



EMBERWIND™

H E R O M A N U A L

EMBERWIND™

HERO MANUAL

DEMO VERSION



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Introduction to EMBERWIND™

EMBERWIND™ is a role-playing and tactical combat game designed for every kind of hero: fearsome warriors, cunning mages, brave leaders, cutthroat thieves, bloodthirsty assassins, battle-hardened soldiers, and more! If you can imagine a hero, we want to help you create them and tell their story.

Creating a Hero

TIME REQUIRED:

For new players: 20 to 30 minutes

For experienced players: 5 to 10 minutes

Creating a Hero in *EMBERWIND™* is a fast, fun process designed to get you into the game as quickly as possible. We recommend diving in by trying out a character concept and making mistakes. You can retrain your Hero at various points during play (p. 8 and 81), allowing you to refine your Hero as an ongoing process.

TIP: It may help to think of the process of creating your Hero as requiring one or more drafts. For example, you may reach Step 4 in this guide and decide to go back and change a decision from Step 2. No problem! You can go through the steps as many times as you need.

Step 1: Hero Concept and Class

STEP CHECKLIST:

- Decide on your Hero Concept
- Choose your Class
- Choose your Hero's Name

Imagine a grizzled cleric kneeling in prayer by the side of the road, the dents and notches in his armour serving as a warning to any who might disrupt his worship. Or imagine a covert assassin, her face an unreadable mask of calm as she imperceptibly draws a keen-edged blade from her robes.

These are **Hero Concepts**—starting places to build the statistics and abilities your Hero will use to interact with characters, combatants, and their environment.

A Hero Concept can be simple (“I want to play a tough swordswoman.”) or complex (“I want to play a down-on-his-luck thief who has lived the majority of his life on the streets, but refuses to use underhanded tricks to survive.”).

Ultimately, you just need enough of an idea to understand how they would respond to conversations, confrontations, and collaborations with other players, allies, and foes. Any additional details you can think of will further deepen their backstory and influence their actions.

TIP: Don't forget to choose a name! Great heroes have great names—or at the very least, interesting ones. Pick one that suits your character!

Once you have an idea of who your Hero is, you'll need to pick a **Class**. Each Class has its own particular flair and flavour. Read over the nine Class descriptions and choose the one that best fits your concept. Then record your Class on your Hero Card.

IF YOU GET STUCK:

If you're finding it difficult to come up with a concept for your Hero, it may be easier to think about a style of gameplay you'd like to try, or a role you'd like to fill in your party, and use the guide below to pick a Class that might make a good starting point. Keep in mind, however, that every Class in *EMBERWIND™* is highly customizable, and can be built in a massive variety of ways.

If you like being the tank in the thick of battle, consider: Warrior, Atlanta, Tactician.

If you like being the heavy hitter and dealing lots of damage, consider: Ardent, Warrior, Rogue.

If you like healing allies and supporting the party, consider: Atlanta, Spiritualist, Druid.

If you like controlling the flow of combat and the battlefield, consider: Tactician, Invoker, Archer.

If you aren't sure which one to pick, start with the first Class from one of the lists above. We've ordered them starting with the Classes that provide the easiest entry points into each style of play.



ARDENT

“We are fire, or we are fuel.”

The Ardent weaves arcane power into complex chains of magic that can lay waste to an entire battlefield or strike down single targets with merciless efficiency.

As mercurial and dangerous as the untameable magical forces she parleys with, the Ardent is driven by a burning obsession with power that makes her a fearsome ally, and an even more terrifying enemy.



DRUID

*“All things grow. All things wither.
All things die.”*

The Druid commands the battlefield as both a keeper of the wilderness and an enforcer of its harsh laws—sometimes at the cost of his own humanity. Like the natural world he draws his magic from, the Druid is extremely adaptable, capable of unleashing nature’s full spectrum of regenerative and destructive forces.



INVOKER

*“Reality is bound by unbreakable laws.
I am the one who writes them.”*

The Invoker is the unmatched master of control magic, capable of reshaping the battlefield and bending the minds and abilities of enemies and allies to gain the upper hand. Never seeing the path to victory as a straight line, she specializes in adapting her strategies and directing combat with a well-placed curse or boon or an expertly timed upheaval of the battlefield.



ARCHER

“Move like wind. Strike like thunder.”

While the Archer is peerless in ranged combat, she can fluidly shift between combat styles to dispatch enemies near and far with deadly grace and efficiency. Not bound to the use of the bow, the Archer's arsenal of ranged and melee maneuvers and heightened battlefield awareness allow her to see and respond to the rhythms of combat to make sure every shot and slash lands true.



ROGUE

“Fair fight? Never heard of it.”

The Rogue is a resourceful opportunist who uses a trickster's cunning, a gambler's courage, and an assassin's unflinching instincts to claim victory. With no room for error or hesitation in combat, the Rogue relies on expert positioning, lightning reflexes, deadly poisons, and conspiring allies to ensure a swift kill and safe retreat.



WARRIOR

“The price of glory is blood. Make sure it's your opponent who pays.”

To the Warrior, the battlefield is a canvas that can be painted with a hundred different kinds of bloodshed. Specializing in physical combat, the Warrior is a cunning fighter, capable of overpowering foes and defending fellow heroes with a constantly evolving arsenal of battle techniques and increasingly powerful attack maneuvers.



ATLANTA

“The strength of the lion is in its pride.”

The Atlanta is the lion of war, always found where the fray is thickest. She relies on her mastery of arms and armour as well as her supernatural charisma to carry her allies to victory. With an Atlanta in their ranks, a small unit can fight with the ferocity of an entire army, and rise to greater feats than they ever thought possible.



SPIRITUALIST

“See beyond sight. Feel beyond flesh. The spirits call.”

The Spiritualist moves like water. He is a sea of calm on the surface, but hides powerful currents of energy in his depths. The master of spiritual magic and physical discipline, he uses his mystic arts to raise fallen allies, drain the vitality of his enemies, or deliver blows that pulverize flesh and turn bone to dust.



TACTICIAN

“It’s not gambling if you’ve done the math.”

The Tactician is the most adaptable frontline leader. A good Tactician knows how to read his opponents, stack the deck in his allies’ favour, and play the odds to come out on top. Not only can the Tactician inspire his team to strike harder and faster, he uses his mastery of attack gambits to cut down enemies before they can see his entire strategy unfold.

Step 2: Tier Selection

STEP CHECKLIST:

- Choose a Tier

Tiers represent the power level of your Hero. There are four Tiers to choose from.

Discuss as a group which Tier to create your Heroes at. All players in the same group should design their Heroes at the same Tier.

TIP: Your group will want to determine their Tier choice based on how comfortable they feel with advanced play, as well as which Tier best reflects their Hero's progress on their journey to greatness.

When you have chosen your Hero's Tier, record it onto your Hero Card.

Advancing Tiers: In your **Epic**, your Hero will advance Tiers at your Storyteller's discretion. Usually, this will occur when you defeat a major adversary or accomplish a major story goal and reach a **Milestone** (p. 78). When your Hero advances a Tier, they gain all of the bonuses listed under the "Tier Advancement" heading for their new Tier. For more information, refer to the Hero Advancement section on p. 81.

TIER TABLE

Tier	Recommended for Heroes who...	Recommended for players who...
1	...are beginning their journey to greatness.	...are learning <i>EMBERWIND™</i> or any Role-Playing Game for the first time.
2	...have proven themselves as capable and skilled adventurers.	...are learning <i>EMBERWIND™</i> for the first time.
3	...have earned great renown as formidable and fearless explorers.	...are familiar with <i>EMBERWIND™</i> .
4	...have become known far and wide for their legendary exploits.	...are experienced with <i>EMBERWIND™</i> and are looking for a challenge.

You will need to select one of two systems to determine the statistics of your Hero in the next step. For players who are new to tabletop RPGs, we recommend the Aspect System (p. 7) for a simplified and faster creation experience. For those seeking a more traditional method, use the Attribute System (p. 10) instead.

Aspect or Attribute System?: There will be a slight difference in the statistics generated depending on the method used. Heroes made using the Attribute method tend to have a wider variance in their values relative to the Aspect method.

Step 3A: Refining your Hero - Aspects System

STEP CHECKLIST:

- Apply Base Hero Values*
- Select 3 Aspects*

TIP: The Aspect System is the simplest and fastest way to generate your Hero's statistics. For a more traditional method to determine your statistics, skip this section and turn to the Attribute System on p. 10 instead.

ASPECTS

Is your Hero strong or sturdy? Spirited or swift? Powerful or precise? While any number of words may describe your Hero, **Aspects** are special terms that not only reflect their personality and combat style, but also provide specific bonuses that improve at higher Tiers of play.

When you create your Hero, select one Aspect from each of the following three tables: Offensive, Defensive, and Utility. Record your three Aspects and the associated bonuses on your Hero Card. If you are playing a higher-Tier Hero, you gain all the bonuses listed on your current Tier as well as the lower Tiers.

Retraining Your Aspects: When you advance a Tier, you may reselect 1 Aspect.

- ◆ **Method 1:** Replace all bonuses from your old Aspect with the bonuses of your new Aspect.
- ◆ **Method 2:** Gain only the bonuses of your new Aspect from the Tier you just reached.

BASE HERO VALUES

Tier 1	Tier 2 Advancement	Tier 3 Advancement	Tier 4 Advancement
<ul style="list-style-type: none"> • 20 HP • 4 to Barrier (Toughness/Resistance) Values • 4 to Defence (Dodge/Willpower) Values • 8 to all Skills • 1 to all Special Action Limits (Trigger, Sustain, Amplify) • 2 to Critical • 10 to Accuracy • 5 to Penetration • 1-5 Square Move Actions • 1 Square Shift Actions • 2 Tide-Turner Charges 			

ASPECT TABLE - OFFENSIVE

Aspect	Deadly	Precise	Powerful	Steady	Vicious	Keen
Tier 1	• +1 Critical	• +2 Accuracy	• +2 Penetration			
Tier 2						
Tier 3						
Tier 4						

ASPECT TABLE - DEFENSIVE

Aspect	Vigorous	Tough	Resistant	Evasive	Willful	Defiant
Tier 1	<ul style="list-style-type: none"> +8 HP +1 Toughness +1 Resistance 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Resistance +1 Dodge 	<ul style="list-style-type: none"> +2 HP +2 Dodge +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower
Tier 2	<ul style="list-style-type: none"> +4 HP +1 Toughness +1 Resistance 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Resistance +1 Dodge 	<ul style="list-style-type: none"> +2 HP +2 Dodge +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower
Tier 3	<ul style="list-style-type: none"> +2 HP +1 Toughness +1 Resistance 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Resistance +1 Dodge 	<ul style="list-style-type: none"> +2 HP +2 Dodge +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower
Tier 4	<ul style="list-style-type: none"> +2 HP +1 Toughness +1 Resistance 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Resistance +1 Dodge 	<ul style="list-style-type: none"> +2 HP +2 Dodge +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower 	<ul style="list-style-type: none"> +2 HP +2 Toughness +1 Willpower

ASPECT TABLE - UTILITY

Aspect	Dynamic	Focused	Charged	Heroic	Spirited	Swift
Tier 1	<ul style="list-style-type: none"> +1 Trigger Limit 	<ul style="list-style-type: none"> +1 Sustain Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit
Tier 2	<ul style="list-style-type: none"> +1 Trigger Limit 	<ul style="list-style-type: none"> +1 Sustain Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit
Tier 3	<ul style="list-style-type: none"> +1 Trigger Limit 	<ul style="list-style-type: none"> +1 Sustain Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit
Tier 4	<ul style="list-style-type: none"> +1 Trigger Limit 	<ul style="list-style-type: none"> +1 Sustain Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit 	<ul style="list-style-type: none"> +1 Amplify Limit



Step 3_B: Refining your Hero - Attribute System Variant

STEP CHECKLIST:

- Roll 4 Attributes or select 1 Standard Array of Attribute Scores
- Assign those Values to your Attributes
- Apply Base Hero Values*
- Modify Hero Values with Secondary Scores

TIP: The Attribute System is a traditional, dice-rolling method to generate your Hero's statistics. For a simpler and faster method to determine your statistics, use the Aspect System on p. 8 instead.

ATTRIBUTES

Heroes live and die by their **Attributes**, which are a measure of their raw mental and physical capacities. Your Hero's four Attributes—**Strength**, **Intelligence**, **Dexterity** and **Resilience**—have an effect on every action you take and almost every dice roll you make. In other words, your Attributes define your Hero's strengths, weaknesses, and their ability to specialize in certain roles.

- **Strength (STR)** measures your Hero's physical power, toughness, and stamina.
- **Intelligence (INT)** represents your Hero's ability to learn, common sense, and reasoning.
- **Dexterity (DEX)** affects how agile, coordinated, and swift your Hero is.
- **Resilience (RES)** describes your Hero's charisma, commanding ability, and morale.

GENERATING ATTRIBUTES

You can determine your Attribute Scores in two different ways:

Rolling Dice:

1. Roll 3d4 and remove the lowest Roll result.
2. Add the 2 remaining Roll results together.
3. Record the number.
For example, if you roll a 1, 3, and 3, the final number would be 3 + 3 = 6.
4. Repeat this process until you have 4 numbers.

Variant—Balancing Out Low Rolls:

- ♦ **If the total Value of your 4 Attributes is equal to or less than 23:** Your Hero is granted 1 additional Point to add to any Attribute.
- ♦ **If the total Value of your 4 Attributes is equal to or less than 20:** Your Hero is granted 3 additional Points to divide amongst their 4 Attributes.

5. Assign each number to an Attribute.
6. Distribute an additional 2 points as you wish between your Attributes.

Standard Array:

1. Choose 1 of the following sets of numbers.
 - ♦ 5, 6, 6, 6
 - ♦ 3, 6, 7, 7
 - ♦ 2, 4, 7, 8
2. Assign each number from your chosen set to an Attribute.
3. Distribute an additional 2 points as you wish between your Attributes.

BASE HERO VALUES

Tier 1

- 10 HP
- 2 to Barrier (Toughness/Resistance) Values
- 2 to Defence (Dodge/Willpower) Values
- 5 to all Skills
- 1 to all Special Action Limits (Trigger, Sustain, Amplify)
- 0 to Critical
- 8 to Accuracy
- 1 to Penetration
- 1-4 Square Move Actions
- 1 Square Shift Actions
- 0 Tide-Turner Charges

ADVANCING YOUR HERO

Whenever your Hero gains enough Experience to **advance a Tier** (see Hero Advancement on p. 81 for more details), they gain the following bonuses:

Tier 2

Advancement

Tier 3

Advancement

Tier 4

Advancement

AVAILABLE IN THE FULL VERSION

ATTRIBUTES

Each Attribute governs multiple Secondary Scores—Base Scores, Skills, and Combat Scores—which in turn, determine how capable your Hero is at particular tasks. For example, your Hero's **Resilience** determines how charismatic they are, improving their ability to convince others with their Fast-Talk Skill (Skills, p. 12). Certain Secondary Scores are affected by every point that goes into their governing Attribute. Others will be affected by every 2, 3, or 4 points in the governing Attribute.

ROUNDING YOUR SECONDARY SCORES

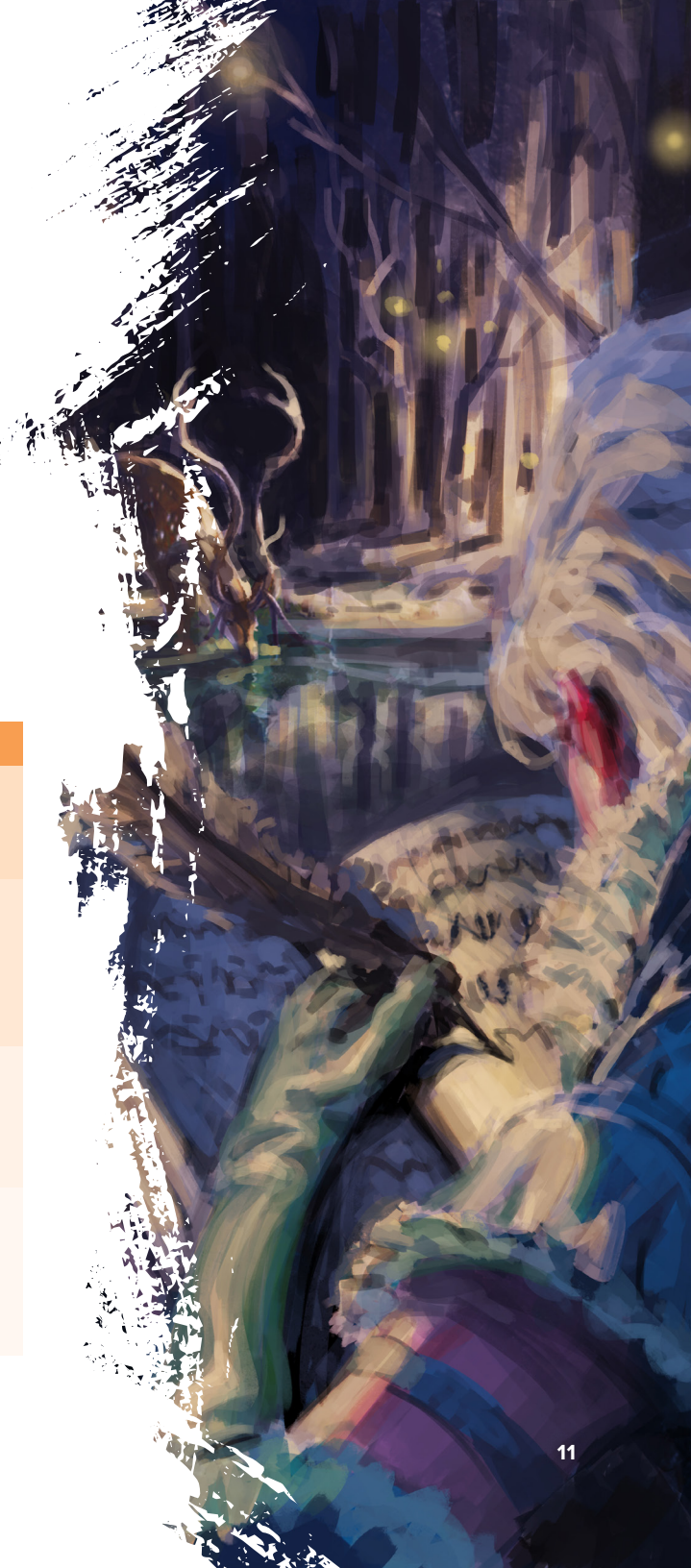
Before you begin to play, decide as a group if you will round up or down when calculating the effect your Attributes have on your Secondary Scores.

SECONDARY SCORE GOVERNANCE

Attribute	Strength	Intelligence	Dexterity	Resilience
For every 1 Point (in the Governing Attribute), gain:	<ul style="list-style-type: none"> +1 HP 	-	-	<ul style="list-style-type: none"> +1 HP
For every 2 Points (in the Governing Attribute), gain:	<ul style="list-style-type: none"> +1 Penetration +1 Toughness +1 Athletics +1 Endurance +1 Intimidate 	<ul style="list-style-type: none"> +1 Penetration +1 Resistance +1 Insight +1 Knowledge +1 Mend 	<ul style="list-style-type: none"> +1 Accuracy +1 Dodge +1 Acrobatics +1 Sleight of Hand +1 Stealth 	<ul style="list-style-type: none"> +1 Willpower +1 Fast-Talk +1 Focus +1 Leadership
For every 3 Points (in the Governing Attribute), gain:	<ul style="list-style-type: none"> +1 Critical 	-	-	<ul style="list-style-type: none"> +1 Tide-Turner Charge +1 Damage to all Damage-dealing Actions
For every 4 Points (in the Governing Attribute), gain:	-	<ul style="list-style-type: none"> +1 to Trigger Limit (Max 3)* OR +1 to Sustain Limit (Max 3)* OR +1 to Amplify Limit (Max 3)* 	<ul style="list-style-type: none"> +1 Square to Shift or Move Actions 	-

*THE AMPLIFY/SUSTAIN/TRIGGER LIMIT:

The Max Amplify, Sustain, or Trigger Limit (collectively known as the **Special Action Limit**) only refers to how much your Hero can improve those Special Action Limits using their Attributes. You can further increase your Special Action Limits using other bonuses, Items, Actions, Traits, Effects, etc.



