# RADIANT TACTICS

## Arena Gauntlet

A co-op campaign of lightning CCG battles and character building. For one to six players.

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# The Arena Gauntlet

The Alder Arena Gauntlet loomed over the city's southern quarter, its stone walls stained, its banners tattered from both wind and conflict. A proving ground, a spectacle, a grave for some—yet a gateway for others. The Alder Arena Gauntlet did not discriminate. It welcomed the desperate, the broken, the reckless, and the devout alike.

## Who they Were and Why They Came

**The Dishonored Saur.** Scaled and scarred, the Saur warrior moved with the rigid discipline of a soldier, yet shrunk from gaze, carrying herself in the heavy air of one who had fallen from grace. Their kind did not speak of dishonor lightly. To be cast from their war-clan was not mere disgrace—it was a severing of soul and lineage, a mark that made them less than nothing. The Gauntlet offered a path forward. Not through forgiveness, but through proof. If she could endure, if she could triumph, her deeds written in blood might reach the ears of kin. And perhaps, just perhaps, they would be granted the right to return.

**The Fleet Refugees.** The war had displaced them. The treaties had abandoned them. Once, they had sailed among the stars, a people of ambition and expansion. Now, human refugees, no room on overflowing city-ships, were gutter-dwellers in the great cities, barred from decent work by those who judged humans pariah. The Gauntlet was no great dream—it was the only choice left. Wielding weapons scavenged from wreckage, armor pieced together from scraps, they fought not for glory, but for survival.

**The Necrotic Threnod.** Where others saw carnage, the Necrotic Threnod saw art. They were creatures of few ill consequences, their Homunculi bodies easily replaced while self preserved from true death by soul-phyls .The Necrotic elder cared little what 'mishaps' youth caused other species during course of education — children will be children. Threnod fought not for coin, nor redemption, nor any cause beyond their own amusement. To fight was not a burden—it was a pleasure and a perfection.

**The Debt-Ridden Dverg.** The Dverg knew the weight of a word. Oaths and traditions bound their people, held society together in ancient wars of the Underdeep. The Arena Master had called in favors they could not refuse. Perhaps once, long ago, they had earned riches by fixing fights, ensuring the right warriors rose or fell. But debts had stacked higher than their profits, and now these desperate souls sought only  to even the scales.

**The Centaur Evangelists.** They came not with swords, but with doctrine. Not with armor, but with scripture woven into their barding. The attention paid to Gauntlet battles was vast, each battle an opportunity for words to reach many ears. Centaur and unicorn fought with fervor, each strike a sermon, each victory a sign of divine favor—though to which god, or which cause, none could say for certain.

## What They Must Overcome

The Alder Arena Gauntlet was no simple trial of strength. It was a crucible where bodies broke, alliances shattered, and only those who understood its brutal rhythm survived. To win the championship was to endure—not just the battles, but the system itself.

**Must Stand Together.**  No one fought alone. Not if they wanted to win. The Gauntlet demanded more than raw power—it demanded strategy, cohesion, trust. But trust was a rare commodity in a place where knives were as common in the back as in the hand. Warriors seeking the championship had to forge bonds, whether through shared goals, mutual profit, or the cold assurance that survival was easier together than apart.

The Saur warrior sought those who fought with honor, those whose blades struck true, not from treachery but from purpose. The Human Fleet refugees found kin in the debt-ridden Dverg, two groups that knew the weight of survival and the debts that must be paid in blood. The Necrotic Threnod cared only for the thrill, but even they understood that a lone corpse fell quicker than a pack of them. The Centaur evangelists? They wove their faith into warbands, speaking of divine fate and unity, convincing the desperate that theirs was a battle blessed by the gods.

**Must Earn Spoils.** The Gauntlet did not grant its warriors equal footing. Every opponent faced was better armed, better supplied. The elder fighters fought newcomers with armor forged by masters, blades imbued with power, shields that could withstand storms. Those who started with nothing, had to fight for everything.

Every victory cost them. The weapons stripped from fallen foes were blood-stained, dulled by the fight, yet still better than what they had before. The armor scavenged never fit right, but it protected more than bare skin. Each battle was an exchange—wounds for weapons, blood for better gear. And the more they won, the more they risked losing. The Gauntlet had a way of ensuring the spoils never stayed long in the same hands.

**Must Master Self.** Quality of arms meant little for those without the skill to wield them. The ones who survived learned, adapted. They studied the styles of their foes, mimicked the movements of the masters, turning their own weaknesses into new techniques. The Saur warrior, once rigid in traditional war-clan methods, found themselves wielding the unpredictable strikes of their enemies. The Fleet refugees, drilled in firing lost-tech now more prevalent in legends than armories, learned the brutal rhythm of close combat.

It was not just the body that needed mastery—it was the mind. Fear had to be drowned, pain ignored. The Gauntlet had no patience for hesitation, no mercy for doubt. Those who hesitated fell. Those who learned—truly learned—rose higher.

**Must Win a Rigged Game.** But skill and steel were not always enough. The Gauntlet was not fair. The Arena Masters ensured it. The bets, the politics, the entertainment—it all relied on one truth: the favorites had to win, and the upstarts had to fall. The system was rigged, the matches fixed. Strange 'accidents' claimed rising warriors, injuries were left untreated, and bad odds followed the wrong teams like vultures over a battlefield.

To win, they could not just fight their enemies. They had to fight the system itself.

Bribes in the right hands, whispered threats in the wrong ears. Winning not just on the sands, but in the shadows. The Dverg knew the game, their past debts turning into newfound leverage. The Centaur evangelists spun stories of divine fate, persuading crowds to believe in their victories before they even happened. The Necrotic Threnod? They simply smiled, because they thrived in chaos, and a broken system was just another stage.

**What Awaited the Champions**

Victory in the Alder Arena Gauntlet was not the end—it was the beginning of something greater, or something far worse. Champions did not simply walk away; they were drawn deeper into the world that had forged them.

The strongest carved their own legacy, forming teams to dominate the arena circuit, turning their hard-won skill into an empire of bloodsport. The elite mercenary guilds and faction special forces watched closely, plucking the most ruthless, the most cunning, the most useful from the Gauntlet's ranks, offering wealth and war in equal measure.

The gods themselves seemed to favor those who triumphed, whispers of divine fate and celestial purpose clinging to their names. Investors, ever hungry for profit, came bearing contracts and coin, trusting in a champion's ability to build adventuring companies, expeditionary forces, private armies. But those who climbed too high had no interest in raising others with them.

The champions, now masters of the game, held the upcomers down, crushing new blood beneath their heels as they basked in the fame and fortune of the Arena Select. The Gauntlet was a ladder—but only for those willing to pull others from the rungs beneath them.



**Region of Judian, Territory of Alder**
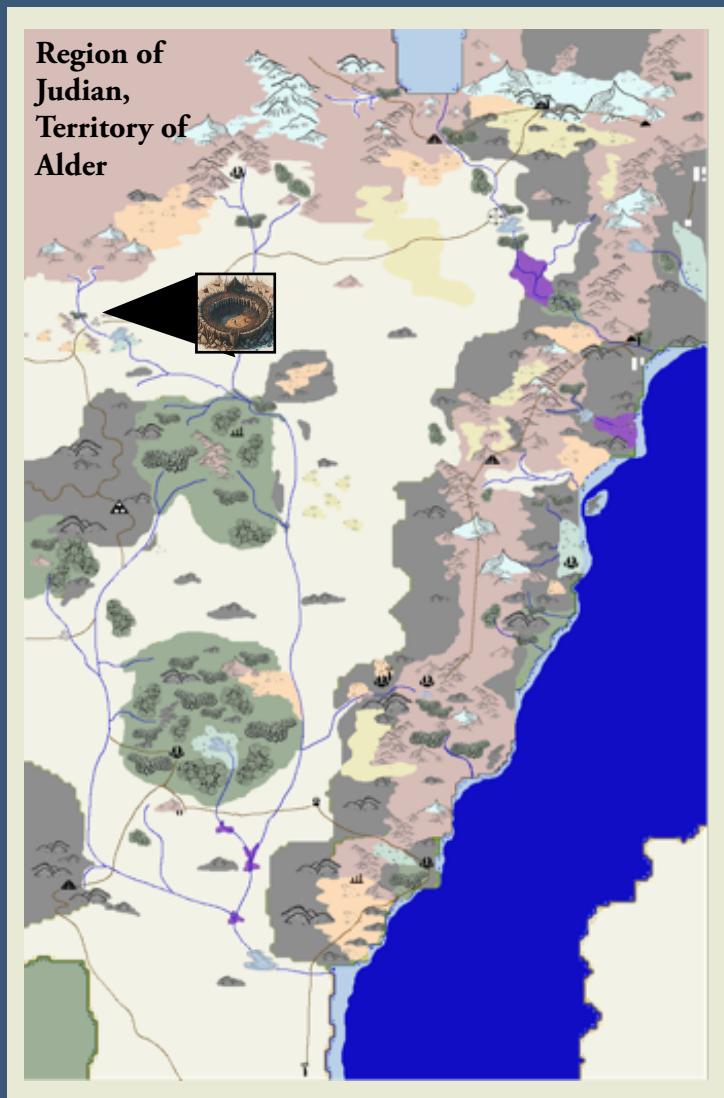
## About

In a Gauntlet campaign, you and friends start from nothing. Through battle runs, you'll gain the classes and gear needed to compose a tournament winning arena team.

Gauntlet campaigns are about earning loot from battles and spontaneously, strategically building out characters from the randomized rewards. Each campaign tends to unfold in own way, with different initial build paths embarked.

### Campaign Milestone

• Win enough gauntlet battles to qualify for Cups.

• Beat four Cups to have shot at Final 4.

• Defeat Final 4 to Win the Gauntlet.

## Table of Contents

# *Gauntlet* Overview

*Zeros to Heroes*

**Final Champions**

Gauntlet Tier Five

Banner Cup

Gauntlet Tier Four

Cuirass Cup

Gauntlet Tier Three

Wand Cup

Gauntlet Tier Two

Lyre Cup

Gauntlet Tier One

**Starting Roster**

## *Win Campaign*

*Team Size:* Six
*Mastery Cap:* Nine

*Join Ups*

*Team Size:* Five
*Mastery Cap:* Six

*Join Ups*

*Team Size:* Four
*Mastery Cap:* Four

*Join Ups*

*Team Size:* Three
*Mastery Cap:* Four

*Join Ups*

*Team Size:* Two
*Mastery Cap:* Two

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**Gauntlet Runs**

**Cups**

- Win Spoils
- Unlock Class
- Increase Guild Inventory

- Unlock Heros
- Mastery Cap Increased
- New Gauntlet Tier
- Larger Team Size

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**Between Runs**

- Recover Injuries
- Level Class
- Craft Equipment
- PvP
- Send Heroes on Other Adventures

# 1. What You'll Need to Play

You can play Dungeon Assault as digital or physical tabletop game, solo or co-op.

## Essential Components

**A** **Tactical Battle Rules.** Rules for tactical combat, available free online at **RadiantTactics.com**. All tactical battles across Radiant games use this ruleset.

**B** **Asset Cards.** Asset cards provide quick reference to all the relevant stats and special rules you'll need to play out a tactical combat. They include units, equipment, and spells.

Asset Cards from any Radiant Tactics game type may be played in any other Radiant Tactics game. Every asset card expands each adventure module's options for allies, enemies, or loot.

For Digital play, you can either upload the play sides of asset cards for an on-platform reference, or players can use physical cards on the side.

**C** **Dice.** Dice are rolled to determine outcomes of unit interactions. Play will be most seamless when you have available a D20, D10, D6, and D4. A blue, yellow, green, and red D20 to roll together is most optimal.

Most digital tabletop platforms include digital dice rollers.

### Dice Substitutes

If you have a D20 and a D6, you can get by without other dice. Here are relatively intuitive emulation methods:

**D10.** Roll a D20. A 1-10 count as is. Subtract 10 from an 11-20 to get your 1-10 value.
**D3.** Roll a D6. A 1-3 count as is. A 4, 5, 6 counts as a 1, 2, 3, respectfully.
**D2.** Roll a D6. A 1- 3 count as a 1. A 4-6 count as a 2.
**D4**. Roll a D6. Re-roll values of 5 or 6.

## Optional Components

**D** **Conditions & Advantage Play Aids.** The condition table defines what each effect does, and shows which defences conditions bypass.

The advantage source table summarizes how much advantage or disadvantage is gained from each source, like height, flanking, and mastery.

You can upload these tables to a digital tabletop platform, or print them for physical tabletop.

**E** **Status Counters.** Counters are used to track conditions, such as bleed, fury, and immobilize. You can either place counters next to unit tokens on the map, or by their asset cards.

Colored D6 also make useful counters. The side-up number can represent how many stacks a unit has, while the dice color represent different condition types.

**F** **Battle Maps.** A battle map indicates all starting zones, capture points, height, and terrain features. A map's grid is used to measure movement. Some maps include optional rules for weather or magical phenomena.

Digital map packs are available at **RadiantTactics.com**. You can upload map images to a Digital Tabletop platform.

Maps can also be printed out for physical play. Or, you might use a laminated grid, sold elsewhere, on which you can draw out essential map features in supported markers.

**G** **Unit Tokens.** Unit tokens are objects on a tactical map that represent units. They are used to keep track of units' positions.

Digital tokens are available at **RadiantTactics.com**. You can upload the PNG images to most digital tabletop platforms. You can also make your own, or use tokens from other sources that best represent a unit.

If playing on physical tabletop, you can print digital tokens to make cutouts. Alternatively, use any brand of miniatures that best represent units. Or, you can play abstractly with coins or game tokens.

A
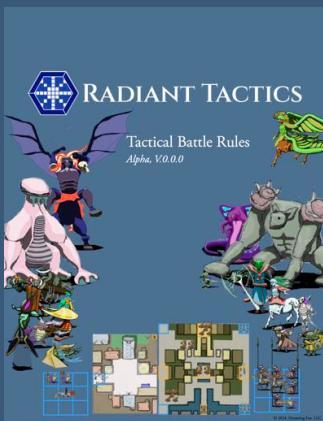
Tactical Battle Rules PDF. Available free at RadiantTactics.com

B

A Unit Asset Card

A Weapon Asset Card, Play Side Up.

C
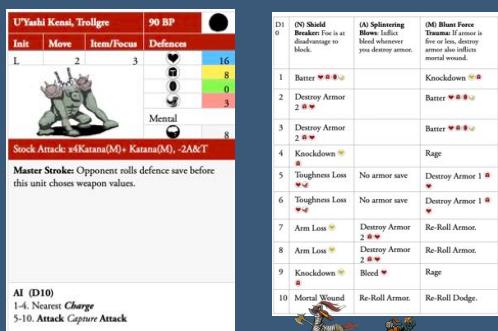
D20 Dice

Colored D20 may be batch-rolled for quick defence saves.

You can also roll four of any color, and have the left-to-right order determine what each defence rolled.

D

Conditions Play Aid.

E
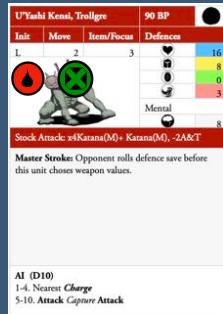
Status Counters

Status counters placed on a unit card track bleed stacks and stunned status.

F

A Battle Map

G
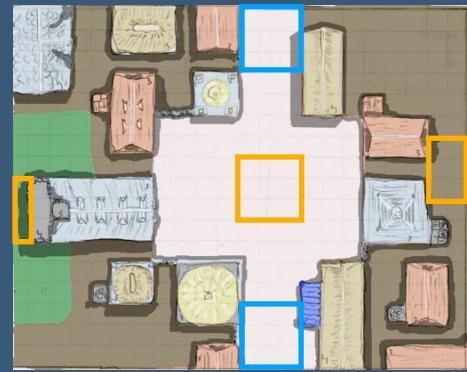
**(Optional) Cutouts, Models, Game Tokens, Coins**
Easier to visualize positions. Can add to immersion and aesthetics.

# Recommended Setup

**Front Row** *(AI)*

**Front Row** *(Players)*

# Pure CCG Style Setup



## Setup Steps

When you start a battle, follow these steps to set up.

**1.** Place your Unit Asset Cards in formation, as though their were a 3x9 **battle map grid** at the center of the table.

**2.** Place your opposition's Unit Asset Card**s** in their committed formation, as though on a 3x9 grid.

**3.** Place your **weapon & spell cards** along a side of the map, in the row or column paired with their wielder.

**4.** Place **dice** and **status counters**, if using, in stacks next to the unit asset cards, so that both players can easily move them on cards as needed.

**5.** Place any rules references **play aids** where players can easily reference them.

# Tactics RPG Style Setup
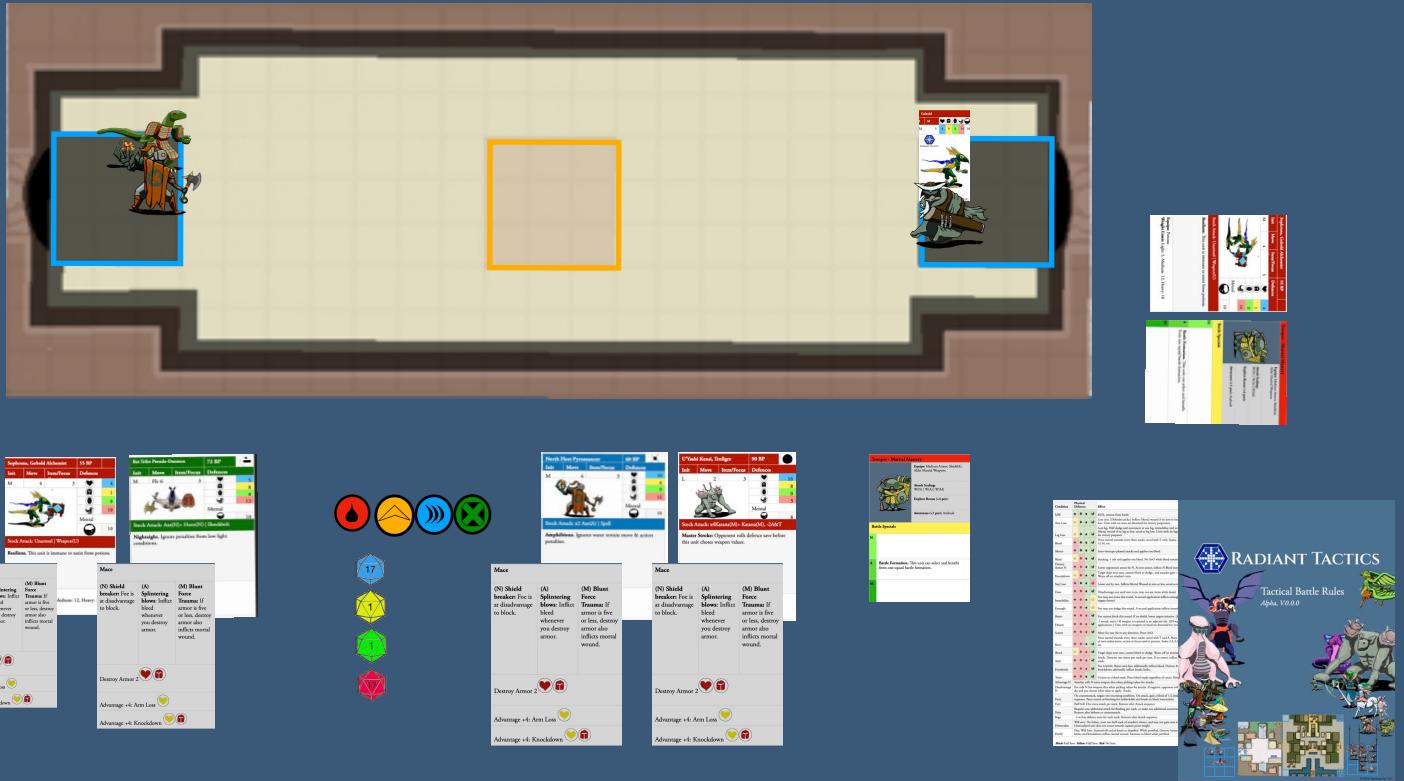


## Setup Steps

When you start a battle, follow these steps to set up.

**1.** Place the **Arena battle map grid** at the center of the table.

**2.** Place your **unit tokens** in committed formations on one blue deployment zone. Place the opposition's **unit tokens** in committed formation on the other zone.

**3.** Place your **unit asset cards** along the bottom of the map where you can easily reference units' initiative, move, stats, and abilities. Order them from Light, Medium, then Heavy initiative. Place all **equipment asset cards** in front of the **unit asset cards.**

**4.** Place **dice** and **status counters**, if using, in stacks between the two sides unit asset cards, so that both players can easily move them on cards as needed.

**5.** Place all **opposition unit and equipment asset cards** so the **counters** lay between them and the players' cards.

**6.** Place any rules references **play aids** where players can easily reference them.

# 2. How to Play

Gauntlet Runs, Cup Tournaments, and the Downtime between them are the three key game loops in this campaign. Here's an overview of each's sequence of play.

## Gauntlet Sequence of Play

### 1. Starting a Gauntlet Run

**Tiers.** You can only attempt tiers you've unlocked.
**Team Max Size.** Gauntlet tiers have a max team size, but a min of one.

### 2. Battles

**Generating Foes.** Generate opposing team using chart on page N.
**Starting Positions.** Teams start each battle in committed and generated formations.
**Battle**. Battle for three turns, earning Gauntlet Tokens and mastery for enemies disabled or KO'd.
**Victory and Loss.** The side with the most units in the *capture zone* wins. Losses end the run.

