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Unit Creation Beta Rules V0.1



# Collision Character Creation Guide Beta

## Getting Started

Before you attempt to write your first character cards, try playing a few games of Collision with the pre-created character cards provided so that you have a basic understanding of how the game is played and how characters perform on the battlefield.

When deciding to create a character card, it is best to base your character off of a miniature you plan to purchase, or that you already have in your collection. It is essential to the clarity of the game that you design the character's stats to closely resemble the miniature to prevent confusion. If the miniature is clearly a Halfling for example, it would be inappropriate to write a character card for it using the dragon or orc races. On the same level it would be wrong to write give the miniature stats for a Dire Crossbow when the miniature is holding two swords. There is nothing wrong with writing stat cards to test how they play, but you need to notify your opponent if your miniature does not represent the character card properly or vice versa.

## The Markup Sheet

On the next page is a blank Character Markup Sheet, which is designed to help you tally up point costs, and really understand what choices you made in creating your character if you decide to go back and change it. In the upper-left hand side of the page is a blank character card, where you can pencil-in the stats for your character as you add up various choices and bonuses. Below it is a lined section where you write the name of each of the things you chose for your character (race, tarot, armor, accessories, weapon, weapon modification, skills, and lineage) as well as how many points each of those choices cost. Once you have gone all the way through the character creation process, you can total up the costs and add it to the character card. There is also a player's name section so that you can take credit for designing the character, and a notes section for double-checking math or even drawing a sketch of the character. There are a number of orders in which you can write a character, but the process I describe below is the least confusing way to write a character and with a minimal risk of leaving anything out.

## Choosing a Race

The first step for designing any character is selecting a race. For some miniatures there would be a few possible choices as to what it would represent (like humans and elves, or constructs and undead). You can often bend what would be acceptable by making use of a creative color scheme (painting a human model blue for an Elemental, or an Orc model orange for a Hobgoblin). Once you have made your selection, be sure to copy the appropriate race name, stats, and effects onto your character card. In the case of W-Pow and Reach bonuses, add those values to both weapon 1 and weapon 2, as they would enhance either of the weapons.

## Choosing a Tarot

Traditionally tarot reading is an old form of fortune telling using a deck of cards. In Collision, the role a character plays on the battlefield is largely determined by a tarot card which represents the character's destiny. There are two kinds of Tarot: Minor Arcana, and Major Arcana. Minor Arcana characters represent most characters that participate in battles from the lowly recruit to the elite guard. When you choosing a Minor Arcana, note that the four suits each represent a kind of character role in the game, and the number represents the character's rank and power. Coins characters are stealth and assassination style characters, Swords are your soldiers and warriors, Rods are powerful wizards and mages, and Cups are tacticians and captains. Minor arcana are also ranked from 2 to 10, and Ace being the highest of the Minor Arcana. Higher ranking units get higher stats, more powerful abilities, and better equipment, but also cost more points.

When you choose a Minor Arcana, add the stat bonuses for that suit and rank to your existing stats, and make a note of what Experience Level, Cross Class Level, and Skill limits the character has. You can select Armor, Accessories, Weapons, Same-Suit Skills, and Lineages of Lv equal to or lower than your Experience level. You can even take Skills from other suits equal to or lower than your Cross Class Level. You can never take more skills than your skill limit.

Major Arcana characters represent powerful and unique individuals, and they have unique and powerful abilities to show for it. You can't include more than one of any of the Major Arcana in your battle group, though you can have several different Major Arcana if you would like. When you choose a Major Arcana character, apply the Tarot Bonuses to your character's stat line in addition to up to 6 additional modifiers listed below at an extra cost. Major Arcana characters also automatically start with a powerful effect or ability listed on the card, and can take up to 4 skills also listed below at an additional price. Keep track of the Base cost as well as the cost of each of the optional bonuses or skills you purchased



## Races

Race Name	Points	Att	Def	S-Pow	W-Pow	Armor	Tuf	Mana	Reach	Move	End	Com	Abilities/Effects
Human	23	1	6	1	1	5	3	2	0	3	3	1	N/A
Halfling	21	2	7	1	1	4	3	2	0	3	3	0	N/A
Ogre	29	0	5	1	2	5	4	2	1	2	3	1	N/A
Large Critter	28	0	6	0	1	6	4	1	0	4	3	0	N/A
White Elf	29	2	7	2	0	4	3	3	0	4	3	2	N/A
Angel	46	2	7	2	2	5	3	3	0	4	3	2	Levitating Move
Demon	53	2	7	2	2	6	4	3	0	3	3	2	Resist Elemental 2
Thrall	29	1	5	0	2	6	4	1	0	2	3	0	N/A
Red Elf	29	2	7	0	2	4	3	2	0	4	3	2	N/A
Undead	23	1	5	1	1	6	2	2	0	3	3	0	Immune to Slay
Large undead	35	0	5	1	2	7	3	2	1	2	3	0	Immune to Slay
Elemental	26	0	6	1	1	5	3	3	0	3	3	0	Recovery 1
Dwarf	26	1	5	1	1	5	4	2	0	2	3	1	Mountainous Move
Lesser Construct	37	0	5	0	1	7	4	1	0	3	3	0	Immune to Slay
Lesser Beastfolk	24	0	7	1	1	5	2	2	0	4	4	0	N/A
Monument	31	0	5	1	1	7	5	2	0	X	3	0	Object
Orc	26	1	6	0	2	5	4	2	0	3	3	0	N/A
Hobgoblin	24	2	7	0	1	5	3	2	0	3	3	1	N/A
Goblin	16	1	8	1	1	5	2	2	0	3	4	0	Skittish
Greater Beastfolk	29	2	7	0	2	5	3	2	1	4	3	0	N/A
Fae	34	2	8	2	1	4	2	3	0	4	3	1	Levitating Move
Lesser Dragon	37	2	6	1	2	6	3	2	0	4	3	1	Resist Elemental 2
Critter	16	1	8	0	0	4	2	1	0	4	4	0	N/A

