage	1E: If no enemy can draw line of sight to you without giving you cover, recover 1 mana.	4
Coins 4+	Brutalize	1M1E: Special melee attack with reach 1. Stun on hit, Slay on a Crit.	4
Coins 4+	Gouge	2M: Special weapon attack at Pow+2. On hit, Hex 1. On Crit, Hex+2.	4
Coins 8+	Shred	1E2M: Special weapon attack. If it hits, make free weapon attacks at Att-1 per successive hit until you miss or can't attack any enemies.	8
Coins 8+	Scissor Strike	2M: Special attack with two melee weapons, use highest EC, the highest W-Att, and combine W-Pow, Crit, and special.	8

Water

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Critter	1	8	0	4	2	2	4	3	0	0	0	Leaping Move	16
Beast	1	7	0	4	3	2	4	3	1	1	0	Leaping Move	22
Beastfolk	1	6	0	4	4	2	4	3	1	2	1	Leaping Move	28
Shambler	2	6	1	5	2	1	2	3	0	0	0	Immune to Slay	15
Preserved	1	5	1	5	3	2	2	3	1	1	0	Immune to Slay	20
Undead Construct	0	4	1	5	4	2	2	3	0	2	1	Immune to Slay	23

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Rods	1		1		3		1	1		2		17
6 of Rods	1		2		4		1	1		2		21
7 of Rods	1		2	1	4		1	1		2		25
8 of Rods	1		3	1	5		1	1		2	301+	28
9 of Rods	1	1	3	1	5	1	1	1		3	301+	36
10 of Rods	2	2	3	1	5	1	1	1		3	301+	42
Ace of Rods	2	2	3	2	6	1	1	1		3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Flail	3	2	3	1	Stun	1		3
Scepter	1	1	2	1	Stun	1	S-Pow+1	6
Bite	0	3	2	1	Pow+2	1		5

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
frost	Cold	On Hit: Drain 1E	4	3
crystal	Cold	No Reactions	8	4

Armor

Armor	Type	Arm	Def	Points
Studded Leather	medium	2	0	8

Accessories

Accessory	Effect or Ability	Hands	Points
Potions Case	2E: Remedy	1	5

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
frost	Immune to Cold	4	3
crystal	Def+1	8	5

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Chilling Strike	2M: Special melee weapon attack, type: cold, on hit drain Endurance equal to your S-Pow.	4
Rods	Deflect (RE)	2E: React to a ranged attack, roll a S-Pow contest. If you win, the attack misses automatically.	2
Rods	Vigorate	1M: This unit or a unit within 2 recovers 2 Endurance up to its maximum	2
Rods 4+	Caustic Burst	2E3M: Special burst attack at Att+2, S-Pow+2, Radius 2, Type: Acid, Crit: Poison 2	4
Rods 4+	Tap into Gea	1E: Roll a D10. on a 4+, recover 1 Mana. Repeatable.	4
Rods 4+	Whirling Gale	2E2M: Special line attack at Att+2, S-Pow+0, Line 4, Type: Weapon, Hit: Stun, Crit: Pow+3	4
Rods 4+	Heal	1E1M: A friendly unit within 4 recovers 1 injury.	4
Rods 8+	Flash Freeze	2E3M: Special Melee attack with Att+3, S-Pow+2, Reach 2, type: Cold, Crit: Slay, on an injury: Drain all Endurance and stun.	8
Rods 8+	Epic Heal	2E3M: All friendly units within 8 recover 1 injury. This unit recovers 2 injuries instead.	8

Earth

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Goblin	2	8	1	4	2	2	3	3	0	1	0	Skittish	17
Orc	1	6	1	4	4	2	3	3	0	2	0	Skittish	20
Ogre	0	5	1	4	5	2	2	3	0	3	1	Skittish	23
Dwarf	1	6	1	5	3	2	2	3	1	1	0	Dauntless	25
Construct	1	5	1	5	3	2	2	3	1	2	0	Dauntless	24
Juggernaut	0	4	1	5	4	2	2	3	1	3	1	Dauntless	28

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Swords	1			1	1		1	1	1	2		17
6 of Swords	1	1		1	1	1	1	1	1	2		21
7 of Swords	1	1		2	1	1	1	1	1	2		25
8 of Swords	1	1	1	2	2	1	1	1	1	2	301+	28
9 of Swords	1	1	1	2	2	1	1	1	1	3	301+	36
10 of Swords	2	2	1	2	2	1	1	1	1	3	301+	42
Ace of Swords	2	2	1	3	3	1	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Greatclub	2	4	3	1	Stun, Pow+2	2		7
Hammer	0	3	2	1	Stun	1		5
Scythe	2	3	3	2	injury+1	2	Sharp	7

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
corrosive	Acid	On Injury: Poison 1	4	3
vampiric	Acid	On Injury: Recover 1 Injury	8	7

Armor

Armor	Type	Arm	Def	Points
Heavy Plate	heavy	4	-2	14

Accessories

Accessory	Effect or Ability	Hands	Points
Heavy Shield	2E: Block 4	1	8

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
corrosive	Immune to Acid	4	3
vampiric	Voodoo	8	7

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Venom	1M2E: special melee attack at Att+3, Reach 1, Pow 1, type: Acid. On hit: Poison 1, on crit Poison 3 instead.	4
Swords	Shove	2E: Special melee attack at reach 1. if it hits, knockback 2 and drain 2E. If it crits, Stun.	2
Swords	Shrug (RE)	1E: React to being dealt 1 injury. Ignore that injury.	2
Swords 4+	Butcher	1M1E: Special Weapon attack at Att-2, Pow+4.	4
Swords 4+	Berzerk	1E: Suffer 1 Injury, then recover 1 Mana for each injury you have.	4
Swords 4+	Meditate	2E: Recover 1 Mana up to your maximum	4
Swords 4+	Counter Attack (RE)	1E: React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a free attack against them.	4
Swords 8+	Challenge	Effect: If an enemy moves out of your melee reach, roll an Command contest. If you win, it can't move but still pays Endurance.	8
Swords 8+	Finishing Blow	1M1E: Special melee weapon attack against a unit 2 injuries away from defeat at Att+1. No reaction, On hit Slay.	8

Air

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Fae	3	7	1	4	2	3	3	3	0	0	0	Levitating Move	25
Angel	1	6	1	4	3	3	3	3	2	1	0	Levitating Move	30
Archangel	0	5	1	4	4	3	3	3	2	2	1	Levitating Move	34
Wisp	1	7	1	4	2	3	3	3	0	0	0	Serenity	22
White Elf	2	7	2	4	2	2	3	3	2	0	0	Serenity	25
Elemental	1	5	1	4	3	2	3	3	2	2	1	Serenity	28

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Cups			1		2		1	2		2		17
6 of Cups			1		2	1	1	3		2		21
7 of Cups			1	1	2	1	1	3		2		25
8 of Cups			1	1	3	1	1	3		2	301+	28
9 of Cups			1	1	2	3	1	4		3	301+	36
10 of Cups	1	2	1	2	3	1	1	4		3	301+	42
Ace of Cups	1	2	1	3	4	1	1	4		3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Chain-Whip	3	1	2	2	Hex 2	1		5
Shortbow	1	1	2	5+	Injury+1	1	Ranged, Multiattack	5
Broadax	0	4	3	1	Stun	1		5