### 3. After Battles

**Gaining Loot**. Gain Gauntlet Tokens for defeated foes, spending them to generate loot at the end of the Gauntlet Run.
**Taking and Recovering Injuries.** Injuries from battles carry over, but can be recovered from
**Ramping Difficulty**. All enemies gain mastery after each battle, making them harder.
**Gaining Mastery.** You can claim mastery from enemies you defeat.
**Changeup.** Re-generate the opposing team after three battles. (Keep or re-roll mastery.)
**Events.** Can opt to draw special events after enough battles. These can unlock special scenarios and rewards.

### 4. Concluding Runs

**Party Wipe.** Lose half Gauntlet Tokens on wipes.
**Opt Out.** Retain and cash out tokens after battles.

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**Multiplayer!**

Playing with friends is one dimension of fun. You should adjust rules so to let everyone play together.

**Team Size.** With many players, go over the team max, and add enemies till equal size parties. Each player creates and uses heroes from own roster. (p. N)

**Downtime Costs.** Pay downtime costs with earned spoils or in portion of future Gauntlet Tokens. (See page N.)

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## Cup Sequence Differences

### 1. Starting a Cup Tournament

**Ante.** Teams Pay Cup anty with loot or discovery. Lose anty when you don't win the cup. Requires one loot or discover at cup tier level.
**Size Qualification.** You need a full team to play a Cup — you can't play cups with less heroes than required.

### 2. Battles

**Preset Foes.** Cups use pre-defined opponents, rather than generated. Cup opponents don't gain mastery.
**Till Knockout.** Cups are fought till one side is unable to continue. Loss or draw means take exhaustion stack, then fight another battle. Medics and smiths can use recoery abilities between cup bouts.

### 3. After Battles

**All or Nothing.** You don't gain Gauntlet Tokens or Mastery from Cup teams. Rather, beating a cup unlocks new heroes, as well as class training options that are always available.
**New Tiers.** Beating cups unlocks higher tiers of gauntlet runs.

### 4. Concluding Tournaments

**Round Robin.** Cups are fought round robin, so long as team can continue.

See section for details on Cups.

## Downtime Sequence of Play

1. Spend Gauntlet Tokens
2. Unlock Hero, Inventory, & Library Slots
3. Spend Time & Lock Units
4. Change Hero Loadouts & Abilities
5. Commit Formation & Start New Run or Tournament

See Section for details.

## Downtime Hero Activities

Recover from Injuries
Train New Mastery
Craft Equipment
Send on Sidequest

# Starting Your First Gauntlet Run

## 1. Get Human Hero + One

**Human**
Average all-rounder.
Pariah agro trait.

**Gobold**
+Mobile Backline Access
-Low Toughness & Armor

**Dverg**
+ High Toughness
- Lower Agility & Move Cap

**Necrotic**
+ Good Spellcaster
+Higher Agility
- Very Low Toughness & Armor

**Unicorn**
+ Good Spellcaster
+High Movement
- Lower Toughness and Armor Cap

**Saur**
+ Claw and Bite Natural Weapons
+High Armor Cap
- Weapon loot is more a side-grade

## 2. Pick One Weapon Each

**Dagger**
Bonuses from Flanking

**Axe**
Limb Loss & KO Resets

**Mace**
Destroys Armor and Bleed

**Longspear**
Reach attacks and area control
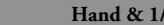
**Hand & 1/2 Sword**
At High Mastery, Rage Combos and Mortal Wounds

**Javelin**
One handed range attacks.

**Greathammer**
Knockdowns and Break Item

**Shortbow**
At High Mastery, Shoot into Combat

**Crossbow**
Ranged armor piercing limb loss

## 3. Choose Formation

**Front Row** *(Players)*

**Default Team**

Hard Deciding?

• You can re-pick after this gauntlet run and keep spoils.

• If you want to plan ahead, read about mastery, loot & cup opponents.

# Battle Rules Overview

## I. Objectives
### *How do I Win?*

## II. Map Setup
### *Where do Pieces Go?*

## III. Turn Sequence
### *When do Pieces Go?*

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**Decisive Capture Point**

Have most units in capture zone by end of turn three.



Capture Zone = Front & middle row of each side.

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**1. Players commit formation at start of run**

Player Front Row
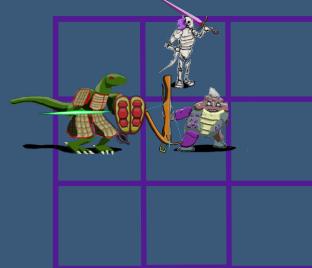


**2. AI uses Cup preset or rolls to generate**

T Formation
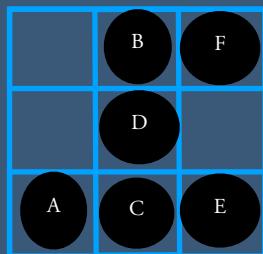


Enemy Front

**3. Squad formations go head to head.**



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**One Battle = Three Turns**



| Turn Initiative | Force A | Force B |
|---|---|---|
| *1. Light Phase* | Thief | Hacker |
| *2. Medium Phase* | Merc | Trooper |
| *3. Heavy Phase* | Zealot | Defender |

**1. One player activate all their light units.**


Thief   Hacker

**2. Then, the other player activates all their light**

**3. Players continue for all phases of all turns.**

# CCG Style

## IV. Unit Activation
### What can Pieces Do?

**1. Unit Turn:** *Attack + Spend Move + Spend Focus*

**Any Order. One Unit at a Time.**

### Move
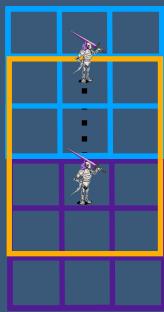
Spend a unit's movement to move.

### Focus

Spend unit's focus on items, spells, & abilities.

### Attack Sequence

| Necrotic Threnod | | | | |
|---|---|---|---|---|
| Init | Move | Item/Focus | Defences | |
| H | 4 | 2 | ♥ | 2 |
| | | | 🎧 | 0 |
| | | | 👁 | 0 |
| | | | 🌀 | 13 |
| | | | Mental | |
| | | | ⚫ | 16 |

| Stock Attack: Weapon(U) |
|---|
| **Spellpower.** Add +2 stacks to spell inflicted conditions. |

Equip
We... nit: Light: 1, Medium: 8, Heavy: 10

| Mace | | |
|---|---|---|
| **(N) Shield breaker:** Foe is at disadvantage to block. | **(A) Splintering blows**: Inflict bleed whenever you destroy armor. | **(M) Blunt Force Trauma:** If armor is five or less, destroy armor also inflicts mortal wound. |

Destroy Armor 2 ♥ 🎁

Advantage +4: Arm Loss

Advantage +4: Knockdown

Defender reacts with Counter, Full Defence, or Kite. After Attacker picks weapon effect, defences are batch rolled, saving with equal or under defence stats.

Attacker picks Precision Weapon effect. Some effects & modifiers are advantage gated. Weapon passives are unlocked with mastery.

## V. Enemy AI
### What does the AI do?

**1. Use Enemy Card**

| Vampire Bat, Beast Avian | | | 41 BP | ⟳ |
|---|---|---|---|---|
| Init | Move | Item/Focus | Defences | |
| L | Fly 5 | 5 | ♥ | 1 |
| | | | 🎁 | 1 |
| | | | 🌀 | 0 |
| | | | | 11 |
| | | | Mental | |
| | | | ⚫ | 3 |

| Stock Attack: Bite(A) |
|---|
| **Swoop.** A bat that inflicts bleed or mortal wound resets its movement. |
| **Drain.** When unit inflicts bleed or mortal wound, all its bleed stacks. |

**AI (D10)**
- 4. Isolated *Charge*
- 8. *Flank* **Attack** *Perch*
- 10. Lowest Armor *Move* **Attack**

**Defence: Full Defence**

AI Syntax specifies target, *move*, and **action**, plus their order.

**2. Else, Attack Closest**

AI targets nearest bookwise. (Top to bottom, left to right.) If choice of tile to move to, players can pick.

### Defaults

- Enemies activate bookwise.

- Enemy picks most damaging effect or highest rolled weapon dice.

- Enemy defends with defence reaction.

- When in doubt, pick a fitting behavior.

# How to Play CCG Style Tactical Battles

Gauntlet Battles use Radiant's same core rulebook, Tactical Battle Rules, with a few modifications to movement and targeting. This summary of those rules will provide enough to play most content — reference the full rules if any questions arise.

Experienced players can refer to the rules differences summary for a quick summary of relevant changes.

*Get the latest PDF at [RadiantTactics.com](RadiantTactics.com)*

## Battle Rules Summary

### Map & Starting Positions

**Formations:** Your team starts each battle in the formation it committed to at the start of the run.

In Gauntlet Runs, when you generate a foe's team, you'll also determine their formation. (See page #.)

In Cups, enemy teams start in their pre-defined formationns.

**Arena Map.** These two formations, placed front row to front row, crete the arena map.

Variant: If playing on the arena tactical battle map, squads deploy in formation in the blue deployment zones,

### Turn Order

**Who Goes First.** Players always have option for going first. You can defer to AI if you'd like.

**Battle Length.** Battles last three turns. At the end of turn three, check if either team has one. If a draw, the player can opt to continue till a victor, or end the current run.

**Turns & Phases.** Each battle turn consists of three initiative phases: light, medium, then heavy. You activate all units of that initiative, then your foe does. (The AI activates bookwise.) Repeat for each phase. A battle turn ends when all units have gone.

**Effect Timings.** CC status effects, like knockdown, end at start of initiative phase of the inflicting unit. on the phase of the inflicting unit, Auras inflict buffs and debuffs at the start of an initiative phase. Acid and burn add stacks at the end of a battle turn.

## Rules Differences for CCG Style Battles

### CCG Objective & Battle Length
Uses tactical battle objectives, but over three turns instead of five. Decisive capture is the recommended, default objective. The capture point zone in CCG is the front two rows for each side.

### CCG Movement & Targeting
To better preserve value of high movement and charge dice, the CCG adds following hurdle to melee engagement.

*Engaging.* A unit making a melee attack against an unengaged target must have a move value of equal or greater the target. Subtract any tiles moved before comparing.

If the unit's move is lower, it can attempt a charge. Roll the charge dice. The charge succeeds if the added value is equal or greater the foe's move. The standard penalties apply failed charges in CCG.

*Ranged Targeting.* Ranged units can only target units in or next to their column. If an enemy is directly in front of another enemy, you must target the front enemy first.

*AI Targeting.* The AI will always opt to shoot into combat, inflicting friendly fire on its allies.

### CCG Reactions
In addition to *Full Defence* and *Counter* reactions, units in CCG style can react with *Kite*

*Kite.* When a unit is charged, it can declare the *kite* reaction instead of counter or full defence. Drop a defence. The defender rolls its charge dice and adds it to its move value for purposes of checking charge success.

### CCG Weapon Dice
Recommend playing with Precision weapon back. With precision weapons, AI will use most damaging condition plus any advantage gated bonus. (Destroy Armor>Bleed>Limb Loss> MW.

For a more volatile enemy AI, with crits and wiffs, use Burst Weapon backs.

Player can opt to use Burst back, which, at high weapon mastery, trades of consistency fo crit spikes or greater options.

## Unit Activation

**Unit Actions.** When activated, a unit can move, attack, and spend focus, in any order.

**Activation Limits.** Only one unit may be activated at a time, and, outside special abilities, only may be activated once.

### Movement

**Movement Budget.** Moving spends a unit's movement. On its turn, a unit can move so long as it can pay the cost, and isn't effected by the immobilize condition. Height and some terrain modify movement costs.

**Diagonals.** It costs two movement to move diagonally.

**Moving Through Units.** You cannot move through enemy units. You can move through allied units, but not end on the same tile. If you trigger an attack while on the same tile as an ally, both units are attacked. If, by charging, you're forced to end a unit activation on an ally, knockdown the charging unit and scatter the ally.

**Leg Loss and Movement.** A unit with one leg halves both movement value and charge roll. A unit with no legs may only move one tile, and may not charge.

**Engaging.** A unit making a melee attack against an unengaged target must have a move value of equal or greater the target. Subtract any tiles moved before comparing.

**Dash-Charge.** A dashing unit rolls its charge dice, using that movement to exceed its default move. When a dashing unit ends it move by engaging an enemy, this is called a 'charge'. A charging unit can make one attack with each equipped weapon and any 0H weapons.

Charging uses both a unit's attack action and any remaining movement. Enemies gain +4 advantage on attacks vs units that dash-charged but did not engage a foe.
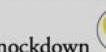
**Threatened Tiles and Attacks of Opportunity.** Enemy units threaten tiles, and your units suffer an attack of opportunity (AoO) when *exiting* a threatened tile. AoO that prevent movement interrupt and end the move at initial tile. The unarmed 'double base attacks' penalty applies to AoO.

**Default Threat**. Units with melee weapons threaten all tiles directly adjacent to their own. Units with reach melee weapons threaten all tiles within two movement. Units with ranged weapons do not threaten any tiles.

**Position and Advantage.** Positioning can confer *advantage* bonuses to units attacking the same target. Higher advantage unlocks additional weapon effects or attack bonuses. Only the second and subsequent units to engage a target gain positioning bonuses. Default ranged attacks cannot flank or pincer.

**Engaged.** You are *engaged* by a foe when it attacks you, or it makes a defensive reaction against your attack. Default, ranged attacks do not engage units.

**Pincer.** You are pincered when *engaged* by one foe, and an additional foe attacks from the opposite side. A pincering attacker gains +2 advantage. A

***Weapon Passives.*** Unlocked with mastery, passives stack.

***Weapon Effects.*** Pick one effect to inflict for each attack. Advantage gates some options and modifiers.

| Mace | | |
|---|---|---|
| **(N) Shield breaker:** Foe is at disadvantage to block. | **(A) Splintering blows:** Inflict bleed whenever you destroy armor. | **(M) Blunt Force Trauma:** If armor is five or less, destroy armor also inflicts mortal wound. |
| Destroy Armor 2 ❤️ 🟥 | | |
| Advantage +4: Arm Loss 💛 | | |
| Advantage +4: Knockdown 💛 🟥 | | |

*A Precision Weapon Card Back*

pincered defender may not counter, and does not get its dodge or block save when defending.

**Flanking.** You are *flanked* when *engaged* and additional foes attack from a non-opposite side. Flanking attackers gain +1 advantage. Flanking defenders' dodge and block saves are halved. foes attack from your sides.

**Flexible Flanking & Reach Weapon.** Reach melee weapons can flank & pincer as though occupying a tile directly adjacent to the unit.

**Poise & Flanking**. The poise buff increases the number of attackers needed to gain flank and pincer units.

### Targeting

**Targeting & Attacks.** Units can only perform attacks against units or tiles that they can target.

**Melee Targeting.** Directly adjacent units.

**Reach Weapon Melee Targeting.** Units within two move. Reach Weapons can target through allies and foes.

**Ranged Attack Targeting**. Ranged attacks must select a target from same or adjacent column. Ranged attacks can always target the back row. If a unit is in front of another unit, a ranged attack must target the forward unit first.

**Shooting into Combat.** When a target is engaged in melee combat, all engage units must save vs a ranged attacks effects.

**Direct AoE.** Direct AoE spells select a target unit from same or adjacent column to center on. They may not target a unit directly behind another unit.I

**Indirect AoE Targeting**. Indirect AoE spells select a target tile to center on from the same or adjacent column as the caster

## Attack & Defence Sequence

**Attack Sequence**. Weapon and spell attacks are resolved in the following sequence

1. The defender chooses a reaction: Counter, Full Defence, or Kite, before any charge dice are rolled or weapon effects chosen.

2. The attacker generates and picks weapon effects to inflict with each attack of the attacks sequence. Different conditions bypass different defences, and earlier unsaved conditions impact later save.

3. The defender batch saves each effect. Effects are saved when the defender rolls equal or under any defence stat allowed.

(4.) When defender's counter, attackers save regardless of defender status, as though attack & counterattack were simultaneous.

**Full Defence.** Roll ALL four D20, and save if ANY matching defence is equal or under. Weapon values, unit abilities, and positioning can modify or negate some defenses. Taking a full defense interrupts any phased attacks a unit was taking, regardless of save outcome.

**Counter.** A counter save picks one non-zero defense stat to drop, and attempts to roll under or equal the remaining defense stats. Regardless of save, a counter attack is made OR the unit continues its phased attack. (Units damaged by attacks must make a further mental save or be interrupted. See spells and miscasts)

**Kite.** When an *unengaged* unit is charged, it can declare the *kite* reaction instead of counter or full defence. Drop a defence. The defender rolls its charge dice and adds it to its move value for purposes of checking charge success.

**Reaction Restrictions**. You are restricted from declaring reactions in certain circumstances: A unit may not Counter vs an AoO. A pincered unit may not Counter, nor gains dodge and block on Full Defense. You can Counter without a target so as to maintain phased attack, but lose the attack component. Ranged units may Counter other ranged. Bolt spells included.

**Precision Weapon Passives.** Weapon passives are unlocked with weapon mastery. A unit only benefits from a weapon passive if it has sufficient mastery. Passives stack.

**Precision Weapon Advantage Gates.** Precision weapons often have some conditions or modifiers gated by the unit's advantage level. When a weapon has 'Adv. +N', the unit needs N or greater advantage to activate that effect.

## Focus, Items, Spells, & Abilities

**Item Slots/Focus Cap.** By default, a unit's focus cap is set by its weight class: Light, 5; Medium, 3; Heavy, 2. A unit generates focus at the start of its activation. Units can activate multiple focus abilities on the same unit activation provided they can pay abilities focus point cost.

**Equipped Items**. An item must be held in an item slot or in hand (H) to

be eligible for focus expenditures. You can use multiple items on the same turn if you can pay the cost. You can't activate the same item multiple times on the same phase, but you can activate multiple duplicate items.

**Locked Slots.** Some spells or class abilities *lock* a focus/item slot. When a focus slot is locked, its focus is committed to an ability — treat focus cap as -1 per locked slot. Locked slots can only be locked/unlocked between battles.

**Gauntlet Spell Slots**. For the gauntlet campaign, spells take up as many slots as their focus cost. Class abilities can modify this.

**Default Focus Options.** Default options for focus expenditures include:

**Swap.** Pay (1) focus to swap an equipped 1H or 2H item with a held item.
**Throw.** Pay (1) focus to make one ranged attack with a *throwing weapon* equipped to an item slot. Perform such attack as part of attack or charge action sequence. Refund the (1) cost if you end your movement adjacent to target.
**Activate Costs.** Pay(N) focus to activate ability of equipment held in hands (H) or item slots.

**Spell Costs.** Attacking with a spell costs a unit's attack action and sometimes additionally one or more focus. Phased spell attacks, like a channeled ray or charged fireball, pay cost up front.

## Who Wins Battles?

**Decisive Capture Points.** Gauntlet battles use decisive capture point rules. The side with the most units in the capture zone —the front two rows of both sides—at end of turn three wins the battle. In draws, the players can decide whether to keep battling till a winner is decided, or to end the run with a draw-loss.

**Capture Weight**. The team with the most units on a capture point controls it. Units with zero capture weight don't count to this total, while units with double capture weight (see banners) count as two units. Default, a unit's capture weight equals its tile size.

**Disabled.** A unit is disabled if it has lost a pair of arms or a pair of legs. Disabled units can still activate during battles, but do not have capture weight.

**Battle Loss & Exhaustion.** A squad that loses a battle takes one exhaustion stack. For each stack of exhaustion, all heroes attack at -1 advantage and enemy units at +1. All exhaustion is cleared at downtime, persisting only in Cups and Gauntlet runs.

# Between Gauntlet Battles…

After a gauntlet battle, (1) resolve whether any loot, injuries, or mastery were gained. (2) Then, decide whether or not to end the run. (3) If continuing, ramp the difficulty and play out milestone events.

## 1. Battle Consequences

### A. Get Loot

**Gauntlet Tokens.** Each enemy KO'd or disabled counts as a Gauntlet Token. Gauntlet tokens are primarily spent to roll for loot, but have other uses too.

**Use it or Lose it.** Gauntlet Tokens do not carry over between Gauntlet Runs. Players should strategize on how to get the most value for their Gauntlet Tokens.

### B. Carry Over & Recover Injury

**Between Battles Carry Over Damage.** Bleed, Limb Loss, KOs, Armor Loss, and Broken Items carry over.

**Paid Recovery.** You can pay the Arena for its recovery services. Cost one Gauntlet Token per injury type recovered. (KO recovery does not result in stat loss.)

**Heroic Vigor.** Every Three Battles, Heroes can recover from KO, but at stacking -2 to Toughness, Dodge, and Will. This stat loss can only be recovered in downtime between runs. (Stat loss from weapon effects does not carry over.) Recovering from KO does not remove bleed, limb loss, or armor loss stacks.

**Medic Recovery.** If your team has a medic, you can recover bleed, limb, and KOs with a Medic's special abilities.

**Smith Recovery.** If your team has a Smith, you can recover armor loss and broken items with a Smith's special abilities.

### C Leech Mastery

**Leaching Mastery.** When you defeat foes, you can claim their mastery cards for your own. After battle, choose whether or not to claim a defeated enemy's mastery cards.

Claiming cards clears that stack, and you can only claim one mastery type at its current level — to unlock higher levels, you'll need to let the enemy mastery build up before they defeat them. Only one unit gains the cards, and does not gain new abilities till after training between gauntlet runs. (KO'd units are still eligible.) You can't earn mastery with one unit and give it to another.

**Mastery Cap and Cups**. A unit's mastery cap limits the max number and level of its mastery — you'll need to increase mastery cap by winning cups before you can gain more mastery.

**Roster Unlocks.** Mastery cards can also be spent after a Gauntlet run on Roster unlocks, so have some utility even if a unit cannot learn the new ability. Mastery cannot be stored, cards not immediately used are lost.

## 2. Ending the Run

**Milestone.** Every three battles, after victory, you can opt to end the current gauntlet run. Runs cap at N battles per tier level.