## Minor Arcana

Tarot	Points	Att	Def	S-Pow	W-Pow	Tuf	Mana	Move	End	Com	Experience Lv	Cross Class Lv	Restrictions
2 of Coins	3	1	1								Level 1	N/A	2 Skills
3 of Coins	6	1	1				1	1			Level 1	N/A	3 Skills
4 of Coins	10	1	1				2	1		1	Level 2	Level 1	3 Skills
5 of Coins	18	1	1				2	1	1	1	Level 2	Level 1	3 Skills
6 of Coins	22	1	1		1		2	1	1	1	Level 2	Level 1	3 Skills
7 of Coins	26	1	1		1	1	2	1	1	1	Level 2	Level 1	4 Skills
8 of Coins	32	1	1	1	1	1	3	1	1	1	Level 3	Level 2	4 Skills
9 of Coins	37	1	2	1	1	1	3	2	1	1	Level 3	Level 2	4 Skills
10 of Coins	42	2	3	1	1	1	3	2	1	1	Level 3	Level 2	4 Skills
Ace of Coins	47	2	3	1	1	2	4	2	1	1	Level 3	Level 2	5 Skills
2 of Swords	3	1				1					Level 1	N/A	2 Skills
3 of Swords	6	1			1	1					Level 1	N/A	3 Skills
4 of Swords	10	1			1	1	1			1	Level 2	Level 1	3 Skills
5 of Swords	18	1			1	1	1		1	1	Level 2	Level 1	3 Skills
6 of Swords	22	1	1		1	1	1	1	1	1	Level 2	Level 1	3 Skills
7 of Swords	26	1	1		1	2	1	1	1	1	Level 2	Level 1	4 Skills
8 of Swords	32	1	1	1	1	2	2	1	1	1	Level 3	Level 2	4 Skills
9 of Swords	37	1	1	1	1	2	2	1	1	1	Level 3	Level 2	4 Skills
10 of Swords	42	2	2	1	1	2	2	1	1	1	Level 3	Level 2	4 Skills
Ace of Swords	47	2	2	1	1	3	3	1	1	1	Level 3	Level 2	5 Skills
2 of Rods	3			1			1				Level 1	N/A	2 Skills
3 of Rods	6	1		1			2				Level 1	N/A	3 Skills
4 of Rods	10	1		1			3			1	Level 2	Level 1	3 Skills
5 of Rods	18	1		1			3		1	1	Level 2	Level 1	3 Skills
6 of Rods	22	1		2			4		1	1	Level 2	Level 1	3 Skills
7 of Rods	26	1		2		1	4		1	1	Level 2	Level 1	4 Skills
8 of Rods	32	1		3		1	5		1	1	Level 3	Level 2	4 Skills
9 of Rods	37	1	1	3		1	5	1	1	1	Level 3	Level 2	4 Skills
10 of Rods	42	2	2	3		1	5	1	1	1	Level 3	Level 2	4 Skills
Ace of Rods	47	2	2	3		2	6	1	1	1	Level 3	Level 2	5 Skills
2 of Cups	3						1			1	Level 1	N/A	2 Skills
3 of Cups	6		1				2			1	Level 1	N/A	3 Skills
4 of Cups	10		1				2			2	Level 2	Level 1	3 Skills
5 of Cups	18		1				2		1	2	Level 2	Level 1	3 Skills
6 of Cups	22		1				2	1	1	3	Level 2	Level 1	3 Skills
7 of Cups	26		1			1	2	1	1	3	Level 2	Level 1	4 Skills
8 of Cups	32		1	1		1	3	1	1	3	Level 3	Level 2	4 Skills
9 of Cups	37		1	1		2	3	1	1	4	Level 3	Level 2	4 Skills
10 of Cups	42	1	2	1		2	3	1	1	4	Level 3	Level 2	4 Skills
Ace of Cups	47	1	2	1		3	4	1	1	4	Level 3	Level 2	5 Skills



## Major Arcana Continued

Major Arcana	the Devil	Tarot Bonuses	
Equip/Lineage	Choose Any	Command+2, Tuf+1, Mana+2, Att+1	
Base Cost	28pts		
Optional Bonuses (choose up to 6)			
Att+1 for 2pts or Att+2 for 6pts Def+1 for 3pts or Def+2 for 8pts	S-Pow+1 for 3pts or S-Pow+2 for 8pts W-Pow+1 for 4pts End+1 for 8pts	Tuf+1 for 4pts or Tuf +2 for 10pts Mana+1 for 2pts or Mana+3 for 8pts	Move+1 for 2pts or Move+2 for 6pts Command+1 for 2pts or Command+2 for 5pts

The Devil automatically has Effect: Cursed Presence: All units are deployed with Hex 2 except the Devil tarot.