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
thunder	Electric	On Injury: Stun	4	2
quick	Electric	Multiattack	8	5

Armor

Armor	Type	Arm	Def	Points
Cloth Armor	light	1	1	7

Accessories

Accessory	Effect or Ability	Hands	Points
Cloak of Wings	Move -1, Levitating Move	0	5

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
thunder	Immune to Electric	4	3
quick	End+1	8	7

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Shockwave	1M: A special Melee attack reach 3. This attack automatically hits, Pow 2, Type: Magic.	4
Cups	Inspire Urgency	Effect: Aura-Friendly characters that begin moving within command get Move+1 (one aura per unit).	2
Cups	Transfixing Gaze	2E: An enemy within command becomes stunned (fear).	2
Cups 4+	Heat of Battle	2E: Use while an enemy is within your melee reach, recover 2 Mana.	4
Cups 4+	Castle (RE)	1E1M: React to an ability or attack targetting you, swap this unit for an ally within command. The new unit is the target.	4
Cups 4+	Immobilize (RE)	1M1E: React to an enemy activating in phase 1 or 2 within your command. Move it to phase 3 instead.	4
Cups 4+	Check	2M: Roll a command contest against an enemy within command. If you win, it must flee. (fear)	4
Cups 8+	Swift Assault	Effect: During deployment you may automatically deploy first if you have more swift assault units than your enemy.	8
Cups 8+	Inspire Bravery	Effect: Aura-Friendly units within command are immune to fear abilities or effects and flee. (one aura per unit)	8

Freedom

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Fae	3	7	1	4	2	3	3	3	0	0	0	Levitating Move	25
Angel	1	6	1	4	3	3	3	3	2	1	0	Levitating Move	30
Archangel	0	5	1	4	4	3	3	3	2	2	1	Levitating Move	34
Goblin	2	8	1	4	2	2	3	3	0	1	0	Skittish	17
Orc	1	6	1	4	4	2	3	3	0	2	0	Skittish	20
Ogre	0	5	1	4	5	2	2	3	0	3	1	Skittish	23

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Swords	1			1	1		1	1	1	2		17
6 of Swords	1	1		1	1	1	1	1	1	2		21
7 of Swords	1	1		2	1	1	1	1	1	2		25
8 of Swords	1	1	1	2	2	1	1	1	1	2	301+	28
9 of Swords	1	1	1	2	2	1	1	1	1	3	301+	36
10 of Swords	2	2	1	2	2	1	1	1	1	3	301+	42
Ace of Swords	2	2	1	3	3	1	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Chain-Whip	3	1	2	2	Hex 2	1		5
Broadax	0	4	3	1	Stun	1		5
Crossbow	2	3	3	5+	injury+1	2	Ranged	6

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
rune	Magic	On Hit: Drain 1 Mana	4	3
chaotic	Magic	On Injury: Flee (Fear)	4	3

Armor

Armor	Type	Arm	Def	Points
Scale Armor	medium	3	-1	10

Accessories

Accessory	Effect or Ability	Hands	Points
Buckler	1E: Block 2	0	6

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
rune	Mark of the Titans	4	8
chaotic	Shrieking Armor	4	7

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Wreck	1M1E: Roll a D10 and add Tuf. On an 8+, destroy an adjacent terrain tile that is not objective terrain.	4
Swords	Guided Strike	1M: Make a special weapon attack at W-Att+2.	2
Swords	Got your Back (RE)	1M: React to an adjacent ally hit by an attack. Swap it for this unit, this unit is now being hit instead.	2
Swords 4+	Berzerk	1E: Suffer 1 Injury, then recover 1 Mana for each injury you have.	4
Swords 4+	Meditate	2E: Recover 1 Mana up to your maximum	4
Swords 4+	Buck Shot	1E1M: Use only after resolving a ranged attack that hit, and make another ranged attack against that target for free.	4
Swords 4+	Hyper Cutter	2M: Special melee weapon attack as a line attack with Att+1, Line 3, and Magic Type.	4
Swords 8+	Finishing Blow	1M1E: Special melee weapon attack against a unit 2 injuries away from defeat at Att+1. No reaction, On hit Slay.	8
Swords 8+	Thunderstrike	2M: Special weapon attack with a blast radius of 1, Att+1, Pow+2, Electric Type, drain 1 E on hit, and this character can't hit itself.	8

Order

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Dwarf	1	6	1	5	3	2	2	3	1	1	0	Dauntless	25
Construct	1	5	1	5	3	2	2	3	1	2	0	Dauntless	24
Juggernaut	0	4	1	5	4	2	2	3	1	3	1	Dauntless	28
Imp	1	8	1	4	2	2	4	3	1	0	0	Vicious	22
Red-Elf	2	7	0	4	2	2	4	3	2	2	0	Vicious	25
Chimera	1	6	1	4	3	2	4	3	0	3	1	Vicious	30

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Cups		1			2		1	2		2		17
6 of Cups		1			2	1	1	3		2		21
7 of Cups		1		1	2	1	1	3		2		25
8 of Cups		1	1	1	3	1	1	3		2	301+	28
9 of Cups		1	1	2	3	1	1	4		3	301+	36
10 of Cups	1	2	1	2	3	1	1	4		3	301+	42
Ace of Cups	1	2	1	3	4	1	1	4		3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Longsword	3	3	2	1	Pow+3	2		8
Flail	3	2	3	1	Stun	1		3
Pike	2	2	2	3	injury+1	2		6

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
adamantine	Magic	Pow+2	8	7
silver	Magic	Att+1, Pow+1	8	6

Armor

Armor	Type	Arm	Def	Points
Heavy Plate	heavy	4	-2	14

Accessories

Accessory	Effect or Ability	Hands	Points
Horn of Command	Command+2	1	8

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
adamantine	Armor+1	8	6
silver	Immune to Magic	8	5

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Regenerate	1M: This unit recovers 1 injury.	4
Cups	Transfixing Gaze	2E: An enemy within command becomes stunned (fear).	2
Cups	Being Scary (RE)	1E: React to an attack that hits, the attacker must re-roll the attack (fear).	2
Cups 4+	Castle (RE)	1E1M: React to an ability or attack targetting you, swap this unit for an ally within command. The new unit is the target.	4
Cups 4+	Immobilize (RE)	1M1E: React to an enemy activating in phase 1 or 2 within your command. Move it to phase 3 instead.	4
Cups 4+	Check	2M: Roll a command contest against an enemy within command. If you win, it must flee. (fear)	4
Cups 4+	Assess the Threat	1E: Roll a Command contest with an enemy within command. If you win, recover 1 Mana. (fear)	4
Cups 8+	Checkmate	3M: A special melee weapon attack at W-Att+2. If two or more friendly units are also within melee reach they may pay Ec for their weapon. If they do, on hit Slay.	8
Cups 8+	Kiss of Death (RE)	2E2M: React to an ally activating in command not immune to slay, it recovers all E, M, and status effects. Slay it in recovery.	8

