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Adventurers Guild

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Taskmage Explorer ★ 19 1

Sand Kingdoms · MEDIUM · WIZARD · MAGE

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	8	8	8	14	12	10	0	1	12

ABI

Skills: Stealth I · Tracking I

Traits: Survival (Scorching) I · Affinity (Elder) I · Resourceful I

Spellcrafts: Wizardry III

INV(5)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Dagger:	Throwing. +1 STK when used against a model in Crouched State.	T-3	0	STA	melee, weapon	1	0



Amazon Gladiatrix ★ 32 1

Neutral · MEDIUM · BERSERKER

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
3	5	16	12	8	8	12	14	2	3	16

ABI

Skills: Finishing Strike I

Traits: Survival (Scorching) I · Fearless I · Brute I · Duelist I

Combat Arts: Berserk III

INV(3)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Heavy Polarm:	Two-Handed, Cleave.	T+3	2	1	melee, weapon	1	3



Guildsworn Knight ★ 30 1

Neutral · MEDIUM · ARMSMASTER · WARRIOR

STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
2	5	15	15	12	13	8	14	7	4	17

ABI

Skills: Finishing Strike I · Follow Up I · Protector I

Traits: Fearless I · Resistance (Bleed, Knockback) I

Combat Arts: Fencing IV

Stratagems: Defensive Formation · Unconventional Tactics

INV(6)

NAME	EFFECT	PW	RCH	STK	TYPE	QTY	WGT
Poleaxe:	Armor-Piercing, Cleave, Two Handed	T+3	1	1	melee, weapon	1	3
Sword:	-	T	1	STA	melee, weapon	1	1
Glyphscribe Dagger:	+1 STK when using against a model in Crouched. Throwing: The Weapon returns to the users Inventory.	T-3	0	STA	melee, weapon	1	0
Shield:	-3 to incoming Melee Attacks to the Front, +3 ARM against Ranged Attacks to the Front.	T	0	1	melee, shield	1	2



Imported Casting Amplifier ★ 4 1

Neutral

The upgraded model's Spells have +4 RCH.

CLASSES

WIZARD

When casting a Spell of the Elder Element, a Wizard may reroll up to 1 failed roll.

MAGE

When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice.
Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjuration-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

BERSERKER

Once per turn, if Berserkers would suffer one or more Wounds as a consequence of Damage Roll(s), they may perform a T roll for every Wound they would suffer. If a roll is successful, the corresponding damage is prevented.

ARMSMASTER

In the Active role, Armsmasters may gain +1 STK when performing a Melee Attack.

WARRIOR

During their Strategic phase, a Warrior may shift to a Defensive Stance; the player indicates this by placing a Defensive Stance token next to the model. A Warrior in Defensive Stance has STK of 1 in its Active role and retains the default STK in its Reactive role (the same as if in Active role). The Defensive Stance lasts until the Warrior's next Strategic phase unless specified otherwise.

TRAITS

Survival (X Environment)

This model is not affected by the X Environment.

Affinity (Element)

A model with this Trait can cast (Element) Spells.

Resourceful

I: A model with this Trait may receive 1 additional Upgrade.

Fearless

This model cannot become Panicked (State).

Brute

A model with this trait gains +1 STK when using Equipment with the Two-Handed Trait. It ignores the restrictions of the Two-Handed trait.

Duelist

The target of this model's Attack Action cannot use its Combat Arts of level III or less.

Resistance (X)

I: Power of a Hit dealt to this model by an Attack with the (X) Type or Trait is halved.

SKILLS

Stealth

I: When this model activates it does not provoke a Reaction from enemy models that do not have LoS to it, regardless of whether this model is within an enemy model's Awareness or not.

Tracking

This model gains a +3 Modifier when performing Perceive and Uncover actions. Amodel using this skill does not suffer the penalty to its INT Stat when it performs the Uncover action. When performing Perceive, it may re-roll a single roll.

Finishing Strike

When this model causes at least one Wound to a target, it may immediately make an unmodified STK 1 Attack against the same target. It must use the same Item or Skill. If there are more targets, choose only one.

Follow Up

If an enemy model disengages from this model, this model may move up to its halved Speed value towards the disengaged model.

Protector

When an allied model within 1/2 SPD distance is targeted in an Attack in this model's Reactive Role, this model can spend an Activation Point to move into Base Contact with the ally. (While moving, it cannot pass through objects taller than its Hitbox.) By doing this, the model becomes the new target of the Attack Action.

COMBAT ARTS

Berserk

Selected level's effect is applied to this model's Melee Attack.

I: Grapple & Thrash: User's Melee Attack gains Knockdown.
II: Onslaught: User's Melee Attack gains Sweep I.
III: Limb Fracture: User's Melee Attack gains Crippling.

Fencing

Selected level's effect is applied to this model's Melee Attack

I: Masterful Parry: Target's Melee Attack suffers -3 Modifier.
II: Harsh Riposte: Target's Melee Attack suffers -1 STK (cannot be reduced below 1).
III: Second Wind: User's Melee Attack gains +1 STK.
IV: Grapple & Thrash: User's Melee Attack gains Knockdown.

SPELLCRAFTS

Wizardry

ELEMENT	LEVEL	NAME	EFFECT	PW	TYPE	RCH	STK
Elder	I	Mana Burst	Stagger	Int	spell, sorcery | ranged	16	1
Elder	I	Dispel Magic	Targetless. Choose one of the following: (1): Remove target Sorcery, Enchantment, Transmutation spell from the field. (2): Remove target summoned creature from the field. (3): Cancel Shrouded State.	-	spell, healing | ranged	16, AOE: Circular L	1
Elder	II	Confuse Target	Mindgame, Ricochet I. The target model becomes Confused (State) until the start of caster's next Strategic phase. When casting this spell, the caster may spend 1 Mana to gain +2 STK.	-	spell, sorcery | ranged	16	1
Elder	II	Ward	Non-Critical Damage and related effects of any incoming Attack targeting the target of this Spell are ignored. When the caster is Engaged, this spell can target only the caster.	-	spell, sorcery | melee and ranged	16	1
Elder	III	Redirect Damage	On hit, the Target's successful non-Critical Hits are negated. In addition, the Target model receives a number of non-Critical Hits equal to the number of successful Attack Rolls (apart from Critical Hits) it made during its Attack, using the same Item, Spell and Abilities it used during its Attack. This Spell is not affected by "Ranged (Friendly Fire)"	-	spell, sorcery | melee and ranged	16	1
Elder	III	Hastened Recovery	You may do one of the following: (1): Remove Crippled (State); (2): Remove Bleeding (state); (3) Remove Weakened (State); (4) Remove Poisoned (State); (5): The target regains 1 HP.	-	spell, healing | ranged	16	STA

STRATAGEMS

Defensive Formation

Type: Authority

Each friendly model receives +1 ARM for every other friendly model in Base Contact.