Additional skills, Choose up to 4	
<p style="text-align: center;">Tarot Skills</p> <p>Ability: Harsh Judgement for 6 points: 1M: Special weapon attack at Pow+3 against a hexed enemy.</p> <p>and/or Ability: Wave of Discord for 10 points: 2E: Each character within command is Hexed 1 (fear)</p>	<p style="text-align: center;">Class Skills</p> <p style="text-align: center;">Any Lv1-3 Cups or Swords skills</p> <p style="text-align: center;">Any LV1-2 Rods or Coins skills</p>

Major Arcana	the Magician	Tarot Bonuses	
Equip/Lineage	Choose Any	S-Pow+2, Mana+4	
Base Cost	30pts		
Optional Bonuses (choose up to 6)			
Att+1 for 2pts or Att+2 for 6pts Def+1 for 3pts or Def+2 for 8pts	S-Pow+1 for 3pts or S-Pow+2 for 8pts W-Pow+1 for 4pts End+1 for 8pts	Tuf+1 for 4pts or Tuf +2 for 10pts Mana+1 for 2pts or Mana+3 for 8pts	Move+1 for 2pts or Move+2 for 6pts Command+1 for 2pts or Command+2 for 5pts

The Magician automatically has Effect: Recovery 2

Additional skills, Choose up to 4	
<p style="text-align: center;">Tarot Skills</p> <p>Ability: Shimmerguard for 8 points: 2M: React to an attack that hits this character or a friendly character within command, and get Armor+5 for that attack.</p> <p>and/or Ability: Concussive Orb for 12 points: 5M2E: Special ranged blast attack at range 4, radius 2, Att+2, S-Pow+2, Magic Type, and on hit: Drain 3E and Stun.</p>	<p style="text-align: center;">Class Skills</p> <p style="text-align: center;">Any Lv1-3 Rods or Coins skills</p> <p style="text-align: center;">Any LV1-2 Cups or Swords skills</p>

## Choosing Armor and Accessories

A character must choose one kind of armor, and may choose up to one accessory from the following lists, restricted by their Experience Lv if they are Minor Arcana characters. It is less essential that the armor be completely representative of the miniature being used, especially in the case of unarmored monsters. When you choose an armor, add the bonuses or penalties to your existing stat line, as well as adding effects if it has any, and keep track of the points cost.

Accessories are optional, and can often take the place of a weapon or weapons since some of them take one or more hands to carry. A character can never carry more than two hands worth of accessories or weapons, and it is assumed that a weapon is one handed unless it is Heavy or Dire. A character cannot take more than one accessory, even if they choose accessories that don't take up hand slots. When you choose an accessory, add the bonuses, effects, or abilities to your existing character card, and track the points cost. If you chose an accessory that takes one hand, add the name of the accessory to the "weapon 2" slot even though it isn't a weapon to signify that the character is carrying a 1 handed accessory. If you chose a 2-handed accessory (Massive Petroglyph), write it in the "weapon 1" entry instead since the character can't carry a weapon.

Armor Name	Level	Type	Points	Arm	Def	Special
Padded Armor	1	Light	1	1	1	
Wicker Armor	1	Light	2	2	1	Weakness Fire 4
Leather Armor	1	Medium	1	2		
Lizardscales	1	Medium	1	1		Resist Elemental 2
Chainmail	1	Heavy	2	3		Def-1
Improvised Armor	1	Heavy	1	1		Resist Mundane 2
Cloak of Darkness	2	Light	6	1	2	
Glittering Robe	2	Light	6	1	1	Defend Ranged 2
Treated Leather	2	Medium	6	2	1	
Studded Leather	2	Medium	6	2		Resist Mundane 2
Breastplate	2	Heavy	7	3		
Banded Mail	2	Heavy	8	2		Tuf+1
Royal's Robes	3	Light	12	1	3	
Ghastcloth Robe	3	Light	12		2	Resist Weapon 4
Grand Leather	3	Medium	12	3	1	
White Lion Pelt	3	Medium	14	2		Luck+3
Full-Plate	3	Heavy	14	5		Def-2
Deepcrystal Armor	3	Heavy	12	1		Managuard

Accessory Name	Level	Points	Hands	Special
Light Shield	1	0	1	Ability: 1E: Block 1 (RE)
Wide Shield	1	2	1	Def+1, Ability: 1E: Block 1 (RE)
Crude Map	1	3		Effect: Terrain advantage
Potion Case	1	0	1	Ability: 1M: Vigorate
Lesser Banner	1	2	1	Command+1
Heavy Shield	2	2	1	Ability: 1E: Block 2 (RE)
Tower Shield	2	6	1	Def+1, Ability: 1E: Block 2 (RE)
Humming Orb	2	4	1	Effect: Recovery 1
Voodoo Doll	2	5	1	Effect: Voodoo 6+
Epic Banner	2	5	1	Command+2
Great Shield	3	4	1	Ability: 1E: Block 3 (RE)
Plated Bracers	3	5		Armor+1
Massive Petroglyph	3	8	2	S-Pow+1, Effect: Recovery 2
Spyglass	3	10		Effect: Spyglass



## Choosing Weapons

A character may be given one or two weapons to bring to the battlefield. The base weapons themselves are available to any character, and are assumed to be one-handed. Each weapon has several acceptable names, for example blade can also be sword, ax, or sickle. Add the name of the weapon you chose (in weapon 1 or weapon 2) and the appropriate bonuses or penalties for that weapon and set the "Type" to Mundane. For each weapon you purchase, you can add up to one Craft Modifier, and up to one Enchantment Modifier, keeping in mind your Experience Level limitation for Minor Arcana. Craft modifiers offer bonuses and penalties based on the weapon's construction, whereas Enchantment modifiers offer bonuses and penalties based on magical enhancements to the weapon. Not all Craft modifiers can go on any weapon, and many Enchantment modifiers limit future lineage options. Always track the point cost of each weapon and each of their modifiers.