Light

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Critter	1	8	0	4	2	2	4	3	0	0	0	Leaping Move	16
Beast	1	7	0	4	3	2	4	3	1	1	0	Leaping Move	22
Beastfolk	1	6	0	4	4	2	4	3	1	2	1	Leaping Move	28
Wisp	1	7	1	4	2	3	3	3	0	0	0	Serenity	22
White Elf	2	7	2	4	2	2	3	3	2	0	0	Serenity	25
Elemental	1	5	1	4	3	2	3	3	2	2	1	Serenity	28

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Rods	1		1		3		1	1		2		17
6 of Rods	1		2		4		1	1		2		21
7 of Rods	1		2	1	4		1	1		2		25
8 of Rods	1		3	1	5		1	1		2	301+	28
9 of Rods	1	1	3	1	5	1	1	1		3	301+	36
10 of Rods	2	2	3	1	5	1	1	1		3	301+	42
Ace of Rods	2	2	3	2	6	1	1	1		3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Halberd	1	2	2	2	Pow+2	1		5
Staff	0	1	2	2	Stun	1	S-Pow+1	5
Crossbow	2	3	3	5+	injury+1	2	Ranged	6

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
bright	Light	Att+1	4	2
unicorn	Light	Reach+1/Range+2, Ignore Partial Cover	8	4

Armor

Armor	Type	Arm	Def	Points
Cloth Armor	light	1	1	7

Accessories

Accessory	Effect or Ability	Hands	Points
White Crystal	Serenity	1	4

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
bright	Immune to Light	4	3
unicorn	Few Stood Against Many	8	10

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Smite	2M: Special melee weapon attack, add Command to your W-Pow, type: light. This attack cannot defeat an enemy, if it would instead leave the enemy 1 injury away from defeat.	4
Rods	Vigorate	1M: This unit or a unit within 2 recovers 2 Endurance up to its maximum	2
Rods	Mana Gift	1M1E: Any friendly unit recovers 1 Mana up to its maximum.	2
Rods 4+	Tap into Gea	1E: Roll a D10. on a 4+, recover 1 Mana. Repeatable.	4
Rods 4+	Whirling Gale	2E2M: Special line attack at Att+2, S-Pow+0, Line 4, Type: Weapon, Hit: Stun, Crit: Pow+3	4
Rods 4+	Heal	1E1M: A friendly unit within 4 recovers 1 injury.	4
Rods 4+	Power Channel (RE)	1E: React to an elemental or magic attack that hits you. You get Armor+4 for that attack, and 1 Mana.	4
Rods 8+	Epic Heal	2E3M: All friendly units within 8 recover 1 injury. This unit recovers 2 injuries instead.	8
Rods 8+	Adamant Form (RE)	1M: React to an attack that has hit. The attack can't increase your injury level by more than 1.	8

Darkness

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Thrall	2	7	0	5	3	1	2	3	0	0	0	Resist Elements 2	20
Demon	1	6	0	5	3	2	3	3	1	1	0	Resist Elements 2	24
Wyrm	0	5	1	5	4	2	3	3	1	2	1	Resist Elements 2	30
Shambler	2	6	1	5	2	1	2	3	0	0	0	Immune to Slay	15
Preserved	1	5	1	5	3	2	2	3	1	1	0	Immune to Slay	20
Undead Construct	0	4	1	5	4	2	2	3	0	2	1	Immune to Slay	23

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Coins	1	1			2	1	1	1		2		17
6 of Coins	1	1			2	1	1	1	1	2		21
7 of Coins	1	1		1	2	1	1	1	1	2		25
8 of Coins	1	1	1	1	3	1	1	1	1	2	301+	28
9 of Coins	1	2	1	1	3	2	1	1	1	3	301+	36
10 of Coins	2	3	1	1	3	2	1	1	1	3	301+	42
Ace of Coins	2	3	1	2	4	2	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Dire Blade	2	5	4	2	Pow+4	2		9
Scythe	2	3	3	2	injury+1	2	Sharp	7
Shiv	2	1	2	1	injury+1	1	Multiattack	6

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
shadow	Dark	On Hit: Hex 1	4	3
bone	Dark	Crit: Slay	8	6

Armor

Armor	Type	Arm	Def	Points
Studded Leather	medium	2	0	8

Accessories

Accessory	Effect or Ability	Hands	Points
Voodoo Doll	Voodoo	1	5

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
shadow	Immune to Dark	4	3
bone	Immune to Slay	8	6

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Shadow Hop (RE)	2M: React to suffering a hit. Ignore the hit and place this unit in reserves. When it is ready to deploy, you may place it anywhere not adjacent to an enemy or on impassable terrain.	4
Coins	Sidestep (RE)	1M: React to an attack or ability against this unit, and move one square in any direction. If you are out of reach, ignore it.	2
Coins	Snipe	1E: Special ranged weapon attack ignoring penalties for partial cover, adding crit Pow+2. Units can't react.	2
Coins 4+	Gather Courage	1E: If no enemy can draw line of sight to you without giving you cover, recover 1 mana.	4
Coins 4+	Brutalize	1M1E: Special melee attack with reach 1. Stun on hit, Slay on a Crit.	4
Coins 4+	Gouge	2M: Special weapon attack at Pow+2. On hit, Hex 1. On Crit, Hex+2.	4
Coins 4+	Mana Theft	1E: Special Melee attack at Att+1, Reach 1. On hit, steal 1 Mana from the target.	4
Coins 8+	Super Stealth	Effect: When attacked, if this unit is 4 spaces away or more, it has total cover.	8
Coins 8+	Perfect Dodge (RE)	2E: React to an attack that hits you. Ignore the attack.	8

Honor

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Thrall	2	7	0	5	3	1	2	3	0	0	0	Resist Elements 2	20
Demon	1	6	0	5	3	2	3	3	1	1	0	Resist Elements 2	24
Wyrm	0	5	1	5	4	2	3	3	1	2	1	Resist Elements 2	30
Wisp	1	7	1	4	2	3	3	3	0	0	0	Serenity	22
White Elf	2	7	2	4	2	2	3	3	2	0	0	Serenity	25
Elemental	1	5	1	4	3	2	3	3	2	2	1	Serenity	28

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Cups		1			2		1	2		2		17
6 of Cups		1			2	1	1	3		2		21
7 of Cups		1		1	2	1	1	3		2		25
8 of Cups		1	1	1	3	1	1	3		2	301+	28
9 of Cups		1	1	2	3	1	1	4		3	301+	36
10 of Cups	1	2	1	2	3	1	1	4		3	301+	42
Ace of Cups	1	2	1	3	4	1	1	4		3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Halberd	1	2	2	2	Pow+2	1		5
Longbow	3	2	3	7+	Injury+1	2	Ranged	6
Sabre	2	1	2	1	Injury+2	1	Sharp	6

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
bright	Light	Att+1	4	2
quick	Electric	Multiattack	8	5