Step 4: Select Skills, Occupations, and Maneuvers

STEP CHECKLIST:

- Select 1 Major Skill, 3 Minor Skills, and 1 Maneuver
- OR**
- Select an Occupation and 1 Maneuver

Skills represent your Hero's aptitude for performing specific tasks, from threatening a warlord's lackey into revealing the location of a hidden cache of supplies (Intimidate), to disarming an arcane explosive rigged to blow your airship apart (Knowledge). Sometimes, the same task can be completed in different ways using different Skills. For example, you might use Acrobatics to nimbly weave your way through a pit of spikes, or use Athletics to simply leap over it in a single bound.

You may choose your Skills in one of two ways:

1. Select one Major Skill and three Minor Skills from the Skill Table below, assigning +6 to your Major Skill and +4 to each of your Minor Skills.
2. Or, select an Occupation on p. 14 for your Hero, which will determine your Major and Minor Skills.

SKILL TABLE

Skill Name	Athletics	Endurance	Intimidate
Description	Use Athletics when running, jumping, climbing, lifting, or making other use of your muscular strength and level of physical fitness.	Use Endurance to hold your ground against assaults and power through situations that require sustained use of your physical strength and conditioning.	Use Intimidate to frighten, browbeat, or coerce others into doing what you want them to do, even if it is against their better judgment.
Example of Use	<i>The Terrorbeak Roc shrieks and begins to ascend, its massive wings beating the air. Before it can reach the apex of its climb and make a diving attack on your allies on the cliff face below you, you prepare to leap out from the rock wall and tackle it in mid-air. You will need the Athletics Skill.</i>	<i>A Thresher Greatbeast swings its mighty tail. The massive appendage slams into your ribs, driving the breath from your lungs. You grit your teeth and shift your stance, attempting to hold your ground and keep your feet as the tail knocks you back. You will need the Endurance Skill.</i>	<i>The two warlords you have brought together to discuss an armistice refuse to see eye to eye. Sheilash the Flayer has no respect for you or the trickster tactics of her longtime adversary Krong Twelfthfingers. For his part, Krong gives off an air of disinterest and amusement at your attempt to force a negotiation. You realize a show of force is necessary, and prepare to slam your fist down on the negotiating table hard enough to splinter wood, spill drinks, and rattle these longtime enemies out of their complacency. You will need the Intimidate Skill.</i>

Skill Name	Acrobatics	Sleight of Hand	Stealth
Description	Use Acrobatics to balance, tumble, pirouette, and perform other stunts that rely on agility and hand-eye coordination.	Use Sleight of Hand to draw or stow Items without being noticed, steal from others, disarm traps, feint in Combat, and perform other nimble-fingered feats.	Use Stealth to meld into your surroundings, move silently, and go unnoticed by those you wish to hide from.
Example of Use	<i>Your airship shudders as a cannonball punches through its sheet metal frame and shatters your drive crystal into thousands of pieces. As the vessel begins to free fall, you attempt to tumble across the pitching floor and roll to the bolted-down trunk where you keep a small replacement crystal for emergencies. You will need the Acrobatics Skill.</i>	<i>Through the keyhole, you can see the glimmer of gold and the glow of what looks to be a good-sized hearth crystal in the hidden compartment behind the bookshelf. The only problem? Your prize is also locked behind an armed incendiary charge. You lick your lips and wipe a bead of sweat from your brow before retrieving your tools and starting to disarm the trap. You will need the Sleight of Hand Skill.</i>	<i>The heavy footsteps of the caravan guards thunder down the alley behind you. You make a break for it, dashing away from your pursuers and straight into the bustling market centre. Before the guards can close the gap, you step into the crowd, pull your hood up over your head, and attempt to lose them in the packed bazaar. You will need the Stealth Skill.</i>

Skill Name	Insight	Knowledge	Mend
Description	Use Insight to notice and analyse details in the people and environment around you, from detecting lies to spotting hidden traps to recognizing the body language of a Foe about to attack.	Use Knowledge to understand and recall specific information related to languages, magic runes, creatures, politics, academics, and world history.	Use Mend to repair damaged weapons and armour, examine equipment, and heal yourself and allies.
Example of Use	<i>You suspect the town blacksmith is withholding information when he makes an unprompted offer to buy your sword for an unusually high price. You ask why he's interested, watching his eye movement, facial expression, and body language while he answers. You will need the Insight Skill.</i>	<i>The child shrieks as he tumbles into the hidden pit to land among the vipers below. Your party hauls him out quickly, but not before a serpent sinks its fangs into the child's calf. The poison begins coursing through the boy's veins, and you're still hours away from the drop-off point. Without treatment, he will die, or at the very least lose the limb and cost you your payday. You study the serpents' striping pattern, remembering when you saw those colours in Astrelle Machia's Illuminated Guide to Serpents. If you can recall the correct antivenom, you can save him before the bite does any lasting harm. You will need the Knowledge Skill.</i>	<i>Your party is stranded on a desolate island with a crashed airship that can't generate enough lift to get off the ground. You examine the drive crystal, probing the complex matrix of shards for faults. If you can rearrange the pieces more efficiently, you might be able to get her up and running again. You will need the Mend Skill.</i>

Skill Name	Fast-Talk	Focus	Leadership
Description	Use Fast-Talk to diplomatically convince others of a course of action, or mislead them into believing your point of view.	Use Focus to maintain your concentration on a particular task or target during distracting situations.	Use Leadership to inspire others to follow you or to marshal your allies in adverse situations.
Example of Use	<i>You've successfully infiltrated the excavation site, posing as one of the workers hired to dig up a recently discovered artifact. One night at the campfire, the foreman confronts you. "I don't remember hiring you," he says. "Where are your work papers?" Knowing his fondness for drink, you offer him a wineskin and ask him if he forgot the bet you two made when you met over cups at the tavern in town last week. He raises an eyebrow, waiting for you to go on. You prepare a story about a wine-soaked wager involving a job offer and a game of chicken using the company's steam-powered autotunnelers. You will need the Fast-Talk Skill.</i>	<i>A nefarious cultist attempts to read your thoughts with a blast of vile energy. You can feel his mind infiltrating yours, probing at the cracks in your concentration. The echoes of the assault ring painfully within your skull. You attempt to focus your thoughts and shake off the mental invasion. You will need the Focus Skill.</i>	<i>A powerful necromancer and her undead horde is about to launch an all-out attack on a small fishing village. Your party and a ragtag militia gathered from the town are all that stands in her way. Realizing morale is low among the volunteers, you decide to give an impassioned speech reminding them of what they're fighting for, and how they can still save their town—if they follow your orders carefully. You will need the Leadership Skill.</i>

LIST OF OCCUPATIONS

An **Occupation** is the profession your Hero held prior to their start as an adventurer. Your Hero's Occupation provides them with training in a set of Skills.

TIP: The list of Occupations is not exhaustive. If you do not find an Occupation that fits your Hero, feel free to create your own!

Occupation	Major Skill (+6)	Minor Skill (+4)	Minor Skill (+4)	Minor Skill (+4)
Bandit	Athletics	Intimidate	Stealth	Endurance
Man-at-Arms	Athletics	Endurance	Acrobatics	Leadership
Mercenary				
Prizefighter				
Skirmisher				
Squire				
Blacksmith				
Gladiator				
Guard				
Hunter				
Miner				
Survivalist				
Buccaneer				
Enforcer				
Highwayman				
Jailer				
Pirate				
Slaver				

Advisor	Insight	Fast-Talk	Leadership	Knowledge
Herald	Insight	Athletics	Fast-Talk	Leadership
Mystic				
Philosopher				
Sage				
Watchman				
Archivist				
Astronomer				
Cartographer				
Cook				
Engineer				
Scrivener				
Builder				
Cleric				
Field Medic				
Physician				
Surgeon				
Tailor				
Acrobat	Acrobatics	Focus	Athletics	Sleight of Hand
Burglar	Acrobatics	Stealth	Sleight of Hand	Fast-Talk
Courtesan				
Dancer				
Jester				
Sailor				
Bounty Hunter				
Ranger				
Scout				

Smuggler				
Spy				
Trapper				
Artist				
Crafter				
Locksmith				
Pickpocket				
Quartermaster				
Saboteur				
Actor	Fast-Talk	Acrobatics	Focus	Insight
Barkeep	Fast-Talk	Endurance	Intimidate	Leadership
Emissary				
Informant				
Merchant				
Minstrel				
Apothecary				
Duelist				
Historian				
Forger				
Monk				
Watchmaker				
Chieftain				
Guildmaster				
Minister				
Noble				
Ringleader				
Steward				

LIST OF MANEUVERS

You may also choose 1 **Maneuver**, a specialized Action that requires the successful use of a relevant Skill to perform, for your Hero. This table contains a list of Maneuvers you can choose from and the Skill associated with each one.

Write your Hero's Maneuver on your Character Card.

If You Get Stuck: If you're not sure which Skills to focus on, you might try looking at which Skills your allies need support in, and prioritize those to help round out your party's overall scores. Alternatively, you can think about your Hero's backstory, and try to choose Skills that make sense given their path in life.

If you're not sure which Maneuver to choose, Tumble makes for a good default to ensure you are never cornered.

Maneuver Name	Associated Skill	Effect	Action Speed
Tumble	N/A	Move 1-3 Squares. Can move through any Combatant.	Slow
Vault	Strength	Make a Strength Check. If you succeed, you may move Action up to your Movement Speed without using your Move Action and end on a Square you can occupy.	Fast
Weather	Endurance	When you enter a Square with a Local Hazard Effect, you may make a Endurance Check. If you succeed, ignore the Local Hazard Effect.	Fast
Daunt	Strength	When you use a Move Action, you may make a Strength Check. If you succeed, you may pass through Squares Occupied by Foes during that Action.	Fast
Spring	Agility	When you use a Move Action with adjacent to a Foe, make a Agility Check. If you succeed, 1 Square to that Action.	Fast
Feint	Strength or Dexterity	Make a Strength or Dexterity Check. If you succeed, 1 A or 1 D to your next Action. 1 Block.	Fast
Fade	Stealth	Make a Stealth Check. If you succeed, you may end your turn with your next Turn.	Fast
Refresh	Will	Make a Will Check. If you succeed, you may end your turn with your next Turn.	Fast
Analyze	Wight	Make a Wight Check. If you succeed, 1 D to your next Turn.	Fast
Study (with Storyteller Only)	Knowledge	Make a Knowledge Check. If you succeed, you may look at 1 Foe's race and 1 Combat Characteristic, or 1 Special Ability. 1 Block.	Slow
Study (with Storyteller Only) [Variant]	Knowledge	Make a Knowledge Check. If you succeed, you may look at 1 Foe's race only.	Slow + Slow
Optimize	Knowledge	Make a Knowledge Check. If you succeed, you may collect 1 A or 1 D of a roll of 21 or less with 1 Objective and 10 Effects is removed if you become Stunned or at the end of the Encounter.	Slow + Fast
Focus	Focus	Make a Focus Check. If you succeed, 10 Health or 10 Energy to your next Action. 1 Block.	Fast
Betray	Fast Turn	Make a Fast Turn Check. If you succeed, Negate Foe's 10 Health with your next Turn.	Fast
Guide	Leadership	Make a Leadership Check. If you succeed, 10 Health to your ally's next Action. 1 Block.	Slow

AVAILABLE IN THE FULL VERSION

Step 5: Select Equipment

STEP CHECKLIST:

- Choose your Melee Weapon
- Choose your Off-hand
- Choose your Ranged Weapon
- Choose your Armour

Your Hero begins play with two sets of weapons—one for melee combat and one for ranged combat—as well as one set of armour.

Look at the table of Melee Weapons and choose one. If you selected a one-handed melee weapon, you may also choose one off-hand weapon from the off-hand table.

Next, look at the table of Ranged Weapons and choose one.

TIP: Look for the keyword “Melee” or “Ranged” to determine what weapon to use. Both Melee and Ranged Weapons allow the wielder to Target a Foe within the distance listed under its Range column.

Finally, look at the table of Armour and choose one.

Record your equipment, as well as the bonuses granted by it, onto your Hero Card.

Note that you are always considered to have the bonuses from both your Melee Weapon set and your Ranged Weapon set at all times, even if you are only actively using one set at a time to perform any particular Action.

If You Get Stuck: Think about what kind of role you want to specialize in, and choose Equipment that gives you useful bonuses. If you want to be able to Hit your Targets consistently, look for weapons that improve Accuracy. If you want to be able to take out tough Targets, look for weapons with higher Penetration values.

Alternatively, you can choose Equipment that connects with your Hero’s image and backstory.



**Melee Weapon
Select 1**
[1H] = One-Handed, [2H] = Two-Handed

Weapon	Damage	Range	Bonuses
Sword [1H]	[Tier+1]d6 vs. Toughness	1	+2 Accuracy
Sword [2H]	[Tier+1]d10 vs. Toughness	1	+2 Accuracy +2 Penetration
Mace [1H]	[Tier+1]d8 vs. Toughness	1	+3 Penetration
Mace [2H]	[Tier+1]d12 vs. Toughness	1	+3 Penetration
Axe [1H]	[Tier+1]d8 vs. Toughness	1	+2 Accuracy +2 Penetration
Axe [2H]	[Tier+1]d12 vs. Toughness	1	+2 Accuracy +2 Penetration
Pole-arm [1H]	[Tier+1]d8 vs. Toughness	1	+2 Accuracy +2 Penetration
Pole-arm [2H]	[Tier+1]d12 vs. Toughness	1	+2 Accuracy +2 Penetration
Sceptre [1H]	[Tier+1]d6 vs. Toughness	1	+2 Accuracy +2 Penetration +1 Accuracy +1 Penetration
Staff [2H]	[Tier+1]d10 vs. Toughness	1	+2 Accuracy +2 Penetration +1 Accuracy +1 Penetration

AVAILABLE IN THE FULL VERSION

**Off-Hand
Select 1***
*(Only if you have selected a [1H] Melee Weapon)

Off-hand	Bonus
Light Shield	+2 Dodge
Medium Shield	+2 Dodge +2 Accuracy
Heavy Shield	+2 Dodge +2 Accuracy +2 Penetration
Off-Hand Weapon	+2 Accuracy +2 Penetration
Off-Hand Crossbow	+2 Accuracy +2 Penetration +1 Accuracy +1 Penetration
Prayer Beads	+2 Dodge
Focus Item	+2 Dodge

AVAILABLE IN THE FULL VERSION

**Ranged Weapon
Select 1**

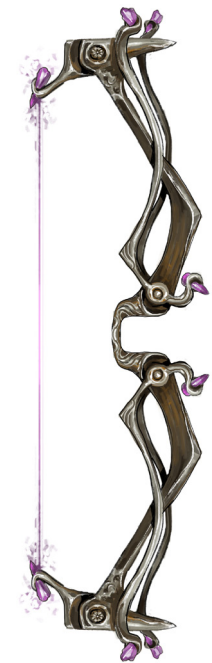
Weapon	Damage	Range	Bonuses
Bow	[Tier+1]d8 vs. Toughness	5	+2 Accuracy
Crossbow	[Tier+1]d6 vs. Toughness	5	+2 Accuracy
Wand	[Tier+1]d6 vs. Toughness	1	+2 Accuracy +2 Penetration
Throwing Knives	[Tier+1]d4 vs. Toughness	1	+2 Accuracy +2 Penetration

AVAILABLE IN THE FULL VERSION

**Armour
Select 1**

Armour	Bonus
Robes	+ [Tier] Resistance
Light Armour	+2 Dodge +2 Accuracy
Heavy Armour	+2 Dodge +2 Accuracy +2 Penetration

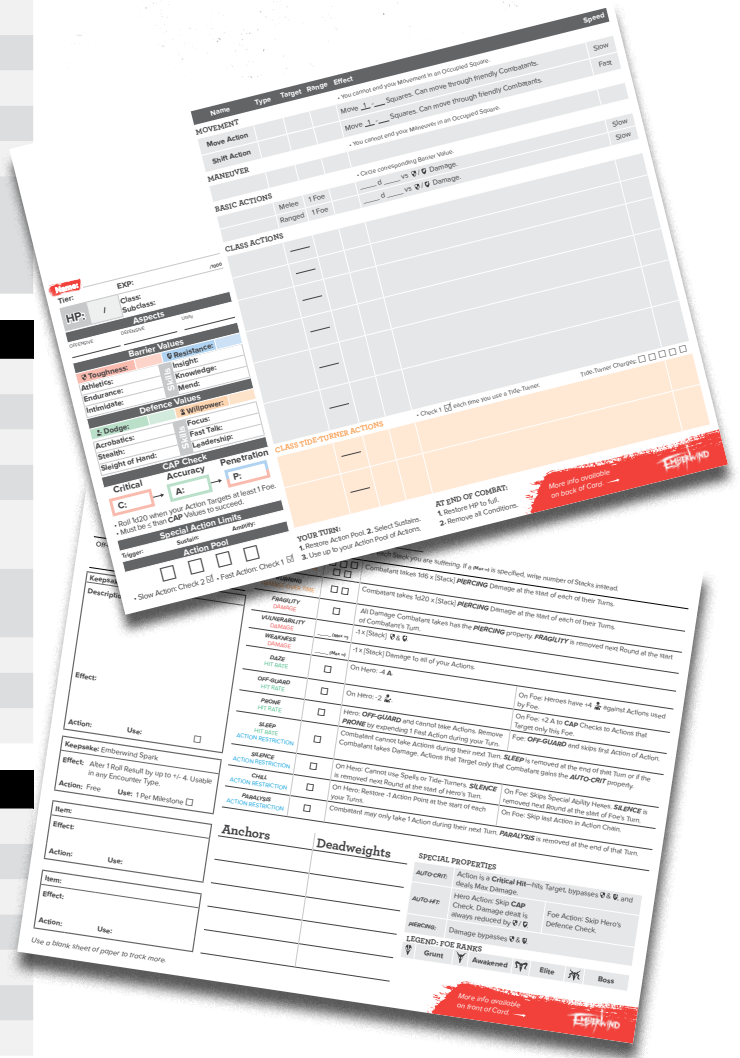
AVAILABLE IN THE FULL VERSION



Step 6A: Filling in Your Hero Card - Aspect

Complete the empty sections of your Hero Card using the information you recorded in the prior steps. Also, calculate your final scores based on the formulas below.