Weapon	Examples	W-Att	W-Pow	Ec	Reach	Crit	Special	Pts
Blade	Swords, Axes, Sickles	2	2	2		1 Pow+2		7
Knife	Dagger, Foil, Shiv	2	1	2		1 Injury+1	Multiattack	6
Blunt Wpn	Club, Mace, Hammer	1	3	3		1 Stun, Pow+1		6
Chain	Whip, Flail, Spiked Chain	2	1	2		2 Injury+1		6
Pole-Arm	Spear, Halberd, Lance	2	2	3		2 Pow+2		6
Fire-Arm	Pistol, Musket, Rifle	1	3	3		3+ Pow+2	Ranged, Unstable	7
Bow	Shortbow, Longbow, Crossbow	3	1	3		6+ Injury+1	Ranged	6
Natural Wpn	Bite, Horn, Claw, Fist	3	1	2		1 Stun, Pow+1		6

### Craft Modifiers (choose up to 1 per weapon)

Modifier	Effect	Lv/Pts	Restrictions
Heavy	2-handed, Att-1, W-Pow+1, Reach+1/Ranged+2, Crit: Pow+1	Lv1/4pts	No Knife or Natural Wpn
Shabby	Att-1, W-Pow-1, Crit: W-Pow-1	Lv1/-6pts	Any
Throwing	Ability: 1E Throw (w1 or w2)	Lv1/2pts	No Bow, Natural, or Firearm
Excellent	Att+1, Crit: Pow+1	Lv2/3pts	Any
Keen	Crit: Injury+1	Lv2/2pts	No Chain or Blunt Wpn
Rapid	W-Pow-1, Multiattack	Lv2/3pts	No Blunt Wpn or Pole-Arm
Long	Reach+1/Ranged+2, Att+1	Lv2/4pts	No Knife
Dire	2-handed, W-Pow+2, Ec+1, Reach+1/Ranged+2, Crit: Slay	Lv3/8pts	No Knife or Fight Dirty

### Enchantment Modifiers (choose up to 1 per weapon)

Modifier	Effect	Lv/Pts	Restrictions
of Flames	W-Att+1, W-Pow+1, Type: Fire	lv2/7pts	No Water Lineage
of Ice	W-Att+1, Type: Cold, Hit: Drain 1 E	lv2/7pts	No Fire Lineage
of Toxin	W-Att+1, W-Pow-1, Type: Acid, Hit: Poison 1	lv2/7pts	No Wind Lineage
of Thunder	W-Att+1, Type: Electric, Hit: Stun	lv2/7pts	No Earth Lineage
of Light	W-Att+2, Type: light	lv2/7pts	No Dark Lineage
of Darkness	W-Att+1, Type: Dark, Hit: Hex 1	lv2/7pts	No Light Lineage
of the Unicorn	W-Att+1, Reach+1/Ranged+2, Type: Magic, Ignore Cover	lv3/9pts	any
of Destruction	W-Att+1, Blast Radius 1	lv3/9pts	any
of Chaos	W-Pow-4, +D10, Crit: Pow+4, Hit: Knockback 1	lv3/9pts	any
of Life	Hit: Recover 1 injury, Crit: Recover all injuries	lv3/9pts	No Fight Dirty

## Choosing Skills

Skills are the main features that set characters apart on the battlefield, and as such they should be chosen carefully based on what role your character will serve on the battlefield. Each tarot is limited in how many skills the character can purchase, as well as what suit and level skills can be purchased from. When you purchase a skill that is an effect, add the name of the effect to your character card and track its cost. When you purchase a skill that is an ability, add the ability's endurance and mana cost (like 1M2E) followed by the name of the ability, and "(RE)" if that ability is a reaction. Note that for any ability that is a "weapon attack" that isn't a "free attack" you still have to pay the EC of your weapon in addition to the cost of the ability in order to use it.