Armor

Armor	Type	Arm	Def	Points
Heavy Plate	heavy	4	-2	14

Accessories

Accessory	Effect or Ability	Hands	Points
Banner	1E: Rally	1	3

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
bright	Immune to Light	4	3
quick	End+1	8	7

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Smite	2M: Special melee weapon attack, add Command to your W-Pow, type: light. This attack cannot defeat an enemy, if it would instead leave the enemy 1 injury away from defeat.	4
Cups	Being Scary (RE)	1E: React to an attack that hits, the attacker must re-roll the attack (fear).	2
Cups	Plan Ahead	2E: Roll a D10 and set it aside. Your characters may use this value once instead of rolling a D10 during this turn. Using plan ahead again replaces the D10 already set aside.	2
Cups 4+	Immobilize (RE)	1M1E: React to an enemy activating in phase 1 or 2 within your command. Move it to phase 3 instead.	4
Cups 4+	Assess the Threat	1E: Roll a Command contest with an enemy within command. If you win, recover 1 Mana. (fear)	4
Cups 4+	Heat of Battle	2E: Use while an enemy is within your melee reach, recover 2 Mana.	4
Cups 4+	Inspire Fortitude	Effect: Aura-Friendly units within command gain Armor 1. (one aura per unit)	4
Cups 8+	Kiss of Death (RE)	2E2M: React to an ally activating in command not immune to slay, it recovers all E, M, and status effects. Slay it in recovery.	8
Cups 8+	Inspire Bravery	Effect: Aura-Friendly units within command are immune to fear abilities or effects and flee. (one aura per unit)	8

Athletics

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Critter	1	8	0	4	2	2	4	3	0	0	0	Leaping Move	16
Beast	1	7	0	4	3	2	4	3	1	1	0	Leaping Move	22
Beastfolk	1	6	0	4	4	2	4	3	1	2	1	Leaping Move	28
Imp	1	8	1	4	2	2	4	3	1	0	0	Vicious	22
Red-Elf	2	7	0	4	2	2	4	3	2	2	0	Vicious	25
Chimera	1	6	1	4	3	2	4	3	0	3	1	Vicious	30

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Swords	1			1	1		1	1	1	2		17
6 of Swords	1	1		1	1	1	1	1	1	2		21
7 of Swords	1	1		2	1	1	1	1	1	2		25
8 of Swords	1	1	1	2	2	1	1	1	1	2	301+	28
9 of Swords	1	1	1	2	2	1	1	1	1	3	301+	36
10 of Swords	2	2	1	2	2	1	1	1	1	3	301+	42
Ace of Swords	2	2	1	3	3	1	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Greatclub	2	4	3	1	Stun, Pow+2	2		7
Javelin	2	1	2	2	Injury+1	1	1E: Throw	5
Repeater (Crossbow)	2	2	2	4+	injury+1	2	Ranged	7

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
shadow	Dark	On Hit: Hex 1	4	3
crystal	Cold	No Reactions	8	4

Armor

Armor	Type	Arm	Def	Points
Scale Armor	medium	3	-1	10

Accessories

Accessory	Effect or Ability	Hands	Points
Jump Shoes	Leaping Move	0	3

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
shadow	Immune to Dark	4	3
crystal	Def+1	8	5

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Wreck	1M1E: Roll a D10 and add Tuf. On an 8+, destroy an adjacent terrain tile that is not objective terrain.	4
Swords	Got your Back (RE)	1M: React to an adjacent ally hit by an attack. Swap it for this unit, this unit is now being hit instead.	2
Swords	Shrug (RE)	1E: React to being dealt 1 injury. Ignore that injury.	2
Swords 4+	Meditate	2E: Recover 1 Mana up to your maximum	4
Swords 4+	Buck Shot	1E1M: Use only after resolving a ranged attack that hit, and make another ranged attack against that target for free.	4
Swords 4+	Butcher	1M1E: Special Weapon attack at Att-2, Pow+4.	4
Swords 4+	Counter Attack (RE)	1E: React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a free attack against them.	4
Swords 8+	Thunderstrike	2M: Special weapon attack with a blast radius of 1, Att+1, Pow+2, Electric Type, drain 1 E on hit, and this character can't hit itself.	8
Swords 8+	Riposte (RE)	1E: React to an attack that doesn't deal injury. If the character is within melee reach, you may turn and attack them for free.	8

Entertainment

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Dwarf	1	6	1	5	3	2	2	3	1	1	0	Dauntless	25
Construct	1	5	1	5	3	2	2	3	1	2	0	Dauntless	24
Juggernaut	0	4	1	5	4	2	2	3	1	3	1	Dauntless	28
Goblin	2	8	1	4	2	2	3	3	0	1	0	Skittish	17
Orc	1	6	1	4	4	2	3	3	0	2	0	Skittish	20
Ogre	0	5	1	4	5	2	2	3	0	3	1	Skittish	23

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Coins	1	1			2	1	1	1		2		17
6 of Coins	1	1			2	1	1	1	1	2		21
7 of Coins	1	1		1	2	1	1	1	1	2		25
8 of Coins	1	1	1	1	3	1	1	1	1	2	301+	28
9 of Coins	1	2	1	1	3	2	1	1	1	3	301+	36
10 of Coins	2	3	1	1	3	2	1	1	1	3	301+	42
Ace of Coins	2	3	1	2	4	2	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Shiv	2	1	2	1	injury+1	1	Multiattack	6
Shortbow	1	1	2	5+	Injury+1	1	Ranged, Multiattack	5
Throwing-blade	2	2	2	1	injury+1	1	1E: Throw	

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
corrosive	Acid	On Injury: Poison 1	4	3
chaotic	Magic	On Injury: Flee (Fear)	4	3

Armor

Armor	Type	Arm	Def	Points
Studded Leather	medium	2	0	8

Accessories

Accessory	Effect or Ability	Hands	Points
Lyre of Distraction	2E: Distract (RE)	1	6

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
chaotic	Shrieking Armor	4	7
corrosive	Immune to Acid	4	3

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Venom	1M2E: special melee attack at Att+3, Reach 1, Pow 1, type: Acid. On hit: Poison 1, on crit Poison 3 instead.	4
Coins	Snipe	1E: Special ranged weapon attack ignoring penalties for partial cover, adding crit Pow+2. Units can't react.	2
Coins	Trip (RE)	1M: React to a an enemy within 2 using a special ability. Make a special melee attack, if it hits, cancel that special ability.	2
Coins 4+	Brutalize	1M1E: Special melee attack with reach 1. Stun on hit, Slay on a Crit.	4
Coins 4+	Mana Theft	1E: Special Melee attack at Att+1, Reach 1. On hit, steal 1 Mana from the target.	4
Coins 4+	Rip Around	1E1M: Make a special melee weapon attack at Att+1. On hit, choose a new facing for the target and drain 2E.	4
Coins 4+	Dummy Swap (RE)	2M: React to an attack or ability that hits you. Roll a S-Pow contest, if you win it misses and teleport to another tile within 3.	4
Coins 8+	Perfect Dodge (RE)	2E: React to an attack that hits you. Ignore the attack.	8
Coins 8+	Scissor Strike	2M: Special attack with two melee weapons, use highest EC, the highest W-Att, and combine W-Pow, Crit, and special.	8