Base Scores	
HP	10 + [Tier x 10] + Aspect
Toughness	4 + Aspect + Equipment
Resistance	4 + Aspect + Equipment
Dodge	4 + Aspect + Equipment
Willpower	4 + Aspect + Equipment
Skills	8 + Major/Minor Skill Bonuses OR Occupation Bonuses (+ 2 Points per Tier above 1)
(Athletics, Endurance, Intimidate, Insight, Knowledge, Mend, Acrobatics, Stealth, Sleight of Hand, Focus, Fast-Talk, Leadership)	
Combat Scores	
Critical (C)	2 + Aspect + Equipment
Accuracy (A)	10 + Aspect + Equipment
Penetration (P)	5 + Aspect + Equipment
Tide-Turner Charges	2 + Aspect [+ 1 at Tier 3]
Melee Weapon Damage	[Weapon Damage Die + Aspect]d[Weapon Damage Die Type] vs. [Barrier Score]
Ranged Weapon Damage	[Weapon Damage Die + Aspect]d[Weapon Damage Die Type] vs. [Barrier Score]
Trigger Limit	1 + Aspect
Sustain Limit	1 + Aspect
Amplify Limit	1 + Aspect
Basic Actions	
Move Action	1-5 Squares + Aspect
Shift Action	1 Square + Aspect
Maneuver	Record your Maneuver and Effect
Basic Melee Attack (Range)	Melee Weapon Range
Basic Melee Attack (Damage)	Melee Weapon Damage
Basic Ranged Attack (Range)	Ranged Weapon Damage
Basic Ranged Attack (Damage)	Ranged Weapon Damage

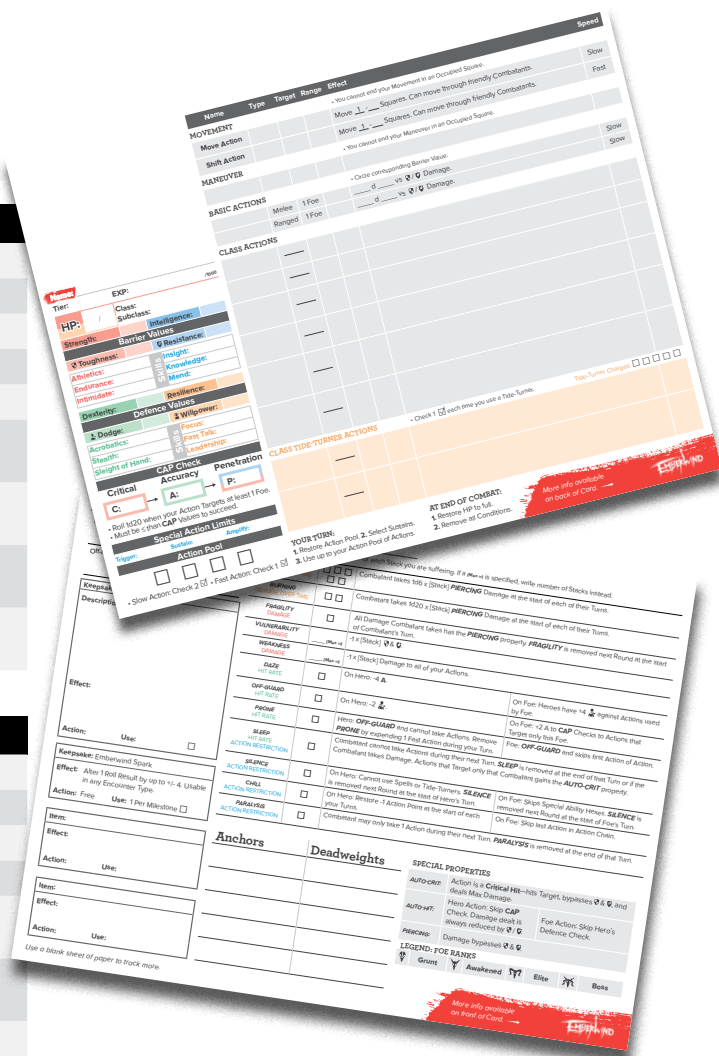


Step 6B: Filling in Your Hero Card - Attribute

Base Scores	
HP	[Tier x 10] + Strength + Resilience
Toughness	2 + (Strength /2)
Resistance	2 + (Intelligence /2)
Dodge	2 + (Dexterity /2)
Willpower	2 + (Resilience /2)
Strength Skills (Athletics, Endurance, Intimidate)	5 + Strength /2 + Major/Minor Skill Bonuses OR Occupation Bonuses
Intelligence Skills (Insight, Knowledge, Mend)	5 + Intelligence /2 + Major/Minor Skill Bonuses OR Occupation Bonuses
Dexterity Skills (Acrobatics, Sleight of Hand, Stealth)	5 + Dexterity /2 + Major/Minor Skill Bonuses OR Occupation Bonuses
Resilience Skills (Focus, Fast-Talk, Leadership)	5 + Resilience /2 + Major/Minor Skill Bonuses OR Occupation Bonuses

Combat Scores	
Critical (C)	Strength /3
Accuracy (A)	8 + Dexterity /2
Penetration (P)	1 + (Strength + Intelligence)/2
Tide-Turner Charges	Resilience /3
Melee Weapon Damage	[Weapon Damage Die]d[Weapon Damage Die Type] + Resilience /3 vs. [Barrier Score]
Ranged Weapon Damage	[Weapon Damage Die]d[Weapon Damage Die Type] + Resilience /3 vs. [Barrier Score]
Trigger Limit*‡	1 + Intelligence /4
Sustain Limit*‡	1 + Intelligence /4
Amplify Limit*‡	1 + Intelligence /4

Basic Actions	
Move Action†	1-4 Squares + Dexterity /4
Shift Action†	1 Square + Dexterity /4
Maneuver	Record your Maneuver and Effect
Basic Melee Attack (Range)	Melee Weapon Range
Basic Melee Attack (Damage)	Melee Weapon Damage + Resilience /3
Basic Ranged Attack (Range)	Ranged Weapon Range
Basic Ranged Attack (Damage)	Ranged Weapon Damage + Resilience /3



*‡ SPECIAL ACTION LIMITS:

*The maximum you can improve each of your Amplify, Sustain, and Trigger Limits using **Intelligence** is 3. Further increases can be acquired from other sources, such as bonuses gained from Items, Actions, Traits, Effects, etc.

‡ Improve your Special Action Limit in either Trigger, Sustain, or Amplify Limit by +1 for every 4 points in **Intelligence**.

†MOVE AND SHIFT ACTIONS:

Improve Movement in either Move Action or Shift Action by +1 for every 4 points in **Dexterity**.



Step 7: Class Actions

STEP CHECKLIST:

- Choose 6 Class Actions
- Choose 2 Class Tide-Turner Actions

Each Hero chooses six **Class Actions** and two **Tide-Turner Class Actions** from the following tables. Class Actions can be used as frequently as you wish, and should be your first choice for most attacks.

Class Traits: Class Traits provide your Hero with a passive statistical bonus or an active, yet definitive approach to combat. While there are no limits on how many Class Traits your Hero may have, each Trait you select replaces one Class Action in your Action List.

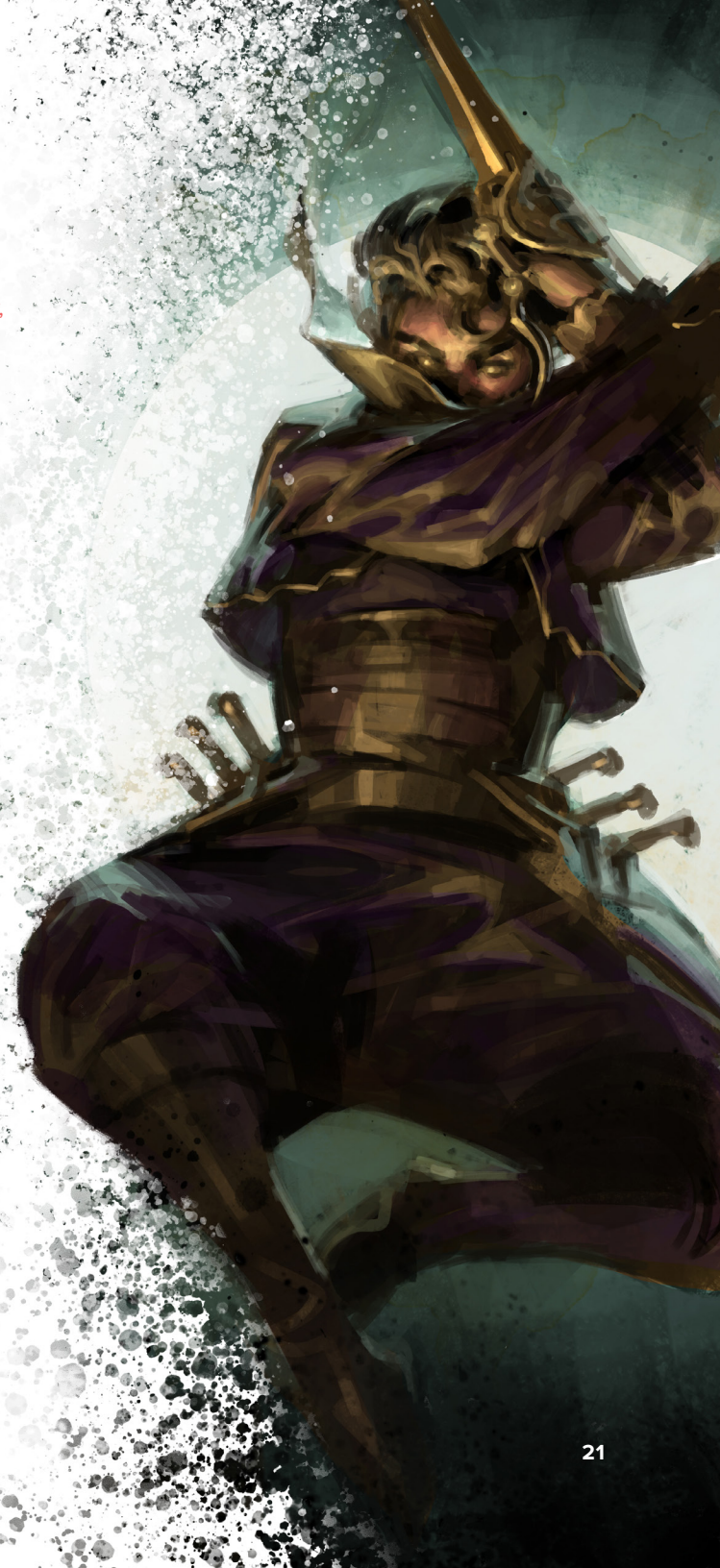
Tide-Turner Class Actions are your most powerful abilities, usually saved for a pivotal moment in combat. Each time you use one, you must expend a Tide-Turner Charge. When you run out of Tide-Turner Charges, you cannot use these abilities until your charges are replenished (after the Finale in an *EMBERWIND™* campaign, or after a Milestone is achieved in a custom campaign).

Depending on your Tier, you will gain access to advanced Class Actions. While you can choose any combination of Class Actions from any Tiers you have access to, remember that you will want to balance advanced options with the base Tier 1 Class Actions your Class is designed around.

Record your Class Actions, Class Traits, and Tide-Turner Class Actions, as well as their effects, on your Hero Card.

If You Get Stuck: Class Actions (and Traits) that have shorter Effect descriptions tend to be simpler and easier to use. If you're a new player looking to keep things easy, focus on selecting Actions and Traits with less complex descriptions to start, and then take more complex Actions and Traits as you become more experienced playing your Class by taking advantage of the Retraining Rules below.

Retraining Your Actions: A large part of what makes *EMBERWIND™* fun is experimentation and we encourage you to do so with your Class Action List! After each Combat Encounter, you are allowed to reselect 1 Action (or Trait) from your Class Action List.



THE
ARDENT





“WE ARE FIRE, OR WE ARE FUEL.”

The Ardent weaves arcane power into complex chains of magic that can lay waste to an entire battlefield or strike down single targets with merciless efficiency. As mercurial and dangerous as the untameable magical forces she parleys with, the Ardent is driven by a burning obsession with power that makes her a fearsome ally, and an even more terrifying enemy.

Class Features



NEEDLING MAGIC

Forge wild flames of arcane energy into a precise assault that will burn through any enemy's defense.



DESTRUCTION MAGIC

Weave and detonate complex spells that unleash a blast of searing annihilation on the battlefield.



MANIPULATION MAGIC

Craft illusions and warp reality—and even time itself—with the shimmering heat of your inner fire.

Ardent - Tier 1

Class Traits

Name	Type	Target	Range	Effect	Speed
Ground Zero	General Exploit	Self	-	-2 Range on your next Spell (Min 1). Inflict 1 Stack of BURNING on all Foe(s) Hit by your next Spell. 1 per Round.	Fast
Spark	Amplify Exploit	1 Spell	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Spell, +[Tier+2] Damage to that Spell.	Free
Time of Need	Amplify Exploit	1 Spell	-	<i>Amp. Effect:</i> When you cast a Spell that you could cast again this Encounter, you may cast that Spell again directly after as a Free Action. You cannot use that Spell for the remainder of the Encounter.	Free

Class Actions

Name	Type	Target	Range	Effect	Speed
Soul Strike	General Spell	1 Foe	Ranged 7	[Tier+1]d12 Damage VS. Resistance.	Slow
Mana Echoes	General Spell	1 Foe	Ranged 7	AUTO-HIT. [Tier]d8 Damage VS. Resistance.	Fast
False Camaraderie	General Spell	1 Foe	Ranged 7	-2 A to CAP Check. Hit Foe moves up to 5 Squares toward another Foe (if possible), then makes a Basic Attack with AUTO-HIT against that Foe (if possible).	Slow
Raging Inferno	General Spell	1-3 Foes	Ranged 3	[Tier+1]d8 Damage VS. Resistance.	Slow
Cauterize	General Spell	1 Combatant	Ranged 7	Remove all Stacks of 1 non- BURNING Condition from your Target (if possible), then inflict 1 Stack of BURNING . <i>Amp. Effect:</i> Expend 1 Free Action to remove all Stacks of 2 Conditions, then inflict 1 Stack of BURNING instead.	Slow
Overheat	Sustain Spell	Self	-	Whenever you use 5 Amplify Effects, your next Spell gains AUTO-CRIT. <i>Sust. Effect:</i> Repeat Effect.	Slow
Mana Shield	Trigger Exploit	Self	-	<i>Trig. Cond.:</i> If you take Damage from an Action, <i>Trig. Effect:</i> -5 to Damage taken and your next Action cannot be a Spell. 1 per Round.	Fast
Hearth's Glow	Amplify Spell	1 Spell	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Spell, 1 Hero heals [Tier+3] HP.	Fast

Class Tide-Turner Actions

Name	Type	Target	Range	Effect	Speed
Composite Magic	General Exploit	Self	-	Your next 2 Spells are Free Actions.	Slow
False Bravado	General Spell	1 Foe	Ranged 7	Inflict 5 Stacks of VULNERABILITY on your Target and it moves up to 7 Squares directly toward you. All Actions that include your Target gain AUTO-HIT until the start of your next Turn.	Slow
Shatterstorm	General Spell	1-3 Foes	Ranged 3	[Tier]d12 PIERCING Damage and inflict 5 Stacks of VULNERABILITY on each Hit Foe.	Slow

Ardent - Tier 2

Class Traits

Code	Level	Age	Group	Description	Active	Spent
1000	100	10	10	1000	1000	1000
1001	100	10	10	1001	1001	1001

Class Actions

Code	Level	Age	Group	Description	Active	Spent
1000	100	10	10	1000	1000	1000
1001	100	10	10	1001	1001	1001
1002	100	10	10	1002	1002	1002
1003	100	10	10	1003	1003	1003
1004	100	10	10	1004	1004	1004
1005	100	10	10	1005	1005	1005
1006	100	10	10	1006	1006	1006
1007	100	10	10	1007	1007	1007
1008	100	10	10	1008	1008	1008

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Level	Age	Group	Description	Active	Spent
1000	100	10	10	1000	1000	1000
1001	100	10	10	1001	1001	1001
1002	100	10	10	1002	1002	1002

Ardent - Tier 3

Class Traits

Class	Req	Req	Req	Req	Active	Spells
Arden	10	-	-	-	10	10
Arden	10	-	-	-	10	10
Arden	10	10	10	10	10	10

Class Actions

Class	Req	Req	Req	Req	Active	Spells
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Req	Req	Req	Req	Active	Spells
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10
Arden	10	10	10	10	10	10

Ardent - Tier 4

Class Traits

Code	CD	Type	Req	Desc	Action Points
Arden	10	-	-	Arden's ability to charge by 100% each turn.	-
Arden	10	-	-	Arden's ability to charge by 100% each turn.	-
Arden	10	-	-	Arden's ability to charge by 100% each turn.	-

Class Actions

Code	CD	Type	Req	Desc	Action Points
Arden	10	W	-	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	CD	Type	Req	Desc	Action Points
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100
Arden	10	W	-	Arden's ability to charge by 100% each turn.	100
Arden	10	W	100	Arden's ability to charge by 100% each turn.	100

THE
DRUID





“ALL THINGS GROW. ALL THINGS
WITHER. ALL THINGS DIE.”

The Druid commands the battlefield as both a keeper of the wilderness and an enforcer of its harsh laws—sometimes at the cost of his own humanity. Like the natural world he draws his magic from, the Druid is extremely adaptable, capable of unleashing nature’s full spectrum of regenerative and destructive forces.

Class Features



REGENERATION MAGIC

Harness the healing powers of the earth to help your allies shrug off debilitating or even fatal wounds.



DEGENERATION MAGIC

Cripple and wither your enemies with the brutal indifference of the natural world.



GROWTH MAGIC

Imbue you and your fellow heroes with magical energies to make you stronger, faster, and fiercer in combat.

Druid - Tier 1

Class Traits

Level	Prerequisites	Level	Prerequisites	Class Trait	Action Speed
1		1		Druidic	-
2		2		Druidic	-
3		3		Druidic	10
4		4		Druidic	10
5		5		Druidic	10

Class Actions

Level	Prerequisites	Level	Prerequisites	Class Action	Action Speed
1		1		Druidic	10
2		2		Druidic	10
3		3		Druidic	10
4		4		Druidic	10
5		5		Druidic	10
6		6		Druidic	10
7		7		Druidic	10
8		8		Druidic	10
9		9		Druidic	10
10		10		Druidic	10

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Level	Prerequisites	Level	Prerequisites	Class Action	Action Speed
1		1		Druidic	10
2		2		Druidic	10
3		3		Druidic	10

Druid - Tier 2

Class Traits

Level	Prerequisites	Class Trait	Notes
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.

Class Actions

Level	Prerequisites	Class Action	Notes
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Level	Prerequisites	Class Action	Notes
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.
1st		Druidic Spellcasting	Druids can cast spells using druidic spells.

Druid - Tier 3

Class Traits

Name	Cost	Type	Range	Effect	Action Speed
Wild Shape	Free	-	-	You can transform into any animal that is Medium or smaller.	-
Wild Shape	Free	-	-	While you are transformed into an animal, you may use any natural weapon the animal has.	-

Class Actions

Name	Cost	Type	Range	Effect	Action Speed
Wild Shape	Free	W	-	You can transform into any animal that is Medium or smaller.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Name	Cost	Type	Range	Effect	Action Speed
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free
Wild Shape	Free	W	Self	While you are transformed into an animal, you may use any natural weapon the animal has.	Free

Druid - Tier 4

Class Traits

Name	CD	Type	Range	Effect	Active	Level
Wild Shape	1 min	Transformation	Self	When you enter the Wild Shape, you can't cast spells, activate class features, or activate any other abilities that require concentration. You can't become a creature that is immune to fire, cold, or lightning damage.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1

Class Actions

Name	CD	Type	Range	Effect	Active	Level
Druid Spellcasting	1 min	Spellcasting	Self	When you enter the Wild Shape, you can't cast spells, activate class features, or activate any other abilities that require concentration. You can't become a creature that is immune to fire, cold, or lightning damage.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Name	CD	Type	Range	Effect	Active	Level
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1
Druid Spellcasting	None	Spellcasting	Self	Like a wizard, you learn spells for your class and you prepare them from a spellbook.	Yes	1

THE
INVOKER





“REALITY IS BOUND BY
UNBREAKABLE LAWS. I AM
THE ONE WHO WRITES THEM.”

The Invoker is the unmatched master of control magic, capable of reshaping the battlefield and bending the minds and abilities of enemies and allies to gain the upper hand. Never seeing the path to victory as a straight line, she specializes in adapting her strategies and directing combat with a well-placed curse or boon or an expertly timed upheaval of the battlefield.

Class Features



ALTERATION MAGIC

Mould reality to your will with mind-bending illusions and enchantments.



CURSE MAGIC

Besiege your foes with insidious hexes that sap their strength and drain their reserves.

GEOMANCY MAGIC

Control the battlefield with spells that reshape terrain and configure the very land itself to your advantage.