**Loss.** Losing battle due to draw or outnumbered ends the run. You can still claim defeated enemy mastery.

**Party Wipe.** Losing battle due to full team KO or disable ends the run and costs half your gauntlet tokens. You cannot claim defeated enemy mastery. C. Ramp Difficulty

## 3. Ramping Difficulty & Milestone Events

**Milestone Events.** Optionally, every three battles, you can choose to draw a milestone events for variety and challenge. See page N.

**Enemy Mastery.** After each battle, enemies gain new mastery and abilities. Roll on the Gauntlet Level up chart to see what new mastery enemies gain. All enemies gain abilities from new mastery card. Each mastery has three levels, novice (N), advanced (A), and master (M). Duplicate cards increase enemy mastery levels. If a new mastery would improve a unit's stock attack, use the mastery stock attack.

**Manipulating Enemy Gains.** You can spend gauntlet tokens to influence what mastery enemies gain. This can be used to change difficulty, or to ensure the enemy team has mastery cards you want to claim. See the Gauntlet Level up chart for token uses and benefits.

**Enemy Composition.** You can spend a gauntlet token to re-generate enemy units or re-roll their formation. After three battles, the enemy team is automatically re-generated.

**Stop!**

You know enough to play your first Gauntlet run. Complete your first Gauntlet.

# 3. Campaign Progression

You win the campaign by developing a team who can take on and beat the Gauntlet Final Champions.

To build a winning team, you'll need to succeed in Gauntlet Runs, Cups, and Downtime.

## How Better?

| Do What to Progress? | Heroes | Mastery |
|---|---|---|
| **Downtime**  **Lock Heroes.** Locked heroes are unavailable for play, spending match time doing other things. |  **Recover Injuries.** Get well. | **Training.** Get better, gain class abilities. |
| **Cups**  **Win Cups.** All-or-nothing round robin tournament's with specialized foes. |  **More Heroes.** Gain new teamates. | **Class Unlocks.** Easy access to train masteries. **Higher Mastery Cap.** Lets you gain more and better class abilities. |
| **Gauntlet Runs**  **Defeat Enemies & Milestones.** Every enemy defeated makes incremental progress. |  **Avoid Injuries.** Play strategicaly to minimize injuries. | **Leech Mastery.** Claim foe's mastery, letting you train. |

## How Better?

### Mastery

### Gear

**Crafting.** Customize gear.

**Sidequests.** Play unique scenarios for unique stuff.

**New Gauntlet Tiers.** Unlock harder challenges and better rewards.

N/A/M      N/A/M

Class   Class
Class   Class
Class   Class

**Gauntlet Token Lottery.** Spend tokens on rolls for spoils.

**GT**   17

**Guild Storage Slots**

**Guild Library.** Gain discovery slots by trading duplicate and unneeded discoveries.

**Guild Library Slots**

**Guild Storage.** Gain inventory space by trading unwanted spoils.

---

**Final Champions**

Gauntlet Tier Five

Banner Cup

Gauntlet Tier Four

Cuirass Cup

Gauntlet Tier Three

Wand Cup

Gauntlet Tier Two

Lyre Cup

Gauntlet Tier One

*Starting Roster*

# About Downtime

Downtime is a period between Gauntlet Runs and Cups where you can advance, customize, or recover Heroes by spending resources.

Here are options and rules for downtime.

## A. Gauntlet Spoil Lottery

**Generate Spoils** Immediately after a Gauntlet Run ends, distribute Gauntlet Tokens among the team and use them to generate spoils. After this Loot Generation phase, Gauntlet Tokens are lost.

**Team Split.** Arena contract states that a. Gauntlet Tokens are distributed evenly among all units on team, and b. if there's extra or too few, roll off to see who gets more or less. Players should follow arena contract, but are free to trade or re-distribute their unit's token shares or generated spoils by mutual agreement.

**Generating Spoils. Spend G**auntlet Tokens to roll and manipulate rolls for spoils. See the Generating Loot chart for more details.

**Use it or Lose it.** Gauntlet Tokens do not carry over between Gauntlet Runs, and are lost after the  Players should strategize on how to get the most value for their Gauntlet Tokens.

## B. Storage & Roster Unlocks

**On Person Storage**. Equipment like weapons, armor, and items can be stored by equipping it to a unit. Only unequipped equipment needs to be stored in the Team Vault for future use.

**Arena Team Vault.** You can store equipment in your team's vault. Starts with zero slots of a total twenty. The fist new slot costs one spoil, the second two, and so on.

**Arena Team Library.** You can store spells, ability, and recipes in your team's library. Starts with zero slots of a total twenty. The fist new slot costs one discovery, the second two, and so on. All units can equip any discovery stored — duplicate discoveries can be stored, but are useful only for paying for further library storage. Mastery cards gained also count as discoveries, but cannot be stored, just used to pay for new library slots.

**Arena Team Party Size**. The max number of units you can take on a run increases when you win Cups.

**Arena Team Roster Slots.** The total number of heroes you have increases when you win Cups.
<Backup Players. (Variant: can pay to add one more hero of same species.)>

## C. Time

**Time Cycles.** Each attempted Gauntlet Run or Cup run advances time. Many between Gauntlet Run, downtime activities cost time, paid for in attempted Gauntlet runs. This cost is called a 'Time Cycle'.

**Time Locked.** Units charged time costs are locked, and cannot participate in Gauntlet Runs or Cups until other units pay time costs by attempting runs. You can attempt runs with injured units, broken gear, or under-sized parties.

**Can't or Won't Pay?** If you can't pay time costs (or prefer not to risk it), you pay one item from storage or library for each time cycle. If these are empty, no further penalty applies.

## C. Time Costs & Benefits

**Minor Attrition Damage.** 1T. Recover all Bleed, Armor Loss, Limb Loss, and Broken Items. (Medics and Smiths reduce relevant costs by one, but are locked till full recovery.)

**KOs, and KO Stat Loss.** 1T per -2 stat recovered. (A medic reduces cost by one, but is also locked till full recovery.)

**Training.** 1T per Mastery Level. Novice, 1; Advanced, 2; Master, 3. If gaining multiple levels at once, combine costs —training to master from untrained costs 6T. A unit must have open mastery slots to learn new mastery — you'll need to increase mastery cap by winning cups before you can gain more mastery.

**Change Equipment.** 0T. Weapons, armor, items, shields, offhands, and like can be changed between runs at no time cost.

**Attune Spells & Abilities:** 1T. Spells, justus, formations, etc cost time to re-equip. (However, some class abilities can get around these costs when used in battles.)

**Crafting.** 1T per item. If you've unlocked certain discoveries, Smiths, Alchemists, or Enchanters can spend time to create new items, upgrade existing gear with a single enchantment, or change enchantments.

Enchanting weapons and armor requires the sword, shield, armor, etc to be enchanted. Any previous enchantments, like masterwork, are lost with the new enchantment.

**Sidequests.** 1T. Lock a hero to send it on a sidequest scenario. Injuries taken on sidequests are treated the same as Gauntlets.

**Reset Mastery.** 1T. For locked unit, clears *all* mastery slots to untrained. Used for remaking builds.

**D. New Gauntlet Runs & Progression**

**Attempt New Gauntlets & Cups.** All units not time locked are eligible to attempt new Gauntlet and Cup runs.

**Multiplayer Options**

For multiplayer, it's often more fun to keep playing runs together than to strictly simulate time for immersion.

So, in multiplayer, when your character is locked for injury, training, or crafting, you can…

• Pay the time cost in current spoils or gauntlet tokens.
• Pay the time cost from your share of future gauntlet tokens.
• Or just level one of your alternate characters.

# About Cups

Cups are round-robin tournaments needed to win to advance to higher gauntlet tiers and earn right to challenge the final champions.

### 1. Qualifications

**Ante.** Teams Pay Cup anty with loot or discovery. Lose anty when you don't win the cup. Requires one loot or discover at cup tier level.

**Size Qualification.** You need a full team to play a Cup — you can't play cups with less heroes than required.

**Gauntlet Wins.** Some cups require that you win a large enough series of gauntlet runs to qualify. You only need to qualify once. Requires runs of the gauntlet tier directly below the cup.

### 2. Battles

**Round Robin.** Cups are fought round robin, so long as team can continue. Preset Enemies. Cups use preset enemy teams.

**Preset Foes.** Cups use pre-defined opponents, rather than generated. Cup opponents don't gain mastery.

**Till Knockout.** Cups are fought till one side is unable to continue. Loss or draw means take exhaustion stack, then fight another battle. Medics and smiths can use recovery abilities between cup bouts.

### 3. After Battles

**All or Nothing.** You don't gain Gauntlet Tokens or Mastery from Cup teams. Rather, beating a cup unlocks new heroes, higher mastery caps, as well as class training options that are always available.
**New Tiers.** Beating cups unlocks higher tiers of gauntlet runs.

### Cups Challenge Options

**Hard Challenge.** Players must defeat all enemy teams to advance in cup.
**Medium Challenge:** Players must defeat majority of enemy teams to advance in cup. The Player team fully recovers after defeats.
**Easier Challenge:** Players must defeat majority of enemy teams AND the player team fully recovers after each match won.

### Multiplayer

**Token Incentives.** In multiplayer, players who have already defeated a cup gain Gauntlet Tokens for foes defeated when they assist another player with the cup.

### Cup Rewards

**Hero Unlock.** With each cup. One hero of each species.
**Mastery Training.** Bard | Enchant, Charge, Channel | Arms | Ward
**Mastery Cap.** 4 | 4 | 6 | 9.
**New Gauntlet Tiers.** With each cup.

## Cups

**Final Champions**
**Gauntlet Tier Five**
**Banner Cup**
**Gauntlet Tier Four**
**Cuirass Cup**
**Gauntlet Tier Three**
**Wand Cup**
**Gauntlet Tier Two**
**Lyre Cup**
**Gauntlet Tier One**
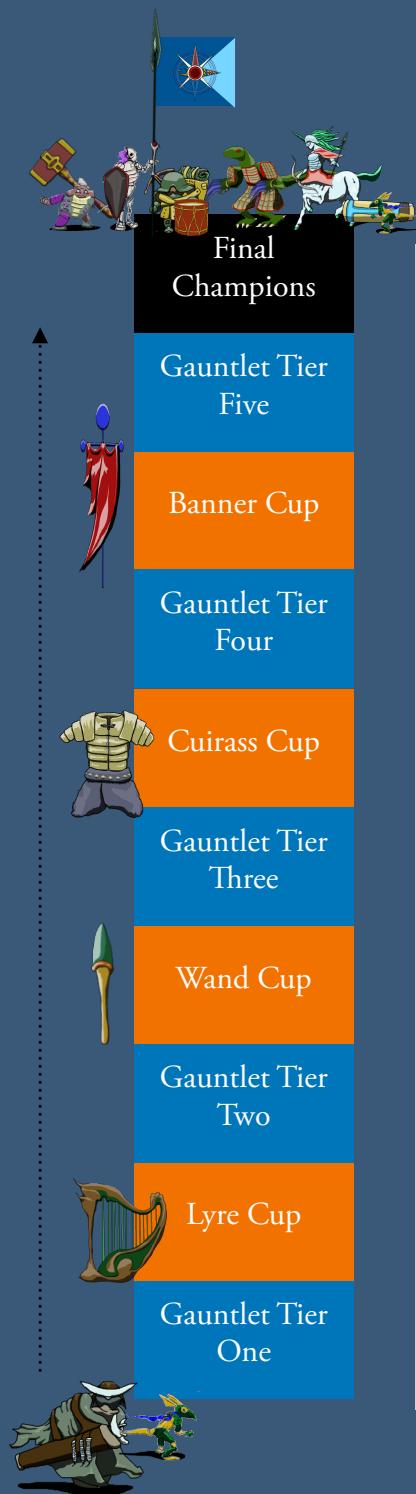
| Enemy Scaling | | Rewards | | |
| --- | --- | --- | --- | --- |
| *Unit Modifiers* | *Team Size* | *Training* | *Hero* | *Mastery Cap* |
| **Use Standard Unit Cards +12 Armor x4Weapon(M) Stock Attack** | Six or Same as Multiplayer Party | | | *Nine* |
| **Use Standard Unit Cards +8 Armor** | Five or Same as Multiplayer Party | | | *Six* |
| **Use Standard Unit Cards** | Four or Same as Multiplayer Party | | | *Four* |
| **Use Starting Unit Cards + Random Weapon(A) +5 Armor** | Three or Same as Multiplayer Party | | | *Four* |
| **Use Starting Unit Cards Random Weapon(U)** | Two or Same as Multiplayer Party | | | |

# How to Equip New Stuff

## What can I Equip?

Units have the following slots for equipment:

*Hand Slots.* (1H, 2H.) What the character holds in its hands.
*Armor Slot.* What armor set the character wears.
*Item/Focus Slots.* How many items and how much focus the character has available.
*Spell Slots.* How many spells a unit has available. Equals focus slots, but spells & jutsu can be equipped in same slot as items.

## What Can't I Equip?

*Untrained Spells.* A character can only equip spells if it has a mastery that allows it to.
*Too Heavy.* A character can't equip anything that puts it over its weight limit, typically armor and shields.
*Too Big.* A character can't equip 2H weapons to 1H, unless a special allows it.

Otherwise, a character can equip anything it finds. However, using equipment a character isn't proficient in confers untrained (U) penalties.

## What are the Penalties for Lacking Proficiency?

*Armor.* Armor weighs double for purposes of calculating a unit's weight class. (i.e. L/M/H.)
*Shields.* Shields add their block value to a unit's weight.
*Weapons.* An untrained (U) weapon attacks at -1 adv, uses only novice values, and does not confer weapon passives.
*Special Equipment.* Banners, Trophies, Instruments, Grenades, and Artifacts take special training to use. Units without training do not gain

equipments bonuses nor can activate items. (You can hold looted items to give to other units though.)

## How Can I Increase Equipment Slots?

Units can increase equipment slots in the following ways.
*Hand Slots. Some Radiant Tactics campaigns have* scenarios where units can gain robotic or biological third arms.

*Armor Slots.* Cannot be increased. (You can only wear one set of armor.)

*Item/Focus Slots.* A unit's weight class — light, medium, or heavy — determines how many item/focus slots it gets. By default light:5, medium:3, heavy: 2. So, you can increase slots by equipping lighter armor. Some masteries (arms) and special armor sets also increase slots.

*Spell Slots.* A unit's spell slots are equal to its item/focus slots. So, spell slots can be increased in same manner as item/focus slots. By default, root spells take one slot, advanced two, and transformed three. Some masteries allow characters to equip spells using fewer slots. Items like mana batteries and ether drives grant additional spell slots when equipped to item slots.

---

| Auos, MERC | | | PL 1 | |
|---|---|---|---|---|
| Init | Move | Item/Focus | Defences | |
| L | 5 | 5 | ♥ | 5 |
| | | | 🛡 | 0 |
| W | I S | | A | 0 |
| | | | B | 15 |
| | | | Mental | |
| | | | ☻ | 10 |

**Stock Attack:** *Flurry* x2 Bastard Sword(N)

**Special Rules:**
**Phased Attacks.** Can make *Overhead Swing, Flurry,* and *Precise Strike* attacks.

**Find Kink.** On *Precise Strike*, subtract advantage bonus from either toughness or armor. Declare before defender saves.

**Equips:** *Sword Group*
**Weight Limit (LMH):** 6, 13, 20

---

### How Equipment Defines Play Stats

**A.** Armor slot sets a units armor defence value.
**B.** 1H shield's block sets block defence value.
**W.** Armor, 1H shield, and unit weight limit set a unit's weight class. Lower weight class have better initiative and more item/focus slots.

**I.** Weight class sets a unit's base item/focus slots.
**S.** Weight class sets a unit's base spell slots.

**H.** Weapons held in 1H or 2H set a unit's stock attack, including attack level (U-M) and number.

## Weight Class Update Steps

When you equip new armor or shields, you must update your weight class, initiative, and focus slots. Follow these steps to do so.

**1. Check whether equipping the new armor or shield would exceed the unit's weight limit.**

*Compare weights.* Look at the unit's weight limit (bottom of play side), equip proficiencies (bottom of play side) and compare to the new equipments armor and block values.

*Max Weight.* If the new equipments weight (armor + block value) is over the unit's max weight limit, it cannot equip those items.

*Remember Proficiencies!* Armor weighs double for units without armor proficiency, and shields weigh nothing for units with shield proficiencies.

**2. If new armor and shields can be equipped, update the character-sheet card's defence values with the new equipment values.**

**3. Next, check if the unit's weight class changed.**

*Initiative Brackets.* Compare the unit's new weight to the weight limit brackets (bottom of play side). It's bracket determines initiative class, light, medium, or heavy.

**4. Finally, if the unit's new weight puts it in a different class, change the Initiative field to the new class & update the item/focus field.**

*Item/Focus Slots.* Light units have five item/focus slots, medium three, heavy two.

*Adjust Loadout.* A hero going down in initiative class has more slots to equip spells, jutsu, and items. A hero going up in initiative class may need to decide what to put in storage.

---

### Before Update

| Auos, MERC | | | PL 1 | |
|---|---|---|---|---|
| Init | Move | Item/Focus | Defences | |
| L | 5 | 5 | ♥ | 5 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | 🌀 | 15 |
| | | Mental | | |
| | | ⚫ | | 10 |

Stock Attack: *Flurry* x2 Bastard Sword(N)

**Special Rules:**
**Phased Attacks.** Can make *Overhead Swing, Flurry,* and *Precise Strike* attacks.

**Find Kink.** On *Precise Strike*, subtract advantage bonus from either toughness or armor. Declare before defender saves.

**Equips:** *Sword Group*
**Weight Limit (LMH):** 6, 13, 20

---

### After Update

| Auos, MERC | | | PL 1 | |
|---|---|---|---|---|
| Init | Move | Item/Focus | Defences | |
| M | 5 | 3 | ♥ | 5 |
| | | | 🛡 | 6 |
| | | | ◉ | 0 |
| | | | 🌀 | 15 |
| | | Mental | | |
| | | ⚫ | | 10 |

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**Equips:** *Sword Group*
**Weight Limit (LMH):** 6, 13, 20

# How to Level Up

## What is Class-Mastery?

Mastery describes what a unit can do and how well a unit can do it. Leveling mastery can improve exploring, expand equipables, increase attacks, and unlock passive or active specials.

Picking mastery determines what 'class' a unit is. A class simply *is* what a unit can do well enough: a character on Phoibos becomes a Hacker by getting suitably skilled at spell-hacking. By finding novel combinations of mastery, you can create your own unique classes.

## How do I gain Mastery?

**Winning Cups.** Heroes can train classes unlocked through cups.
**Leeching Mastery.** In Gauntlet runs, one hero can leech the mastery of a defeated foe, allowing that class to be trained.
**Training.** Heroes lock in downtime to train mastery, which unlocks and adds the class abilities to the heroes character card.

## How much Mastery can Units Have?

A Mastery Limit defines a hero's mastery potential, specifying how many masteries that unit can learn (mastery slots) and how high mastery can be leveled (mastery cap.)

### Gauntlet Campaign

### Class-Mastery Options

| Merc | Fighter | Trooper | Defender |
|------|---------|---------|----------|
| Weaponmaster | Jutsu | Martial | Arms |
| Guard | Bard | | |

| Ward | Bard | | |

| Hacker | Alchemist | Summoner | Psycher |
|--------|-----------|----------|---------|
| Spell-Hack | Alchemy | Contract | Psionic |
| Geomancer | Sorcerer | Zealot | Priestess |

| Geomancy | Sorcery | Vow | Covenant |

| Smith | Thief | Acrobat | Medic |
|-------|-------|---------|-------|
| Smithing, Ballistics | Stealth, Bandit | Acrobatics | First-Aid |

### Mastery Progression

Martial(N)    Martial(A)    Martial(M)
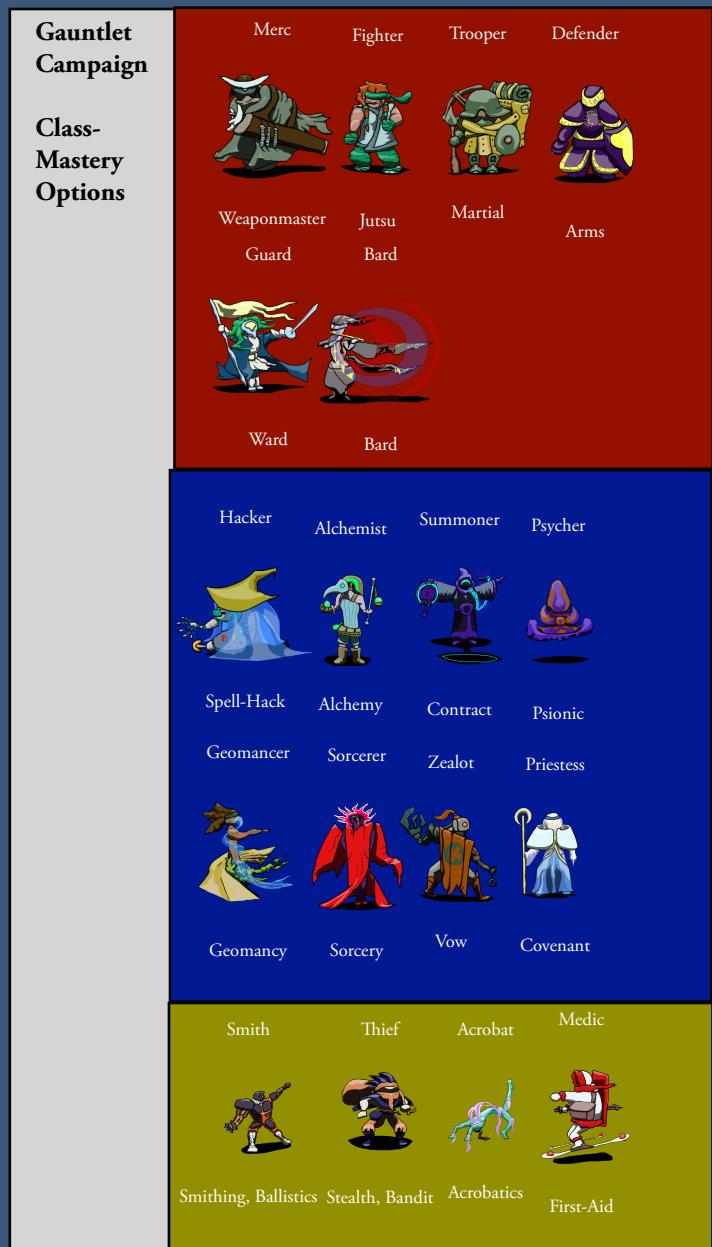
## Mastery Limit Example

At the start of the game, heroes have a mastery limit of two mastery.