Skill	Class	Level	Point	Rules
Backstab	Coins	1	3	1M: Special weapon attack. If it hits the target in its rear facing, it will automatically crit in-
Dodge (RE)	Coins	1	3	2E: React to an attack to gain Def+2 for that attack
Sudden Strike	Coins	1	3	1E: Special melee weapon attack at W-Att+1 adding Crit Pow+2. Units can't react.
Snipe	Coins	1	3	1E: Special ranged weapon attack ignoring penalties for partial cover and elevation, adding
Trip (RE)	Coins	1	3	1M: React to a an enemy within 2 using a special ability. Make a special melee attack, if it
Sidestep (RE)	Coins	1	3	1M: React to an attack or ability against this unit, and move one square in any direction. If
Toxins	Coins	1	3	2E: Special melee attack at reach 1. If it hits, Poison 1. If it crits, Poison+2.
Leap	Coins	1	3	1E: Your movement become leaping until your recovery step.
Power Attack	Swords	1	3	1E: Special weapon attack at W-Att-1, W-Pow+2
Phantom Edge	Swords	1	3	1M: Make a free weapon attack at W-Att-1
Parry (RE)	Swords	1	3	2E: React to a melee attack with an Att contest. If you win, ignore the attack.
Guided Strike	Swords	1	3	1M: Make a special weapon attack at W-Att+2.
Shove	Swords	1	3	2E: Special melee attack at reach 1. if it hits, knockback 2 and drain 2E. If it crits, Stun.
Shrug (RE)	Swords	1	3	1E: React to receiving 1 injury. Ignore that injury.
Got your back (RE)	Swords	1	3	1M: React to an adjacent ally hit by an attack. Swap it for this unit, this unit is now being hit instead.
Wreck	Swords	1	3	2E: Roll a Tuf Test. If you roll a 7+, destroy an adjacent vertical obstacle, vertical impassable, or elevation 1 terrain tile.
Static Jolt	Rods	1	3	2E1M: Special ranged attack at Att+2, S-Pow+0, Range 4, Type: Electric, Crit: Stun.
Embloody	Rods	1	3	2E1M: Give an uninjured enemy within 4 spaces 1 injury. If the unit has an injury already,
Mana Gift	Rods	1	3	1M1E: Any friendly unit recovers 1 Mana up to its maximum.
Vigorate	Rods	1	3	1M: This unit or a unit within 2 recovers 2 Endurance up to its maximum
Earth Shaker	Rods	1	3	1E1M: An enemy on equal or higher elevation becomes stunned.
Metalize (RE)	Rods	1	3	1E1M: React to an attack that hits and get Armor+3 for that attack
Short Teleport	Rods	1	3	1M: Teleport up to 4 spaces away.
Deflect (RE)	Rods	1	3	2E: React to a ranged attack, roll a S-Pow contest. If you win, the attack misses automatical-
Being Scary (RE)	Cups	1	3	1E: React to an attack that hits, the attacker must re-roll the attack (fear).
Attack Now! (RE)	Cups	1	3	1M: React to an ally within command making an attack, the attack is at Att+2 Pow+1
Look Out! (RE)	Cups	1	3	1M: React to an ally within command being attacked, that ally gets Def+2 and Armor+1 for
Plan Ahead	Cups	1	3	2E: Roll a D10 and set it aside. You may use this value instead once instead of rolling a D10
Threaten	Cups	1	3	1M2E: An enemy within command becomes Hexed 1 (fear).
Inspire Urgency	Cups	1	3	Effect: Aura-Friendly that begin moving within command get Move+1 (one aura per unit).
Luck 1	Cups	1	3	Effect: Luck 1
Transfixing Gaze	Cups	1	3	2E: An enemy within command becomes stunned (fear).

## Lv2 Skills

Skill	Class	Level	Points	Rules
Inspire Fortitude	Cups	2	5	Effect: Aura-Friendly units within command gain Armor 1. (one aura per unit)
Mana Theft	Coins	2	5	1E: Special Melee attack at Att+1. On hit, steal 1 Mana from the target.
Gather Courage	Coins	2	5	1E: If no enemy can draw line of sight to you without giving you cover, recover 1 mana.
Gouge	Coins	2	5	2M: Special weapon attack at Pow+2. On hit, Hex 1. On Crit, Hex+2.
Rip Around	Coins	2	5	1E1M: Make a special melee weapon attack at Att+1. On hit, choose a new facing for the target and drain 2E.
Brutalize	Coins	2	5	1M1E: Special melee attack with reach 1. Stun on hit, Slay on a Crit.
Dummy Swap (RE)	Coins	2	5	2M: React to an attack or ability that hits you. Roll a Def contest, if you win it misses and teleport to another tile within 3.
Meditate	Swords	2	5	2E: Recover 1 Mana up to your maximum
Berzerk	Swords	2	5	1E: Suffer 1 Injury, then recover 1 Mana for each injury you have.
Hyper Cutter	Swords	2	5	2M: Special melee weapon attack as a line attack with Att+1, Line 3, and Magic Type.
Butcher	Swords	2	5	1M1E: Special Weapon attack at Att-2, Pow+4.
Counter-Attack (RE)	Swords	2	5	1E: React to an enemy moving within your melee reach+1. Roll an Att contest. If you win, move within reach and attack.
Buckshot (RE)	Swords	2	5	1E1M: React to making a ranged attack, make another ranged attack against that target for free.
Tap into Gea	Rods	2	5	1E: Roll a D10. on a 4+, recover 1 Mana. Repeatable.
Power Channel (RE)	Rods	2	5	1E: React to an elemental or magic attack that hits you. You get Armor+2 for that attack, and 1 Mana.
Heal	Rods	2	5	2E1M: A friendly unit within 4 recovers 1 injury, or an adjacent friendly unit recovers 2 injury.
Touch of Death	Rods	2	5	2E3M: Special melee attack at Att+1. On hit, S-Pow Contest. If you win, slay the target. Otherwise suffer 1 injury.
Caustic Burst	Rods	2	5	2E3M: Special burst attack at Att+2, S-Pow+2, Radius 2, Type: Acid, Crit: Poison 2
Whirling Gale	Rods	2	5	2E2M: Special line attack at Att+2, S-Pow+0, Line 4, Type: Weapon, Hit: Stun, Crit: Pow+3
Eyes on the Prize	Cups	2	5	2E: While holding or contesting an objective, Recover 2 Mana.
Assess the Threat	Cups	2	5	1E: Roll a Command contest with an enemy within command. If you win, recover 1 Mana. (fear)
Castle (RE)	Cups	2	5	2E1M: React to an ability or attack targeting, swap this unit for an ally within command. The new unit is the target.
Check	Cups	2	5	2M: Roll a command contest against an enemy within command. If you win, it must flee. (fear)
Immobilize (RE)	Cups	2	5	1M1E: React to an enemy activating in phase 1 or 2 within your command. Move it to phase 3 instead.