Invoker - Tier 1

Class Traits

Code	Level	Req	Cost	Effect	Action Speed
11111	1	-	-	Invoke a spell.	-
11112	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100
11113	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100
11114	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100

Class Actions

Code	Level	Req	Cost	Effect	Action Speed
11211	1	-	-	Invoke a spell that costs 1 mana.	100
11212	1	-	-	Invoke a spell that costs 2 mana.	100
11213	1	-	-	Invoke a spell that costs 3 mana.	100
11214	1	-	-	Invoke a spell that costs 4 mana.	100
11215	1	-	-	Invoke a spell that costs 5 mana.	100
11216	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100
11217	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100
11218	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100
11219	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Level	Req	Cost	Effect	Action Speed
11311	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100
11312	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100
11313	1	-	-	Invoke a spell that costs 1 mana. Invoke a spell that costs 2 mana. Invoke a spell that costs 3 mana. Invoke a spell that costs 4 mana. Invoke a spell that costs 5 mana.	100

Invoker - Tier 2

Class Traits

Code	Req	Exp	Typ	Desc	Active	Special
Invoker	Req	-	-	Invoker is a Mage. He requires that the level of the spell is equal to the level of the Invoker. He has the ability to summon and control the spell.	-	-
Invoker	Req	-	-	Invoker is a Mage. He requires that the level of the spell is equal to the level of the Invoker.	-	-

Class Actions

Code	Req	Exp	Typ	Desc	Active	Special
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Req	Exp	Typ	Desc	Active	Special
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-
Invoker	Req	Req	Req	Invoker	Req	-

Invoker - Tier 3

Class Traits

Name	Cost	Type	Range	Effect	Active Speed
Invoke	100	-	-	When you hit the Invoker with your spell, you may also hit the rest of any enemies that are nearby with that spell.	-
Invoke	100	100%	-	Any other spell you cast while you're in the middle of a spell will be cancelled.	Yes

Class Actions

Name	Cost	Type	Range	Effect	Active Speed
Invoke	100	100%	100%	At the end of your turn, you may cast a spell on a nearby enemy.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Name	Cost	Type	Range	Effect	Active Speed
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes
Invoke	100	100%	100%	When you hit an enemy with your spell, you may also hit the rest of any enemies that are nearby with that spell.	Yes

Invoker - Tier 4

Class Traits

Code	Icon	Type	Req	Desc	Active
...
...

Class Actions

Code	Icon	Type	Req	Desc	Active
...
...
...
...
...
...
...
...
...

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Icon	Type	Req	Desc	Active
...
...
...

THE
ARCHER





**“MOVE LIKE WIND.
STRIKE LIKE THUNDER.”**

While the Archer is peerless in ranged combat, she can fluidly shift between combat styles to dispatch enemies near and far with deadly grace and efficiency. Not bound to the use of the bow, the Archer’s arsenal of ranged and melee maneuvers and heightened battlefield awareness allow her to see and respond to the rhythms of combat to make sure every shot and slash lands true.

Class Features



PREPARATION EXPERTISE

Stay ahead of your adversaries with abilities that can be primed for any combat situation.



WIND DANCING EXPERTISE

Outpace your enemies with unparalleled battlefield mobility, then strike them down with lethal grace.



SHARPSHOOTING EXPERTISE

Target a single opponent with surgical precision and deadly ferocity.

Archer - Tier 1

Class Traits

Code	Level	Age	Topic	Description	Active Space
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000

Class Actions

Code	Level	Age	Topic	Description	Active Space
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Level	Age	Topic	Description	Active Space
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000
1000000000	1000000000	1000000000	1000000000	1000000000	1000000000

Archer - Tier 2

Class Traits

Code	Level	Age	Group	Notes	Active Status
Archer	100	-	-	For the Archer class with a focus on the Archer class.	-
Archer	100	100	-	For the Archer class with a focus on the Archer class.	Yes

Class Actions

Code	Level	Age	Group	Notes	Active Status
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Level	Age	Group	Notes	Active Status
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes
Archer	100	100	100	For the Archer class with a focus on the Archer class.	Yes

Archer - Tier 3

Class Traits

Class	Level	Cost	Req.	Effect	Action Speed
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100

Class Actions

Class	Level	Cost	Req.	Effect	Action Speed
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Level	Cost	Req.	Effect	Action Speed
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100
Archer	100	100	-	Use this when you are in a combat situation. You can use it to attack your enemies. The strength of your attack is determined by your level.	100



THE
ROGUE



“FAIR FIGHT? NEVER HEARD OF IT.”

The Rogue is a resourceful opportunist who uses a trickster’s cunning, a gambler’s courage, and an assassin’s unflinching instincts to claim victory. With no room for error or hesitation in combat, the Rogue relies on expert positioning, lightning reflexes, deadly poisons, and conspiring allies to ensure a swift kill and safe retreat.

Class Features



TRICKSTER EXPERTISE

Exploit your opponent’s weaknesses with opportunistic attacks and underhanded tricks.



SERPENT EXPERTISE

Seal your foe’s fate with an arsenal of devious and lethal combat poisons.



SLAYER EXPERTISE

Cut your foe to pieces with sudden ferocity and ruthless efficiency.

Rogue - Tier 1

Class Traits

Name	Cost	Type	Range	Effect	Action Speed
Steadfast	100	-	-	100% Dodge	-
Steadfast	100	-	-	100% Dodge	-
Steadfast	100	100%	-	100% Dodge	100%

Class Actions

Name	Cost	Type	Range	Effect	Action Speed
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Name	Cost	Type	Range	Effect	Action Speed
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%
Steadfast	100	100%	-	100% Dodge	100%

Rogue - Tier 2

Class Traits

Class	Level	Prerequisites	Benefit	Source
Blade Master	1st	-	At the start of your turn, you can make a melee weapon attack against one creature within 5 feet of you.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB

Class Actions

Class	Level	Prerequisites	Benefit	Source
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Level	Prerequisites	Benefit	Source
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB
Blade Master	1st	-	When you hit with a melee weapon attack, you can spend 1 ki point to cause the target to take an extra 1d6 slashing damage.	PHB

Rogue - Tier 3

Class Traits

Class	Level	Prerequisite	Benefit	Action Speed
Rogue	1	-	At the start of each of your Turns, 1d6 Luck points from a pool of Luck points as defined by the Luck Pooling table below are applied to the next time you make a Skill Check.	-
Rogue	5	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes

Class Actions

Class	Level	Prerequisite	Benefit	Action Speed
Rogue	1	None	When you make a Skill Check, you can choose to use your Luck Pooling to add to the roll.	Yes
Rogue	1	None	At the start of your Turn, you can choose to use your Luck Pooling to add to your Luck Pool.	Yes
Rogue	1	None	When you make a Skill Check, you can choose to use your Luck Pooling to add to the roll. This is a separate action from the Luck Pooling action.	Yes/No
Rogue	1	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes
Rogue	1	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes
Rogue	1	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes
Rogue	1	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes
Rogue	1	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes
Rogue	1	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Level	Prerequisite	Benefit	Action Speed
Rogue	1	None	When you make a Skill Check, you can choose to use your Luck Pooling to add to the roll. This is a separate action from the Luck Pooling action.	Yes
Rogue	1	None	When you make a Skill Check, you can choose to use your Luck Pooling to add to the roll. This is a separate action from the Luck Pooling action.	Yes
Rogue	1	None	Up to 100% of your Luck Pooling is added to your Luck Pool.	Yes

Rogue - Tier 4

Class Traits

Name	CD	Type	Range	Effect	Active Speed
Blade Dance	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes

Class Actions

Name	CD	Type	Range	Effect	Active Speed
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Name	CD	Type	Range	Effect	Active Speed
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes
Blade Storm	0.5s	Melee	Self	Deal 100% of your maximum health in 10 ticks. If you are not staggered, you are staggered for 10 ticks.	Yes

THE
WARRIOR





“THE PRICE OF GLORY IS BLOOD. MAKE SURE IT’S YOUR OPPONENT WHO PAYS.”

To the Warrior, the battlefield is a canvas that can be painted with a hundred different kinds of bloodshed. Specializing in physical combat, the Warrior is a cunning fighter, capable of overpowering foes and defending fellow heroes with a constantly evolving arsenal of battle techniques and increasingly powerful attack maneuvers.

Class Features



ARMSMAN EXPERTISE

Mow down enemies with a range of combat techniques for every scenario.



BRUTALITY EXPERTISE

Overpower your foes with sheer physical force and keenly focused battle fury.



DEFENDER EXPERTISE

Own the battlefield by controlling foes' movements and shielding your comrades from even the most deadly onslaughts.

Warrior - Tier 1

Class Traits

Name	Type	Target	Range	Effect	Speed
Powerful	Passive	-	-	+2 P . +[Tier+2] Damage to all Melee Damage-dealing Actions.	-
Staccato Strike	Amplify Exploit	1 Melee Action	-	<i>Amp. Effect:</i> When you Hit at least 1 Foe with a Melee Damage-dealing Action, make 1 Basic Melee Attack directly after against 1 of those Foe(s) as a Free Action.	Fast
Tide of Iron	Amplify Exploit	1 Melee Action	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Melee Action, 1 of those Foe(s) is knocked PRONE .	Fast

Class Actions

Name	Type	Target	Range	Effect	Speed
Boneshatter Blow	General Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage] + 3x[Tier] Damage. If you Penetrate or Critical with <i>Boneshatter Blow</i> , + P to Damage. (Note: Performing <i>Boneshatter Blow</i> with the AUTO-CRIT , PIERCING , or Hitting a Foe with FRAGILITY deals bonus Damage.)	Slow
Cleave	General Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage] + 3x[Tier] Damage. <i>Amp. Effect:</i> Expend 1 Slow Action to inflict 8 Stacks of VULNERABILITY .	Slow
Heroic Strike	General Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage]. Your 1st Amplify Effect applied to <i>Heroic Strike</i> is a Free Action and does not count toward your Amplify Limit.	Slow
Lunging Strike	General Exploit	1 Foe	Melee Weapon Range +2	[Melee Weapon Damage].	Slow
Taunt	General Exploit	1 Foe	Ranged 5	All Actions by your Target must include you as a Target until your next Turn. (Actions that Target multiple Hero(es) must include you as a Target.)	Fast
Shove	General Exploit	1 Combatant	Melee 1	AUTO-HIT . Push your Target up to 5 Squares directly away from you. 1 per Round.	Fast
Lethal Drive	Sustain Exploit	Self	-	Until the start of your next Turn, + P to Damage to your next Damage-dealing Melee Action whenever you make a Move Action (Max +10). <i>Sust. Effect:</i> Repeat Effect.	Slow
Deflect	Trigger Exploit	1 Hero	Melee 1	<i>Trig. Cond.:</i> If 1 or more Hero(es) takes Damage from a Foe's Action, <i>Trig. Effect:</i> The Damage Value of that Action is reduced by 5 (Min 0).	Fast
Bloodrush	Amplify Exploit	1 Damage-dealing Action	-	<i>Amp. Effect:</i> When you cause 1 or more Foe(s) to become FALLEN with a Damage-dealing Action, you may make 1 Move Action directly toward another Foe as a Free Action.	Fast

Class Tide-Turner Actions

Name	Type	Target	Range	Effect	Speed
Charging Strike	General Exploit	1 Foe	Melee 10	You may Target a Foe behind a Square with <i>Cover</i> (Local Field Effect). Make 2 Move Actions directly toward your Target as Free Actions, then make 1 Basic Melee Attack at +4 A if you are in Range. Remove all Squares with <i>Cover</i> (Local Field Effect) you travelled through during <i>Charging Strike</i> .	Slow
Grand Divide	General Exploit	1 Foe	Melee 1	[Melee Weapon Damage] and inflict FRAGILITY .	Fast
Unstoppable Force	General Exploit	Self	-	Heal ½ [your Max] HP.	Fast

Warrior - Tier 2

Class Traits

Code	Year	Grade	Level	Notes	Active	Open
WT-2-1	2020	2	1	Review of U.S. and Florida history for all year levels	-	-
WT-2-2	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-

Class Actions

Code	Year	Grade	Level	Notes	Active	Open
WT-2-3	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-4	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-5	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-6	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-7	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-8	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-9	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-10	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Year	Grade	Level	Notes	Active	Open
WT-2-11	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-12	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-
WT-2-13	2020	2	1	U.S. and Florida history for all year levels. U.S. and Florida history for all year levels. U.S. and Florida history for all year levels.	-	-

Warrior - Tier 3

Class Traits

Name	Cost	Type	Range	Effect	Active Speed
Warrior Trait	Free	-	-	2x Bonus and Defense Bonus for the Warrior class and 1x Bonus for the Warrior class	-
Warrior Trait	Free	-	-	Warrior you can use the Warrior Trait of equipment. The equipment is a special Warrior Trait of equipment	-

Class Actions

Name	Cost	Type	Range	Effect	Active Speed
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Name	Cost	Type	Range	Effect	Active Speed
Warrior Tide-Turner Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Tide-Turner Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior
Warrior Tide-Turner Action	1000	Warrior	1000	Warrior Warrior Trait: You can use Warrior Trait of equipment. 1000 Warrior Trait of equipment	Warrior

Warrior - Tier 4

Class Traits

Class	Level	Type	Range	Effect	Active	Cooldown
Warrior	75	-	-	Pre-emptive Charge (Active) Active against Foes with 100% Charge. When Active, when activated by the Start of a Charge (Active) and Active (Active) (Active)	-	-
Warrior	75	-	-	Pre-emptive Charge (Active) Active against Foes with 100% Charge	-	-

Class Actions

Class	Level	Type	Range	Effect	Active	Cooldown
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge. When Active, when activated by the Start of a Charge (Active) and Active (Active) (Active)	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Level	Type	Range	Effect	Active	Cooldown
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-
Warrior	75	Warrior	None	When Active, Charge (Active) Active against Foes with 100% Charge	Warrior	-



THE
ATLANTA



“THE STRENGTH OF THE LION IS IN ITS PRIDE.”

The Atlanta is the lion of war, always found where the fray is thickest. She relies on her mastery of arms and armour as well as her supernatural charisma to carry her allies to victory. With an Atlanta in their ranks, a small unit can fight with the ferocity of an entire army, and rise to greater feats than they ever thought possible.

Class Features



RESTORATION MAGIC

Rescue companions from the clutches of death, or bolster their efforts with powerful healing spells.



SKIRMISHING EXPERTISE

Turn the tide of battle with feats of arms that thin enemy ranks and inspire courage in your allies.



INSPIRATION EXPERTISE

Perform battle chants and rallying cries that can transform even the most basic rank-and-file soldier into an unstoppable force.



SHIELDING EXPERTISE

Deflect lethal blows from you and your allies with powerful defensive maneuvers.

Atlanta - Tier 1

Class Traits

Name	Type	Target	Range	Effect	Speed
Devoted Act	Passive	-	-	Your 1st 2 Amplify Effects are Free Actions each Encounter.	-
Muse of War	Passive	-	-	Your 1st 2 <i>Warsong</i> Actions are Free Actions each Encounter.	-
Featherlight Charge	Amplify Exploit	1 Sustain Action	-	<i>Amp. Effect:</i> The Sustain Effect you Amplify does not count toward your Sustain Limit. 1 per Encounter.	Fast

Class Actions

Name	Type	Target	Range	Effect	Speed
United Assault	General Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage] + 2x[Number of Other Hero(es) within 5 Squares of you]. <i>Amp. Effect:</i> Expend 1 Fast Action to improve Damage by +5x[Number of Other Hero(es) within 5 Squares of you] instead.	Slow
Sunspear	General Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage]. <i>Amp. Effect:</i> Expend 1 Fast Action to heal all Other Hero(es) [Tier+1] HP.	Slow
Sweeping Strike	General Exploit	1 Foe	Melee Weapon Range +1	[Melee Weapon Damage]. <i>Amp. Effect:</i> Expend 1 Fast Action to cause Hit Foe to be knocked PRONE .	Slow
Warsong: Dirge of Weakness	General Exploit	All Foes	Ranged 5	AUTO-HIT. Inflict 1 Stack of WEAKNESS on each of your Target(s).	Slow
Warsong: Call of the Whitemane	General Exploit	All Other Heroes	Ranged 5	+1 Willpower to your Target(s) until the end of the Encounter.	Slow
Warsong: Exhilarating Anthem	General Exploit	All Other Heroes	Ranged 5	Your Target(s) may each alter their next Roll Result by +/- 2.	Slow
Word of Comfort	General Spell	1 Hero	Ranged 5	Your Target heals 1d10 HP. <i>Amp. Effect:</i> Expend additional Fast Actions to heal +5x[each additional Fast Action] HP.	Fast
Guided Weapon	Sustain Spell	1 Hero	Ranged 5	+2 A if Target is 1 Other Hero. +4 A if Target is Self. <i>Sust. Effect:</i> Repeat Effect.	Slow
Finish Them	Trigger Exploit	1 PRONE Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe is knocked PRONE , <i>Trig. Effect:</i> 1 Hero within 5 Squares of you may make 1 Basic Attack against that Foe as a Free Action. If they Hit, +10 Damage to their Basic Attack.	Slow

Class Tide-Turner Actions

Name	Type	Target	Range	Effect	Speed
Steel Hearts	General Exploit	All Other Heroes	Ranged 5	Select 1 Condition. Remove all Stacks and Negate future Stacks of that Condition from your Target(s) until the end of the Encounter.	Slow + Fast
Warsong: Lionsong	General Exploit	All Other Heroes	Ranged 5	+5 Damage to the next Damage-dealing Action used by each of your Target(s). <i>Amp. Effect:</i> Expend 1 Slow Action to improve Damage to +10 instead.	Fast
Blaze of Glory	Sustain Spell	Self	-	Your Damage-dealing Actions deal Damage VS. Resistance and inflict 1 Stack of BURNING . <i>Sust. Effect:</i> Repeat Effect.	Fast

Atlanta - Tier 2

Class Traits

Code	Year	Grade	Level	Description	Active	Spent
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-

Class Actions

Code	Year	Grade	Level	Description	Active	Spent
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Year	Grade	Level	Description	Active	Spent
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-
1000	2018	10	10	1000	-	-

Atlanta - Tier 3

Class Traits

Class	Cost	Type	Range	Effect	Active Speed
Atlanta	1000	-	-	Atlanta's Edge at the time you activate this trait	-
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000

Class Actions

Class	Cost	Type	Range	Effect	Active Speed
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Cost	Type	Range	Effect	Active Speed
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000
Atlanta	1000	1000	1000	Atlanta's Edge at the time you activate this trait	1000

Atlanta - Tier 4

Class Traits

Code	Level	Age	Grade	Class	Active	Open
10000	1000	-	-	Class of Young Men	-	-
10000	1000	-	-	Class of Young Women	-	-

Class Actions

Code	Level	Age	Grade	Class	Active	Open
10000	1000	10	10	Class of Young Men	-	-
10000	1000	10	10	Class of Young Women	-	-
10000	1000	10	10	Class of Young Men	-	-
10000	1000	10	10	Class of Young Women	-	-
10000	1000	10	10	Class of Young Men	-	-
10000	1000	10	10	Class of Young Women	-	-
10000	1000	10	10	Class of Young Men	-	-
10000	1000	10	10	Class of Young Women	-	-
10000	1000	10	10	Class of Young Men	-	-
10000	1000	10	10	Class of Young Women	-	-

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Level	Age	Grade	Class	Active	Open
10000	1000	10	10	Class of Young Men	-	-
10000	1000	10	10	Class of Young Women	-	-
10000	1000	10	10	Class of Young Men	-	-

An artistic illustration of a character named 'The Spiritualist'. The character is depicted from the waist up, wearing a yellow tunic and a purple sash. They have long, flowing hair and are adorned with blue, glowing symbols on their face and chest. The character is holding a sword with a green hilt. The background is a mix of white, green, and black splatters, suggesting a dynamic or magical environment. The title 'THE SPIRITUALIST' is written in a stylized, black, handwritten font in the upper right corner.

THE
SPIRITUALIST



“SEE BEYOND SIGHT. FEEL BEYOND FLESH. THE SPIRITS CALL.”

The Spiritualist moves like water. He is a sea of calm on the surface, hiding powerful currents of energy in his depths. The master of spiritual magic and physical discipline, he uses his mystic arts to raise fallen allies, drain the vigour of his enemies, or deliver blows that pulverize flesh and turn bone to dust.

Class Features



HEALING MAGIC

Ward off death itself with an array of spells that mend wounds and raise the fallen.



HARROW MAGIC

Make pacts with supernatural forces to haunt your enemies, laying waste to their bodies and eroding their spirits.