A hero could either train two classes to novice level or one class to advanced.

N/A/M

Class
Class

Or

N/A/M

Class

As you win cups, your heroes' cap increases, allowing them to learn more or higher tier class abilities.

N/A/M
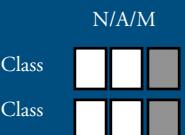
Class
Class

## Class Ability Update Steps

When you train mastery, update your hero's equip proficiencies, unit specials, and stock attack. Follow these steps to do so.

### Check

1. Compare the class card your hero trained mastery in.

2. Check class card to see if the hero unlocked any new equip proficiencies.

3. Check class card to see if the hero unlocked new specials.

4. Check the class card to see if the hero's stock attack improved.
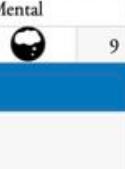
### Update

1. Record the mastery change on your Gauntlet roster sheet, and keep the class card with the hero.

2. Update the unit card front's equips proficiencies.

3. Update the unit card front's special rules list. Subsequent specials (I, II) replace previous.

4. Update the unit card front's Stock Attack.

### ① New Class & Mastery Tier

**Fighter - Jutsu Mastery**

**Equips:** Alder Jutsu Weapons, Natural Weapons, Martial Arts ②

**Attack Scaling:**
W(N) | W(A) | x2W(A) ④

**Explore Bonus (+4 per):**

**Awareness (+1 per):** Ambush

**Battle Specials**

| N | **Jutsu I.** This unit can equip Jutsu I techniques. |
| A | **Jutsu II.** This unit can equip Justu I & II techniques. ② |
| M | **Ougi.** This unit can perform Ougi arts with weapons. ③ |

### ① Hero's Character Card

**Human Refugee**

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| L | 4 | 5 | ♥ | 9 |
| | | | 🛡 | 0 |
| | | | ⚫ | 0 |
| | | | 🌀 | 9 |
| | | | Mental | |
| | | | ⚫ | 9 |

**Stock Attack: Weapon(U)** ④

③

**Equips:** ②
**Weight Limit:** Light: 5, Medium: 12, Heavy: 18

### Stock Attack Syntax

| Notation | Meaning | Sources |
|---|---|---|
| Weapon( ) | Attack with weapon | Equipped 1Hs or 2H |
| (U), (N), (A), (M) | Mastery level weapon dice are rolled at. | Trooper, Fighter, MERC, and Smith<br><br>Masterwork Weapons |
| x2, x3, etc | Additional attacks made when not charging. | MERC |
| Weapon(N) + Weapon(N) | Additional attacks made with additional weapons. Compatible with charging. | Equipped 1Hs or 2Hs. Natural 0H weapons. Fighter's Martial Arts |
| , -3T & -3A, Burn on Hit, Break on Block | How the defender's defence is modified or additional effects inflicted. | Jutsu, Assault Spells, Enchanted Weapons |
| *Snapshot, Power, Fury, Precise, etc* | The phased attack type made with the weapon. | MERC |
| (1F), (2F), etc | The focus cost for making attack or gaining assault spell benefit. | Throwing Weapons. Assault Spells. |
| *Echoing Slash, Vault, etc.* | Ougi art used with attack. | Jutsu(M), Enchanted Weapons |
| Weapon(N) \| Weapon(N) \| Spell | A second attack option available to the unit. | Equipped 1Hs or 2Hs, Arms, Spell Masteries |
| Spell Name | A spell attack option. | Spell Masteries, Wands |
| Unarmed | This unit re-rolls successful defence saves when attacked in melee. | No melee weapon equipped to 1H or 2H. |

# How to Record Progress

*Who Records?*

**(Recommended) Distributed Campaign**. Every player records their own team's progress. Players can participate in higher tier Gauntlet Runs and Cups, so long as at least one player has unlocked them.

This approach lets you progress the same characters while playing with different gaming groups, or with sessions that don't require everyone to make it.

**Central Campaign.** Players share a team, with one player recording progress for all. Everyone gets a character, with hero limits ignored, but character species options are still limited by tiers. (Retraining lets you remake a character species when playing this style.)

This approach is nice for players who want assistance record keeping, or for the feel of being the same team overcoming same challenges together.

*When Record?*

It's best to update records after Gauntlet Runs or Cups complete. Players can also update downtime choices between play sessions, so that play time can focus on battles.

**RADIANT TACTICS**

# Gauntlet Team Record Sheet

Team Name: _____    Player: _____

| Roster | | Hero 1 | Hero 2 | Hero 3 | Hero 4 | Hero 5 | Hero 6 | Hero 7 |
|---|---|---|---|---|---|---|---|---|
| | **Base Card** | | | | | | | |
| | **Name** | | | | | | | |
| Roster | **Available?** | | | | | | | |
| *Major Attrition* | **KO** | | | | | | | |
| | **Limb Loss** | | | | | | | |
| | **Equip Damage** | | | | | | | |
| | **Stat Loss** | | | | | | | |
| *Mastery* | **Mastery Cap** | | | | | | | |
| | **Class A** | | | | | | | |
| | **Class B** | | | | | | | |
| | **Class C** | | | | | | | |
| | **Class D** | | | | | | | |
| | **Class E** | | | | | | | |
| *Equipment* | **Armor** | | | | | | | |
| | **1H** | | | | | | | |
| | **1H** | | | | | | | |
| | **Slot A** | | | | | | | |
| | **Slot B** | | | | | | | |
| | **Slot C** | | | | | | | |
| | **Slot D** | | | | | | | |
| | **Slot E** | | | | | | | |

**Guild Storage**

| Slots | Contents |
|---|---|
| Slot 1 | |
| Slot 2 | |
| Slot 3 | |
| Slot 4 | |
| Slot 5 | |
| Slot 6 | |
| Slot 7 | |
| Slot 8 | |
| Slot 9 | |
| Slot 10 | |
| Slot 11 | |
| Slot 12 | |
| Slot 13 | |
| Slot 14 | |
| Slot 15 | |

**Guild Library**

| Slot | Ability |
|---|---|
| Slot 1 | |
| Slot 2 | |
| Slot 3 | |
| Slot 4 | |
| Slot 5 | |
| Slot 6 | |
| Slot 7 | |
| Slot 8 | |
| Slot 9 | |
| Slot 10 | |
| Slot 11 | |
| Slot 12 | |
| Slot 13 | |
| Slot 14 | |
| Slot 15 | |

# 4. Foes & Spoils

Cup & Champions

- Uses Preset Foes.
- Rewards Higher Mastery Cap, Class Training, New Heroes and Gauntlet Tiers.

Gauntlets

- Generate Foes & their Mastery during runs.
- Rewards Gauntlet Tokens, Mastery Leech Targets, & Milestone Event. Qualify for cups with long enough runs.

Final Champions

Gauntlet Tier Five

Banner Cup

Gauntlet Tier Four

Cuirass Cup

Gauntlet Tier Three

Wand Cup

Gauntlet Tier Two

Lyre Cup

Gauntlet Tier One

*Starting Roster*
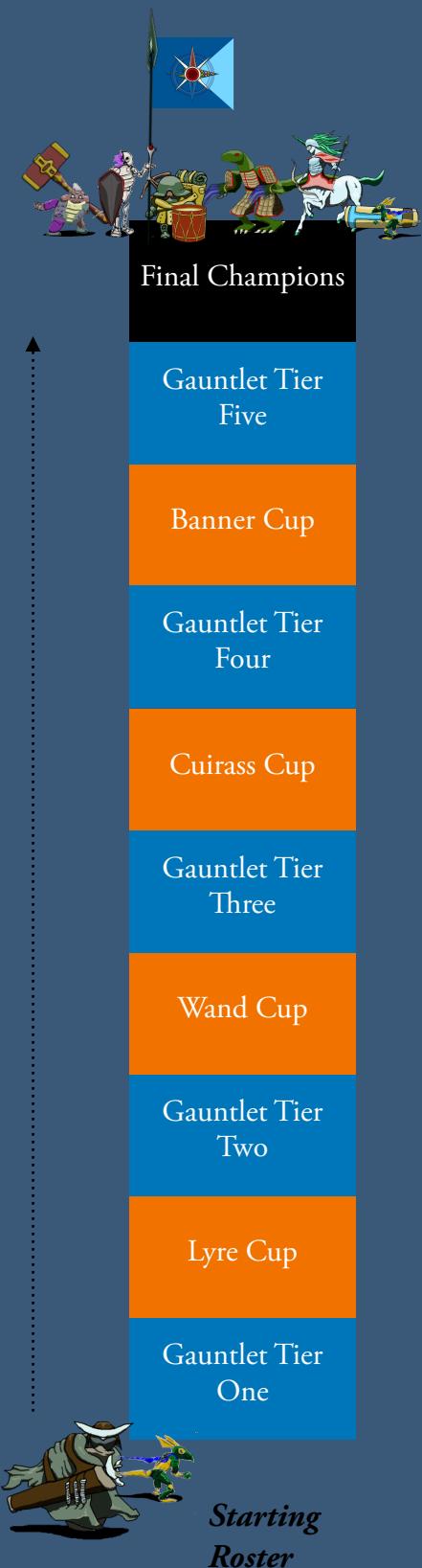
# Lyre Cup

**PL 0**
*Avg BP 60*

**To Qualify**
*Gauntlet, 3 wins*

**Format**
Hard: Beat all four in a row.
Medium: Round robin, win 3+.
Easy: Round Robin, reset injuries, win 3+

## Teams

Uses Starting unit cards.
+3 Armor, Weapon(N)

**Team Counter-Punch**
Dverg. Shield(4), Axe
Human Bard, Fury Song, Jav

**Team Stun-Lock**
Necrotic. Dual Mace.
Human Bard, Adv Song, Jav

**Team Maul**
Saur, Dual Claw + Bite
Human Bard, Rage Song, Jav

**Team Woops 3**
x2 Gobold. Dual Dagger.
Human Bard. Poise Song, Jav
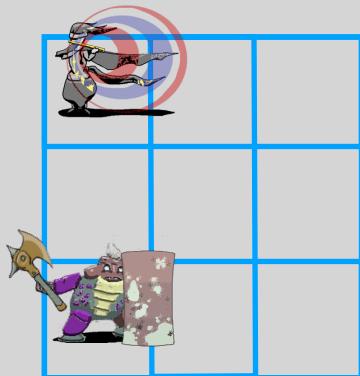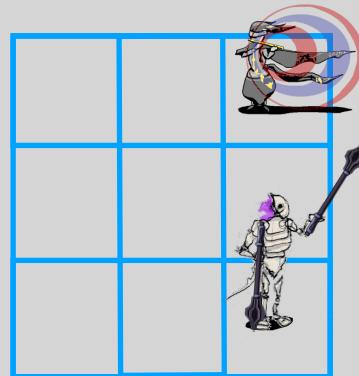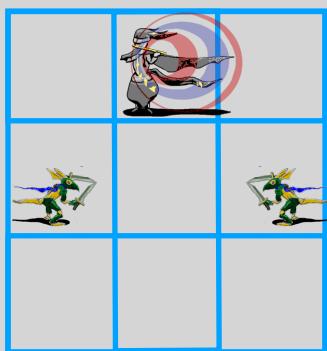
**Front Row**
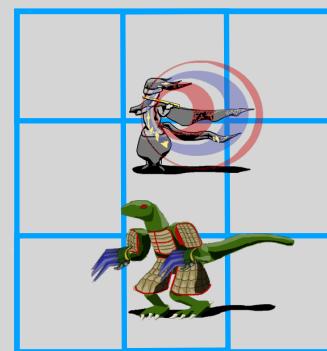
**Front Row**

**Front Row**

**Front Row**

**Rewards:** Gauntlet Tier Two, Hero Unlock (3 Max), Mastery Cap Four, Bard Mastery Training.

# Wand Cup

**PL 1**
**Avg BP 140**

**To Qualify**
*Gauntlet, 3 wins*

**Format**
Hard: Beat all four in a row.
Medium: Round robin, win 3+.
Easy: Round Robin, reset injuries, win 3+

## Teams

Uses Standard unit cards.

**Team Ranger Patrol**
Area Control. Psy-Armor
x2 Snipers. Ranger Spells.
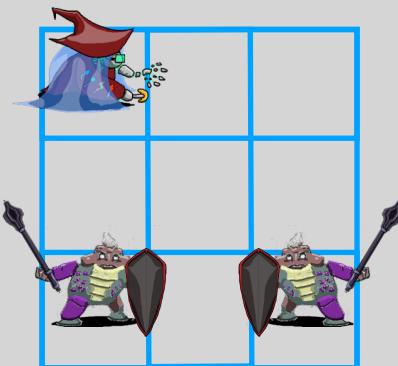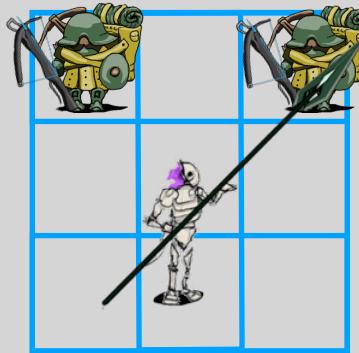
**Team Burn Counter**

x2Defender. Fire Shield, Fire Orbs
Artillery. Pyroblast, Fireball

**Team Ally-KO**
Assassin. Necro-Cackle
Skirmish. Necro-Cackle
Support. Corpse Exposion, Summon Skeleton.

**Team Paladin-Sidhe**
Fighter. Corroding Strike, Entangle, Stalagmite.
Disruptor. Heal, Barrier
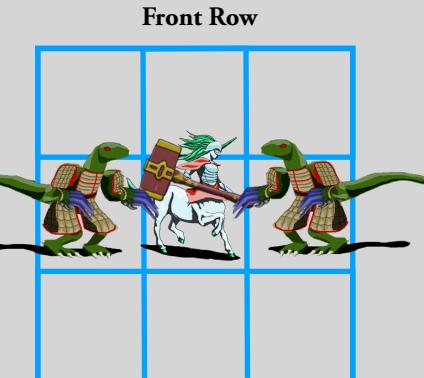
**Front Row**

**Front Row**

**Front Row**

**Front Row**

**Rewards:** Gauntlet Tier Three, Hero Unlock (4 Max), Mastery Cap Four, Charge, Channel, and Enchant Mastery Training.

# Cuirass Cup

**PL 2**
**Avg BP ~200**

**To Qualify**
*Gauntlet, 3 wins*

**Format**
Hard: Beat all four in a row.
Medium: Round robin, win 3+.
Easy: Round Robin, reset injuries, win 3+

**Teams**

Uses Standard unit cards.
+8 Armor.

***Team Berserkers***
x3 Carry
Bard. Rage Song.

***Team Dive & Smash***
x2 Disruptor. Fire Orbs
x2 Assassin. Stealth III, Charge PsySlash, Psy
Armor

***Team All-Rounders***
Bard. Fury Song.
Snipers. Corrosive Strike.
Defender. Flame Shield + Fire Strike Enchant

***Team Spearlocks***
Juggernaut. Entangle Aura.
Area Control. Flame Ray.
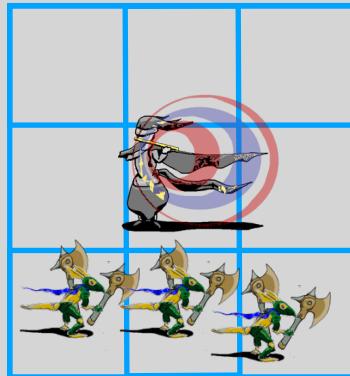
**Front Row**

**Front Row**
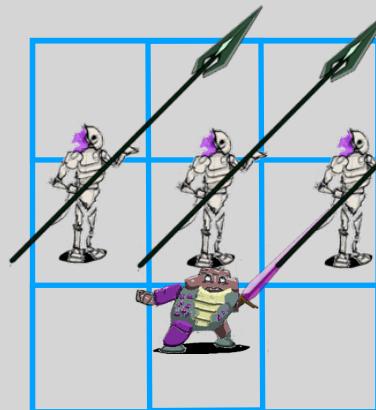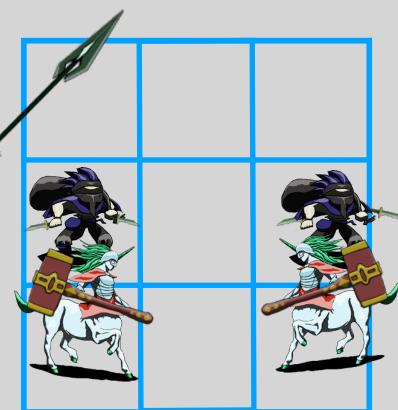
**Front Row**

**Front Row**

**Rewards:** Gauntlet Tier Four, Hero Unlock (5 Max), Mastery Cap Six, Arms Mastery Training.

# Banner Cup

*PL 3*
*Avg BP~400*

## Format
Hard: Beat all four in a row.
Medium: Round robin, win 3+.
Easy: Round Robin, reset injuries, win 3+

## Teams

Uses Standard unit cards.
+12 Armor.
Stock Attack: x4Weapon(M), -3T&A

### Team Underdeep Heavy Infantry
x3 Defender.
x2 Juggernaut.
Gaurd. Master medic.
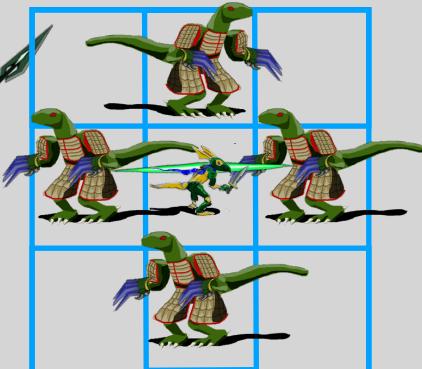
### Team Fay Attrition
x2 AreaControl.
x2. Assassin. Summon Skeleton,
Corpse Explosion.
Gaurd. Master medic.

### Team Were Dirty Tricks
x4 Fighter.
Skirmisher. Swap, Channel Psy-Shield,
Channel Psy-Slash.

### Team Fleet-Centaur Alliance
x2 Assault. Trophy
Disruptor.
Sniper
Artillery. Charge Fireball

**Front Row**
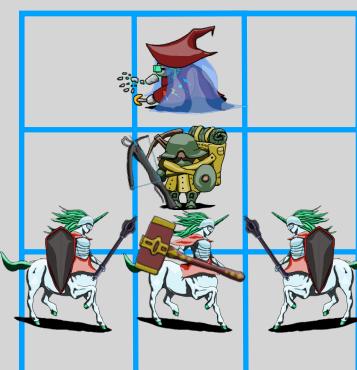
**Front Row**
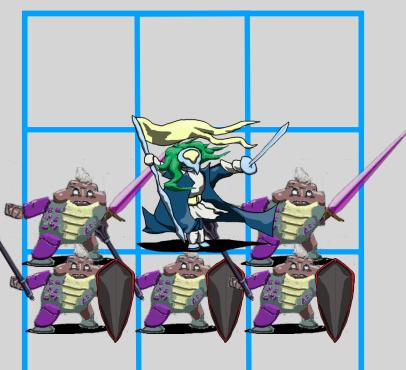
**Front Row**

**Front Row**

**Rewards:** Gauntlet Tier Five, Hero Unlock (6 Max), Mastery Cap Nine, Ward Mastery Training.

# Final Champions

**To Qualify**
*Gauntlet, 3 wins*

**Format**
Hard: Beat all four in a row.
Medium: Round robin, win 3+.
Easy: Round Robin, reset injuries, win 3+

**Team**

Uses Gauntlet Boss cards.