Education

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Shambler	2	6	1	5	2	1	2	3	0	0	0	Immune to Slay	15
Preserved	1	5	1	5	3	2	2	3	1	1	0	Immune to Slay	20
Undead Construct	0	4	1	5	4	2	2	3	0	2	1	Immune to Slay	23
Fae	3	7	1	4	2	3	3	3	0	0	0	Levitating Move	25
Angel	1	6	1	4	3	3	3	3	2	1	0	Levitating Move	30
Archangel	0	5	1	4	4	3	3	3	2	2	1	Levitating Move	34

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Rods	1		1		3		1	1		2		17
6 of Rods	1		2		4		1	1		2		21
7 of Rods	1		2	1	4		1	1		2		25
8 of Rods	1		3	1	5		1	1		2	301+	28
9 of Rods	1	1	3	1	5	1	1	1		3	301+	36
10 of Rods	2	2	3	1	5	1	1	1		3	301+	42
Ace of Rods	2	2	3	2	6	1	1	1		3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Staff	0	1	2	2	Stun	1	S-Pow+1	5
Pike	2	2	2	3	injury+1	2		6
Rifle	1	4	3	7+	Pow+3	2	Ranged, Unstable	8

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
thunder	Electric	On Injury: Stun	4	2
rune	Magic	On Hit: Drain 1 Mana	4	3

Accessories

Accessory	Effect or Ability	Hands	Points
Arcane Focus	End-1, Recovery	1	5

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
rune	Mark of the Titans	4	8
thunder	Immune to Electric	4	3

Armor

Armor	Type	Arm	Def	Points
Cloth Armor	light	1	1	7

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Shadow Hop (RE)	2M: React to suffering a hit. Ignore the hit and place this unit in reserves. When it is ready to deploy, you may place it anywhere not adjacent to an enemy or on impassable terrain.	4
Rods	Mana Gift	1M1E: Any friendly unit recovers 1 Mana up to its maximum.	2
Rods	Embloody	2E1M: Special Ranged Attack at Att+1, Range 4+, Type: Dark. On hit, injury 1.	2
Rods 4+	Whirling Gale	2E2M: Special line attack at Att+2, S-Pow+0, Line 4, Type: Weapon, Hit: Stun, Crit: Pow+3	4
Rods 4+	Power Channel (RE)	1E: React to an elemental or magic attack that hits you. You get Armor+4 for that attack, and 1 Mana.	4
Rods 4+	Caustic Burst	2E3M: Special burst attack at Att+2, S-Pow+2, Radius 2, Type: Acid, Crit: Poison 2	4
Rods 4+	Touch of Death	2E3M: Special melee attack at Att+1, Reach 1. On hit, S-Pow Contest. If you win, slay the target. Otherwise you suffer 1 injury.	4
Rods 8+	Flash Freeze	2E3M: Special Melee attack with Att+3, S-Pow+2, Reach 2, type: Cold, Crit: Slay, on an injury: Drain all Endurance and stun.	8
Rods 8+	Meteor	2E4M: Special Blast attack at Att+3, S-Pow+3, Radius 3, Range any, Crit: Pow+4. Nominate the center tile, and add the meteor as an activation card to your pool next turn. When it activates, resolve it.	8

Wilderness

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Critter	1	8	0	4	2	2	4	3	0	0	0	Leaping Move	16
Beast	1	7	0	4	3	2	4	3	1	1	0	Leaping Move	22
Beastfolk	1	6	0	4	4	2	4	3	1	2	1	Leaping Move	28
Wisp	1	7	1	4	2	3	3	3	0	0	0	Serenity	22
White Elf	2	7	2	4	2	2	3	3	2	0	0	Serenity	25
Elemental	1	5	1	4	3	2	3	3	2	2	1	Serenity	28

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Coins	1	1			2	1	1	1		2		17
6 of Coins	1	1			2	1	1	1	1	2		21
7 of Coins	1	1		1	2	1	1	1	1	2		25
8 of Coins	1	1	1	1	3	1	1	1	1	2	301+	28
9 of Coins	1	2	1	1	3	2	1	1	1	3	301+	36
10 of Coins	2	3	1	1	3	2	1	1	1	3	301+	42
Ace of Coins	2	3	1	2	4	2	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Longbow	3	2	3	7+	Injury+1	2	Ranged	6
Claw	0	2	2	1	Pow+2	1	Multiattack	4
Bite	0	3	2	1	Pow+2	1		5

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
unicorn	Light	Reach+1/Range+2, Ignore Partial Cover	8	4
frost	Cold	On Hit: Drain 1E	4	3

Armor

Armor	Type	Arm	Def	Points
Cloth Armor	light	1	1	7

Accessories

Accessory	Effect or Ability	Hands	Points
Jump Shoes	Leaping Move	0	3

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
unicorn	Few Stood Against Many	8	10
frost	Immune to Cold	4	3

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Regenerate	1M: This unit recovers 1 injury.	4
Coins	Sidestep (RE)	1M: React to an attack or ability against this unit, and move one square in any direction. If you are out of reach, ignore it.	2
Coins	Sudden Strike	1E: Special melee weapon attack at W-Att+1 adding Crit Pow+2. Units can't react.	2
Coins 4+	Mana Theft	1E: Special Melee attack at Att+1, Reach 1. On hit, steal 1 Mana from the target.	4
Coins 4+	Rip Around	1E1M: Make a special melee weapon attack at Att+1. On hit, choose a new facing for the target and drain 2E.	4
Coins 4+	Dummy Swap (RE)	2M: React to an attack or ability that hits you. Roll a S-Pow contest, if you win it misses and teleport to another tile within 3.	4
Coins 4+	Gather Courage	1E: If no enemy can draw line of sight to you without giving you cover, recover 1 mana.	4
Coins 8+	Super Stealth	Effect: When attacked, if this unit is 4 spaces away or more, it has total cover.	8
Coins 8+	Shred	1E2M: Special weapon attack. If it hits, make free weapon attacks at Att-1 per successive hit until you miss or can't attack any enemies.	8

Industry

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Dwarf	1	6	1	5	3	2	2	3	1	1	0	Dauntless	25
Construct	1	5	1	5	3	2	2	3	1	2	0	Dauntless	24
Juggernaut	0	4	1	5	4	2	2	3	1	3	1	Dauntless	28
Thrall	2	7	0	5	3	1	2	3	0	0	0	Resist Elements 2	20
Demon	1	6	0	5	3	2	3	3	1	1	0	Resist Elements 2	24
Wyrm	0	5	1	5	4	2	3	3	1	2	1	Resist Elements 2	30

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Rods	1		1		3		1	1		2		17
6 of Rods	1		2		4		1	1		2		21
7 of Rods	1		2	1	4		1	1		2		25
8 of Rods	1		3	1	5		1	1		2	301+	28
9 of Rods	1	1	3	1	5	1	1	1		3	301+	36
10 of Rods	2	2	3	1	5	1	1	1		3	301+	42
Ace of Rods	2	2	3	2	6	1	1	1		3	301+	48