INVOLUTION MAGIC

Attune you and your party to your inner energies, drawing on deep reserves of untapped strength, speed, and perception.

Spiritualist - Tier 1

Class Traits

Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	Active Spirit
1st	1st	-	-	-	-	-	-	-	-	-	-	-	-
2nd	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
3rd	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st

Class Actions

Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	Active Spirit
1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
2nd	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
3rd	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
4th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
5th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
6th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
7th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
8th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
9th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
10th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
11th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
12th	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	Active Spirit
1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
2nd	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st
3rd	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st

Spiritualist - Tier 2

Class Traits

Code	Level	Cost	Time	Effect	Notes
SPR201	1	10	10	SPR201: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR202	1	10	10	SPR202: For the next 10 days, you will be able to see the spirits of the dead.	See

Class Actions

Code	Level	Cost	Time	Effect	Notes
SPR301	1	10	10	SPR301: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR302	1	10	10	SPR302: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR303	1	10	10	SPR303: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR304	1	10	10	SPR304: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR305	1	10	10	SPR305: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR306	1	10	10	SPR306: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR307	1	10	10	SPR307: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR308	1	10	10	SPR308: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR309	1	10	10	SPR309: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR310	1	10	10	SPR310: For the next 10 days, you will be able to see the spirits of the dead.	See

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Level	Cost	Time	Effect	Notes
SPR401	1	10	10	SPR401: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR402	1	10	10	SPR402: For the next 10 days, you will be able to see the spirits of the dead.	See
SPR403	1	10	10	SPR403: For the next 10 days, you will be able to see the spirits of the dead.	See

Spiritualist - Tier 3

Class Traits

Code	Req	Type	Req	Effect	Active	Spells
SPR301	100	-	-	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	-	-
SPR302	100	-	-	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	-	-

Class Actions

Code	Req	Type	Req	Effect	Active	Spells
SPR303	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR304	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR305	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR306	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR307	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR308	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR309	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR310	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Req	Type	Req	Effect	Active	Spells
SPR311	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR312	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-
SPR313	100	100	100	100% chance to be able to use any spell that is a Tier 3 spell or higher. (This is a passive trait that is always active.)	Yes	-

Spiritualist - Tier 4

Class Traits

Code	Req	Exp	Req	Desc	Action	Level
SPR401	100	-	-	The first of the three... (text is blurry)	-	-
SPR402	100	100	100	The first of the three... (text is blurry)	-	100

Class Actions

Code	Req	Exp	Req	Desc	Action	Level
SPR410	100	100	100	Remove all... (text is blurry)	-	100
SPR411	100	100	100	Remove all... (text is blurry)	-	100
SPR412	100	100	100	Remove all... (text is blurry)	-	100
SPR413	100	100	100	Remove all... (text is blurry)	-	100
SPR414	100	100	100	Remove all... (text is blurry)	-	100
SPR415	100	100	100	Remove all... (text is blurry)	-	100
SPR416	100	100	100	Remove all... (text is blurry)	-	100
SPR417	100	100	100	Remove all... (text is blurry)	-	100
SPR418	100	100	100	Remove all... (text is blurry)	-	100

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Code	Req	Exp	Req	Desc	Action	Level
SPR420	100	100	100	Remove all... (text is blurry)	-	100
SPR421	100	100	100	Remove all... (text is blurry)	-	100
SPR422	100	100	100	Remove all... (text is blurry)	-	100



THE
TACTICIAN



“IT’S NOT GAMBLING IF YOU’VE DONE THE MATH.”

The Tactician is the most adaptable frontline leader. A good Tactician knows how to read his opponents, stack the deck in his allies’ favour, and play the odds to come out on top. Not only can the Tactician inspire his team to strike harder and faster, he uses his mastery of attack gambits to cut down enemies before they can see his entire strategy unfold.

Class Features



MOTIVATION EXPERTISE

Guide your allies to push past their limits in combat, helping them shrug off wounds and fight with greater intensity.



BRAVERY EXPERTISE

Stand strong and deliver your most devastating attacks when the stakes are highest.



WARFARE EXPERTISE

Command the battlefield with an iron fist—figuratively and literally.

Tactician - Tier 1

Class Traits

Class	Req	Req	Req	Req	Active	Special
...
...
...

Class Actions

Class	Req	Req	Req	Req	Active	Special
...
...
...
...
...
...
...
...

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Req	Req	Req	Req	Active	Special
...
...
...

Tactician - Tier 2

Class Traits

Code	Level	Age	Grade	Description	Active	Open
TR1	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
TR2	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
TR3	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes

Class Actions

Code	Level	Age	Grade	Description	Active	Open
CA1	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA2	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA3	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA4	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA5	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA6	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA7	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA8	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA9	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CA10	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes

Class Tide-Turner Actions

Code	Level	Age	Grade	Description	Active	Open
CTA1	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CTA2	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes
CTA3	1	12	1	The Tactician gains the Title the relative of the Tier 2 Trait. The Trait is active.	Yes	Yes

AVAILABLE IN THE FULL VERSION

Tactician - Tier 3

Class Traits

Name	Cost	Type	Range	Effect	Action Speed
Steadfast	1000	-	-	Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	-
Steadfast	1000	-	-	Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	-

Class Actions

Name	Cost	Type	Range	Effect	Action Speed
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000
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Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Name	Cost	Type	Range	Effect	Action Speed
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000
Lightning Bolt	1000	1000	1000	Deal 1000 lightning damage to the enemy. Ignore the first 1000 damage from lightning bolts. Reduce lightning damage in the rest of each round.	1000

Tactician - Tier 4

Class Traits

Class	Level	Age	Sex	Notes	Active	Spells
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-
Wizard	10	10	M	Highly skilled in magic, able to cast spells of 10th level. High Intelligence, able to create complex spells.	-	10

Class Actions

Class	Level	Age	Sex	Notes	Active	Spells
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-
Wizard	10	10	M	Highly skilled in magic, able to cast spells of 10th level. High Intelligence, able to create complex spells.	-	10
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-
Wizard	10	10	M	Highly skilled in magic, able to cast spells of 10th level. High Intelligence, able to create complex spells.	-	10
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-
Wizard	10	10	M	Highly skilled in magic, able to cast spells of 10th level. High Intelligence, able to create complex spells.	-	10
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-
Wizard	10	10	M	Highly skilled in magic, able to cast spells of 10th level. High Intelligence, able to create complex spells.	-	10
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-
Wizard	10	10	M	Highly skilled in magic, able to cast spells of 10th level. High Intelligence, able to create complex spells.	-	10

AVAILABLE IN THE FULL VERSION

Class Tide-Turner Actions

Class	Level	Age	Sex	Notes	Active	Spells
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-
Wizard	10	10	M	Highly skilled in magic, able to cast spells of 10th level. High Intelligence, able to create complex spells.	-	10
Warrior	10	10	M	Highly skilled in combat, able to lead a group of warriors. High Perception, able to see through illusions.	-	-

Step 8: Anchors and Keepsakes

As an optional step, you can apply the finishing touches that will round out your Hero and give them details that ground them in the world of the game and creates ties to ongoing stories. In *EMBERWIND™*, this is achieved through Anchors and Keepsakes.

ANCHORS

STEP CHECKLIST:

- Allocate up to 5 Points to desired Anchors.

Anchors are special aspects of your Hero's background that connect them to the world and story of your campaign through pre-existing relationships, experiences, and areas of knowledge. They can range from interests your Hero has explored (for example, studying crystals or sky sailing) to relationships they have developed with groups or individuals (for example, the Machia family or the merchants of the Red Market).

Anchors primarily help you better understand your Hero's place in the world and in the story, but they also add drama to gameplay by granting a bonus in situations relevant to them.

Any time your Hero is required to make a Check related to one of their Anchors, they gain Advantage. When you have Advantage, roll an additional 1d20 and select the better of the two Roll results. Anchors and other sources of Advantage can stack, and each provides an additional 1d20 to roll for your Check. Anchors may also provide other bonuses depending on your Storyteller's imagination, such as discounts at particular merchants.

Your Hero has **5 points to allocate** to Anchors. Some Anchors cost more than others, based on how general (or specific) and widely applicable they are. Whatever you choose, your Hero should have a plausible story reason for their Anchors.

You can create your own Anchor fitting one of the categories below. If an Anchor has a recommended range for its cost, your Storyteller determines how much your Anchor ultimately costs.

If creating or adjusting a Hero for a particular *EMBERWIND™* campaign, consult the Storyteller's section of the campaign book for a list of relevant Anchors for your custom Hero. *EMBERWIND™* setting books will also contain lists of world-specific and time-specific Anchors.

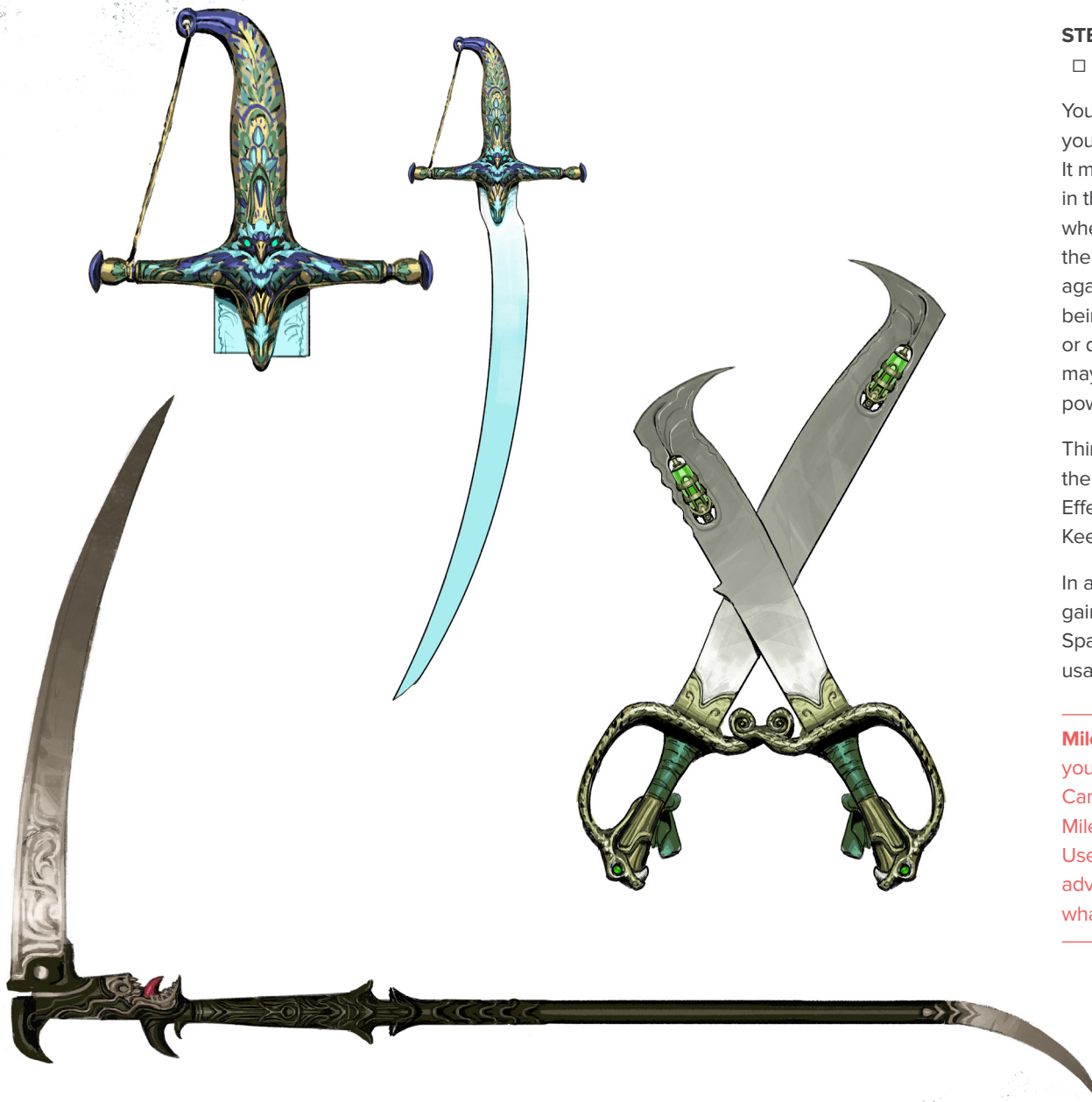
TIP: A great place to start when trying to create your own Anchors is with your Hero's Occupation or backstory! Come up with something that would be appropriate and believable that your Hero would have knowledge about or a relationship with. For example, a blacksmith would likely have an understanding of metallurgy or a friendship with the quartermaster of the town guard that frequently orders from his workshop.

TIP: Please keep in mind that the primary purpose of Anchors is to improve the immersive experience in your Hero and the world, not to power game with, and should be treated as such.

Anchor Type	Examples	Required Point Cost
People		
A Single Person	The captain of the guard, Kendrick Maddox, the Houndmaster	1
A Small Group or Organization	The Machia family, the Chasers, the mercenary network of Summit	2-3
A Large Group or Organization	The Military Order of Adriel, the Riftkeeper's Guild, the Holy Order of the Korabyllus	4-5
Topic of Interest		
Obscure Interest	A town's history, regional herbs, wine-tasting, fragrances, naval knots, book binding, coins, ceramics, falconry, a remote location	1
Specialized Interest	History of royalty of the realm, local trade, castle architecture, husbandry, farming, sailing, impersonations, performance arts, a particular instrument, woodworking, a district of a city	2-3
Common Interest	History of the realm, global trade routes, cooking, gambling, astrology, a frequented location	4-5

Obtaining New Anchors: Anchors cannot be retrained, but new Anchors can be gained through key campaign moments. As you build relationships with characters in the world or familiarize yourself with particular topics, your Storyteller may award you new Anchors if they see fit.





KEEPSAKES

STEP CHECKLIST:

- Create your Keepsake

Your Keepsake is an Item that has a particular meaning in your Hero's backstory and gives them special bonuses. It might be a memento of a lost friend, a curio collected in their travels, or a family heirloom that reminds them of where they come from and what they stand for, granting them the will to battle on when the odds are stacked against them. A Keepsake grants its bonus simply by being in the Hero's Inventory—they do not need to attack or defend with the Item to gain its bonus, though they may have to state that they are using it to activate its power.

Think of a special object that your Hero would carry with them at all times, and then read the list of Keepsake Effects below and pick one that suits your Hero and their Keepsake item.

In addition to your custom Keepsake Item, all Heroes gain an additional Keepsake known as an Emberwind Spark, which grants the ability to alter 1 Roll result by +/-4, usable 1 Per Milestone.

Milestone: A milestone is story-based moment where your party has triumphed over a great difficulty. In Campaigns, each complete adventure is considered a Milestone, meaning that Keepsakes with a 1 Per Milestone Use can only be used once throughout the entire adventure. In custom content, your Storyteller determines what constitutes a Milestone for your adventure.

Effect	Usable In	Speed	Uses
--------	-----------	-------	------

Action Pool Series

Gain 1 Action Point.	Combat	Free	1 per Combat
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Special Action Limit Series

At the end of the turn, you can't use your Action Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Reaction Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Combat

Special Property Series

Your next Action gains the AUTO-HIT property.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Action Pool.	Combat	Fast	1 per Combat
Your next Action gains the MISSILE property.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Reaction Pool.	Combat	Fast	1 per Combat
Your next Action gains the UNSTOPPABLE property.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Combat
When you roll a die, you can't use your Insight Pool.	Combat	Fast	1 per Combat

Roll Manipulation Series

Gain Advantage for your next Check.	Combat Crossroad Custom Role-playing Encounter	Free	1 per Milestone
Roll a die.	Combat Crossroad Custom Role-playing Encounter	Fast	1 per Milestone
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Milestone
Remove all dice of all conditions from you.	Combat	Fast	1 per Milestone
Remove all dice of all conditions from you.	Combat	Fast	1 per Milestone
Ignore threat when you roll a die.	Combat	Fast	1 per Milestone
Remove all dice of all conditions from you.	Combat	Fast	1 per Milestone

Effect	Usable In	Speed	Uses
--------	-----------	-------	------

Health Series

Heal 10 HP.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Action Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Reaction Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Action Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Reaction Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Combat
When you roll a die, you can't use your Insight Pool.	Combat	Fast	1 per Combat

Barrier Series

At the end of the turn, you can't use your Action Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Reaction Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Combat
When you roll a die, you can't use your Insight Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Action Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Reaction Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Combat
When you roll a die, you can't use your Insight Pool.	Combat	Fast	1 per Combat

Defensive Series

At the end of the turn, you can't use your Action Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Reaction Pool.	Combat	Fast	1 per Combat
At the end of the turn, you can't use your Insight Pool.	Combat	Fast	1 per Combat
When you roll a die, you can't use your Insight Pool.	Combat	Fast	1 per Combat

Obtaining New Keepsakes: If your Storyteller permits, you may select a new Keepsake if your Hero forms an attachment to another object of significant personal value. When this occurs, your old Keepsake loses its Keepsake Effect and your new Keepsake replaces any pre-existing Effects with any Keepsake Effect of your choice.

CONGRATULATIONS!

YOU'VE SUCCESSFULLY CREATED YOUR HERO!

Hero Advancement

As your Hero gains in experience, they advance in **Tier** (p. 7). **Experience Points** (EXP) are used as a measure of your Hero's learning and growth during their adventures.

EXPERIENCE POINTS (EXP)

Experience Points are awarded by your Storyteller, and serve not only as a reward for your deeds but as a measurement of how far you've journeyed on your Epic. How much EXP is up to your Storyteller (see Awarding EXP, p. 82).

A Hero beginning on their adventure starts with 0 EXP and they accumulate EXP from each Act that they complete. Once a Hero has accumulated 1000 EXP, they advance a Tier, resulting in your Hero improving in several ways (see Tier Advancement, right).

Variant—Playing Without EXP: Sometimes, the tracking of Experience Points can be distracting to the story that your group is trying to tell. If your playing group prefers to play without Experience Points for that or any other reason, you may do so, provided that the whole group agrees with that decision. When playing without EXP, Heroes will gain Tiers at the Storyteller's discretion.

THE EPIC

EMBERWIND™ is designed to tell grand tales of even grander Heroes that embark upon quests, taking them to amazing new places, facing personal challenges, and battling powerful forces in conflicts that may reshape the entire planet. These stories are called Epics.

Epics are subdivided into parts known as Milestones, which are further subdivided into Acts, and Acts, into Encounters.

THE MILESTONE

When the Heroes successfully recover a powerful relic, strike down one of their most difficult foes, or reach the end of a particular arc in the plot, a Milestone is reached.

A Milestone is a point where the Heroes have triumphed over adversity and have a moment to take stock of their victory (or defeat)—and its cost. They may have suffered a significant injury, or made a difficult decision that shakes the foundation of the values they thought they stood for. It's a time for your Hero to redefine themselves, refuel their resources, and reflect on their journey so far.

You gain a Tier when you have obtained 1000 EXP and have reached a Milestone in your Epic. The rate at which you gain EXP is dictated by your Storyteller. Once the Milestone (and Tier Advancement) has resolved, reset your Hero's EXP to 0.

TIER ADVANCEMENT—STEPS TO TIERING UP

You can advance your Hero's Tier through a few steps.

1. Apply new Tier bonuses. Record the bonuses for any newly attained Tiers on your Hero Card. If you are using the Aspect System, see p. 8. If you are using the Attribute System instead, see p. 10.
2. Reflect on their Hero's goals and experiences. Players should take some time to think how their Hero's experiences since the last Milestone have changed them, and how they will role-play their Hero differently in the next part of the Epic. This should guide the rest of your decisions during Tier Advancements.
3. Retrain Class Actions. The Hero may update their Action List, including Tide-Turners, with new selections from their Class Actions, including Actions from their newly attained Tier.
4. Update their Anchors and Deadweights. Heroes may swap their existing Anchors or Deadweights for new ones to reflect new friendships made, bridges burned, shifting loyalties, traumatic experiences, and recently developed areas of expertise. Their overall net point total for Anchors and Deadweights should not change, unless the Storyteller deems it appropriate. For rules governing Anchors and Deadweights, see p. 100.
5. Change their Keepsake Item. If the Hero has formed a bond with a new object of great personal importance, or had an old Keepsake or connection to a Keepsake destroyed in the course of their journey, you may ask your Storyteller to approve a new choice of Keepsake Item and a relevant property for it (p. 78).
6. Restore Hero Card. Your Hero should restore all HP and Tide-Turner Charges, and remove all Stacks of all Conditions. If you are playing with the rule variant for Serious Injuries and/or Death (p. 100), remember to record any modifiers for injuries your Hero sustained.