**Rewards:**

- Win the Campaign
- Unlock Bonus Wargame Scenario

- Up to two heroes and one squad can launch their own Alder Guild organization.
- May add any hero to Alder MERC pool.
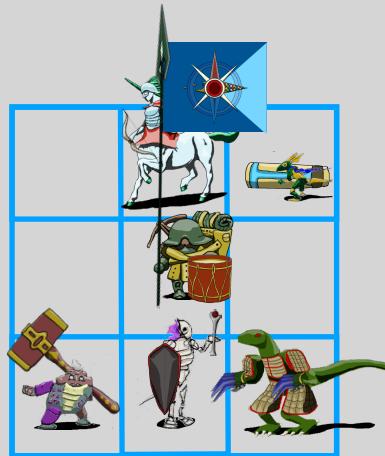
**Front Row**

# Gauntlet Enemy Generator

## How it Works

1. Generate each opponent on the enemy team.

2. Roll for enemy formation. Place enemies in a, b, c order, using row priority guidelines or own judgment.

3. Apply any gauntlet tier appropriate scaling modifier. (+ Armor, + Attacks, etc.)

4. In subsequent battles, generate enemy mastery using the Gauntlet Level Ups table.

| | **Final Champions** | |
|---|---|---|
| | Gauntlet Tier Five | |
| | Banner Cup | |
| | Gauntlet Tier Four | |
| | Cuirass Cup | |
| | Gauntlet Tier Three | |
| | Wand Cup | |
| | Gauntlet Tier Two | |
| | Lyre Cup | |
| | Gauntlet Tier One | |

## Enemy Scaling

| Unit Modifiers | Team Size |
|---|---|
| **Use Standard Unit Cards** **+12 Armor** **x4Weapon(M) Stock Attack** | Six or Same as Multiplayer Party |
| **Use Standard Unit Cards** **+8 Armor** | Five or Same as Multiplayer Party |
| **Use Standard Unit Cards** | Four or Same as Multiplayer Party |
| **Use Starting Unit Cards +** **Random Weapon(A)** **+5 Armor** | Three or Same as Multiplayer Party |
| **Use Starting Unit Cards** **Random Weapon(U)** | Two or Same as Multiplayer Party |

## Which Enemies?

### Tiers 1 & 2

| D10 | Species |
|-----|---------|
| 1-2 | Human |
| 3-4 | Necrotic |
| 5-6 | Dverg |
| 7-8 | Unicorn |
| 9 | Saur |
| 10 | Gobold |

| D10 | Weapon |
|-----|--------|
| 1-2 | Axe |
| 3 | Dagger |
| 4 | Mace |
| 5 | Longspear |
| 6 | Hand & 1/2 Sword |
| 7 | Greathammer |
| 8 | Javelin |
| 9 | Crossbow |
| 10 | Shortbow |
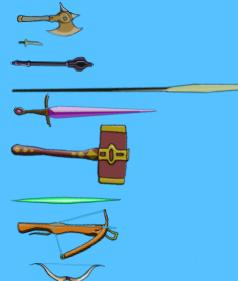
### Tiers 3+

| D20 | Battle Role |
|-----|-------------|
| 1-2 | Defender |
| 3-4 | Melee Carry |
| 5 | Sniper |
| 6 | Support |
| 7-8 | Assault |
| 9-10 | Disruptor |
| 11-12 | Fighter |
| 13-14 | Skirmisher |
| 15 | Assassin |
| 16-17 | Area Control |
| 18-19 | Juggernaut |
| 20 | Artillery |

## Where Enemies?

| D10 | Formation |
|-----|-----------|
| 1 | Front Line |
| 2 | T |
| 3 | Pinwheel |
| 4 | Left Flank |
| 5 | Right Flank |
| 6 | Screen |
| 7 | Columns |
| 8 | Back Line |
| 9 | Split Line |
| 10 | Fork |
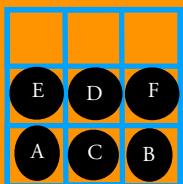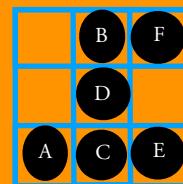
**Front Line**   **T**   **Pinwheel**   **Left Flank**   **Right Flank**
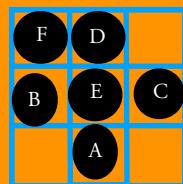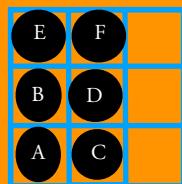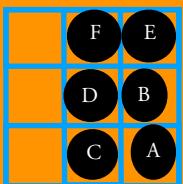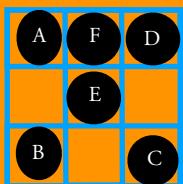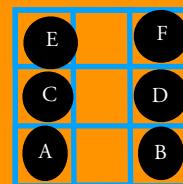


**Screen**   **Columns**   **Back Line**   **Split Line**   **Fork**
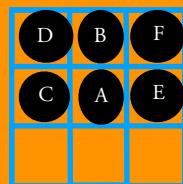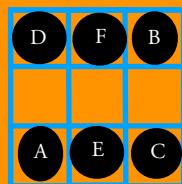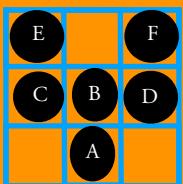
| | Front Priority | |
|---------|----------------|---|
| General | Melee, High Defence | |
| Type | Defender, Melee Carry, Assault, Disruptor, Fighter, Juggernaut | |

| | Back Priority | |
|---------|---------------|---|
| General | Ranged, Low Defence, Support | |
| Type | Sniper, Support, Skirmisher, Assassin, Area Control, Artillery | |

# Gauntlet Mastery Generator

**How it Works**

1. Each Gauntlet battle after the first, add a mastery card to front or back row. Multiples increase mastery, up to master.

2. After a battle, any hero with free mastery slots can claim mastery cards of defeated enemy. Only one hero can gains. The enemy does not generate a gauntlet token.

3. Every three battles, can re-randomize enemies and mastery. (Keep card count.)

4. After run, hero can lock to train mastery. Hero is locked from further runs until training complete.

| D10 | Class Type |
|-----|-----------|
| 1-4 | Arms Class |
| 5-7 | Magic Class |
| 8-10 | Expertise Class |

*Each Enemy KO'd or Disabled = One Gauntlet Token*

| Spend Gauntlet Tokens to… | Cost |
|---------------------------|------|
| Claim Defeated Foe's Mastery Cards | No token from enemy |
| Re-Roll Type Dice | One Token |
| Re-Roll Class Dice | One Token |
| Add Same Card Instead | Four Token |

## Unlock Free Training Each Cup

Free Bard Training

Free Charge, Channel, & Enchant Training

Free Defender Training

Free Guard Training

| D10 | Class | What the AI selects on Level Up… | | |
| --- | --- | --- | --- | --- |
| | | **N** | **A** | **M** |
| 1-2 | Fighter | Heavy Blows: -3 T&A | Planted: +1 attack when not moving | Weapon Ougi |
| 3-4 | Trooper | | Battle Formation: All troopers gain +1 adv for every additional adjacent trooper. | |
| 5-6 | MERC | Weapon Focus: +1 Adv to equiped. Melee: Power, Ranged: Rapid Fire | | |
| 7-8 | Defender | Increase Weight Class, Change AV to new max | Shield & Armor Spec: By equiped | |
| 9 | Guard | Swap one 1H for Battle Banner: +2 Adv to adjacent, double capture weight. | | |
| 10 | Bard | D20: Rage (1-5), Adv (6-10), Poise(11-15), Fury (16-20) | Cresendo: Action, 2F. Player rage, fury, adv, and poise stacks have reverse effects this turn, then stack are cleared. | |
| 1 | Priest | Blessed Bolts | Ward | Heal |
| 2 | Psycher | Psy Shield | Swap | Psy Armor |
| 3 | Zealot | Fire Slash: Lock 1. Attacks additionnaly inflict burn | Fire Shield: Lock 1. On block, inflict burn. | Barrier Aura |
| 4 | Hacker | Fire Bolt | Pyroblast | Fireball |
| 5 | Sorcerer | Stalagmite | Mend | Necro Cackle |
| 6 | Geomancer | Entangle | Corroding Strike | Fire Orbs |
| 7 | Summoner | Starts with Skeleton Minion (+1 per level), Corpse Explosion | | Raise Dead |
| 8 | Enchant | Boosts spell OR treat as +1 Mastery | | |
| 9 | Charge | Boosts spell OR treat as +1 Mastery | | |
| 10 | Channel | Boosts spell OR treat as +1 Mastery | | |
| 1-2 | Alchemist | HuNt3r Elixer, Fury Potion | Wyvern Venom | Expulsion Grenade |
| 3-4 | Medic | | | |
| 5-6 | Smith | All foe weapons masterwork | Increase Armor to Weight Max. All units gain concussive strike, inflict daze on hit. | All units gain splash strike, On hit, effect an additional target. |
| 7-8 | Thief | | | |
| 9-10 | Acrobat | Dedurus Poison: On bleed inflicted, treat unit's T as 1 till attacker's next turn. | | |

- Enemies gain all class default abilities, plus select the following from level up option.
- Use the better stock attack if there's a choice between standard unit stock attack and mastery card.

# Gauntlet Loot Generator

## How it Works

1. Pay Gauntlet Token on Spoil Lottery.

2. Roll 2d10. First D10 sets Type. Second D10 sets Spoils.

2. Can spend limitless Gauntlet Tokens re-rolling or modify results.

*Each Enemy KO'd or Disabled = One Gauntlet Token*

| Spend Gauntlet Tokens to… | Cost |
|---|---|
| Roll for Spoils | One token per tier level, up to current Gauntlet tier. Rolling for lower tier spoils is allowed. |
| Re-roll Type Dice | One token. Also rerolls spoils dice. |
| Re-roll Spoils Dice | One token. Does not reset type dice. |
| Select One Tier Lower | One token. Uses same spoil dice value. |
| Roll One Tier Higher | Double the tier cost. No re-rolls allowed on higher tier spoils. |

| D10 | Spoils Type |
|---|---|
| 1-2 | Spell, *Discovery* |
| 3 | Alchemy, *Discovery* |
| 4-5 | Technique, *Discovery* |
| 6-8 | Weapon, *Inventory* or *Discovery* |
| 9 | Armor, *Inventory* |
| 10 | Offhand, *Inventory* |

| D10 | Tier One | Tier Two | Tier Three | Tier Four | Tier Five |
|---|---|---|---|---|---|
| 1 | Coal Walk | Stalagmite | Fireball | | |
| 2 | | Firebolt | Fireorbs | Necro Cackle | |
| 3 | | Entangle | Fireray | Summon Skeleton | |
| 4 | | Swap | Pyroblast | | |
| 5 | | | Corroding Strike | | Heal |
| 6 | Lightning Strike | Blessed Bolts | Corpse Explosion | Ward | |
| 7 | | | Mend | | |
| 8 | | Power Shot | Psy Slash | Barrier | |
| 9 | | | Guiding Shot | | |
| 10 | Ranger's Blessing | Psy Shield | Fire Shield | Psy Armor | Raise Dead |
| **D10** | | | | | |
| 1-3 | Grit | Rage | | | |
| 4-6 | Congeal | Alert | Daedrus Poison | HuNt3r Elixer | |
| 7-9 | Cat Eye | Skill | | | |
| 10 | | Fury | Wyvern Venom | Expulsion Grenade | |
| **D10** | | | | | |
| 1-2 | | Heavy Blows | Planted Stance | Onslaught Ougi | |
| 3-4 | | Finesse Strikes | Vault Ougi | Wheel Ougi | |
| 5-6 | | Shield Wall | Pin Ougi | Echoing Slice Ougi | Shockwave Ougi |
| 7-8 | | Battle Formation | Improvise Ougi | Vice Ougi | |
| 9-10 | | | Firing Line | Snipe Ougi | Sunder Ougi |
| **D10** | | | | | |
| 1-2 | Axe | Masterwork Axe | Incision | Volley | Flame-Slash Axe |
| 3 | Dagger | Masterwork Dagger | | | Sunder-Incision Dagger |
| 4 | Mace | Masterwork Mace | Snipe | Flame | Heavy-Incision Mace |
| 5 | Longspear | Masterwork Longspear | | | Flash-Incision Longspear |
| 6 | Hand & 1/2 Sword | Masterwork Hand & 1/2 Sword | Concussive | Slash | Splash-Slash Hand & 1/2 Sword |
| 7 | Greathammer | Masterwork Greathammer | | | Sunder-Slash Greathammer |
| 8 | Javelin | Masterwork Javelin | Soothing | Heavy | Flame-Volley Javelin |
| 9 | Crossbow | Masterwork Crossbow | | Sunder | Heavy-Snipe Crossbow |
| 10 | Shortbow | Masterwork Shortbow | Flash | Splash | Sunder-Volley Shortbow |
| **D10** | | | | | |
| | AV 1, Cloth | | | | |
| | Av 2, Ringmail | AV 6, Leather Armor | AV 10, Chitin | AV 14, Metal Laminar | AV 18, Stoneplate |
| | AV 4, Hide | AV8, Bone Laminar | AV 12, Mail & Breastplate | AV 16, Brigadine & Splint | AV 20, Full Plate |
| **D10** | | | | | |
| 1-2 | B1, Buckler | | | B10, Aspis | |
| 3-4 | B2, Sipar | Trophy | B7, Skjold | | Sunder-Block Tedate |
| 5-6 | B3, Kalkan | Banner | | | Blind-Block Kite Shield |
| 7 | B4, Tedate | Flute | | | |
| 8 | | Lyre | B8, Kite Shield | B11, Ishlangu | |
| 9 | B5, Chimalli | Horn | | B12, Tower Shield | Flame-Block Aspis |
| 10 | B6. Adraga | Drum | B9, Skutum | | |

# Gauntlet Milestone Generator

### How it Works

1. Every third battle and thereafter, optionally generate a milestone event by rolling on chart.

2. Fight special battle, choose dilemma, or apply event affect.

3. Any sidequest unlocked can be initiated by locking heroes during downtime.

*Each Enemy KO'd or Disabled = One Gauntlet Token*

| Spend Gauntlet Tokens to… | Cost |
|---|---|
| Re-Roll Milestone Type | One token. |
| Re-Roll Milestone Event | One token. |

| D10 | Milestone Type |
|---|---|
| 1-2 | Battle |
| 3-4 | Arena |
| 5 | Dillema |
| 6-7 | Interference |
| 8 | Sidequest |
| 9-10 | Rigged & Luck |

| D10 | 1-2 | 3 | 4-5 | 6 | 7 | 8-9 | 10 |
|---|---|---|---|---|---|---|---|
| Battle | **Cup Preview.** Wager up to four Gauntlet Tokens. Fight random opponent from next Cup tier. Double wager if victorious, lose half if not. | **Bully Champion.** Fight one final champion. If victorious, add one next time event is drawn. [Item] if you defeat full final champion team. | **Wandering Dualist.** One hero duals against a next tier gauntlet enemy, at max random mastery. If victorious, dualist can claim mastery. May continue run if dual lost. | **Monster Fight.** Go up against a monster card equal to gauntlet tier average BP/PL. Make an immediate free spoils roll if victorious. | **Rematch.** Fight a team from lower level Cup. Lose half gauntlet tokens if you lose. | **Ladder Trolls.** Generate enemies as though d2 tiers higher. | **Regional Politics.** Fight a N BP Faction Skirmish team. |

| D10 | 1 | 2-3 | 4 | 5 | 6-7 | 8 | 9-10 |
|---|---|---|---|---|---|---|---|
| Arena | **Volcano Arena.** For the next three battles all units are inflicted one burn at end of each turn. | **Marsh Arena.** For the next three battles, all units are at -2 move and charge. | **Blackout Arena.** For the next three battles, all units are at -4 advantage. | **Wide Plain Arena.** For next three battles, control point is entire battle field. | **Blessed Arena.** For the next three battlesall units attack at +3 advantage. | **Toxic Arena.** For next three battles, all bleed additionally inflicts toxin. | **Underground Close Quarters.** For next three battles, control point is only front two rows. |

| D10 | 1-2 | 3 | 4 | 5 | 6 | 7 | 8-10 |
|---|---|---|---|---|---|---|---|
| Intererence | **Fan Chants.** For next three battles, your team gains one rage, fury, adv, or poise stack for each battle it has won. | **Daemonic Interference.** For next three battles, all attacks vs Human, Fay, and Dverg additionally inflict demoralize. | **Kami Interference.** For next three battles, all Were start with Bear' Vengance enchant. (On KO, may fight one additional turn.) | **Living Divine Interference.** For next three battles, all Centaur, Unicorn, and Elken start with Bless & Smite enchant. (+3 Advantage, May Inflict Mortal Wound in place of Bleed & Limb Loss.) | **Ancient Interference.** For next three battles, all summons are negated. (Includes contract & spells.) | **Maeoric Interference.** For next three battles, all single target spells are doublecast. | **Superfan Interference.** For next three battles, at start of turn three, cast fireball at currently winning side. (If draw, target both.) |

| D10 | 1-2 | 3 | 4-5 | 6 | 7 | 8-9 | 10 |
|---|---|---|---|---|---|---|---|
| Dillema | **Throw the Match.** If you lose next fight, gain one additional gauntlet token for each match won so far. | **Double or Nothing.** Choose whether to take bet. Set gauntlet tokens aside. If you make next milestone, double. If you lose before, lose token. | **Better Offer.** Players can add a hero from roster to enemy team. That hero gains gauntlet tokens & injuries (Ignores locked, at full health & training.) | **Drink the Potion?** Each player decides whether or not to drink potion. Randomize effect if you do. (Loot table.) | **There can Only be One.** (Co-op only) Players fight round robin. Winner gains double current token stacks. Run ends. | **Drop Out.** Any hero that drops out of run fully recovers injuries and item loss. | **MVP.** Players vote on a MVP hero, as though team coaches. Next run, MVP gains a double spoils share. |

| D10 | 1-3 | 4 | 5 | 6 | 7 | 8 | 9-10 |
|---|---|---|---|---|---|---|---|
| Sidequest Unlocked | Tactical Battle | Journey Survival | Overworld Battle | PvP Duel | Mini-Dungeon | City Espionage | Character Swap |

| D10 | 1 | 2-3 | 4 | 5-6 | 7 | 8 | 9-10 |
|---|---|---|---|---|---|---|---|
| Luck & Rigged | **Lightning Knockout.** The next battle is played till one team is fully KO'd or disabled. | **Ringers.** For the next three battles, opponents gain two mastery each match. | **Stop Thief!** For next three battles, items slots count as empty. (No effect on spells & abilities.) | **Stacked Against You.** For remaining run, enemy team gains an additional enemy. (Max 9) | **Crowd Favorite.** May reroll next milestone event. | **Support Staff.** Each unit heals one injury type and armor is repaired to full. | **Karma.** For next gauntlet attempt, milestone events stack and last entire run. |

# Appendix

## Spells
### *(See also Spell & Mastery Cards)*

|  | Quick | Medium | Heavy |
|---|---|---|---|
| **Attack Sequence** | Assault, Instant | Bolt, Cone, Touch | AoE |
| **Phase** |  | Unchanneled Ray, Summon, & Mass |  |
| **Turn** |  |  | Mass, Ray |
| **Battle** |  | Buff, Hex | Aura, Summon |

### *About Spell Types*

**Bolt.** A ranged magical attack requiring direct LoS.
**Buff.** A persistent boost to offense, survival, or move attributes. Direct or Indirect targeting.
**Cone.** A 1x3 cone, placed directly adjacent to the caster.
**Hex.** A persistent penalty to offense, survival, or move attributes. Indirect targeting.
**Global**. A change to battlefield that effects all units.
**Touch.** A spell that requires direct adjacency to target. Enemies that dodge touch spells avoid effects.

**Instant.** A spell that can be cast outside a unit's activation and in response to opponent's action. Effects target caster or a directly adjacent tile.
**Assault.** A regular weapon attack, counterattack or block sequence gets a spell effect added to it. Can be cast on defensive reaction, or as part of a weapon attack.

**AoE.** A NxN square, growing in area with casting windup. Direct or indirect targeting.
**Mass.** The spell is like a unit, occupying tiles and moving to a target tile over several phases. Units that a mass spell passes through are inflicted its effects.
**Aura.** All tiles adjacent to caster inflict spell effect each phase.
**Ray.** A line attack that effects all tiles each phase. Originates from caster, 1xW range.
**Summon.** Generates a new unit, typically maintained for duration of a channel. Adjacent or indirect.

### *About Root Trees*
Add image of spell card.

### *Spell List*

### Fire Root Tree
Firebolt. (1F), Bolt. Inflicts 1d3 stacks of burn.
Fire Ray. (2F), Ray. Inflicts 1d2 stacks of burn. If channeled, hits each phase, same endpoint. Units crossing path are attacked.
Fireball. (2F), direct AoE. 2x2 aoe, 1d3 stacks of burn. Empowered: add one burn per phase charged, knockdown. Charged: Increase AoE to 3x3, 4x4 etc. for each phase charged.
Fire Shield. (2F), Buff. Enchant one shield or weapon. Inflict one stack of burn on block, no save, melee.

### Necromancy Root Tree
Necro-Cackle. (1F), Aura. Caster is KO'd, all units within one tile inflicted MW, willpower save only. Channel: Test each phase.
Summon Skeletons. (2F), Summon. Raise Skeleton in adjacent tile. Dispelled if channel broken.
Corpse Explosion. (2F), Buff. Skeletal ally explodes as fireball upon KO.
Raise Dead. (2F), Buff. Effects two target per phase charged. KO'd allies passing willpower save revive, then are KO'd after next activation.

### Living Divine Root Tree
Ranger's Blessing (1F), Global. All units can shoot into combat without friendly fire this turn. Channel. So long as channeled.
Guiding Shot. (2F), Buff. When unit makes an aim attack, directly adjacent allies may also make an immediate additional ranged attack at the target.
Power Shot. (2F), Buff or assault. Target's next ranged attack is unblockable and pierces two. Charge: Pierce three, pierce four.
Blessed Bolts(1F), Buff or assault. Unit gains 'May treat bleed or limb loss as MW' on ranged attacks.

### Healing Root Tree
Mend. (1F), Bolt. Remove D4+1 bleed stacks from target.
Barrier. (2F), Aura. Caster and adjacent units count as in heavy cover and gain advantage on will saves vs magic. Channel maintains.
Heal. (2F), Touch. Chargeable. Remove all bleed. Two phase: Recover lost limb. Three phase: recover 1d3+1 lost limbs.
Ward. (2F), Buff. The next hex inflicted by unit is instantly saved or canceled, and ward ends.

### Psionic General
Psychic Armor. (1F), Assault, can opt to use your will stat in place of armor value this turn. Units with psy armor active counts as having a will of 1. Charge. (2F), Benefits all allies within two tiles, and lasts as many turns as charged. Channel. (2F), Maintained with channel, treat will as one higher for each phase channeled.
Psychic Shield. (1F), Assault, gain one block 5 for each phase till next turn. Units with Psychic Shield active count as having a will of 1. Charge. (2F), Block increased by 5 for each phase charged, and shield lasts two turns.
Channel. (2F), AoE block, increase block to 7

Psychic Slash. (1F), Assault. Uses foe uses will saves rather than toughness on melee attack.
Charge. (2F) Assault. Foe uses will save rather than toughness and armor on melee attack. At three phases, halve foe's will save.
Channel. (2F), Aura. Allies within two squares gain psychic slash on melee attacks.