Weapons

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

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
adamantine	Magic	Pow+2	8	7
flame	Fire	W-Pow+1	4	3

Armor

Armor	Type	Arm	Def	Points
Scale Armor	medium	3	-1	10

Accessories

Accessory	Effect or Ability	Hands	Points
Arcane Focus	End-1, Recovery	1	5

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
adamantine	Armor+1	8	6
flame	Immune to Fire	4	3

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Shockwave	1M: A special Melee attack reach 3. This attack automatically hits, Pow 2, Type: Magic.	4
Rods	Emboddy	2E1M: Special Ranged Attack at Att+1, Range 4+, Type: Dark. On hit, injury 1.	2
Rods	Deflect (RE)	2E: React to a ranged attack, roll a S-Pow contest. If you win, the attack misses automatically.	2
Rods 4+	Power Channel (RE)	1E: React to an elemental or magic attack that hits you. You get Armor+4 for that attack, and 1 Mana.	4
Rods 4+	Caustic Burst	2E3M: Special burst attack at Att+2, S-Pow+2, Radius 2, Type: Acid, Crit: Poison 2	4
Rods 4+	Touch of Death	2E3M: Special melee attack at Att+1, Reach 1. On hit, S-Pow Contest. If you win, slay the target. Otherwise you suffer 1 injury.	4
Rods 4+	Tap into Gea	1E: Roll a D10. on a 4+, recover 1 Mana. Repeatable.	4
Rods 8+	Meteor	2E4M: Special Blast attack at Att+3, S-Pow+3, Radius 3, Range any, Crit: Pow+4. Nominate the center tile, and add the meteor as an activation card to your pool next turn. When it activates, resolve it.	8
Rods 8+	Adamant Form (RE)	1M: React to an attack that has hit. The attack can't increase your injury level by more than 1.	8

Warfare

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Goblin	2	8	1	4	2	2	3	3	0	1	0	Skittish	17
Orc	1	6	1	4	4	2	3	3	0	2	0	Skittish	20
Ogre	0	5	1	4	5	2	2	3	0	3	1	Skittish	23
Imp	1	8	1	4	2	2	4	3	1	0	0	Vicious	22
Red-Elf	2	7	0	4	2	2	4	3	2	2	0	Vicious	25
Chimera	1	6	1	4	3	2	4	3	0	3	1	Vicious	30

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Swords	1			1	1		1	1	1	2		17
6 of Swords	1	1		1	1	1	1	1	1	2		21
7 of Swords	1	1		2	1	1	1	1	1	2		25
8 of Swords	1	1	1	2	2	1	1	1	1	2	301+	28
9 of Swords	1	1	1	2	2	1	1	1	1	3	301+	36
10 of Swords	2	2	1	2	2	1	1	1	1	3	301+	42
Ace of Swords	2	2	1	3	3	1	1	1	1	3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Throwing-blade	2	2	2	1	injury+1	1	1E: Throw	
Dire Blade	2	5	4	2	Pow+4	2		9
Longsword	3	3	2	1	Pow+3	2		8

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
bone	Dark	Crit: Slay	8	6
destruction	Fire	Blast Attack, Radius 1	8	5

Armor

Armor	Type	Arm	Def	Points
Studded Leather	medium	2	0	8

Accessories

Accessory	Effect or Ability	Hands	Points
Heavy Shield	1E: Block 4	1	8

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
bone	Immune to Slay	8	6
destruction	Flame Wreath	8	6

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Fire-Breathing	1M2E: Line Attack length 3, Att+1, Pow 4, Type: Fire, crit: Pow+2.	4
Swords	Guided Strike	1M: Make a special weapon attack at W-Att+2.	2
Swords	Shove	2E: Special melee attack at reach 1. if it hits, knockback 2 and drain 2E. If it crits, Stun.	2
Swords 4+	Buck Shot	1E1M: Use only after resolving a ranged attack that hit, and make another ranged attack against that target for free.	4
Swords 4+	Butcher	1M1E: Special Weapon attack at Att-2, Pow+4.	4
Swords 4+	Berzerk	1E: Suffer 1 Injury, then recover 1 Mana for each injury you have.	4
Swords 4+	Hyper Cutter	2M: Special melee weapon attack as a line attack with Att+1, Line 3, and Magic Type.	4
Swords 8+	Riposte (RE)	1E: React to an attack that doesn't deal injury. If the character is within melee reach, you may turn and attack them for free.	8
Swords 8+	Challenge	Effect: If an enemy moves out of your melee reach, roll an Command contest. If you win, it can't move but still pays Endurance.	8

Civilization

Races

Race	Att	Def	S-Pow	Arm	Tuf	Mana	Mov	End	Com	W-Pow	Reach	Ability/Effect	Points
Shambler	2	6	1	5	2	1	2	3	0	0	0	Immune to Slay	15
Preserved	1	5	1	5	3	2	2	3	1	1	0	Immune to Slay	20
Undead Construct	0	4	1	5	4	2	2	3	0	2	1	Immune to Slay	23
Fae	3	7	1	4	2	3	3	3	0	0	0	Levitating Move	25
Angel	1	6	1	4	3	3	3	3	2	1	0	Levitating Move	30
Archangel	0	5	1	4	4	3	3	3	2	2	1	Levitating Move	34

Minor Arcana

Minor Arcana	Att	Def	S-Pow	Tuf	Mana	Move	End	Com	W-Pow	Skills	Restrict	Pts
5 of Cups		1			2		1	2		2		17
6 of Cups		1			2	1	1	3		2		21
7 of Cups		1		1	2	1	1	3		2		25
8 of Cups		1	1	1	3	1	1	3		2	301+	28
9 of Cups		1	1	2	3	1	1	4		3	301+	36
10 of Cups	1	2	1	2	3	1	1	4		3	301+	42
Ace of Cups	1	2	1	3	4	1	1	4		3	301+	48

Weapons

Weapon	W-Att	W-Pow	EC	Reach	Crit	Hands	Special	Points
Javelin	2	1	2	2	Injury+1	1	1E: Throw	5
Sabre	2	1	2	1	Injury+2	1	Sharp	6
Scepter	1	1	2	1	Stun	1	S-Pow+1	6

Weapon Enchantments

Weapon Enchant	Type	Special	Minimum Rank	Points
silver	Magic	Att+1, Pow+1	8	6
vampiric	Acid	On Injury: Recover 1 Injury	8	7

Armor

Armor	Type	Arm	Def	Points
Heavy Plate	heavy	4	-2	14

Accessories

Accessory	Effect or Ability	Hands	Points
Banner	1E: Rally	1	3

Armor Enchantments

Armor Enchant	Effect	Minimum Rank	Points
silver	Immune to Magic	8	5
vampiric	Voodoo	8	7