## Lv3 Skills

Skill	Class	Level	Points	Rules
Scissor Strike	Coins	3	8	2M: Special attack with two melee weapons, use highest EC, the highest W-Att, and com-
Perfect Dodge (RE)	Coins	3	8	2E: React to an attack that hits. Ignore the attack.
Super Stealth	Coins	3	8	Effect: When attacked, if this unit is 3 spaces away or more, it is invisible (total cover).
Shred	Coins	3	8	1E2M: Special weapon attack. If it hits, make free weapon attacks at Att-1 per successive hit
Riposte (RE)	Swords	3	8	1E: React to an attack that doesn't deal injury. If the character is within reach+1, move 1 and attack them for free.
Challenge	Swords	3	8	Effect: If an enemy moves out of your melee reach, roll an Att contest. If you win, it can't move but still pays E.
Thunderstrike	Swords	3	8	2M: Special weapon attack with a blast radius of 1, Att+1, Pow+2, Electric Type, drain 1 E on hit, the unit misses itself.
Finishing Blow	Swords	3	8	1M1E: Special melee weapon attack against a unit 2 injuries away from defeat at Att+1. No reaction, On hit Slay.
Meteor	Rods	3	8	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.
Adamant Form (RE)	Rods	3	8	1M: React to an attack that has hit. The attack can't deal more than 1 injury, if it deals more reduce it to 1.
Epic Heal	Rods	3	8	2E3M: All friendly units within 8 recover 1 injury. This unit, and friendly units within 4 recov-
Flash Freeze	Rods	3	8	2E4M: Special Melee attack with Att+3, S-Pow+3, Reach 2, type: Cold, Crit: Slay, on an injury: Drain all E and stun.
Checkmate	Cups	3	8	3M: A special melee weapon attack. If two or more friendly units are also within reach, if they pay Ec, On hit Slay.
Inspire Bravery	Cups	3	8	Effect: Aura-Friendly units within command are immune to fear abilities or effects. (one aura
Kiss of Death (RE)	Cups	3	8	2E2M: React to an ally activating in command not immune to slay, it recovers all E, M, and
Swift Assault	Cups	3	8	Effect: During deployment you automatically win the deployment roll if you have more swift

## Choosing Lineage

Lineages are extra flavorful choices that represent inherited qualities of your character, and that you can add to a character to make it more interesting. When choosing a lineage, try to avoid choices that would make little thematic sense, like immune to fire for a dryad, or frost wreath for a red dragon. Add any effects or abilities to your existing character card, track the points cost, and make sure you aren't violating any Enchantment Modifier restrictions set by your weapon or Experience Level restrictions set by Minor Arcana.

Lineage Name	Level	Type	Points	Special
Dark Touched	1	Dark	1	Effect: Resist Dark 2
Shifty Attitude	1	Dark	3	Effect: Immune to Hex
Morbiddiction	2	Dark	5	Effect: When this unit defeats an enemy, recover all Mana
Trial of Shadows	2	Dark	4	Effect: Immune to Dark
Enemy of Life	3	Dark	10	Effect: A character attacking this unit becomes Hexed 2
Lifeless Body	3	Dark	15	Effect: Immune to Mundane Attacks
Light Touched	1	Light	1	Effect: Resist Light 2
Call of Light	1	Light	3	Ability: 1M: Recover 1 Injury
Trial of Light	2	Light	4	Effect: Immune to Light
Dauntless	2	Light	4	Effect: Immune to fear
Few Stood Against Many	3	Light	12	Effect: As long as this unit survives the battle and is on the table, score 1 VP
Cherished Hero	3	Light	Pts-15	Effect: If this unit is Defeated, the enemy scores 1 VP
Fire Touched	1	Fire	1	Effect: Resist Fire 2
Without Limits	1	Fire	2	Effect: Immune to End drain.
Fight Dirty	2	Fire	6	Effect: A 9 or 10 is a critical hit assuming a 9 or 10 would normally hit.
Trial by Fire	2	Fire	4	Effect: Immune to Fire
Breath of Flames	3	Fire	7	Ability: 2E1M: Line attack at Att+1, Pow 5, Length 3, Fire Type, Crit: Pow+3
Hot Headed	3	Fire	8	Effect: +2 on all of this character's contest rolls
Cold Touched	1	Water	1	Effect: Resist Cold 2
Child of Water	1	Water	1	Effect: Ignore water or cold weather and ground terrain.
Trial of Chill	2	Water	4	Effect: Immune to Cold
Unstoppable	2	Water	4	Effect: Immune to Stun
Ice Armor	3	Water	8	Armor+2, Effect: Weakness Fire 4
Frost Wreath	3	Water	8	Effect: Adjacent spaces are dangerous to enemies (cold Pow 3).
Acid Touched	1	Earth	1	Effect: Resist Acid 2
Mountainous Move	1	Earth	2	Effect: Ignore ground obstacles
Snake Eater	2	Earth	2	Effect: Immune to Poison
Trial of Toxins	2	Earth	4	Effect: Immune to Acid
Regeneration	3	Earth	11	Effect: During recovery, on a 6+, this unit recovers 1 injury level.
Mark of the Titans	3	Earth	9	Effect: This character is deployed with double Endurance to a maximum of 9.
Electric Touched	1	Wind	1	Effect: Resist Electric 2
Push Ahead	1	Wind	4	Effect: You may deploy outside your deployment area, but not within 3 of enemy units. Enemy units may not deploy within 3 of this unit. Push ahead units may not deploy during phase 1.
Trial of Charge	2	Wind	4	Effect: Immune to Electric
Fleeting Step	2	Wind	5	Effect: Leaping Move
Like the Winds	3	Wind	9	Effect: Levitating Move
Lightning Fast	3	Wind	12	Effect: Units can't react to this character.