### Geomancy
Vine Leash. (1F), Bolt. On hit, Pull target up to three tiles. Can trigger AoO.
Entangle. (2F), Indirect AoE. Inflicts immobilize. Flying units are immune. Charge 2x2, 3x3, 4x4. Channel: as aura.
Wild Growth. (3F), Global. All terrain tiles gain soft cover and -1M. Lasts one turn.
Stalagmite. (1F), Direct AoE. 1x2. Stone spike erupts from ground. Inflicts pierce leg and two stacks bleed. Charge: 2x2, 3x3.
Heavy Fog. (3F), Global. Units attempting charge must firs pass will save. Failure means a failed charge. Last one turn.

Fire Shield. (2F), Buff or Assault. Enchant one shield or weapon. Inflict one stack of burn on block, no save, melee.

Lightning Strike. (1F), Indirect, Global. Random foe is hit by lightning. Half dodge and armor save, unblockable, inflicts daze and two stacks bleed. Empowered: Inflicts stun and three stacks of bleed.

Blinding Shards. (3F), Cone. 1x3, inflicts blind and daze. Charge. 1x3x3, 1x3x5. Channel. Hits each phase maintained.

Rot. (2F), Bolt. Vs plant, mortal wound, toughness only.

Mirage. (1F), Global. All units willpower save on activation or treat terrain as shallow water: unit chooses to either move or act. Lasts one turn.

Corroding Strike. (3F), Assault. Melee attacks inflict destroy armor on hit, and any natural armor destroying effects are doubled.

## Items

Congeal Potion. (1F). Self or directly adjacent unit. Inflicts Toxin, then heals 3 Bleed stacks.

Skill Potion. (1F). Self or directly adjacent unit. Inflicts Toxin, then +2 advantage stacks.

Alert Potion. (1F). Self or directly adjacent unit. Inflicts Toxin, then +2 poise stacks.

Fury Potion. (1F). Self or directly adjacent unit. Inflicts Toxin, then +2 fury stacks.

Grit Potion. (1F). Self or directly adjacent unit. Inflicts Toxin, then willpower save to remove immobilize, entangle, or batter.

Rage Potion. (1F). Self or directly adjacent unit. Inflicts Toxin, then +2 rage stacks.

Cat Eye. (1F). Self or directly adjacent unit. Inflicts Toxin, then unit may target stealthed units this turn.

Dedurus Poison. (1F) per attack. Attacks gain 'on bleed, additionally reduce toughness to 1 till end of turn.' Poisons overwrite other poisons.

Wyvern Venom. (1F) per attack. Attacks gain 'on bleed, additionally suffer toxin.' Poisons overwrite other poisons.

HuNt3r Elixer. (Self or Ally, Battle Start.) Designate a target. Advantage six on all attacks vs that target and may target even when stealthed. You cannot target any other foe till target is KO'd.

Expulsion Grenade. (1F, Asssault). Inflicts scatter 3 to target and scatter 1 to all directly adjacent.

| Alder Rune and Enchant Triggers: Enchant Name = Effect Prefix + Trigger Sufex | | | |
|---|---|---|---|
| **Effect Name** | **Effect** | **Trigger Name** | **Condition** |
| *Heavy* | Unblockable | *Incision* | On Precise Strike |
| *Splash* | Hit an additional | *Volley* | On Rapid Fire |
| *Sunder* | Inflict Destroy Armor | *Snipe* | On Aim |
| *Concussive* | Inflict Daze | *Slash* | On Power Attack |
| *Soothing* | Gain Poise | *Block* | On Block |
| *Flame* | Inflict Burn | | |
| *Flash* | Inflict Blind | | |

## Enchanting

| Gauntlet Jutsu and Ougi (Jutsu) | |
|---|---|
| *Weapon Schools* | **Artus Tribe:** Claw, Bite, Grapple, Dagger. **Oni Bandits:** Dagger, Shortbow, Axe, Grapple. |
| *Jutsu I* | **Heavy Blows.** Lock 1. Attacks made at -3 T&A. **Finesse Strikes.** Lock 1. Attacks made at -3 D&B. **Naturalist.** Lock 1. May make martial arts attack in addition to natural weapons. |
| *Jutsu II* | **Planted Stance.** Lock 1. Make an additional attack when you do not move. |
| | *Ougi Arts* |
| Mace | Onslaught. (1F), Assault. Attack target each phase, interrupted by any defensive action. Additional attack each subsequent phase (i.e. 1, 2, 3) |
| Greathammer | Shockwave. (1F), Assault. Natural 'daze', 'stun', 'knockdown' or 'demoralize' values also effect foes adjacent to target. |
| Longspear | Wheel. (2F), Assault. May move and charge after attack. |
| Hand&1/2 Sword | Echoing Slice. (1F), Assault. All attacks made in the light phase will effect the same tile in the heavy phase. |
| Axe | Sunder. (1F), Assault. May treat 'mw' values as 'destroy item'. Dodge only. |
| Bite, Grapple, Claw, V.Fang | Vice. (1F), Assault. If attack is not blocked or dodged, it hits again each subsequent phase. |
| Dagger | Vault. (1F), Assault. May begin or end attack in square behind foe. |
| Javelin | Pin. (1F), Assault. Inflicts 'immobilize' in addition to bleed vs foes in light cover, adjacent to allies, or adjacent to impassible objects. |
| Shortbow | Snipe. (1f), Assault. Drop agility to reduce foe's dodge or toughness by an equal amount. (Can combine with aim, burst fire, etc but must drop agility first.) |
| Crossbow | Improvise. (1F), Assault. Do not count as unarmed when equipped with ranged weapon. |

## Jutsu, Ougi, and Formations

| Gauntlet Martial (Trooper) | |
|---|---|
| Martial Training | **Ekkenis Militia.** Axe, Shortbow, Round Shield(4). **Zilant Gaurd.** Mace, Javelin, Round Shield(4). **Mithos MERCs.** Hand&Half Sword, Crossbow, Longspear. **Arena Security.** Dagger, Greathammer, Round Shield(4) |
| Formations | **Battle Formation.** Troopers gain +1 advantage for every additional adjacent trooper. **Firing Line.** Troopers make +1 ranged attack for every additional adjacent trooper. **Shield Wall.** Troopers gain one block re-roll for every additional adjacent trooper with shield. |

## About BP

BP, 'Balance Points', 'Battle Potential' is a rough estimate of a unit or squad's challenge level. Power Levels (PL) are brackets of BP.

You can use the following rules-of-thumb to compare your party's BP/PL to your opponents.

Players familiar with the game should be able to outplay AI of equal BP/PL

### Battle Point to Power Level Conversions, V.0

| Battle Point (BP) Bracket | Power Level (PL) |
|---|---|
| 1-59 BP | 0 |
| 60 -143 BP | 1 |
| 144 -249 BP | 2 |
| 250 -569 BP | 3 |
| 570+ BP | 4 |

### A. Weapon PL Rule of Thumb

| | Weapon | | | |
|---|---|---|---|---|
| Armor | U-N | A | M | M+Jutsu |
| 0-5 | PL0 | PL1 | PL 1+ | PL 2 |
| 8-11 | PL1 | PL 1+ | PL 2 | PL 2+ |
| 13-17 | PL1+ | PL1+ | PL 2 | PL3 |

### B. Spells & Abilities PL Rule of Thumb

| Armor Value | PL1 | PL2 | PL3 |
|---|---|---|---|
| 0-12 | Banner, Bear's Vengance, Song(N-A) | Barrier, Summon, Psy Armor Channel Necro Cackle, Banshee's Wail | |
| 13-17 | Fire Ray, Fireball | Song(N-A), Mend | Song(M), Fire Ray+ Channel, Fireball+ Charge |

## Special Scenarios

Special Scenarios demo mechanics that make Radiant Tactics a scalable, genre-crossplayable system. Arena Gauntlet V.0 contains rules for a Tactical Battle scenario, with more updates planned.

**Tactical Battle.** Combat on a grid map.

**Journey Survival.** Survival and random encounters along a hex map.

**Overworld Battle.** Multi squad battle on a hex map.

**Mini-Dungeon.** Adventure actions to solve a dungeon puzzle.

**PvP Duel.** Rules for composing point-matched forces.

**City Espionage.** Avoid getting caught breaking city laws while conducting battles and facility puzzles.

**Character Swap.** The player can exchange a Gauntlet arena character for another Alpha campaign hero.

## Tactical Battle

Town Grudge Match

### Objective

Progressive Capture Points. Have the most points by end of trun 5.

### Opposition

Gauntlet team of +1 Tier OR PvP of comparable squad BP/PL bracket.

Special Scenario Rules: Battlemap tactical combat rules.
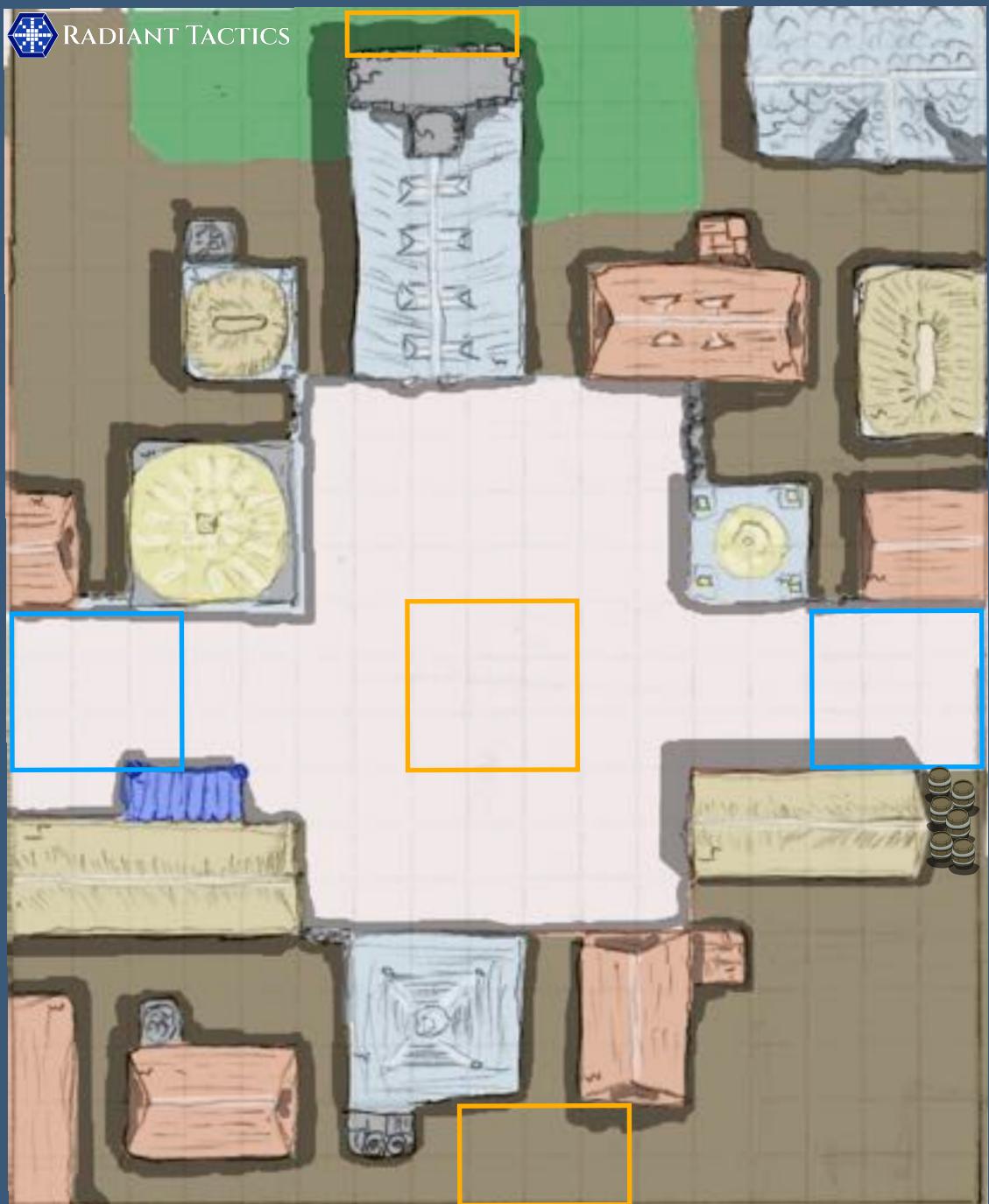


RADIANT TACTICS

## Longpear (2H, Melee, Weapon)

*The longspear occupies the space between self and the other. The self-paralytic moment of comprehending absolute horror extended by an autonomic appeal to artifact to intercede. Like a parent before child, only the social being embodied in spear — the complete history of design, metallurgy, practices of hunting, etc for which spear's form reverberates— is prepared for such encounter. No heroic individual overcomes the monster, but only a people.*

*On Phoibion Collective Unconscious.*

Illus. Michael Vossen          © 2024, Dreaming Fox, LLC

| D10 | (N) Reach: This weapon has reach. | (A) Defensive Offense: Can move one square after AoO. | (M) Offensive Defense: Make two attacks vs threatened moves. |
|---|---|---|---|
| 1 | On AoO or Flank, Mortal Wound | | Half dodge |
| 2 | On AoO or Flank, Mortal Wound | | Half dodge |
| 3 | Bleed ♥ | | Pierce 2 |
| 4 | Bleed ♥ | | Pierce 2 |
| 5 | Bleed ♥ | Half dodge | Leg Loss 💛 |
| 6 | On AoO or Flank, Mortal Wound | Half dodge | Pierce 2 |
| 7 | Leg Loss 💛 | Pierce 2 | Immobilize ♥🛡💛 |
| 8 | Arm Loss 💛 | Pierce 2 | Immobilize ♥🛡💛 |
| 9 | Blind 💛🛡 | On AoO or Flank, Mortal Wound | Half dodge save |
| 10 | Mortal Wound | Half dodge save | Half toughness |

### Longspear

| (N) Reach: This weapon has reach. | (A) Defensive Offense: Can move one square after AoO. | (M) Offensive Defense: Make two attacks vs threatened moves. |
|---|---|---|

On AoO or Flank, Mortal Wound

Bleed ♥

Advantage + 5: Half Dodge Save

---

## Axe (1H, Melee, Weapon)

*"Fluid in transition amongst multiple functions, the axe represents war made work, the thin line between worker and violence, and productivity rebounded post-conflict."*

*On Phoibion Collective Unconscious.*

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| D10 | (N) Slaughter the Weak: If you make a killing blow, you may charge. | (A) Sever: On power attacks, foe's dodge is not doubled | (M) Blood Frenzy: Each time you inflict a stack of bleed, gain a stack of fury. |
|---|---|---|---|
| 1 | Destroy Armor 1 🛡♥ | | Rage |
| 2 | Destroy Armor 1 🛡♥ | | Rage |
| 3 | Destroy Armor 2 🛡♥ | | x2 |
| 4 | Leg Loss 💛 | | Bleed ♥ |
| 5 | Bleed ♥ | Rage | 1/2 D |
| 6 | Bleed ♥ | Rage | 1/2 D |
| 7 | Arm Loss 💛 | Re-Roll Toughness | Bleed ♥ |
| 8 | Arm Loss 💛 | Re-Roll Toughness | Bleed ♥ |
| 9 | Mortal Wound | Re-Roll Block | Re-Roll Toughness |
| 10 | Mortal Wound | Re-Roll Block | Re-Roll Toughness |

### Axe

| (N) Slaughter the Weak: If you make a killing blow, you may charge. | (A) Sever: On power attacks, foe's dodge is not doubled for limb attacks. | (M) Blood Frenzy: Each time you inflict a stack of bleed, gain a stack of fury. |
|---|---|---|

Destroy Armor 1 ♥🛡

Arm Loss 💛

Leg Loss 💛

Advantage +5: And re-roll Block

---

## Dagger, Knife (1H, Melee, Weapon)

*"Commonplace and ready at hand, the dagger represents a panicked defense against an aggressor and the hope-fear of local vengeance-usurpation."*

*On Phoibion Collective Unconscious*

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| D10 | (N) Find Opening: May treat armor and toughness as a 10 on flank and as a 5 on pincer. | (A) CQC: Melee opponents you engage are at -1 mastery vs you | (M) Strike Vitals: May inflict MW in place of bleed or silence when pincering. |
|---|---|---|---|
| 1 | Destroy Armor 1 🛡♥ | | Fury |
| 2 | Destroy Armor 1 🛡♥ | | Fury |
| 3 | Immobilize ♥💛🛡 | | Bleed ♥ |
| 4 | Immobilize ♥💛🛡 | | Bleed ♥ |
| 5 | On Pincer, Silence ♥ | On Flank or Pincer, No Armor | On Counter, Mortal Wound |
| 6 | On Pincer, Silence ♥ | On Flank or Pincer, No Armor | On Counter, Mortal Wound |
| 7 | Bleed ♥ | Parry | Double bleed stacks. |
| 8 | Bleed ♥ | Parry | Double bleed stacks. |
| 9 | Parry | Mortal Wound | Disadvantage All |
| 10 | Mortal Wound | Half toughness on flank | Disadvantage All |

### Dagger

| (N) Find Opening: May treat armor and toughness as a 10 on flank and as a 5 on pincer. | (A) CQC: Melee opponents you engage are at -1 mastery vs you | (M) Strike Vitals: May inflict MW in place of bleed or silence when pincering. |
|---|---|---|

Immobilize ♥🛡

On Flank, Bleed ♥

On Pincer, Silence ♥

Advantage +6: Parry

## Hand and a Half Sword (1H or 2H, Melee, Weapon)



*"A gift from Urza to underdogs prevailing in duels, the Hand and a Half Sword has come to reflect Rune's defiance of absolute authority and individual aspiration towards uncapped potential. "*

*On Phoibion Collective Unconscious.*

Illus. Michael Vossen          © 2024, Dreaming Fox, LLC

| D10 | (N) Versatile. Inflict Arm Loss in place of Bleed when using two-handed. | (A) Stance Dance. When gaining rage two-handed, make an additional one handed attack. | (M) Blade Weave. When inflicting bleed one-handed, make an additional two-handed attack. |
|---|---|---|---|
| 1 | Poise | | Bleed ❤ |
| 2 | Poise | | Leg Loss 💛 |
| 3 | Rage | | Bleed ❤ |
| 4 | Rage | | Leg Loss 💛 |
| 5 | Destroy Armor 2 🛡❤ | Rage | Bleed ❤ |
| 6 | Bleed ❤ | Rage | Destroy Armor 2 🛡❤ |
| 7 | Leg Loss 💛 | Advantage | Reroll Armor |
| 8 | Bleed ❤ | Reroll Block | Rage |
| 9 | Bleed ❤ | Reroll Block | Rage |
| 10 | Mortal Wound | Rage | Reroll Armor |

### Hand & 1/2 Sword

| (N) Versatile. Can be wielded 1H or 2H. Inflict Arm Loss in place of bleed when using 2H. | (A) Stance Dance. When gaining rage 2H, make an additional 1H attack. | (M) Blade Weave. When inflicting bleed 1H, make an additional 2H attack. |
|---|---|---|

Bleed ❤

Rage

Advantage +6: Mortal Wound

## Crossbow (2H, Ranged, Weapon)
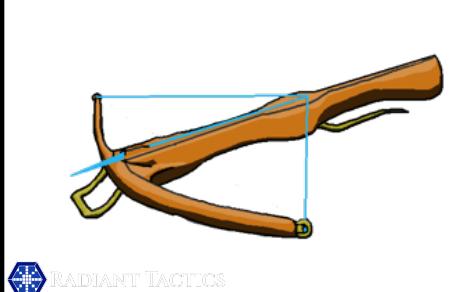


*"'A means of defense even a child can use'. A vision appealing only in a world given up on sanctity of children"*

*On Phoibion Collective Unconscious.*

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| D10 | (N) Armor piercing bolts: Within five engage range, treat armor eight or less as one. | (A) Bolt Thrower. Attacks Pierce 1. | (M) Silent Ambush: From stealth, instant Aim and may treat bleed values as MW. |
|---|---|---|---|
| 1 | Poise | | Daze |
| 2 | Poise | | From Stealth, Mortal Wound |
| 3 | Rage | | From Stealth, Mortal Wound |
| 4 | Rage | | From Stealth, Mortal Wound |
| 5 | Leg Loss 💛 | Bleed ❤ | Immobilize ❤🛡💛 |
| 6 | Leg Loss 💛 | Bleed ❤ | Re-roll armor |
| 7 | Arm Loss 💛 | Bleed ❤ | Re-roll dodge |
| 8 | Arm Loss 💛 | Bleed ❤ | Re-roll armor |
| 9 | Mortal Wound | Re-roll armor | Re-roll dodge |
| 10 | Mortal Wound | Re-roll armor | Re-roll toughness |

### Crossbow

| (N) Armor Piercing Bolts: within five range, treat armor eight or less as one. | (A) Bolt Thrower: Attacks pierce 1. | (M) Silent Ambush: From stealth, instant full Aim and may treat bleed values as MW. |
|---|---|---|