TIP: *EMBERWIND™*'s Tier Advancement is based on the philosophy of not levelling “up,” but levelling “sideways.” Your Hero does gain some new bonuses when they advance a Tier, but more importantly, they broaden their horizons by gaining access to a wider range of Class Actions. This allows them to become either a more adaptive combatant with diverse abilities, or a more specialized combatant with a razor-sharp combat focus.

We did this to give new players a growing array of interesting options to draw on for their Action List. They can experiment, adjust, and learn without being totally left behind by hardcore gamers who want to tinker with new and powerful combos as they gain access to new powers—also an important priority. The system accommodates both; presenting players with new challenges and options as they increase Tiers and giving them an experience that “levels up” with them as players.

Players should consider their goals for the next Milestone as they select new Class Actions and choose between general abilities and specialization. A non-specialized Hero may find they have trouble focusing fire to take down a major Foe, while a specialized Hero may find themselves struggling against a Foe with Special Abilities that negate their strongest attack sequences. Ultimately, choose the Class Actions that you feel best fit your Hero's personality and your play style. These usually give you and your group the most immersive and rewarding Epic.

THE ACT

Epics are further subdivided into Acts, which are made up of a series of Crossroad and Combat Encounters. Shorter Acts will generally have 5 Encounters in total, whereas longer Acts may have 10 or more Encounters.

Combat or Role-Play?: The ratio of Crossroad Encounters to Combat Encounters is up to the Storyteller, but we recommend 3-4 Crossroad Encounters for every Combat Encounter by default. Adjust the ratio of Combat to Crossroad Encounters according to the preferences of your playing group.

The number of Acts between Milestones may also vary and depend on the length of the story you're telling and the choices your Heroes make.

AWARDING EXP

Based on the preferences of your Storyteller, games may have more Acts or more Encounters per Act between Milestones.

The Storyteller determines the amount of EXP rewarded per Act based on how fast they wish the Heroes to advance Tiers and the progress the Heroes have made toward their objectives.

They may also award additional EXP for exceptional role-playing, creative problem-solving, or other contributions that enhance the collective experience of the game.

In general, we recommend two principles for awarding EXP:

- ◆ Focus on progress toward party goals and objectives, not the party's kill count.
- ◆ Award EXP to the party, not to individual players.

For shorter Epics, we recommend 3 Acts per Milestone, each worth approximately 350 EXP. For medium-length Epics, we recommend 5 Acts per Milestone, each worth approximately 200 EXP. And for longer Epics, we recommend 10 Acts per Milestone, each worth 100 EXP.

APPENDIX

CUSTOM HERO CARD [ASPECT VERSION]

Name	Type	Target	Range	Effect	Speed
------	------	--------	-------	--------	-------

MOVEMENT					
• You cannot end your Movement in an Occupied Square.					
Move Action				Move <u> </u> - <u> </u> Squares. Can move through friendly Combatants.	Slow
Shift Action				Move <u> </u> - <u> </u> Squares. Can move through friendly Combatants.	Fast

MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					

BASIC ACTIONS					
• Circle corresponding Barrier Value.					
	Melee	1 Foe		___ d ___ Damage vs / .	Slow
	Ranged	1 Foe		___ d ___ Damage vs / .	Slow

CLASS ACTIONS					

Name: _____
Tier: _____ **EXP:** _____ /1000

HP: / **Class:** _____
Subclass: _____

Aspects

OFFENSIVE DEFENSIVE Utility

Barrier Values

Toughness: **Resistance:**

Athletics: <u> </u>	Skills	Insight: <u> </u>
Endurance: <u> </u>		Knowledge: <u> </u>
Intimidate: <u> </u>		Mend: <u> </u>

Defence Values

Dodge: **Willpower:**

Acrobatics: <u> </u>	Skills	Focus: <u> </u>
Stealth: <u> </u>		Fast Talk: <u> </u>
Sleight of Hand: <u> </u>		Leadership: <u> </u>

CAP Check

Critical Accuracy Penetration

C: →
 A: →
 P:

• Roll 1d20 when your Action Targets at least 1 Foe.
 • Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger: _____ Sustain: _____ Amplify: _____

Action Pool

• Slow Action: Check 2 • Fast Action: Check 1

CLASS TIDE-TURNER ACTIONS					
• Check 1 <input checked="" type="checkbox"/> each time you use a Tide-Turner. Tide-Turner Charges: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					

YOUR TURN:
 1. Restore Action Pool. 2. Select Sustains. 3. Use up to your Action Pool of Actions.

AT END OF COMBAT:
 1. Restore HP to full. 2. Remove all Conditions.



Inventory

Melee Weapon:	Ranged Weapon:
Off-hand:	Armour:

Keepsake:
Description:
Effect:
Action: Use: <input type="checkbox"/>

Keepsake: Emberwind Spark
Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free Use: 1 Per Milestone <input type="checkbox"/>

Item:
Effect:
Action: Use:

Item:
Effect:
Action: Use:

Use a blank sheet of paper to track more.

Conditions

• Check the next to the Condition for each Stack you are suffering. If a (Max [∞]) is specified, write number of Stacks instead.

POISON DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d6 x [Stack] PIERCING Damage at the start of each of their Turns.
BURNING DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d20 x [Stack] PIERCING Damage at the start of each of their Turns.
FRAGILITY DAMAGE	<input type="checkbox"/>	All Damage Combatant takes has the PIERCING property. FRAGILITY is removed next Round at the start of Combatant's Turn.
VULNERABILITY DAMAGE	____ (Max [∞])	-1 x [Stack] & .
WEAKNESS DAMAGE	____ (Max [∞])	-1 x [Stack] Damage to all of your Actions.
DAZE HIT RATE	<input type="checkbox"/>	On Hero: -4 A . On Foe: Heroes have +4 against Actions used by Foe.
OFF-GUARD HIT RATE	<input type="checkbox"/>	On Hero: -2 . On Foe: +2 A to CAP Checks to Actions that Target only this Foe.
PRONE HIT RATE	<input type="checkbox"/>	Hero: OFF-GUARD and cannot take Actions. Remove PRONE by expending 1 Fast Action during your Turn. Foe: OFF-GUARD and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	<input type="checkbox"/>	Combatant cannot take Actions during their next Turn. SLEEP is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the AUTO-CRIT property.
SILENCE ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Cannot use Spells or Tide-Turners. SILENCE is removed next Round at the start of Hero's Turn. On Foe: Skips Special Ability Hexes. SILENCE is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Restore -1 Action Point at the start of each of your Turns. On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	<input type="checkbox"/>	Combatant may only take 1 Action during their next Turn. PARALYSIS is removed at the end of that Turn.

Anchors

Deadweights

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a Critical Hit —hits Target, bypasses & , and deals Max Damage.
AUTO-HIT:	Hero Action: Skip CAP Check. Damage dealt is always reduced by / . Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses & .

LEGEND: FOE RANKS

	Grunt		Awakened		Elite		Boss
--	-------	--	----------	--	-------	--	------

More info available on front of Card. →

EMBERWIND

CUSTOM HERO CARD [ATTRIBUTE VERSION]

Name	Type	Target	Range	Effect	Speed
MOVEMENT					
• You cannot end your Movement in an Occupied Square.					
Move Action				Move <u> </u> - <u> </u> Squares. Can move through friendly Combatants.	Slow
Shift Action				Move <u> </u> - <u> </u> Squares. Can move through friendly Combatants.	Fast
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
BASIC ACTIONS					
• Circle corresponding Barrier Value.					
	Melee	1 Foe		<u> </u> d <u> </u> Damage vs / .	Slow
	Ranged	1 Foe		<u> </u> d <u> </u> Damage vs / .	Slow

CLASS ACTIONS

CLASS TIDE-TURNER ACTIONS

• Check <input checked="" type="checkbox"/> each time you use a Tide-Turner. Tide-Turner Charges: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					

Name: _____

Tier: _____ **EXP:** _____ /1000

HP: / **Class:** _____
Subclass: _____

Strength: **Intelligence:**

Barrier Values

Toughness: **Resistance:**

Athletics: **Insight:**

Endurance: **Knowledge:**

Intimidate: **Mend:**

Dexterity: **Resilience:**

Defence Values

Dodge: **Willpower:**

Acrobatics: **Focus:**

Stealth: **Fast Talk:**

Sleight of Hand: **Leadership:**

CAP Check

Critical Accuracy Penetration

C: → **A:** → **P:**

- Roll 1d20 when your Action Targets at least 1 Foe.
- Must be ≤ than **CAP** Values to succeed.

Special Action Limits

Trigger: **Sustain:** **Amplify:**

Action Pool

- Slow Action: Check 2
- Fast Action: Check 1

- YOUR TURN:**
1. Restore Action Pool.
 2. Select Sustains.
 3. Use up to your Action Pool of Actions.

- AT END OF COMBAT:**
1. Restore HP to full.
 2. Remove all Conditions.

More info available on back of Card. →



Inventory

Melee Weapon:	Ranged Weapon:
Off-hand:	Armour:

Keepsake:
Description:
Effect:
Action: Use: <input type="checkbox"/>

Keepsake: Emberwind Spark
Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.
Action: Free Use: 1 Per Milestone <input type="checkbox"/>

Item:
Effect:
Action: Use:

Item:
Effect:
Action: Use:

Use a blank sheet of paper to track more.

Conditions

• Check the next to the Condition for each Stack you are suffering. If a (Max ∞) is specified, write number of Stacks instead.

POISON DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d6 x [Stack] PIERCING Damage at the start of each of their Turns.
BURNING DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d20 x [Stack] PIERCING Damage at the start of each of their Turns.
FRAGILITY DAMAGE	<input type="checkbox"/>	All Damage Combatant takes has the PIERCING property. FRAGILITY is removed next Round at the start of Combatant's Turn.
VULNERABILITY DAMAGE	____ (Max ∞)	-1 x [Stack] & .
WEAKNESS DAMAGE	____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.
DAZE HIT RATE	<input type="checkbox"/>	On Hero: -4 A . On Foe: Heroes have +4 against Actions used by Foe.
OFF-GUARD HIT RATE	<input type="checkbox"/>	On Hero: -2 . On Foe: +2 A to CAP Checks to Actions that Target only this Foe.
PRONE HIT RATE	<input type="checkbox"/>	Hero: OFF-GUARD and cannot take Actions. Remove PRONE by expending 1 Fast Action during your Turn. Foe: OFF-GUARD and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	<input type="checkbox"/>	Combatant cannot take Actions during their next Turn. SLEEP is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the AUTO-CRIT property.
SILENCE ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Cannot use Spells or Tide-Turners. SILENCE is removed next Round at the start of Hero's Turn. On Foe: Skips Special Ability Hexes. SILENCE is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Restore -1 Action Point at the start of each your Turns. On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	<input type="checkbox"/>	Combatant may only take 1 Action during their next Turn. PARALYSIS is removed at the end of that Turn.

Anchors

Deadweights

SPECIAL PROPERTIES

AUTO-CRIT:	Action is a Critical Hit —hits Target, bypasses & , and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip CAP Check. Damage dealt is always reduced by / .	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses & .	

LEGEND: FOE RANKS

	Grunt		Awakened		Elite		Boss
--	-------	--	----------	--	-------	--	------

More info available on front of Card. →

EMBERWIND



QUICK GUIDE: HERO TURNS

Flip for Quick Guide: Foe Turns.
For full Rules, see Appendix.

STEP 1

STARTING YOUR TURN:

Each Hero Action has a speed. Each Turn, you have:

2 Slow
Actions

or

1 Slow Action &
2 Fast Actions

or

4 Fast
Actions

You may take any number of Free Actions.

STEP 3

RESOLVING YOUR ACTIONS:

CAP Check: If your Action includes 1 or more Foes as a Target, you must roll 1d20 and check the Roll Result against your "C", "A", and "P" Values.

C If your Roll Result is \leq your "C" Value, your Action is a **Critical Hit** and proceed to Step 4. If your Roll Result is $>$ your "C" Value, proceed to "A".

AUTO-CRIT: An Action with this Special Property do not require a CAP Check and is treated as though you rolled a Critical Hit.

STEP 2

SELECTING YOUR TARGETS:

Action Targeting: Actions can Target Combatants (yourself, other Heroes, or Foes), the Battlefield (Squares or the entire map), or a combination of the above. Any Action that includes at least 1 Foe as a Target requires a **CAP** Check. Actions that do not include any Foes do not require **CAP** Checks.

Action Range: Actions can only include Target(s) that are within the specified **Action Range**.

[1] Cover: You cannot Target Combatant(s) [and/or Square(s)] if there is 1 or more Square(s) of **Cover (Local Field Effect)** between you and your Target.

A If your Roll Result is \leq your "A" Value, your Action Hits your Target and proceed to "P". If your Roll Result is $>$ your "A" Value, your Action Misses.

AUTO-HIT: An Action with this Special Property do not require a CAP Check and is treated as though you hit your Target. However, **AUTO-HIT** Actions never bypass Barrier Values.

P If your Roll Result is \leq your "P" Value, your Action bypasses your Target's Barrier Values. If your Roll Result is $>$ your "P" Value, the Damage of your Action is reduced. Proceed to Step 4.

PIERCING: An Action with this Special Property always bypasses Barrier Values when calculating Damage dealt.

STEP 4

DEALING DAMAGE:

Normal Hits: Roll the associated damage dice for your Action. If you bypassed your Target's Barrier Values, subtract your Roll Result from your Target's HP. If you failed to bypass, reduce your Roll Result by your Target's corresponding Barrier Value before subtracting the remainder from their HP.

***Critical Hits:** A Critical Hit automatically hits your Target, bypasses their Barrier Values, and deals the maximum Damage associated with that Action.

HEALING:

If your Action includes Healing, roll the associated healing dice with your Action. Add the Roll Result to that Hero's Current HP. A Hero's Current HP cannot exceed their maximum HP and you cannot heal a **FALLEN** Target.

SPECIAL ACTIONS TYPES & THEIR RESOURCES:

Trigger Actions: Can be used out of Turn Order if the Trigger Condition is met. You must have enough unused Action Points remaining in your Action Pool to expend on the Trigger Action.

Trigger Limit: The total amount of Trigger Actions you can use per Round.

Sustain Actions: Actions may have a Sustain Effect. If they do, they can have their Sustain Effect applied at the start of each of your Turns following the initial use of that Action. Initiating the Action will use an amount of your Action Pool equal to that Action's Speed, but maintaining the Action's Sustain Effect does not deplete your Action Pool. Any interruption to Sustaining that Effect will require you to expend Action Points to initiate the Effect all over again.

Sustain Limit: The total amount of Sustain Effects that you can have active each Round. Multiple copies of the same Effect count separately.

Amplify Actions: The power of an Action can be increased with an Amplify Effect. Amplify Effects may exist within an Action or exist independently as Amplify Actions, which can be applied to other Actions. You may decide to apply Amplify Effects after you have made all dice rolls.

Amplify Limit: The total amount of Amplify Effects and Amplify Actions you can use per Round.

Tide-Turner Actions: Your most powerful Actions. They are activated by expending a Tide-Turner Charge in addition to any other costs.



QUICK GUIDE: FOE TURNS

Flip for Quick Guide: Hero Turns.
For full Rules, see Appendix.

STEP 1

STARTING A FOE'S TURN:

Read the Foe's Default Characteristics.

TIP: Players seeking additional challenge may read the Foe's Optional Modifiers as well.

STEP 2

USING THEIR ACTION CHAIN:

Roll 1d6 to determine the Foe's Action Chain.

[2] Action Chain: Begin with the centre Hex. Then, progress through adjacent Hexes in the direction of the Roll Result. Perform the Action listed in each Hex in order.

Move Hex: The Foe travels a number of Unoccupied Squares up to the value listed in the Hex. Each Diagonal Square transversed counts as 1 Movement.

Basic Attack Hex: The Foe Targets a Hero with their Basic Attack. If the Foe has a Melee and Ranged option, it prioritises its preferred Basic Attack.

Special Ability Hex: The Foe's strongest powers.

STEP 3

SELECTING A FOE'S TARGETS:

Action Targeting: Foes move toward and Target Combatants using a combination of their Default Characteristics, Optional Modifiers, Combat Flairs, and the Effects of their Actions. If Targeting is unspecified, the Narrator/Storyteller has the Foe act in its best interest.

No Valid Target: If a Hex has no valid Target, the Foe skips that Hex and continues with the next Action in their Action Chain.

Action Range: See Quick Guide: Hero Turns.

[1] Cover: See Quick Guide: Hero Turns.

STEP 4

RESOLVING FOE'S ACTIONS:

Foes do not roll **CAP** Checks. Instead, Heroes avoid Foe Actions using **Defence** Checks. When Targeted by a Foe's Action, the Hero makes a Defence Check by rolling 1d20 and compares the Roll Result to the corresponding Defence Value matching the Icon listed directly after the name of the Foe's Action. If the Roll Result > Hero's Defence Value, the Hero is Hit and proceed to Step 5.

STEP 5

DEALING DAMAGE:

The Narrator/Storyteller rolls the Damage Dice listed in the Foe's Action. Reduce the Roll Result by the corresponding Hero's Barrier Value, then subtract the remainder from the Hero's Current HP. If the Hero's Current HP becomes 0, that Hero becomes **FALLEN**.

ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. If a Hero is hit by an Action that includes an additional Effect, that Hero will need to roll additional Defence Checks to determine whether they suffer from those Effects. Which Defence Value the Hero must make a Check against is listed directly after the additional Effect.

SPECIAL PROPERTIES:

AUTO-CRIT: Foe Actions with this Special Property are treated as a **Critical Hit*** (see Quick Guide: Hero Turns).

AUTO-HIT: Foe Actions with this Special Property cannot be avoided.

PIERCING: Foe Actions with this Special Property bypass Hero Barrier Values.

REFERENCES:

[1] COVER

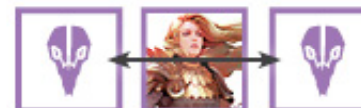


[2] ACTION CHAIN



[3] FLANKING

A Hero who is adjacent to two or more Foes that occupy Squares on opposite edges or corners suffer **OFF-GUARD** (see back of Hero Card). The same is true for a Foe positioned between two Heroes. **OFF-GUARD** granted from Flanking is removed when the Combatant is no longer surrounded.





QUICK GUIDE: VETERAN FOE TURNS

Flip for Step 6 & Example.

BEFORE COMBAT

PROMOTE FOES:

At the start of a combat, the Storyteller may promote one, some, or all Foes to their Veteran counterparts.

Note: Veteran Foes are more powerful than their normal counterparts, and feature improved statistics, an expanded A.I. Hex Grid, and can "learn" new abilities as combat progresses. If your Storyteller is using pre-written EMBERWIND™ content and is having difficulty balancing battles, consider using the Flow system (located in the Variants section).

DURING COMBAT

STEP 1

UNLOCK HEXES:

At the start of each Round, the Storyteller unlocks 1 Red Action Hex for each type of Veteran Foe present by marking the checkbox.



Increasing the Rate of Learning: Additional challenge can be found by increasing the amount of Red Action hexes that are unlocked at the start of each Round.

STEP 2

STARTING A FOE'S TURN:

Read the Foe's Default Characteristics.