# Glossary of Effects and Mechanics

## Effects

Name	Rules
Challenge	If an enemy moves out of your melee reach, roll an Att contest. If you win, it can't move but still pays E.
Cherished Hero	If this unit is Defeated, the enemy scores 1 VP
Child of Water	Ignore water or cold weather and ground terrain.
Cursed Presence	All units are deployed with Hex 2 except the Devil tarot.
Defend X	When an attack of that kind is being rolled against this unit, it receives Def+X for that attack.
Devistation	Melee attacks have hit: Stun and knockback 1
Enemy of Life	A character attacking this unit becomes Hexed 2
Few Stood Against Many	As long as this unit survives the battle and is on the table, score 1 VP
Fight Dirty	A 9 or 10 is a critical hit assuming a 9 or 10 would normally hit.
Hot Headed	This character gets +2 on each of its contest rolls.
Focus	When choosing this weapon, add your unit's S-Pow to its W-Pow.
Frost Wreath	Adjacent spaces are dangerous to enemies (cold Pow 3).
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.
Immune	A unit is unaffected by the Damage Type or status type listed.
Inspire Bravery	Aura-Friendly units within command are immune to fear abilities or effects. (one aura per unit)
Inspire Fortitude	Aura-Friendly units within command gain Armor 1. (one aura per unit)
Inspire Urgency	Aura-Friendly that begin moving within command get Move+1 (one aura per unit).
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 ground obstacles, ground impassable, and dangerous terrain moved across, but treat the tile you end your movement on as normal. You may also move up one or two elevation levels at once, and only count the difference from the tile you began on to the tile you end on in elevation.
Levitating Move	Ignore the effects of ground obstacles, ground impassable, and dangerous terrain entirely. Also, you are treated as one elevation level higher than the tile you stand on for the purposes of movement and attacking.
Lightning Fast	Units can't react to this character.
Luck X	This unit deploys with X luck tokens. Any roll this unit makes, or a roll made against this unit, may be forced to be re-rolled once for a luck token (this includes blasts or area affects this unit is in).
Managuard	This unit gains Armor +X where X is the unit's current Mana.
Mark of the Titans	This character is deployed with 9 Endurance.
Morbiddiction	When this unit defeats an enemy, recover all Mana.
Mountainous Move	Ignore ground obstacles
Multiattack	This unit may perform as many attacks with this weapon as they can pay for.
Object	The unit treats each side as its front side, it can't move, and its immune to slay.
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.
Push Ahead	You may deploy outside your deployment area, but not within 3 of enemy units. Enemy units may not deploy within 3 of this unit

Ranged	This weapon may attack enemies outside its reach for Att-1 per space beyond its reach.
Recovery X	This unit may recover some Mana during their recovery step up to its maximum.
Regeneration	During recovery, on a 6+, this unit recovers 1 injury level.
Resist X	When this unit suffers a hit of that type, the unit is considered Armor+X for that attack.
Skittish	If dealt an injury, on a 4+ this unit is also fleeing.
Spyglass	If you have more spyglass units than your enemy, you automatically win the choosing sides and contest.
Stun	Status effect, during recovery remove a stun token and the unit only recovers 1E.
Super Stealth	When attacked, if this unit is 3 spaces away or more, it is invisible (total cover).
Swift Assault	During deployment you automatically win the deployment roll if you have more swift assault units than your enemy.
Terrain Advantage	For each unit with this effect, you may re-roll one of your terrain chart rolls.
Tower's Curse	If defeated, all allies suffer a hit at Pow 3 (Magic)
Tower's Vengeance	If undefeated, during the maintenance phase of the final turn, enemies suffer a hit at Pow 3 (Magic).
Unstable Attack	On a "1" to hit, the unit hits itself.
Voodoo X	When dealt an injury, roll a D10. If you meet or beat X, the attacker receives 1 injury.
Weakness X	When this unit suffers a hit of that type, the attack is considered Pow+X for that attack.