Arm Loss 💛

Leg Loss 💛

From Stealth, Mortal Wound

Advantage +4: And Bleed ❤

## Great Hammer (2H, Melee, Weapon)



*"'Infer my enormous talent!' But ignore its impractical size."*

*Modern Arms*

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| D10 | N Inspiring Strikes: Adjacent allies gain two advantage when you inflict knockdown | Disrupting Swing: Knockdown inflicts scatter and bleed | Indomitable Leader: Treat your toughness as one higher for each adjacent ally or foe |
|---|---|---|---|
| 1 | Poise | | Knockdown 💛🛡 |
| 2 | Poise | | Knockdown 💛🛡 |
| 3 | Knockdown 💛🛡 | | Break on block |
| 4 | Knockdown 💛🛡 | | Break on block |
| 5 | Arm Loss 💛 | Unblockable | Half armor save |
| 6 | Arm Loss 💛 | Unblockable | Half armor save |
| 7 | Leg Loss 💛 | Knockdown 💛🛡 | Half armor save |
| 8 | Leg Loss 💛 | Knockdown 💛🛡 | Half armor save |
| 9 | Toughness Loss ❤🫀 | Mortal Wound | No armor save |
| 10 | Mortal Wound | No armor save | Break on block |

### Greathammer

| (N) Inspiring Strikes: Adjacent allies gain two advantage when you inflict knockdown | (A) Disrupting Swing: Knockdown inflicts scatter and bleed | (M) Indomitable Leader: Treat your toughness as one higher for each adjacent ally or foe |
|---|---|---|

Knockdown 💛🛡

Arm Loss 💛

Advantage +5: And half armor

Advantage +5: And Break item on Block

## Mace (1H, Melee, Weapon)



*"Presentable outside, ugly within. The mace-felled victim, and one whom, for corpse's appearances, believes themself morally superior."*

*Modern Arms*

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| D10 | (N) Shield Breaker: Foe is at disadvantage to block. | (A) Splintering Blows: Inflict bleed whenever you destroy armor. | (M) Blunt Force Trauma: If armor is five or less, destroy armor also inflicts mortal wound. |
|---|---|---|---|
| 1 | Batter ♥🛡️0⚙️ | | Knockdown ♥🛡️ |
| 2 | Destroy Armor 2 🛡️♥ | | Batter ♥🛡️0⚙️ |
| 3 | Destroy Armor 2 🛡️♥ | | Batter ♥🛡️0⚙️ |
| 4 | Knockdown ♥🛡️ | | Rage |
| 5 | Toughness Loss ♥⚙️ | No armor save | Destroy Armor 1 ♥🛡️ |
| 6 | Toughness Loss ♥⚙️ | No armor save | Destroy Armor 1 ♥🛡️ |
| 7 | Arm Loss 💛 | Destroy Armor 2 🛡️♥ | Re-Roll Armor. |
| 8 | Arm Loss 💛 | Destroy Armor 2 🛡️♥ | Re-Roll Armor. |
| 9 | Knockdown ♥🛡️ | Bleed ♥ | Rage |
| 10 | Mortal Wound | Re-Roll Armor. | Re-Roll Dodge. |

**Mace**

| (N) Shield breaker: Foe is at disadvantage to block. | (A) Splintering blows: Inflict bleed whenever you destroy armor. | (M) Blunt Force Trauma: If armor is five or less, destroy armor also inflicts mortal wound. |
|---|---|---|

Destroy Armor 2 ♥ 🛡️

Advantage +4: Arm Loss 💛

Advantage +4: Knockdown 💛 🛡️

---

## Shortbow (2H, Ranged, Weapon)



*"The harped shortbow, a tool for sustenance, defense, self-expression, and merriment, is a prize from Taliesin in fayres and festivals, and symbol of the way of life Gardonia seeks to cultivate and protect. "*

*Gardonia Advertisement*

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| D10 | Shoot and scoot: May move after using rapid fire or aim | Flanking shot: No penalty for firing into combat | Curved shot: May direct attack targets behind hard cover. |
|---|---|---|---|
| 1 | Daze ♥🛡️ | | Bleed ♥ |
| 2 | Daze ♥🛡️ | | Bleed ♥ |
| 3 | Immobilize ♥🛡️⚙️ | | Leg Loss 💛 |
| 4 | Immobilize ♥🛡️⚙️ | | Leg Loss 💛 |
| 5 | Immobilize ♥🛡️⚙️ | Leg Loss 💛 | Fury |
| 6 | Bleed ♥ | Leg Loss 💛 | Fury |
| 7 | Bleed ♥ | Leg Loss 💛 | Fury |
| 8 | Leg Loss 💛 | Bleed ♥ | Half dodge for direct LoS |
| 9 | Leg Loss 💛 | Bleed ♥ | Half dodge for direct LoS |
| 10 | Mortal Wound | Silence ♥ | Half dodge for direct LoS |

**Shortbow**

| (N) Shoot and Scoot: May move again after *rapid fire* or *aim* attack | (A) Flanking Shot: No friendly fire when attacking from flank or pincer, and gain advantage bonuses. | (M) Curved Shots: Half foe's cover block saves. |
|---|---|---|

Bleed ♥

Leg Loss 💛

Advantage +3: Immobilize ♥ 🛡️

Advantage +6: Mortal Wound

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## Javelin (1H, Ranged, Weapon)
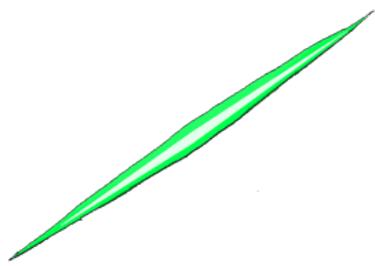


*"Who throws a stick?! Everyone."*

*Modern Arms*

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| D10 | Skirmisher: May attack at any point in movement and assault after throwing. | Barbed: Units failing armor saves vs javelin bleed on move until your next turn. | Return Fire: Make an additional counterattack on your block. |
|---|---|---|---|
| 1 | Poise | | Bleed ♥ |
| 2 | Poise | | Agility Loss ♥⚙️ |
| 3 | Immobilize ♥🛡️⚙️ | | Agility Loss ♥⚙️ |
| 4 | Immobilize ♥🛡️⚙️ | | Leg Loss 💛 |
| 5 | Immobilize ♥🛡️⚙️ | Leg Loss 💛 | Re-roll dodge |
| 6 | Immobilize ♥🛡️⚙️ | Leg Loss 💛 | Re-roll dodge |
| 7 | Leg Loss 💛 | Re-roll dodge | Batter ♥🛡️0⚙️ |
| 8 | Leg Loss 💛 | Re-roll dodge | Batter ♥🛡️0⚙️ |
| 9 | Blind ♥🛡️ | Mortal Wound | Poise |
| 10 | Mortal Wound | Re-roll dodge | Re-roll armor |

**Javelin**

| (N) Skirmisher: May sprint-charge after attacking. | (A) Barbed: On counter, inflict bleed. Targets suffering such bleed gain stacks on move until your next turn. | (M) Ranged Counter: Retain block even when dropping for counter attack. |
|---|---|---|

Immobilize ♥ 🛡️

Advantage +3: Leg Loss 💛

Advantage +5: And re-roll dodge

## Lyre (1H, Instrument)

**Strings Melody**
Inspire Song. 1 Focus. All allies gain one stack of poise.
Soothe Song. 1 Focus. All foes lose one rage stack.

**Strings Cadence**
Discordant Improv. 2 Focus. Foe's advantage stacks confer disadvantage this turn.
Crescendo. 2 Focus. Allies may use fury stacks to instead target an additional foe with attack sequence.

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## Flute (1H, Instrument)

**Woodwind Melody**
Inspire Song. 1 Focus. All allies gain one stack of advantage.
Soothe Song. 1 Focus. All foes lose one fury stack

**Woodwind Cadence**
Discordant Improv. 2 Focus. Foe's dodge and block are lowered by poise stacks this turn.
Crescendo. 2 Focus. Allies may drop a rage stack to suppress effects of exhaustion this turn.

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## Battle Standard (1H, Banner)

All allies within one tile attack at +2 advantage. All infantry within one tile have double capture weight.

*"Though battered and torn by raging war,*
*It yet stands, proof, for a while once more,*
*of the valor of those who fought side by side,*
*to hopes for victory, courage the only guide."*

*Imperium Battle Hymn, Central Fleet Translation*

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## Drum (1H, Instrument)

**Percussion Melody**
Inspire Song. 1 Focus. All allies gain one stack of fury.
Soothe Song. 1 Focus. All foes lose one poise stack.

**Percussion Cadence**
Discordant Improv. 2 Focus. Foe's with rage may only target bard this turn.
Crescendo. 2 Focus. Allies adjacent to attacked foe may expend all advantage stacks to instantly attack it.

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## Firebolt Root-Wand (1H, Artifact)

1H, Item Activation. 1 Focus. Casts spell tree's root spell.

**Firebolt Spell Tree**

**Root.** Firebolt. (1 F.) Bolt. Inflicts 1d3 stacks of burn.
**Channel.** Fire Ray. (2 F.) Ray. Inflicts 2 stacks of burn. Hits each phase channeled, same endpoint. Units crossing path are attacked.
**Charge.** Fireball. (2F) AoE. 2x2 aoe, 1d3 stacks of burn, increases AoE for each phase charged. Empowered: add one burn per phase charged, knockdown.
**Enchant.** Fire Shield. (2 F.) Enchant. Enchant one shield or weapon. Inflict one stack of burn on block, no save, melee. Empowered. Global Enchant by item type.
**Transcend.** Pyroblast. (3 F.) Bolt. 3d3 stacks of burn. Unblockable but adv on dodge save.

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## Insectoid Head (1H, Trophy)

All foes within one tile attack at -3 advantage, and have no capture weight.

Ward(A). Once per battle, inflict demoralize to all foes.

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## Horn (1H, Instrument)

**Brass Melody**
Inspire Song. 1 Focus. All allies gain one stack o rage.
Soothe Song. 1 Focus. All foes gain one stack of disadvantage.

**Brass Cadence**
Discordant Improv. 2 Focus. Foe's fury stacks lower attacks this turn.
Crescendo. 2 Focus. Allies may spend poise stacks to move addtional tiles. This movement ignores AoO.

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## Necro Cackle Root-Wand (1H, Artifact)

1H, Item Activation. 1 Focus. Casts spell tree's root spell.

**Necro Cackle Spell Tree**

**Root.** Necro Cackle. (1 F.) Aura. Caster is KO'd, all adjacent units will save vs mortal wound. Empowered. Foes save at disadvantage.
**Channel.** Summon Skeleton. (2 F.) Summon. A skeleton is summoned to an adjacent tile. Dispelled on interrupt or end of channel. Multiple possible.
**Charge.** Raise Dead. (2F.) Enchant. Effects three targets per phase charged. On will save, KO'd allies fight till end of turn.
**Enchant.** Corpse Explosion. (2F.) Enchant. Skeletal ally explodes as fireball upon death or de-summon.
**Transcend.** Drain Life. (3F.) Bolt. Target looses two toughness, will save only. Caster gain two toughness until end of next battle. Channel. As aura.

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## Skjold (1H, Shield)

Equips 1H. *Block 7.*

| D10 | Pounce: Halve foe's dodge save on charge. | Combo: When bleed is applied twice to foe on same turn, inflict mortal wound. | Bleed out: Claw procs at -1 to toughness save for every two stacks of bleed. |
|---|---|---|---|
| 1 | Poise | | Bleed ♥ |
| 2 | Fury | | Bleed ♥ |
| 3 | Poise | | Bleed ♥ |
| 4 | Fury | | Bleed ♥ |
| 5 | Bleed ♥ | Fury | Poise |
| 6 | Bleed ♥ | Poise | Fury |
| 7 | Bleed ♥ | Fury | Re-roll dodge |
| 8 | Bleed ♥ | Poise | Re-roll dodge |
| 9 | Bleed ♥ | Re-roll dodge | Mortal wound |
| 10 | Bleed ♥ | Re-roll dodge | Mortal Wound |

## Claw, Talon (1H, Melee, Natural Weapon)



*"Unexpectedly imagined or glimpsed, the heart freezes at the clawed other. For apex predators, we are so ill equipped sans our artifacts."*

*Unknown Foe*

## Bite (0H, Melee, Natural Weapon)



*A kiss, a bite\ The two should rhyme, for one who truly loves\ With all her heart can easily mistake them.*

*Penthesilia of Thermiscyra*

| D10 | (N) Go for the Throat: Make an immediate bite attack against in range foes who go prone. | (A) Jugular: Add three additional bleed stacks vs prone foes. | (M) Jaws: Half toughness save vs prone foes |
|---|---|---|---|
| 1 | Rage | | Bleed ♥ |
| 2 | Rage | | Bleed ♥ |
| 3 | Rage | | Bleed ♥ |
| 4 | Rage | | Bleed ♥ |
| 5 | Bleed ♥ | Rage | Poise |
| 6 | Bleed ♥ | Rage | Poise |
| 7 | Silence ♥ | On Charge, Knockdown 💛🎁 | Rage |
| 8 | Silence ♥ | On Charge, Knockdown 💛🎁 | Rage |
| 9 | Mortal Wound | Re-roll dodge | On Charge, Knockdown 💛🎁 |
| 10 | Mortal Wound | Re-roll dodge | On Charge, Knockdown 💛🎁 |

### Claw, Talon

| (N) Pounce: Halve foe's dodge save on charge. | (A) Combo: When bleed is applied twice to foe on same turn, inflict mortal wound. | (M) Bleed Out: Bleed procs save at -1 to toughness save for every two stacks of bleed. |
|---|---|---|

Poise

Bleed ♥

Fury

Advantage +4: re-roll dodge

### Bite

| (N) Go for the Throat: Make an immediate bite attack against in range foes who go prone. | (A) Jugular: Add three additional bleed stacks vs prone foes. | (M) Jaws: Half toughness save vs prone foes |
|---|---|---|

Rage

Bleed ♥

Advantage +4: Knockdown 💛🎁 on Charge

Advantage +6: Mortal Wound

## MERC - Weapon Mastery

**Equips:** One Weapon Group

**Attack Scaling:**
W(N) | x2W(A) | x3 W(M)

**Explore Bonus (+4 per):**

**Awareness (+1 per):** Ambush

### Battle Specials

**N** | **Weapon Focus.** Pick a weapon. Unit attacks at +1 adv per mastery level when using focus weapon.

**Phased Attacks.** This unit can perform *phased attacks.*

**A** |

**M** | **Master Stroke** On first attack in sequence, foes rolls defense saves before you choses your weapon values.

## Fighter - Jutsu Mastery

**Equips:** Alder Jutsu Weapons, Natural Weapons, Martial Arts

**Attack Scaling:**
W(N) | W(A) | x2W(A)

**Explore Bonus (+4 per):**

**Awareness (+1 per):** Ambush

### Battle Specials

**N** | **Jutsu I.** This unit can equip Justu I techniques.

**A** | **Jutsu II.** This unit can equip Justu I & II techniques.

**M** | **Ougi.** This unit can perform Ougi arts with weapons.

## Trooper - Martial Mastery

**Equips:** Medium Armor, Shield(4), Alder Martial Weapons

**Attack Scaling:**
W(N) | W(A) | W(M)

**Explore Bonus (+4 per):**

**Awareness (+1 per):** Ambush

### Battle Specials

**N** |

**A** | **Battle Formation.** This unit can select and benefit from one squad battle formation.

**M** |

## Defender - Arms Mastery

**Equips:** Armor, Shields

**Attack Scaling:**
Untrained

**Explore Bonus (+4 per):**

**Awareness (+1 per):** Ambush

### Battle Specials

**N** | **Shield Push.** May attack with shield, inflicts scatter. Shield counts as a weapon for unarmed penalty.

**A** | **Armor Spec.** Gain an additional item slot. Repair D4 armor on rest.
**Shield Spec.** By equipped shield.. *Shield(1-4.)* When you successfully block, make an additional counterattack. *Shield(5-8).* May attack with shield, using a grapple or striking attack at your mastery. *Shield(9-12)* In lieu of charge, push foe back charge roll of tiles, ending adjacent to them. Counts as successful charge.

**M** | **Shield Spec II.** Additionally, unit can block against ranged attacks for adjacent allies, in place of their block.
**Armor Spec II.** Additionally, gain an Initiative Class bonus. *Light:* Advantage on dodge. *Medium:* Advantage on will saves. *Heavy:* Advantage on armor saves.
**Brace.** (1F.) Assault. Must have shield equipped. Unit suffers immobilize, but charger makes only one attack.

## Guard - Wards Mastery

**Equips:** Banners, Trophies

**Attack Scaling:**
Untrained

**Explore Bonus (+4 per):**

**Awareness (+1 per):** Ambush

### Battle Specials

**N** |

**A** | **Rally Point.** *Banner Equipped.* Reinforcements arrive at start and end of turn. *Trophy Equipped.* Foes must pass a will save to charge trophy bearer or adjacent allies. Failed will saves count as failed charges.

**Ward.** Once per battle, activate equipped banner or trophy's special effect.

**M** | **Ward II.** By equipped. *Banners.* At start of turn two, allies within two tiles of banner may act as though one weight class lower, to a max of light. Can fight with banner as if spear. *Trophy.* Can re-activate trophy special ability whenever unit makes a KO. Foes within three tiles of trophy act as though one weight class higher, to a max of heavy.

## Bard - Bard Mastery

**Equips:** Instruments

**Attack Scaling:**
Untrained

**Explore Bonus (+4 per):** Infiltrate, Soulmerge

**Awareness (+1 per):** Meaning

### Battle Specials

**N** | **Melody.** Can use an instrument's inspire and soothe abilities. Only one inspire and soothe melody may be active per force.

**A** | **Melody II.** Additionally, inspire and sooth performance continues each phase until end of turn, unless interrupted.
**Concert.** Melodies from different instruments may be active at the same time
**Cadence.** Can use instruments cadence abilities.

**M** | **Melody III.** Additionally, your last performance lingers when you start a new melody, affecting units each phase until end of current turn.

**Concert II.** Melodies from different instruments may be active at the same time. Melodies from the same instrument stack, so long as both units have concert.

## Priest - Covenant Mastery

**Equips:** Artifacts

**Attack Scaling:**
Untrained

**Explore Bonus (+4 per):** Soulmerge

**Awareness (+1 per):** Magical Phenomena

### Battle Specials

**N** | **Trust.** Upon gaining mastery, chose a greater entity for spell access. On rest, this unit can equip or reequip any tactical spell in their greater entity's root tree.

**A** | **Trust II.** On rest, this unit can re-equip any tactical *or strategic* spell in their greater entity's root tree.
**Egress.** 2F, Phased action. If uninterrupted for three turns, the squad is teleported to nearest shrine, retreating from adventure.
**Prayer.** In battle, may re-equip a spell as an action.

**M** | **Blessed**. This unit's squad starts battle with one root tree enchant active, as if the unit cast that spell.
**Trust III.** On rest, this unit can re-equip any tactical or strategic spell in their greater entity's root tree *or the entity's allies.*
**Prayer II.** May reequip a spell as an action *or move.*

## Psycher - Psionic Mastery

**Equips:** Artifacts

**Attack Scaling:**
Untrained

**Explore Bonus (+4 per):** Teleport, Soulmerge

**Awareness (+1 per):** Meaning

### Battle Specials

**N** | **Manifest.** Equip spells from to general root psychic powers and the sphere tied to your highest stat. Re-choose spells on rest, even when rest is interrupted.

**A** | **ManifestII.** Equip spells from to general root psychic powers and sphere tied to your 1st *and 2nd* highest stat.
**Innate.** Unit can cast one general psionic spell in addition to a second psionic spell, provided it can pay both costs.
**Meditate.** You can re-equip a spellslot in battle whenever you channel or charge a spell for a full turn.

**M** | **Manifest III.** Equip spells from to general root psychic powers and sphere tied to your 1st and 2nd highest stat, *and one of your choice.*
**Innate II.** Additionally, general psionic spells no longer cost focus.
**Psionic Weapons**. Unit's weapon attacks additionally inflict lower willpower.

## Zealot - Vow Mastery

**Equips:** Artifacts

**Attack Scaling:**
Untrained

**Explore Bonus (+4 per):** Soulmerge

**Awareness (+1 per):** Magical Phenomena

### Battle Specials

**N** | **Sacred Arms.** Unit can lock assault spells to a single item slot. Locked assault spells effect all attacks.
**Vow.** On gaining mastery, pick a greater entity. Unit can equip a limited selection of greater entity's aura, assault, and enchant type spells.

**A** | **Sacred Arms II.** Additionally, this unit starts battles with all enchants cast.
**Walking Domain.** Unit can lock aura spells to a single item slot. Locked auras are maintained as though channeling, and, if interrupted, are auto-cast again on unit's turn.

**M** | **Sacred Words**. Lock spell to a single item slot. Unit can cast this spell once per turn, no focus or action cost.
**Walking Domain II.** Additionally, unit can equip greater entity's strategic aura magic.

## Hacker - Spell-Hack Mastery

**Equips:** Artifacts

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):** Teleport, Hack

**Awareness (+1 per):** Magical Phenomena

### Battle Specials

**N** | **Root Hack.** When root wand is equipped 1H, cast any branch spell in the spell tree at +2 focus cost.
**Scramble.** Melee, must have wand equipped. Stun magi-tech robots or vehicle segments. Add +1 to focus cap during your next turn.

**A** | **Root Hack II.** Additionally, on rest, may swap between casting root wand's tactical and strategic spells.
**Scramble II.** Additional option. Ranged, in place of action, disable target's lost-tech equipment. Must have wand equipped. Foes with mechanic or artifice mastery may take a move or act action to re-activate.

**M** | **Root Hack III.** Unit cast branch spells from equipped 1H root wands *at no additional focus cots* and *can cast branch spells from item slot root wands at +1*.
**Scramble III.** Add +2 to focus cap on successful hacks and scrambles.

## Sorcerer - Sorcery Mastery

**Equips:** Artifacts

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):** Teleport, Soulmerge

**Awareness (+1 per):** Magical Phenomena

### Battle Specials

**N** | **Surge.** Action. All spellslots are equipped with a random root spell. On unit's next turn, add +2 to focus cap. Tree randomized on gaining mastery and rest.