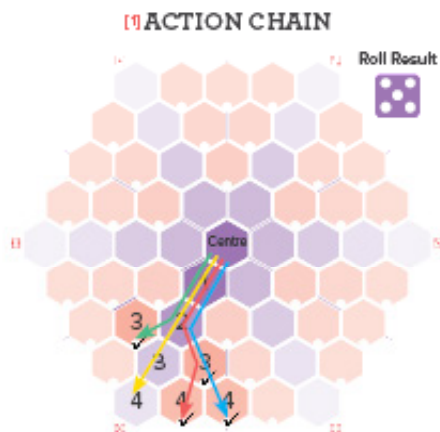
TIP: Players seeking additional challenge may read the Foe's Optional Modifiers as well.

STEP 3

USING THEIR ACTION CHAIN:

Roll 1d6 to determine the Foe's Action Chain.

[1] **Action Chain:** Begin with the centre Hex. Then progress through adjacent (purple or unlocked red) Hexes in the direction of the Roll Result. Perform the Action listed in each Hex in order.



Move Hex: The Foe travels a number of Unoccupied Squares up to the value listed in the Hex. Each Diagonal Square transversed counts as 1 Movement.

Basic Attack Hex: The Foe Targets a Hero with their Basic Attack. If the Foe has a Melee and Ranged option, it prioritises its preferred Basic Attack.

Special Ability Hex: The Foe's strongest powers.

Red Action Hex: Unlockable Action Hexes that create new Action Chains and teach new abilities.

STEP 4

SELECTING A FOE'S TARGETS:

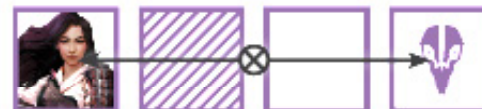
Action Targeting: Foes move toward and Target Combatants using a combination of their Default Characteristics, Optional Modifiers, Combat Flairs, and the Effects of their Actions. If Targeting is unspecified, the Storyteller has the Foe act in its best interest.

No Valid Target: If a Hex has no valid Target, the Foe skips that Hex and continues with the next Action in their Action Chain.

Action Range: Actions can only include Target(s) that are within the specified Action Range.

[2] **Cover:** You cannot Target Combatant(s) [and/or Square(s)] if there is 1 or more Square(s) of Cover (Local Field Effect) between you and your Target.

[2] COVER



STEP 5

RESOLVING FOE'S ACTIONS:

Foes do not roll CAP Checks. Instead, Heroes avoid Foe Actions using Defence Checks. When Targeted by a Foe's Action, the Hero makes a Defence Check by rolling 1d20 and compares the Roll Result to the corresponding Defence Value matching the Icon listed directly after the name of the Foe's Action. If the Roll Result > Hero's Defence Value, the Hero is Hit and proceed to Step 5.

CONTINUED ON BACK



QUICK GUIDE: DICE RESOLUTION SYSTEM

STEP 1

IDENTIFY THE SKILL:

Your Skills may be challenged during roleplaying or adventuring. When faced with a challenge, first Identify the Skill that is being used.

Campaigns: The Skill is Identified by the Crossroad Encounter.

Custom Content: Your Storyteller will Identify the Skill they feel is most applicable. Refer to the Skills Chapter (p. 10-11 in the *EMBERWIND™: Hero Manual*).

STEP 2

IDENTIFY ADVANTAGES AND DISADVANTAGES:

Each favourable condition to the Skill Check will grant a Stack of Advantage. Each unfavourable condition will grant a Stack of Disadvantage.

(Advantages most commonly come from your Anchors, and Disadvantages from your Deadweights.)

If an Advantage and a Disadvantage both apply to a situation, they cancel each other out.

STEP 3

MAKE YOUR SKILL CHECK:

Skill Check: Roll 1d20 to determine what happens.

Note: Unlike most tabletop RPGs, in *EMBERWIND™*, rolling a successful Check means rolling low (not high) on a 20-sided die.

If you have 1 or more Stacks of Advantage remaining: Each Stack of Advantage adds +1d20 to your Skill Check. Roll your Skill Check. Take the best Roll Result.

If you have 1 or more Stacks of Disadvantage remaining: Each Stack of Disadvantage adds +1d20 to your Skill Check. Roll your Skill Check. Take the worst Roll Result.

STEP 4

ADJUST YOUR ROLL RESULT:

Special Items and Actions may allow you to adjust your Roll Result by adding or subtracting from the rolled Value.

If your final Roll Result \leq to your value in your Identified Skill, you succeed at the Skill Check. If your Roll Result is $>$ than that value, you fail.

STEP 5

RESOLVE YOUR SKILL CHECK:

Campaigns: Read the corresponding Hidden Outcome.

Custom Content: Your Storyteller will describe your success or failure.

EXAMPLE

The Terrorbeak Roc shrieks and begins to ascend, its massive wings beating the air. Before it can reach the apex of its climb and make a diving attack on your allies on the cliff face below you, you prepare to leap out from the rock wall and tackle it in mid-air.

Identified Skill: Athletics

Sources of Advantage:

- Hero has familiarity with Avian creatures
- Hero has consumed a Waking Draught

Source of Disadvantage:

- Hero has sustained a leg injury

Skill Check: The Hero has 1 Stack of Advantage (2 Stacks of Advantages - 1 Stack of Disadvantage = 1 Stack of Advantage). As such, the Hero will roll 2d20. Her two roll results are 13 and 16, and her Advantage allows her to select the best result (13).

Adjustments: The Hero decides that she absolutely must succeed at her Skill Check. She uses her Emberwind Spark, reducing her result from 13 to 9. Her final result is \leq her Athletics (12), resulting in a success where she tackles the Roc.

EMBERWIND

QUICK GUIDE: DECK OF FATES RESOLUTION SYSTEM

Note: This resolution system uses a printable deck of "Success" and "Failure" cards instead of dice, that have been included on p. 3-14 of this PDF.

STEP 1

IDENTIFY THE SKILL:

Your Skills may be challenged during role-playing or adventuring. When faced with a challenge, first identify the Skill being used.

Campaigns: The Skill is identified by the Crossroad Encounter.

Custom Content: Your Storyteller will identify the Skill(s) they feel is most applicable. Refer to the Skills chapter in the *EMBERWIND™: Hero Manual* for examples.

STEP 2

DEAL "SUCCESS" CARDS:

The Storyteller deals a number of "Success" cards equal to the Hero's Skill Value in the relevant Skill. If the Hero has a modifier to their Skill Check, the Storyteller adds or subtracts that many "Success" cards from the pile to reflect the added ease or difficulty.

Emberwind Sparks: Emberwind Sparks can be used to add 4 Success Cards.

Note: Remember that in *EMBERWIND™*, positive modifiers reflect added difficulty and negative modifiers reflect added ease on a roll. Consequently, positive modifiers subtract "Success" cards and negative modifiers add "Success" cards.

STEP 3

ADD "FAILURE" CARDS TO THE DECK:

Add enough "Failure" cards to create a deck of 20 cards in total.

STEP 4

ROLE-PLAY SCENE:

The Storyteller and Hero role-play the scene, adding a "Success" card to the base deck each time the player's role-play supports their goal, or a "Failure" card each time their role-play does the opposite, until they reach a natural stopping point.

Multiplayer Variant #1: The entire exchange can also be judged by the playing group. If the group finds the overall interactions by the role-playing Hero supportive of their goal, two bonus "Success" cards are added to the base deck. If the group finds the overall role-playing of that Hero to do the opposite, two bonus "Failure" cards are added to the base deck instead.

Multiplayer Variant #2: Other Heroes may get involved in the scene and play supporting (or sabotaging) roles. If they act in manners that help support the primary role-playing Hero toward their goal, add up to one bonus "Success" card per Hero who contributes. Each Hero who acts in a manner that achieves the opposite will add up to one bonus "Failure" card per Hero instead.

STEP 5

ROLE-PLAY SCENE:

Each favourable condition grants a Stack of Advantage to the Skill Check. Each unfavourable condition grants a Stack of Disadvantage.

When multiple sources of Advantage and/or Disadvantage are applied to a Check, add all Stacks of Advantage together before subtracting Stacks of Disadvantage.

- If the result is positive: you have that many Stacks of Advantage.
- If the result is negative: you have that many Stacks of Disadvantage.
- If the result is 0: the Stacks cancel out.

STEP 6

DRAW RESULT:

The Storyteller shuffles the deck and draws a card to determine whether the overall exchange was successful.

- If the Hero has 1 or more Stacks of Advantage: draw that many cards and select the best result.
- If the Hero has 1 or more Stacks of Disadvantage: draw that many cards and select the worst result.
- If no Stacks of Advantage or Disadvantage are present: draw 1 card.

EMBERWIND

EMBERWIND™

COMPREHENSIVE RULES



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Introduction

EMBERWIND™ is a role-playing game where you play as a Hero, striking out on daring missions and adventures with other players to collaboratively create an exciting **Epic** with your Storyteller. Test your party against a myriad of challenges, fearsome foes, and other adversities to create your story!



What Makes For Good Role-Playing?

WHAT IS A HERO?

EMBERWIND™ and the RISE Engine use the words “hero” and “epic” for very specific reasons: a Hero is a larger-than-life figure who achieves greatness by overcoming trials and tribulations.

Each Hero can rise to glory in their own way. A Rogue might use his stealth and poisons to tear down the corrupt ruling class of a city. An Ardent might use her magic to burn out the stronghold of a local warlord and then make her own bid for tyrannical power.

One way or another, Heroes leave their mark on the world.

MAKING A HERO YOUR OWN

At its heart, role-playing is cooperative storytelling—a group of people getting together to tell a shared story. The Heroes you create are the most important part of that story. You can tell the most exciting, action-packed tale in the world, but if there are no characters worth caring about in it, the story falls flat.

When it comes to deepening the character you’ve created into a compelling, dynamic Hero, that means you should spend some time thinking not just about what your Hero does, but why they do it. Motivation is the engine that will drive your Hero forward and move them through the obstacles they face on their journey. Even better, competing motivations will force them to make difficult choices and navigate those obstacles with greater drama and complexity.

A good place to start with understanding your Hero’s motivations is to ask yourself where your Hero came from, and where they are going.

Jotting notes about your Hero’s backstory serves two purposes: it gives you insight into what shaped your

Hero into the person they are today, and can also serve as excellent plot hooks for the Storyteller to integrate your Hero into the current Campaign.

For example, what was your Hero’s life like growing up? Did they live in a small village or a big city? Did they have a comfortable home, or scratch for survival in a stinking slum? Were their parents around? Did they have siblings? Are any of their relatives still alive? What is their current relationship to their family?

Why did they choose the path that led them to adopt their Hero Class? What pivotal event made them choose this life? Was it the first time they realized they could cast magic? Was their entire village razed by bandits, forcing them to take up the sword to exact revenge? Was it simply the career passed down by their parents?

And finally, what is your Hero’s current goal in life? To defend the oppressed, or to prosper from their suffering? To bring down the ruling class, or replace them? To explore the world and its mysteries, or to conquer them? Or something in between?

The most interesting characters have a blend of motivations that are often at odds with each other, challenging them with moral dilemmas and forcing them to grow through the choices they make. Taking a few minutes to answer these questions will help elevate your character from a collection of statistics and abilities on the page into a living, breathing person with their own hopes, tragedies, and aspirations. (You may also want to let your Storyteller know about these facts so that they can weave elements that challenge your Hero into the narrative.)

You may even find that understanding the psychology behind your Hero leads you to reexamine how you have chosen your Hero’s abilities, and we encourage players to think of Hero creation as a cyclical process.

During Retraining (p. 95), you may revisit and refine your Action List and stats as you come to a better understanding of who your Hero is.

TIP: All of these backstory questions can often inform the type of Anchors—and sometimes Deadweights—a Hero may start an Epic with. Storytellers are encouraged to discuss with their players how their backstory influences a Hero's advantages and disadvantages, and come up with ones that the Storyteller and players all feel comfortable playing with. They may also transform as you progress through your Epic, and we encourage players to earn, exchange, and lose them throughout their grand adventure.

ROLE-PLAYING YOUR HERO

Now that you have fleshed out the defining characteristics of your Hero, how do you go about bringing them to life in the game?

One of the great strengths of role-playing is that it gives players a chance to try out a personality or point of view or even a completely different way of life that they may never experience themselves. Players should take the opportunity to inhabit their Hero as fully as they are comfortable with.

Referring to your Hero as “I” in conversations with the Storyteller and other players is a good start, but there are other ways to enhance your role-playing experience. Letting your Hero's backstory influence their actions in the Campaign shows how past events in their life influence their current decisions. A Warrior who grew up on the streets as an orphan might be sympathetic toward the plight of children in a slum—or alternately, perhaps they don't pity the street kids at all, and only feel satisfaction at having escaped that life. Either way,

the Hero's upbringing affects how they think, feel, and act in this situation.

Your Hero's mannerisms or speech can also personalize them. Perhaps, having received an education in the household of a minor noble, they speak with perfect diction. If the Hero is from a far-away land, they may have an unusual accent. Creating local sayings and vocabulary for people, places, and things can also help solidify how your Hero thinks, speaks, and acts. A simple method to get started is with a **Creed**—a short but powerful saying that defines who your Hero is.

Physical habits also help you inhabit your Hero. Does your Tactician have a nervous tic from years of combat on the front lines? Is your Invoker so wrapped up in the manipulation of their magical powers that they often seem lost in thought or distracted, or maybe they even talk to their magic as if it were a living thing...

Of course, players should always take care that their Hero's role-playing does not come at the expense of another player or the Epic the Storyteller is trying to create. Have fun getting into character, but pay attention to the cues your Storyteller gives and make sure your role-playing supports the story they are telling and the group's goal of role-playing in a shared world.

ADVANCING A HERO THROUGH AN EPIC

As your Hero proceeds through your Epic, they should be an active participant in the world they inhabit. Each player should try to view every Encounter through their Hero's eyes whenever possible. In turn, this may lead to your Hero making a decision that you yourself might not make if you were truly in their boots. But that's the fun of role-playing—choosing a path you might not normally take in real life.

As they embark on their various adventures, Heroes shouldn't remain static either. Your Hero will grow through both their victories and defeats, and players are encouraged to incorporate those events into their Hero's make-up. Your Hero might develop a Deadweight (p. 100) or the loss of a Keepsake (p. 95) that represents the aftermath of a failed interaction with a person or place. Failures in combat can appear in the form of a permanent physical injury (p. 100). While successes are always enjoyable, having a Hero deal with defeat can often lead to intriguing role-playing choices as they come to terms with what happened and how they plan to deal with it.

Milestones: Milestones are good moments to take stock of how your Hero has grown through the recent events of your Epic. Milestones follow major moments like the defeat of a Boss Foe or a story climax. While you are refilling your Hero's Tide-Turner Charges (p. 107) and advancing their Tier (p. 101), also look at how their journey has affected them emotionally, psychologically, and spiritually.

If you find that your Hero's actions or motivations have strayed from where they began, explore what is causing them to transform. How does your Hero feel as they look back at the person they used to be? Are they losing a piece of who they were, or becoming something greater?

While other games often tie your character's abilities to their alignment, we've decided to leave Heroes room to explore their power without limiting how they act. Your abilities are, and always will be, your own. You alone decide what you do with them, even if why you're doing it means something entirely different now.

EMBERWIND™ and the RISE Engine

INTRODUCTION

EMBERWIND™ is powered by the RISE Engine—a **modular** system that can be adapted and adjusted to suit your playing group's particular preferences and needs. The RISE Engine is designed to be as simple or as detailed as you want, and this section of the *EMBERWIND™: Hero Manual* will introduce you to a collection of rules and subsystems each player can **individually select** from to create their own ruleset.

ASSEMBLING YOUR RULESET

To play *EMBERWIND™*, each player must select at least **1 Role-Playing Module** and **1 Combat Module**. Players do not need to select the same module(s) to enjoy *EMBERWIND™*.

- ◆ **Example:** All players in a single playing group may choose to use the same Combat rules. However, 1 player may select to use the **Dice** module (p. 99) while all other players use the **Deck of Fates** module (p. 99) for resolving Role-Playing Encounters.

All the basic modules have been included in this manual. But if you wish to further customise your playing experience, please visit emberwindgame.com for additional official and fan-created modules.

TIP—GAMEMASTER (GM) OPTIONAL: While most Role-Playing Games require a Storyteller (commonly known as a Gamemaster) to control and direct the world around the Heroes, the Storyteller is a **strictly optional** role in *EMBERWIND™*. If you are playing without a Storyteller, ignore any sections in these comprehensive rules that require one and focus on sections that require a Narrator instead.

COLLABORATIVE STORYTELLING & THE EPIC

The fundamental goal of *EMBERWIND™* is to create the most compelling **Epic**—a chronicle of Heroes and their legendary journey to greatness—achieved through collaborative storytelling.

TIP—Collaborate With Your Storyteller Too! A common misconception in Role-Playing Games is that the player who controls the world, called the **Storyteller** (p. 98), is the "enemy" of the players. While they do control the adversaries and challenges that the Heroes face, treating the Storyteller as the opponent—and by extension, the adventure they are trying to create—can result in frustration rather than fun for everyone. Your playing experience will be vastly improved if the Heroes buy into their Storyteller's narrative, immersing yourself into their world and investing in the **Epic** that they've crafted for you.

ROLE-PLAYING AND COMBAT

EMBERWIND™ structures gameplay by dividing the **Epic** into bite-sized **Encounters**, of which there are two types:

- ◆ **Role-Playing Encounters:** Role-Playing Encounters involve player-controlled characters, known as Heroes, interacting with an environment and the people and creatures within it—an entire world that a Storyteller creates and controls.
- ◆ **Combat Encounters:** Combat Encounters are battles where the Heroes are faced with Foes or other challenges that require your Hero's strength, cunning and willpower to overcome.

TIP—Ratio of Role-Playing to Combat Encounters:

By default, we recommend a ratio of 3-4 Role-Playing Encounters to 1 Combat Encounter. Like everything else in *EMBERWIND™* however, this balance can be altered to best suit the play experience or narrative style your players and Storyteller desire.

MILESTONES

At key moments during your adventure, your Hero will be able to reflect on their achievements, then advance and refine their abilities based on how their character has grown. These moments are called **Milestones** and are most common after the Heroes close a chapter in their **Epic**. For more information on Milestones, see p. 96.

- ◆ **Example:** The Heroes, battered and weary, return to their home village to rest after a hard-earned victory. They take a moment to reflect upon the bloody battle that just concluded, where many friends and foes alike fell. While the Heroes were triumphant, what have they lost? What have they learned? How has this experience changed them? This pivotal moment is a Milestone.

Rules of Role-Playing

TERMINOLOGY

Storyteller: One player takes the role of the Storyteller, where they bring to life and control the world the Heroes exist in. The Storyteller oversees the various Encounters that the Heroes find themselves in, and has the final say in any situation that involves the arbitration of rules. The Storyteller may use Structured or Freeform Role-Play, depending on their comfort level or which method helps them tell the best story.

In Structured Role-Play, the Storyteller reads aloud from an *EMBERWIND™* Campaign book or Vignette, such as *EMBERWIND™: The Skies of Axia*, the Storyteller follows the story as written and may incorporate elements of Freeform Role-Playing using gameplay enhancements included in the Storyteller Section to customize the story, characters, and world.

Narrator: Groups without a Storyteller may assign a player (or take turns) as Narrator, reading the prewritten content from *EMBERWIND™* materials and controlling Foes using A.I. Hex Grids.

Skill Check: Whenever a Hero is faced with a challenge, that Hero and the Storyteller will determine together what Skill is being used to overcome it. A Skill Check is made to determine to see whether that Hero is successful at that particular challenge. For information on Role-Playing Resolution Systems, see (p. 99).

STRUCTURED VS. FREEFORM ROLE-PLAY

Structured Role-Play: Structured Role-Play follows a prewritten story that Storytellers or Narrators can use to provide their players with a balanced, organized play experience. *EMBERWIND™* Campaign books, such as *EMBERWIND™: The Skies of Axia*, and *EMBERWIND™ Vignettes*, such as *EMBERWIND™: Wailing Song*, are examples of structured play.