## Glossary of Abilities

### Abilities

Name	Rules
Adamant Form (RE)	1M: React to an attack that has hit. The attack can't deal more than 1 injury, if it deals more reduce it to 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.
Block X (RE)	1E: React to an attack that hits and get +X Arm for that attack where X is set when the ability is purchased.
Boulder Throw	1M3E: Special ranged attack at Att+0, W-Pow 7, Mundane type, and on hit, knockback 1 and place a vertical obstacle (boulder) on the tile. On miss, or if the opponent can't be knocked back place the boulder on an unoccupied adjacent tile.
Breath of Flames	2E1M: Line attack at Att+1, Pow 5, Length 3, Fire Type, Crit: Pow+3
Brutalize	1M1E: Special melee attack with reach 1. Stun on hit, Slay on a Crit.
Buckshot (RE)	1E1M: React to making a ranged attack, make another ranged attack against that target for free.
Butcher	1M1E: Special Weapon attack at Att-2, Pow+4.
Call of Light	1M: Recover 1 Injury
Castle (RE)	2E1M: React to an ability or attack targetting, 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
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. If two or more friendly units are also within reach, if they pay Ec, On hit Slay.
Concussive Orb	5M2E: Special ranged blast attack at range 4, radius 2, Att+2, S-Pow+2, Magic Type, and on hit: Drain 3E and Stun.
Counter-Attack (RE)	1E: React to an enemy moving within your melee reach+1. Roll an Att contest. If you win, move within reach and attack.
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
Dummy Swap (RE)	2M: React to an attack or ability that hits you. Roll a Def contest, if you win it misses and teleport to another tile within 3.
Earth Shaker	1E1M: An enemy on equal or higher elevation becomes stunned.
Embloody	2E1M: Give an uninjured enemy within 4 spaces 1 injury. If the unit has an injury already, deal 1 injury on a 5+.
Epic Heal	2E3M: All friendly units within 8 recover 1 injury. This unit, and friendly units within 4 recover 2 injuries instead.
Eyes on the Prize	2E: While holding or contesting an objective, Recover 2 Mana.
Finishing Blow	1M1E: Special melee weapon attack against a unit 2 injuries away from defeat at Att+1. No reaction, On hit Slay.
Flash Freeze	2E4M: Special Melee attack with Att+3, S-Pow+3, Reach 2, type: Cold, Crit: Slay, on an injury: Drain all E 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.
Harsh Judgement	1M: Special weapon attack at Pow+3 against a hexed enemy.
Heal	2E1M: A friendly unit within 4 recovers 1 injury, or an adjacent friendly unit recovers 2 injury.
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.
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.
Leap	1E: Your movement become leaping until your recovery step.
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. On hit, steal 1 Mana from the target.
Meditate	2E: Recover 1 Mana up to your maximum
Metalize (RE)	1E1M: React to an attack that hits and get Armor+3 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.
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. Ignore the attack.
Phantom Edge	1M: Make a free weapon attack at W-Att-1
Plan Ahead	2E: Roll a D10 and set it aside. You may use this value instead once instead of rolling a D10 during the phase.
Power Attack	1E: Special weapon attack at W-Att-1, W-Pow+2
Power Channel (RE)	1E: React to an elemental or magic attack that hits you. You get Armor+2 for that attack, and 1 Mana.
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 reach+1, move 1 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.
Shimmer-guard	2M: React to an attack that hits this character or a friendly character within command, and get Armor+5 for that attack.
Short Teleport	1M: Teleport up to 4 spaces away.
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.
Shrug (RE)	1E: React to receiving 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.
Snipe	1E: Special ranged weapon attack ignoring penalties for partial cover and elevation, 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.
Sudden Strike	1E: Special melee weapon attack at W-Att+1 adding Crit Pow+2. Units can't react.
Super Wreck	1E: Destroy an adjacent non-objective terrain tile
Tap into Gea	1E: Roll a D10. on a 4+, recover 1 Mana. Repeatable.
Threaten	1M2E: An enemy within command becomes Hexed 1 (fear).
Throw	1E: Make a ranged attack with this weapon at reach +3 (you still pay the Ec for the weapon).
Thunderclap	3M3E: Special ranged attack at Att-1 S-Pow+4, Electric type, any range, but can only attack enemies on a higher elevation level.
Thunderstrike	2M: Special weapon attack with a blast radius of 1, Att+1, Pow+2, Electric Type, drain 1 E on hit, the unit misses itself.
Touch of Death	2E3M: Special melee attack at Att+1. On hit, S-Pow Contest. If you win, slay the target. Otherwise suffer 1 injury.
Toxins	2E: Special melee attack at reach 1. If it hits, Poison 1. If it crits, Poison+2.
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.
Vigorate	1M: This unit or a unit within 2 recovers 2 Endurance up to its maximum
Vigorate	1M: This unit or a unit within 2 recovers 2 Endurance up to its maximum
Wave of Discord	2E: Each character within command is Hexed 1 (fear)
Whirling Gale	2E2M: Special line attack at Att+2, S-Pow+0, Line 4, Type: Weapon, Hit: Stun, Crit: Pow+3
Wreck	2E: Roll a Tuf Test. If you roll a 7+, destroy an adjacent vertical obstacle, vertical impassable, or elevation 1 terrain tile.