Skills

Requirement	Skill Name	Effect	Points
Any 4+	Chilling Strike	2M: Special melee weapon attack, type: cold, on hit drain Endurance equal to your S-Pow.	4
Cups	Plan Ahead	2E: Roll a D10 and set it aside. Your characters may use this value once instead of rolling a D10 during this turn. Using plan ahead again replaces the D10 already set aside.	2
Cups	Inspire Urgency	Effect: Aura-Friendly characters that begin moving within command get Move+1 (one aura per unit).	2
Cups 4+	Assess the Threat	1E: Roll a Command contest with an enemy within command. If you win, recover 1 Mana. (fear)	4
Cups 4+	Heat of Battle	2E: Use while an enemy is within your melee reach, recover 2 Mana.	4
Cups 4+	Inspire Fortitude	Effect: Aura-Friendly units within command gain Armor 1. (one aura per unit)	4
Cups 4+	Castle (RE)	1E1M: React to an ability or attack targetting you, swap this unit for an ally within command. The new unit is the target.	4
Cups 8+	Checkmate	3M: A special melee weapon attack at W-Att+2. If two or more friendly units are also within melee reach they may pay Ec for their weapon. If they do, on hit Slay.	8
Cups 8+	Swift Assault	Effect: During deployment you may automatically deploy first if you have more swift assault units than your enemy.	8

Updated Glossary

Term	Definition
Adamant Form (RE)	1M: React to an attack that has hit. The attack can't increase your injury level by more than 1.
Assess the Threat	1E: Roll a Command contest with an enemy within command. If you win, recover 1 Mana. (fear)
Attack Now (RE)	1M: React to an ally within command making an attack, the attack is at Att+2 Pow+1
Backstab	1M: Special weapon attack. If it hits the target in its rear facing, it will automatically crit instead.
Being Scary (RE)	1E: React to an attack that hits, the attacker must re-roll the attack (fear).
Berzerk	1E: Suffer 1 Injury, then recover 1 Mana for each injury you have.
Blast Attack	A blast attack is a special ranged attack that targets a square, and all squares within X of the target where X is the attack's radius. The center target ignores cover. Calculate cover from that square out if necessary. Roll separately to hit each target, and separately to determine injuries.
Block 2 (RE)	1E: React to suffering a hit. You get Armor+2 for that attack.
Block 4 (RE)	2E: React to suffering a hit. You get Armor+4 for that attack.
Brutalize	1M1E: Special melee attack with reach 1. Stun on hit, Slay on a Crit.
Buck Shot	1E1M: Use only after resolving a ranged attack that hit, and make another ranged attack against that target for free.
Burst Attack	A burst attack is a special attack that rolls to hit against all units within X squares of the attacker where X is the attack's Radius. Calculate cover as normal. Roll separately to hit each target, and separately to determine injuries.
Butcher	1M1E: Special Weapon attack at Att-2, Pow+4.
Castle (RE)	1E1M: React to an ability or attack targeting you, swap this unit for an ally within command. The new unit is the target.
Caustic Burst	2E3M: Special burst attack at Att+2, S-Pow+2, Radius 2, Type: Acid, Crit: Poison 2
Challenge	Effect: If an enemy moves out of your melee reach, roll an Command contest. If you win, it can't move but still pays Endurance.
Check	2M: Roll a command contest against an enemy within command. If you win, it must flee. (fear)
Checkmate	3M: A special melee weapon attack at W-Att+2. If two or more friendly units are also within melee reach they may pay Ec for their weapon. If they do, on hit Slay.
Chilling Strike	2M: Special melee weapon attack, type: cold, on hit drain Endurance equal to your S-Pow.
Counter Attack (RE)	1E: React to an enemy entering your melee reach. Roll a Command contest. If you win, their movement stops and make a free attack against them.
Dauntless	You are not affected by abilities and effects with (Fear), and not affected by flee.
Dazzle	2E: Special Melee attack at Att+1. On hit, stun. On crit, the target suffers a Pow 2 Fire type hit.
Deflect (RE)	2E: React to a ranged attack, roll a S-Pow contest. If you win, the attack misses automatically.
Dodge (RE)	2E: React to an attack to gain Def+2 for that attack
Drain	The target loses X amounts of Mana or End.
Dummy Swap (RE)	2M: React to an attack or ability that hits you. Roll a S-Pow contest, if you win it misses and teleport to another tile within 3.
Embloody	2E1M: Special Ranged Attack at Att+1, Range 4+, Type: Dark. On hit, Injury+1.
Epic Heal	2E3M: All friendly units within 8 recover 1 injury. This unit recovers 2 injuries instead.
Few Stood Against Many	As long as this unit survives the battle and is on the table, score 1 VP
Finishing Blow	1M1E: Special melee weapon attack against a unit 2 injuries away from defeat at Att+1. No reaction, On hit Slay.
Fire-Breathing	1M2E: Line Attack length 3, Att+1, Pow 4, Type: Fire, crit: Pow+2.
Flame Wreath	When a character moves onto an adjacent tile, or activates on an adjacent tile, it suffers a pow 2 type Fire hit.
Flash Freeze	2E3M: Special Melee attack with Att+3, S-Pow+2, Reach 2, type: Cold, Crit: Slay, on an injury: Drain all Endurance and stun.
Gather Courage	1E: If no enemy can draw line of sight to you without giving you cover, recover 1 mana.
Got your Back (RE)	1M: React to an adjacent ally hit by an attack. Swap it for this unit, this unit is now being hit instead.
Gouge	2M: Special weapon attack at Pow+2. On hit, Hex 1. On Crit, Hex+2.
Guided Strike	1M: Make a special weapon attack at W-Att+2.