**A** | **Channel Mana.** Lock an item slot to infuse weapon attack sequence with root tree energy of locked spell. *Elemental: Shock, Forbidden: Acid, Divine: Burn, Ancient: Frost Britle, Kami: Scatter, Maiorem: Toxin.*
**Surge II.** Action. All spellslots are equipped with a *chosen root tree's* root spells. On unit's next turn, add +2 to focus cap. Root tree chosen on rest.

**M** | **Channel Mana II.** Additionally, when targeted by magic, if equipped spell-slot of same root tree, may lock spell-slot negate or retarget that spell.
**Surge III.** Surege is now action *or move,* and can equip tree's *strategic* spells. Add *+3* to focus cap after surging.

## Geomancer - Geomancy Mastery

**Equips:** Artifacts

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):** Soulmerge

**Awareness (+1 per):** Natural Hazards

### Battle Specials

**N** | **Attunement.** Can equip tactical spells from biome rested in. May equip weather altering strategic spells.
**Environment.** 1F. Exchange one spell with encounter biome's spells.

**A** | **Attunement II.** Additionally, can equip kami spells when beast monster types are in squad. May equip strategic spells from biomes.
**Environment II.** Additionally, spells from encounter biomes count as empowered, and, even when under total cost, can be cast using all remaining focus.
**Pack-Link.** Monstrous companions and mounts share this unit's spell enchantments.

**M** | **Attunement III.** Can equip tactical or strategic spells from biome rested in *or adjacent map hex.* All biome and monster equipped spells *take one slot.*
**Pack-Link II.** Additionally, this units spells can originate from monstrous companions and mounts, as though they were the caster.

## Summoner - Contract Mastery

**Equips:** Artifacts

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):** Teleport, Soulmerge

**Awareness (+1 per):** Magical Phenomena

### Battle Specials

**N** | **Bargain.** Each season, may choose one spell, tactical or strategic, from greater entity's root tree. Contract spells equip to a single spellslot and cost only one focus. May spend soul gem on rest to re-select spells.
**Summons.** Unit maintains allies (infantry) in squad from contracted entity. Each summons maintained locks an item slot. If a summons is KO'd, unit may re-summon on rest for a soul shard. If unit is KO'd, all summons disappear.

**A** | **Summons II.** Can maintain up to *giant-sized* summons. Infantry summons can be respawned *after battles* for a soul shard.

**M** | **Bargain II.** May choose spells and summon allies of up to *three greater entities*, so long as they are allied. (One spell each.)
**Summons II.** Can maintain up to *massive-sized* summons. Infantry summons *autospawn* after battles.

## Alchemist - Alchemy Mastery

**Equips:** Elixers, Grenades

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):** Construct

**Awareness (+1 per):** Defence Systems

### Battle Specials

**N** | **Tolerance.** This unit is immune to toxin from potions and elixirs.

**A** | **Alchemical Exchange.** (1F), item use. Destroy two armor on allied target. Target ally's next spell can be cast empowered or transformed.
**Spell Components.** When this unit is embedded, squad can use spell components as an item use. Spell Compnent: 1F. toxin two, empower user's spell.
**Tolerance II.** Additionally, lowers all other allies toxin from potions by 1. (Non-stacking)

**M** | **Throw Potion.** 1F, item use. Can throw grenades, potions from an item slot. Requires direct LoS.
**Tolerance III.** Lowers all other allies toxin from potions *and spell components* by 1. (Non-stacking)

## Medic- First Aid Mastery

**Equips:**

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):**

**Awareness (+1 per):** Meaning

### Battle Specials

**N** | **First Response.** When embedded, after battle, heal one unit three bleed, one limb loss, or one KO. Target an additional unit at advance and master.

**A** | **Tourniquet.** Units within two tiles of medic test for bleed and burn procs as though -3 stack size.

**M** | **Medicine.** When in squad, suppress disease effects in battle.

## Smith - Smithing Mastery

**Equips:** Crafted weapons, armor, and shields.

**Attack Scaling:** W(U) | W(N) | W(A)

**Explore Bonus (+4 per):** Construct

**Awareness (+1 per):** Unstable Architecture

### Battle Specials

**N** | **Custom Arms.** Pick a weapon. All basic weapons count as masterwork this battle.
**Repair.** When in squad, after battle, repair D4 armor or one broken item. Repair one additional target per mastery level, repeat allowed.

**A** | **Custom Arms II.** Additionally, this unit can equip crafted weapons and armor, attacking at weapon(N).

**M** | **Custom Arms III.** Additionally, any unit squad with basic weapons or armor gain any runes wielded by the smith. Smiths can equip crafted weapons and armor, attacking at *weapon(A)*.

## Thief - Stealth Mastery

**Equips:**

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):** Infiltrate

**Awareness (+1 per):** Ambush

### Battle Specials

**N** | **Stealth.** When out of LoS or in light cover, may use action to become untargetable for two turns. Attacking breaks stealth, but confers advantage. AoE and splash breaks stealth.

**A** | **Stealth II.** When out of LoS or in light cover, can use action *or move* to become untargetable for *three* turns. Stealth confers *advantage two* when attacked from. AoE and splash breaks stealth, *unless dodge is passed.*

**M** | **Stealth III.** When out of LoS or in light cover, can *use 1F*, move, or action to become untargetable for three turns. *Attacking does not break stealth*, confers advantage *three*, and *foe autofails block and dodge.* AoE and splash breaks stealth, unless dodge is passed.

## Acrobat - Acrobatics Mastery

**Equips:**

**Attack Scaling:** Untrained

**Explore Bonus (+4 per):** Climb, Jump, Balance

**Awareness (+1 per):** Falls

### Battle Specials

**N** | **Acro.** Ignore one tile of height when moving, jump one tile gaps, and ignore one tile of threat. Treat falls as one height less.

**A** | **Acro II.** Ignore *two* tiles of height when moving, jump one tile gaps, and ignore *two* tile of threat. Treat falls as *two* height less.

**Jump Attack.** (1F), Assault. Use Fly movement on charge dice. Successful charges gain +2 advantage. Failed charges additionally inflict knockdown.

**M** | **Acro III.** Ignore *three* tile of height when moving, jump *two* tile gaps, ignore *three* tile of threat. Treat falls as two height less, *dodge save allowed*. Reroll failed knockdown saves.

## Charge Mastery

| | |
|---|---|
| | **Equips:** Artifacts |
| | **Attack Scaling:** Untrained |
| | **Explore Bonus (+4 per):** |
| | **Awareness (+1 per):** Magical Phenomena |

### Battle Specials

| | |
|---|---|
| **N** | **Charge.** Can charge spells. Spells increase at one charge per phase till max charge. Interrupted charging miscasts. |
| **A** | **Charge II.** Additionally, at max charge, can choose to 'store' spell. Stored spell can be cast next activation for no focus or action cost. |
| **M** | **Charge III.** Spells increase at *two* charge per phase till max. Can choose to 'store" up to *two* max charged spells. |

## Channel Mastery

| | |
|---|---|
| | **Equips:** Artifacts |
| | **Attack Scaling:** Untrained |
| | **Explore Bonus (+4 per):** |
| | **Awareness (+1 per):** Magical Phenomena |

### Battle Specials

| | |
|---|---|
| **N** | **Channel.** May maintain a channeled spell so long as not moving. Interrupted channel miscasts. |
| **A** | **Chanel II.** Spend *either move or action* to maintain channel. Can channel multiple spells simultaneously. Re-roll miscasts. |
| **M** | **Channel III.** *Can move and take actions* while maintaining channel. Can channel multiple spells simultaneously. Interrupted channels *no longer miscast.* |

## Enchant Mastery

| | |
|---|---|
| | **Equips:** Artifacts |
| | **Attack Scaling:** Untrained |
| | **Explore Bonus (+4 per):** Search |
| | **Awareness (+1 per):** Defence Systems |
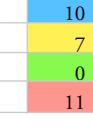
### Battle Specials

| | |
|---|---|
| **N** | **Weapon Focus.** Pick a weapon. Unit attacks at +1 adv per mastery level when using focus weapon. **Phased Attacks.** This unit can perform ***phased attacks.*** |
| **A** | |
| **M** | **Master Stroke** On first attack in sequence, foes rolls defense saves before you choses your weapon values. |

## Fighter — 69 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| M | 4 | 3 | ♥ | 10 |
| | | | 🛡 | 7 |
| | | | ◉ | 0 |
| | | | ✋ | 11 |
| | | | Mental | |
| | | | ◐ | 10 |

**Stock Attack: Claw(N) + Claw(N) + Bite(N), -3D&B**

**Finesse Strikes.** Assault, Lock 1. -3 to target's block & dodge saves.
**Scaled.** Saur naturally counts as wearing mail (AV 4).

**Equips:** Claw, Bite
**Weight Limit:** Light: 7, Medium: 14, Heavy: 22

## Human Refugee

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| L | 4 | 5 | ♥ | 9 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 9 |
| | | | Mental | |
| | | | ◐ | 9 |

**Stock Attack: Weapon(U)**
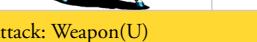
**Pariah.** In targeting ties, foes prioritize humans over other units.

**Equips:**
**Weight Limit:** Light: 5, Medium: 12, Heavy: 18

## Saur Hard-Luck

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| L | 4 | 5 | ♥ | 10 |
| | | | 🛡 | 4 |
| | | | ◉ | 0 |
| | | | ✋ | 11 |
| | | | Mental | |
| | | | ◐ | 10 |

**Stock Attack: Claw(U) + Claw(U) + Bite(U)**

**Scaled.** Saur naturally counts as wearing mail (AV 4).

**Equips:** Axe, Broadsword, T.Dagger, Rapier
**Weight Limit:** Light: 7, Medium: 14, Heavy: 22
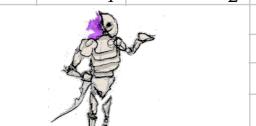
## Skirmisher — 74 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| M | 5 | 3 | ♥ | 4 |
| | | | 🛡 | 8 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ◐ | 10 |

**Stock Attack: Javelin(M) + Dagger(M)**

**Dodgy & Acrobatic.** Ignore two tiles of threat. (Stacks with other sources.)

**Equips:** Daggers, Javelins
**Weight Limit:** Light: 2, Medium: 9, Heavy: 12
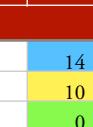
## Unicorn Heretic

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| M | 7, 2d3 | 3 | ♥ | 8 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ◐ | 18 |

**Stock Attack: Weapon(U)**

**Terrain Challenged.** Cost 1additional movement to go up and down height.
**Spellpower.** Add +3 stacks to spell inflicted conditions.

**Equips:**
**Weight Limit:** Light: 4, Medium: 11, Heavy: 16

## Necrotic Threnod

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| H | 4 | 2 | ♥ | 2 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 13 |
| | | | Mental | |
| | | | ◐ | 16 |

**Stock Attack: Weapon(U)**

**Spellpower.** Add +2 stacks to spell inflicted conditions.

**Equips:**
**Weight Limit:** Light: 1, Medium: 8, Heavy: 10
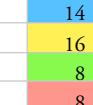
## Juggernaut — 76 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| H | 3 | 2 | ♥ | 14 |
| | | | 🛡 | 10 |
| | | | ◉ | 0 |
| | | | ✋ | 8 |
| | | | Mental | |
| | | | ◐ | 14 |

**Stock Attack: *Overhead* x3 Hand&Half Sword(M)**

**Dauntless.** No penalty for failed charges.
**Master Stroke** On first attack in sequence, foes rolls defense saves before you choses your weapon values.

**Equips:** Hand&Half Swords
**Weight Limit:** Light: 6, Medium: 13, Heavy: 20

## Gobold

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| L | 5 | 5 | ♥ | 4 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ◐ | 10 |

**Stock Attack: Weapon(U)**

**Dodgy.** Ignore one tile of threat. (Stacks with other sources.)

**Equips:**
**Weight Limit:** Light: 2, Medium: 9, Heavy: 12

## Dverg Tainted-Blood

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| L | 3 | 5 | ♥ | 14 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 8 |
| | | | Mental | |
| | | | ◐ | 14 |

**Stock Attack: Weapon(U)**

**Dauntless.** No penalty for failed charges.

**Equips:**
**Weight Limit:** Light: 6, Medium: 13, Heavy: 20.

## Defender — 83 BP

| Init | Move | Item/Focus | Defences | |
|------|------|------------|----------|----|
| H | 3 | 2 | ♥ | 14 |
| | | | 🛡 | 16 |
| | | | ◉ | 8 |
| | | | ✋ | 8 |
| | | | Mental | |
| | | | ⚫ | 14 |

**Stock Attack: Mace(U) + Shield Push**

**Dauntless.** No penalty for failed charges.

**Equips:** Armor, Shields
**Weight Limit:** Light: 6, Medium: 13, Heavy: 20

## Disruptor — 96 BP

| Init | Move | Item/Focus | Defences | |
|------|------|------------|----------|----|
| M | 7 | 3 | ♥ | 8 |
| | | | 🛡 | 11 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ⚫ | 16 |

**Stock Attack: x2Greathammer(A)**

**Terrain Challenged.** Cost 1additional movement to go up and down height.
**Spellpower.** Add +3 stacks to spell inflicted conditions.

**Equips:** Greathammer
**Weight Limit:** Light: 4, Medium: 11, Heavy: 16

## Support — 60 BP

| Init | Move | Item/Focus | Defences | |
|------|------|------------|----------|----|
| L | 5 | 5 | ♥ | 4 |
| | | | 🛡 | 0 |
| | | | ◉ | 6 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ⚫ | 10 |

**Stock Attack: Shield Push**

**Dodgy.** Ignore one square of threat. (Stacks with other sources.)
**Banner.** +2 Adv to all units within one tile, and double capture weight.

**Equips:** Banner, Trophy
**Weight Limit:** Light: 2, Medium: 9, Heavy: 12

## Melee Carry — 129 BP

| Init | Move | Item/Focus | Defences | |
|------|------|------------|----------|----|
| M | 5 | 3 | ♥ | 4 |
| | | | 🛡 | 8 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ⚫ | 10 |

**Stock Attack: x3Axe(M) + Axe(M)**

**Dodgy.** Ignore one square of threat. (Stacks with other sources.)
**Master Stroke** On first attack in sequence, foes rolls defense saves before you choses your weapon values.

**Equips:** Axe
**Weight Limit:** Light: 2, Medium: 9, Heavy: 12

## Area Control — 69 BP

| Init | Move | Item/Focus | Defences | |
|------|------|------------|----------|----|
| H | 5 | 2 | ♥ | 2 |
| | | | 🛡 | 10 |
| | | | ◉ | 0 |
| | | | ✋ | 13 |
| | | | Mental | |
| | | | ⚫ | 14 |

**Stock Attack: Weapon(M)**

**Spellpower.** Add +2 stacks to spell inflicted conditions.

**Equips:** Longspear
**Weight Limit:** Light: 1, Medium: 8, Heavy: 10

## Assassin — 100 BP

| Init | Move | Item/Focus | Defences | |
|------|------|------------|----------|----|
| M | 5 | 5 | ♥ | 2 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 13 |
| | | | Mental | |
| | | | ⚫ | 10 |

**Stock Attack: Dagger(A) + Dagger(A)**

**Stealth II.** When out of LoS or in light cover, can use action or move to become untargetable for three turns. Stealth confers advantage two when attacked from.
**Spellpower.** Add +2 stacks to spell inflicted conditions.

**Equips:** Dagger
**Weight Limit:** Light: 1, Medium: 8, Heavy: 10

## Sniper — 80 BP

| Init | Move | Item/ | Defences | |
|------|------|-------|----------|----|
| L | 4 | 5 | ♥ | 9 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 9 |
| | | | Mental | |
| | | | ⚫ | 9 |

**Stock Attack: *Rapid Fire* Crossbow(M)**

**Acrobatic.** Ignore one tile of height when moving and jump one tile gaps.
**Pariah.** In targeting ties, monsters will prefer humans over other targets.

**Equips:** Ballistics Weapons
**Weight Limit:** Light: 5, Medium: 12, Heavy: 18

## Artillery — 70 BP

| Init | Move | Item/ | Defences | |
|------|------|-------|----------|----|
| L | 4 | 5 | ♥ | 9 |
| | | | 🛡 | 0 |
| | | | ◉ | 0 |
| | | | ✋ | 9 |
| | | | Mental | |
| | | | ⚫ | 9 |

**Stock Attack: Unarmed | *Channel* Fire Ray**

**Fire Ray.** Ray, 4F. Inflicts two burn each phase to all units in line. Units moving through ray tiles suffer burn.
**Pariah.** In targeting ties, monsters will prefer humans over other targets.

**Equips:** Artifacts
**Weight Limit:** Light: 5, Medium: 12, Heavy: 18

## Assault — 90 BP

| Init | Move | Item/Focus | Defences | |
|------|------|------------|----------|----|
| M | 7, 2d3 | 3 | ♥ | 8 |
| | | | 🛡 | 6 |
| | | | ◉ | 6 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ⚫ | 16 |

**Stock Attack: x2Mace(A)**

**Spellpower.** Add +3 stacks to spell inflicted conditions.
**Terrain Challenged.** Cost 1additional movement to go up and down height.

**Equips:** Mace, Round Shield(6)
**Weight Limit:** Light: 4, Medium: 11, Heavy: 16

## Psy-Warlock — PL 4+, 615 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| H | 4 | 2 | ♥ | 2 |
| | | | 🛡 | 10 |
| | | | ◉ | 20* |
| | | | ✋ | 13 |
| | | | Mental | |
| | | | ⚫ | 16 |

**Stock Attack: Channel Banshee Wail + Shield Push**

**Spellpower.** Add +2 stacks to spell inflicted conditions.
**Psy Shield.** Instant (1F). Gain a 20 block vs attack sequence.

*Channeled* **Banshee's Wail.** Each phase, all units within one tile must pass a will save, else suffer a mortal wound. (Caster included.)

**Equips:** Shields, Artifacts, Armor
**Weight Limit:** Light: 1, Medium: 8, Heavy: 10

---

## Dverg Champion — PL 4+, 616 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| H | 3 | 2 | ♥ | 14 |
| | | | 🛡 | 20 |
| | | | ◉ | 0 |
| | | | ✋ | 8 |
| | | | Mental | |
| | | | ⚫ | 14 |

**Stock Attack:** *Shockwave* x4 Greathammer(M), -3B&D

**Dauntless.** No penalty for failed charges.
**Shockwave.** (1F), Assault. Natural 'daze', 'stun', 'knockdown' or 'demoralize' values also effect foes adjacent to target.

**Equips:** Greathammer, Armor, Shields
**Weight Limit:** Light: 6, Medium: 13, Heavy: 20

---

## Human Bard-Guard — PL 4+, 682 BP

| Init | Move | Item/ | Defences | |
|---|---|---|---|---|
| H | 4 | 2 | ♥ | 9 |
| | | | 🛡 | 18 |
| | | | ◉ | 10 |
| | | | ✋ | 9 |
| | | | Mental | |
| | | | ⚫ | 9 |

**Stock Attack:** *Rapid Fire* Crossbow(M)

**Battle Banner.** Allies within one tile gain +3 advantage and have double capture weight.
**Rage Song.** At end of turn, all allies gain +3 rage stacks.

**Equips:** Banners, Shields
**Weight Limit:** Light: 5, Medium: 12, Heavy: 18

---

## Gobold Blastmaster-Sniper — Pl 4+, 586 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| L | 5 | 5 | ♥ | 4 |
| | | | 🛡 | 2 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ⚫ | 10 |

**Stock Attack:** Gattling-Burst Crossbow(M)

**Dodgy.** Ignore one square of threat. (Stacks with other sources.)
Stealth III.

**Gatling-Burst Lostech.** *Gatling.* Attacks target each phase.
*Burst.* 1d4 attacks.

**Equips:** Lost-Tech
**Weight Limit:** Light: 2, Medium: 9, Heavy: 12

---

## Unicorn Cleric — PL 4+, 656 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| M | 7, 2d3 | 3 | ♥ | 8 |
| | | | 🛡 | 16 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ⚫ | 18 |

**Stock Attack:** x3 Shortbow(M) | Heal or Resurrection

**Terrain Challenged.** Cost 1 additional movement to go up and down height.
**Spellpower.** Add +3 stacks to spell inflicted conditions.

**Equips:** Shortbow
**Weight Limit:** Light: 4, Medium: 11, Heavy: 16

---

## Saur Ranger — PL 4+, 840 BP

| Init | Move | Item/Focus | Defences | |
|---|---|---|---|---|
| H | 5 | 2 | ♥ | 10 |
| | | | 🛡 | 22 |
| | | | ◉ | 0 |
| | | | ✋ | 10 |
| | | | Mental | |
| | | | ⚫ | 10 |

**Stock Attack:** x4 Claw(M) + Claw (M) + Bite(M), -3 B&D

**Finesse Strikes.** Assault, Lock 1. -3 to target's block & dodge saves.
**Flame Splash.** Assault, Lock 1. Attacks additionally inflict burn on hit, splash 1.
**Scaled.** Saur naturally counts as wearing mail (AV 4).

**Equips:** Claw, Bite
**Weight Limit:** Light: 7, Medium: 14, Heavy: 22

## Character Sheet 1

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 2

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 3

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 4

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 5

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 6

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 7

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 8

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**

## Character Sheet 9

**PL:**

| Init | Move | Item Slots | Defences |
|---|---|---|---|
|  |  |  | ♥ |
|  |  |  | 🛡 |
|  |  |  | 🫘 |
|  |  |  | 🐚 |
|  |  |  | Mental |
|  |  |  | ⬤ |

**Stock Attack:**

**Specials**

**Equips:**

**Weight Limit (L/M/H):**