Term	Definition
Heal	1E1M: A friendly unit within 4 recovers 1 injury.
Heat of Battle	2E: Use while an enemy is within your melee reach, recover 2 Mana.
Hex X	Status effect, place X hex counters on the unit. While it has one or more hex counters it gets Att-2, W-Att-2, and Def-2. During recovery remove a hex counter.
Hyper Cutter	2M: Special melee weapon attack as a line attack with Att+1, Line 3, and Magic Type.
Immobilize (RE)	1M1E: React to an enemy activating in phase 1 or 2 within your command. Move it to phase 3 instead.
Immune	A unit is unaffected by the Damage Type or status type listed.
Immune to Acid	You are not affected by Acid type attacks, effects, and abilities.
Immune to Cold	You are not affected by Cold type attacks, effects, and abilities.
Immune to Dark	You are not affected by Dark type attacks, effects, and abilities.
Immune to Electric	You are not affected by Electric type attacks, effects, and abilities.
Immune to Fire	You are not affected by Fire type attacks, effects, and abilities.
Immune to Light	You are not affected by Light type attacks, effects, and abilities.
Immune to Magic	You are not affected by Magic type attacks, effects, and abilities.
Immune to Slay	You are not affected by the Slay effect.
Inspire Bravery	Effect: Aura-Friendly units within command are immune to fear abilities or effects and flee. (one aura per unit)
Inspire Fortitude	Effect: Aura-Friendly units within command gain Armor 1. (one aura per unit)
Inspire Urgency	Effect: Aura-Friendly characters that begin moving within command get Move+1 (one aura per unit).
Kiss of Death (RE)	2E2M: React to an ally activating in command not immune to slay, it recovers all E, M, and status effects. Slay it in recovery.
Knockback	When a unit suffers knockback it is moved that many tiles away from the attacker, or center of the attack in the case of blasts. This movement ends if it forces the unit onto an impassable or vertical terrain piece, up more elevation levels than normally movable, or onto an occupied tile. If the movement is diagonal and there is no clear destination it is the attacker's choice.
Leaping Move	Ignore the effects of obstacles. You may also move up one or two elevation levels at once, but you only compare the tile you begin your movement to the tile you end your movement for elevation.
Levitating Move	Ignore the effects of obstacles. Also, you are treated as one elevation level higher than the tile you stand on for the purposes of movement and attacking, and you never suffer falling damage.
Line Attack	Starting with a square adjacent to yours, mark a line of X squares so that each marked square is adjacent to the square before it, and that no square is marked more than once. All units occupying at least one of those squares are affected. Roll separately to hit each target, and separately to determine injuries.
Look Out (RE)	1M: React to an ally within command being attacked, that ally gets Def+2 and Armor+1 for that attack.
Mana Gift	1M1E: Any friendly unit recovers 1 Mana up to its maximum.
Mana Theft	1E: Special Melee attack at Att+1, Reach 1. On hit, steal 1 Mana from the target.
Mark of the Titans	This character is deployed with twice their End value to a maximum of 9.
Meditate	2E: Recover 1 Mana up to your maximum
Metalize (RE)	1E1M: React to an attack that hits you. Your armor is 8 for that attack.
Meteor	2E4M: Special Blast attack at Att+3, S-Pow+3, Radius 3, Range any, Crit: Pow+4. Nominate the center tile, and add the meteor as an activation card to your pool next turn. When it activates, resolve it.
Multiattack	This unit may perform as many attacks with this weapon as they can pay for.
No Reactions	Characters cannot use reaction (RE) abilities in response to an attack made by this weapon.
On Hit	On hit effects occur as long as your weapon scores a hit.
On Injury	On injury effects occur if your attack deals at least 1 injury successfully.
Parry (RE)	2E: React to a melee attack with an Att contest. If you win, ignore the attack.
Perfect Dodge (RE)	2E: React to an attack that hits you. Ignore the attack.
Plan Ahead	2E: Roll a D10 and set it aside. Your characters may use this value once instead of rolling a D10 during this turn. Using plan ahead again replaces the D10 already set aside.
Poison X	Status effect, place X poison counters on the unit. During recovery remove a poison counter, the unit suffers a hit of Pow equal to the E it spent that turn, Type: Acid.
Power Attack	1M: Special weapon attack at W-Att-1, W-Pow+2

Term	Definition
Power Channel (RE)	1E: React to an elemental or magic attack that hits you. You get Armor+4 for that attack, and 1 Mana.
Ranged	This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.
Regenerate	1M: This unit recovers 1 injury.
Resist Elements 2	when this character suffers a Fire, Cold, Ice, Electric, Light, or Dark type hit, you get Armor+2 for that attack.
Rip Around	1E1M: Make a special melee weapon attack at Att+1. On hit, choose a new facing for the target and drain 2E.
Riposte (RE)	1E: React to an attack that doesn't deal injury. If the character is within melee reach, you may turn and attack them for free.
Scissor Strike	2M: Special attack with two melee weapons, use highest EC, the highest W-Att, and combine W-Pow, Crit, and special.
Serenity	As long as this character is uninjured, it recovers 1 mana during recovery.
Shadow Hop (RE)	2M: React to suffering a hit. Ignore the hit and place this unit in reserves. When it is ready to deploy, you may place it anywhere not adjacent to an enemy or on impassable terrain.
Sharp	This weapon scores a crit on a 9 or 10, as long as a 9 would normally hit.
Shockwave	1M: A special Melee attack reach 3. This attack automatically hits, Pow 2, Type: Magic.
Shove	2E: Special melee attack at reach 1. if it hits, knockback 2 and drain 2E. If it crits, Stun.
Shred	1E2M: Special weapon attack. If it hits, make free weapon attacks at Att-1 per successive hit until you miss or can't attack any enemies.
Shrieking Armor	When hit by a melee attack, the attacker will flee unless they roll a 5+ (Fear).
Shrug (RE)	1E: React to being dealt 1 injury. Ignore that injury.
Sidestep (RE)	1M: React to an attack or ability against this unit, and move one square in any direction. If you are out of reach, ignore it.
Skittish	If dealt an injury, on a 4+ this unit is also fleeing.
Slay	Unless immune to slay, characters affected by slay effects are automatically defeated
Smite	2M: Special melee weapon attack, add Command to your W-Pow, type: light. This attack cannot defeat an enemy, if it would instead leave the enemy 1 injury away from defeat.
Snipe	1E: Special ranged weapon attack ignoring penalties for partial cover, adding crit Pow+2. Units can't react.
Static Jolt	2E1M: Special ranged attack at Att+2, S-Pow+0, Range 4+, Type: Electric, Crit: Stun.
Steal X	The target loses X amounts of Mana or End. You recover that much Mana or End. up to your maximum.
Stun	Status effect, during recovery remove a stun token and the unit only recovers 1E.
Sudden Strike	1E: Special melee weapon attack at W-Att+1 adding Crit Pow+2. Units can't react.
Super Stealth	Effect: When attacked, if this unit is 4 spaces away or more, it has total cover.
Swift Assault	Effect: During deployment you may automatically deploy first if you have more swift assault units than your enemy.
Tap into Gea	1E: Roll a D10. on a 4+, recover 1 Mana. Repeatable.
Throw	1E: Make a ranged attack with this weapon at reach +3 (you still pay the Ec for the weapon).
Thunderstrike	2M: Special weapon attack with a blast radius of 1, Att+1, Pow+2, Electric Type, drain 1 E on hit, and this character can't hit itself.
Touch of Death	2E3M: Special melee attack at Att+1, Reach 1. On hit, S-Pow Contest. If you win, slay the target. Otherwise you suffer 1 injury.
Transfixing Gaze	2E: An enemy within command becomes stunned (fear).
Trip (RE)	1M: React to a an enemy within 2 using a special ability. Make a special melee attack, if it hits, cancel that special ability.
Unstable	On a "1" to hit on the D10 roll, the unit hits itself.
Venom	1M2E: special melee attack at Att+3, Reach 1, Pow 1, type: Acid. On hit: Poison 1, on crit Poison 3 instead.
Vicious	When you deal an injury or slay an enemy, you may recover 1 mana.
Vigorate	1M: This unit or a unit within 2 recovers 2 Endurance up to its maximum
Voodoo	When dealt an injury, roll a D10. On a 7+, the attacker receives 1 injury.
Whirling Gale	2E2M: Special line attack at Att+2, S-Pow+0, Line 4, Type: Weapon, Hit: Stun, Crit: Pow+3
Wreck	1M1E: Roll a D10 and add Tuf. On an 8+, destroy an adjacent terrain tile that is not objective terrain.