- ◆ **Requires:** Storyteller or Narrator.
- ◆ **The Crossroad System:** Pre-written *EMBERWIND™* content utilizes the Crossroad System, where the whole adventure is broken down into smaller units known as **Crossroads**. Each Crossroad refers to a clearly defined point when the Heroes must choose between different courses of action called Paths, each of which leads to a different Outcome. Similar to a chooseable-path-adventure, the Storyteller (or Narrator) reads all of the text in the **Revealed** section for each Path or Paths, and then players vote on the Path or Paths their Heroes choose. The **Hidden** portion of the Crossroad is covered while the Players decide their fate, and is revealed only after a decision has been made.

The Crossroad system is intended to simplify the role-play experience to resemble the style often found in video game RPGs. It can be replaced with custom content and standard role-playing for a more immersive experience using alternative Role-Playing Resolution Systems (p. 99).

REVEALED

You have a Chaser prisoner... Do you deliver him to Kendrick?

HIDDEN

Kendrick looks the prisoner up and down, then orders his guard to...

Freeform Role-Play: Freeform Role-Play is for players who like to customize or improvise their narratives. You may develop your own story content as needed, using the *EMBERWIND™* Lore Archive and *EMBERWiki* available at emberwindgame.com and a Role-Playing Resolution Systems (p. 99) of your choice.

- ◆ **Requires:** Storyteller.

Advanced—Combining Role-Play Systems: You may also combine the various systems for Structured and Freeform Role-Play to create a customized playing experience. To take structured stories in a new direction with improvised or additional content, we recommend our Flow System (p. 100) and/or Departure System (brief plot descriptions that provide story hooks and directions to other content that isn't part of the default storyline). These are available in the Storyteller Section in any *EMBERWIND™* Campaign book. For those who enjoy Freeform Role-Playing, but do not wish to entirely develop their own story, visit emberwindgame.com for additional resources to assist you.

TYPES OF ROLE-PLAYING ENCOUNTERS

In Structured Role-Play, the Heroes must navigate four different types of Crossroad Encounters that offer different kinds of interaction with the story and each other.

In Freeform Role-Play, these Crossroad structures aren't necessary, but they may help players understand their individual and group goals when trying to collaboratively build a satisfying scene for their Epic.

Decision: Heroes are focused on choosing a single course of action together.

Divergence: The scenario is navigated by each individual player separately, rather than by the party as a unified group. Alternatively, in some cases the Heroes may try a series of Actions until they collectively decide to move on.

Discovery: The Heroes explore their surroundings for information and resources.

Dialogue: The Heroes interact with Characters using any number of techniques, including interrogation, threats, bribery, and persuasion.

- ◆ **Expanded Dialogue Crossroad:** Dialogue Crossroads marked with this additional feature may influence the Trust and Favour that particular characters feel towards the Heroes, affecting how willing they are to share information, support them, and otherwise help with their goals.

Advanced—Combining Different Types of Role-Playing Encounters: Role-Playing Encounters may also blend and blur types of interaction to create a layered, complex scene. Storytellers can use the framework of Encounter types to guide their players wherever it is helpful.

- ◆ **Example 1 - Decision-Dialogue Crossroad:** If the Heroes have approached a dangerous bandit warlord to negotiate peace terms for the local villages, the Heroes must present a unified front (Decision), then name their terms through careful negotiations (Dialogue) with the warlord about pulling back his troops.
- ◆ **Example 2 - Divergence-Discovery Crossroad:** If the Heroes are exploring a haunted library for evidence of an ancient murder, they may split up (Divergence) and investigate (Discovery) for clues.

ROLE-PLAYING RESOLUTION SYSTEMS

In *EMBERWIND™*, there are different ways to find out if your Hero succeeds at their goals, whether they are trying to leap over a pit of enchanted traps, scan the dark woods for an ambush, or persuade a merchant to part with a family heirloom they swore they'd never sell. These are called resolution systems.

Check-Based Resolution Systems: In Skill Check-Based Systems, the Heroes' success or failure depends on their skill at the feat they are attempting along with an element of randomization.

TIP: For a simple, step-by-step guide on how to use this system, see p. 91-92.

- ◆ **Dice-Rolling:** The Storyteller specifies the Skill the Hero is using (and any relevant bonuses or penalties). The Hero must then make a Skill Check against their Skill Value using 1d20. They succeed if the result is less than or equal to their Hero's Skill Value. Most *EMBERWIND™* rules assume you are using dice-based Skill Checks as a default.
- ◆ **The Deck of Fates:** Instead of dice, this system uses a printable PDF deck of "Success" and "Failure" cards (or a standard 52-card deck of playing cards using black cards for "Success" and red cards for "Failure"). The Storyteller determines the Skill the Hero is using and counts a number of "Success" cards equal to their Skill Value. Then they add enough "Failure" cards to create a deck of 20 cards in total. The Storyteller and Hero role-play the scene, adding a "Success" card to the base deck each time the player's role-play supports their goal, or a "Failure" card each time their role-play does the opposite, until they reach a natural conclusion. The Storyteller then shuffles the deck and the Hero draws 1 card to determine whether the overall

exchange was successful. For a printable PDF deck and more information, visit emberwindgame.com.

- ✦ **Applying Modifiers:** Apply roll modifiers to the Deck of Fates by adding or subtracting "Success" cards before you add the "Failure" cards to the deck. For example, to reflect a +5 Difficult Circumstance Modifier, remove 5 "Success" cards, making room for 5 additional "Failure" cards when you top up the deck to 20. (Note: In *EMBERWIND™*, positive modifiers reflect added difficulty on a roll and negative modifiers reflect added chance of success.)

Advantage and Disadvantage: Sometimes a Hero has an edge on a Skill Check due to specialized knowledge, a pre-existing relationship with another character, or another reason tied to their backstory. This edge is called **Advantage**. When your Hero has Advantage, roll an additional 1d20 or draw an additional card and select the better of the two results for your Skill Check result. If your Hero has multiple Stacks of Advantage, roll that many additional 1d20s or draw that many additional cards and select the best result.

Disadvantage is the opposite of Advantage. If your Hero has a Stack or Stacks of Disadvantage, roll that many additional 1d20s or draw that many cards and select the worst result.

When multiple sources of Advantage and/or Disadvantage are applied to a Check, add all Stacks of Advantage before subtracting all Stacks of Disadvantage. If the result is positive, you have that many Stacks of Advantage. If the result is negative, you have that many Stacks of Disadvantage. If the result is 0, the Stacks cancel out.

The Checkless “System”: Alternatively, players may ignore the element of chance and role-play by simply having the Heroes achieve whatever the players decide they do. While this technically is not much of a “system,” for a group of skilled role-players who just want to tell an exciting group story without adding a lot of paperwork and dice rolling, it can still be an engaging, fun experience.

OTHER ASPECTS OF ROLE-PLAYING

Anchors (p. 76): An Anchor is a special manifestation of your Hero’s background that connects them to the world and story of your Campaign through pre-existing relationships, experiences, and areas of knowledge. It can range from an interest your Hero has explored to relationships they have developed with groups or individuals. Anchors primarily help you better understand your Hero’s place in the world and in the story, but they also add drama to gameplay by granting a bonus in situations relevant to them. These situational bonuses are determined by your Storyteller, but they could net Advantage for Skill Checks, discounts with particular merchants, etc.

Deadweights: Deadweights are optional role-playing tools that serve as the opposite of Anchors. A Deadweight defines a negative relationship with another person, group, or organization that gives your Hero a penalty, such as suffering Stacks of Disadvantage during a Skill Check involving the subject of a Deadweight. The Storyteller will determine when your Hero obtains a Deadweight and what the penalty related to that Deadweight will be.

Flow: Flow is an optional system meant to assist Storytellers in adapting the tension and difficulty of their Campaign dynamically.

- ◆ **How Flow Works:** Storytellers gain Flow Points by rolling 1d6 at the start of each Encounter (Role-

Playing and Combat), then adding 2 Flow Points for each additional Hero beyond 4. The Storyteller may add up to 2 extra Flow Points after each Encounter, based solely on how well they believed the party performed during that Encounter.

- ◆ **Saving Flow Points:** Flow Points can be saved between each Encounter, but the Storyteller can never store more than 15 Flow Points.
- ◆ **Spending Flow Points:** Flow Points can be spent at the start of any Encounter on **Flow Modifiers** (included in pre-written *EMBERWIND™* content) and to deploy **Veteran** (p. 115) Foes.
- ◆ **Earning Extra Flow Points:** Storytellers can earn additional Flow Points by making Encounters easier, offering the Heroes more rewards, or reducing the penalties associated with failed tasks.

TIP: Flow is intended to serve as a "training" system for new Storytellers learning how appropriately balance the challenges and rewards to facilitate the optimal experience for their players. Experienced Storytellers may either adjust or ignore this system altogether when determining the best fit for their and their party's playstyle in favour of their own judgement.

The Cantrip System: Cantrips are an optional system that enhances Role-Playing Encounters that utilises a specialised deck of cards that allow Heroes to draw upon small, Class-defined powers to further immerse themselves into their adventure. To find out more about this system, visit emberwindgame.com/store/collections/rulesets.

ROLE-PLAYING SERIOUS INJURIES OR DEATH

In *EMBERWIND™*, the **FALLEN** state (p. 110) allows Heroes to survive becoming incapacitated in combat.

Rather than dying and a player having to sit out and generate a new Hero to play, a player with a **FALLEN** Hero can rejoin their party at the end of a victorious Combat Encounter. However, for a more immersive experience, the players and Storyteller can agree to incorporate serious injuries and death prior to beginning the Campaign. Any of the following house rules may be adopted or adapted:

Role-Playing Battle Damage: Heroes sustain a serious injury every time they become **FALLEN**. Heroes may permanently damage or even lose hands, feet, limbs, eyes, ears, or any other body part that might be targeted by the Foes they are fighting. (“Yeah, that blasted ‘hound savaged my leg good, it’s why I limp to this day.”) Players may choose to adopt a Deadweight for the type of Foe that traumatically dropped their Hero to 0 HP.

Penalties For Injuries: Heroes may sustain a serious injury and an associated penalty whenever they become **FALLEN**. Perhaps an injured leg imposes -1 to that Hero’s Move Action. Missing fingers may mean a Hero cannot wield a two-handed weapon.

Dying In Combat: Heroes who remain **FALLEN** for 3 consecutive Rounds in a Combat Encounter or Heroes who become **FALLEN** 3 times before they have had a chance to rest and properly heal may die permanently, and that player must create a new Hero.

Instant Death Hazards: While the rules state a Hero cannot be pushed off the Battlefield, you may choose to remove this rule and allow instant death hazards, like falling off a bridge or into a deep ravine. With a bit of creative rulemaking, Storytellers and players can make their Heroes’ journey in *EMBERWIND™* as painless or as bloody as they wish. Just be sure that everyone is on board with these modifications before starting to play.

Rules of Combat

INTRODUCTION

Whether it's a skirmish against a small group of wild creatures or an all-out war, at some point your Heroes will enter a Combat Encounter. A Combat Encounter takes place on a **Battlefield**—an area containing Foes that stand in your way. Combat can happen anywhere—the road where you meet an ambush party, the dungeon where you disturb a slumbering beast, or the busy market where you get caught stealing from a cart.

THE BASICS

TERMINOLOGY

Combat Encounter: A type of Encounter where Combatants do battle.

Battlefield: A map representing the area where the battle takes place. Each Combatant is represented on the Battlefield with a Token.

Hit Points (HP): A measurement of a Combatant's overall health while in Combat. When a Combatant's HP reaches 0, they become **FALLEN** (p. 110).

Combatant: Any active party participating in a Combat Encounter.

- ◆ Combatant is a neutral term referring to Heroes, Foes, and third parties.
- ◆ **Hero:** A player-controlled character.

Controlling Multiple Heroes: A single player may control multiple Heroes. (And in fact, by using the A.I. Hex Grid System exclusively, can play *EMBERWIND™* single-player.)

- ◆ **Foe:** An enemy that opposes the Heroes. Foes are controlled by the Storyteller or Narrator either manually, using the A.I. Hex Grid System (p. 113), or a combination of both.

GENERAL INFORMATION

Combat Encounters are Turn-based, where each Combatant acts when their Turn arrives in the **Turn Order** (p. 102). A Combat Encounter concludes when one set of **End Conditions** (p. 102) has been met.

ACTING IN COMBAT

Heroes: Each player controls their own Hero(es) during combat by taking Actions. (p. 107)

- ◆ Each Hero's Card lists the Actions that the Hero can take during their Turn.
- ◆ Each Action uses **Action Points** (p. 103). When a Hero is out of points, their Turn is complete, and the next Combatant in the Turn Order acts.

Foes: Foes are controlled by the Storyteller or Narrator during combat using their designated Foe Card.

- ◆ Each Foe Card specifies the Foe's Statistics, Characteristics, and Actions (p. 113), which in turn defines their behaviour.
- ◆ Foes have Ranks—Grunt (♠), Awakened (♣), Elite (♣♣), and Boss (♣♣♣)—that determine their strength and the order in which they act (see Initiative Slot Order, (p. 111)).

The Scale of Combat—Skirmish or War?: When entering a Combat Encounter, the Storyteller determines the size and scale of the fight. The Rules of Combat are written for small-scale Combats, known as **Skirmishes**, by default. Variant rules for large-scale battles, known as **War**, are available on p. 118.

Setting Up Combat

1. Print or recreate the map for your Combat Encounter to set up the **Battlefield**. Place Tokens at the indicated locations, corresponding to each Combatant.
2. Review **Combat Features** and **Combat Flairs**.

- ☒ **Combat Features:** Combat Features are mandatory special conditions that add complexity (and often difficulty) to combat. They reflect features of the terrain (**Field Effects**, see below), the Campaign world, enemy strategies, combat objectives, and other elements specific to a Combat Encounter.
 - i. **Field Effects:** Field Effects are Combat Features that are applied to the Battlefield and affect all Combatants equally. There are two types of Field Effects.
 - **Global Field Effects:** A Global Field Effect affects all Combatants no matter where they stand in the Battlefield.
 - **Local Field Effects:** A Local Field Effect only affects the Combatant occupying the marked Square in the Combat Encounter.
 - ii. **Other Features:** From the presence of a tower you need to protect, to having limited time to defuse a bomb, there can be a variety of features that make each combat thrilling and challenging.
- ☒ **Combat Flairs:** An optional Combat Feature that increases the challenge of a Combat Encounter.
 - i. **If You Are Playing With a Storyteller:** The Storyteller may select which Combat Flairs to apply, if any.
 - ii. **If You Are Playing Without a Storyteller:** Select the Combat Flairs, if any, to enable as a group.

3. Opening Narration and End Conditions

- ❏ **Opening Narration:** An introduction is included with Combat Encounters featured in pre-written *EMBERWIND™* material to set the scene of battle. In custom content, the Storyteller will need to set the scene themselves.
- ❏ **End Conditions:** Combat concludes when a set of End Conditions are met. In pre-written *EMBERWIND™* material, the Storyteller or Narrator reads out all End Conditions so that the players know their objective(s). In custom content, the Storyteller will determine what the objective(s) are before informing the Heroes.

4. Establish Turn Order.

- ❏ Heroes and Foes take their Turns in alternating order determined by the **Initiative Slot Order**.

Initiative Slot Order

Initiative Slot	Combatant
Hero Slot 1	Hero A
♣ Grunt Foe Slot	Grunt Foes
Hero Slot 2	Hero B
♣ Awakened Foe Slot	Awakened Foes
Hero Slot 3	Hero C
♣ Elite Foe Slot	Elite Foes
Hero Slot 4	Hero D
♣ Boss Foe Slot	Boss Foes

- ❏ Each player assigns their Hero(es) to an empty Hero Slot in the table (see above).

Playing With 3 or Fewer Heroes: If there are not enough Heroes to fill all four Hero Slots, the players fill as many slots as possible.

Playing With 4 or More Heroes: If all Hero Slots have been filled by a Hero, any remaining Heroes may be assigned to any Hero Slot they wish. If multiple Heroes are assigned to the same slot as a result, the players choose the order in which the occupying Heroes act.

- ❏ All Foes are assigned to the Foe Slots that correspond to their Rank. If multiple Foes share the same Slot, the Storyteller or Narrator determines the order that they act.

Empty Slots and FALLEN Combatants: Skip Slots that have no Combatants or only **FALLEN** (p. 110) Combatants occupying them.

- ❏ A **Round** ends once every Combatant has taken a Turn and then a new Round begins. This process repeats until a set of End Conditions have been reached.

Altering the Turn Order: At the start of each Round, the Heroes may exchange their Initiative Slot with one another.

◆ **Example:** An Atlanta currently occupies Hero Slot 1 and a Druid occupies Hero Slot 2. The two decide to swap their Slots, with the Druid now acting first and the Atlanta going in Hero Slot 2 for this and future Rounds of combat.

Surprise Round: When one group of Combatants catches the other group(s) unaware, a **Surprise Round** is achieved. Members of the achieving group may each take one full Turn each before combat begins.

5. Run Combat Encounter.

- ❏ The Storyteller or Narrator runs the Combat Encounter until a set of End Conditions are met. Simple combats tend to only have Victory and Loss conditions, where when achieved, the Storyteller or Narrator will read the corresponding outcome. In more nuanced encounters, a Neutral Outcome may occur by achieving a mix of Victory and Loss conditions.

TIP: The outcome of a combat may sometimes hinge on more than just defeating all the Foes! Furthermore, always consider whether you want to engage in a combat in the first place. While winning may come with rewards, getting into a battle may still come with costs (e.g. injuries to the individual you are trying to protect, expended Tide-Turner Charges and Items, etc.)!

- ❏ **The “Game Over”**
Loss Outcomes will usually come with some kind of penalty (e.g. capture, loss of coin, etc.) and possibly even character death. If your Hero dies, you may create a new Hero and rejoin the party whenever the Storyteller deems it appropriate. A **Game Over** only occurs when all Heroes have died simultaneously. When a Game Over occurs, decide as a group if and how you wish to continue your Epic.

Hero Turn Rules

TERMINOLOGY

Action: Anything that a Hero does during Combat is referred to as an Action. Each Turn, your Hero has 4 **Action Points** to spend. Every Action has a corresponding **Action Speed:** Slow, Fast, or Free.

- ◆ A **Slow Action** uses 2 Action Points.
- ◆ A **Fast Action** uses 1 Action Point.
- ◆ A **Free Action** use 0 Action Points, but may use other resources (e.g. Tide-Turner Charges, p. 107). You may make as many Free Actions as you would like during your Turn. Free Actions cannot be used when it is not your Turn.

Combined Action Speeds: Some Actions use a combination of Action Speeds and require the Hero to spend Action Points on every Action Speed in the combination (e.g. a Slow + Fast Action requires 3 Action Points).

Action Types: Actions are divided into five categories: **Movement** (see right), **Maneuvers** (see right), **Basic Actions** (p. 104), **Class Actions** (p. 104), and **Tide-Turner Actions** (p. 107).

Movement: Movement Actions allow your Hero to travel around the Battlefield. Each Square travelled counts as 1, including diagonals.

- ◆ **Move Action:** A Slow Action that allows your Hero to travel 1-5 unoccupied Squares (by default).

Name	Effect	Speed
Move Action	Move 1-X (default 5) Squares. Can move through friendly Combatants.	Slow

- ◆ **Shift Action:** A Fast Action that allows your Hero to travel 1 unoccupied Square (by default).

Name	Effect	Speed
Shift Action	Move X Squares. Can move through friendly Combatants. (Note: X is a static value and your Hero must use all X Squares of Movement).	Fast
Shift Action (Variant)	Move 1-X Squares. 1 per Round. (Note: Class Actions that grant Shift Actions bypass this Usage Restriction).	Fast

Advanced Types of Movement: Certain Actions (or Effects) will allow Combatants to travel around the Battlefield in special ways. Non-Basic Types of Movement are not considered Move or Shift Actions.

Climb Movement and Elevation: Raised or lowered sections of the Battlefield are labelled as +/-X Elevation, meaning they are X Squares above or below the rest of the Battlefield. Elevation requires **Climb Movement** to traverse. You can Shift as a Fast Action to Climb 1 Square of Elevation, or perform an Athletics Skill Check as a Slow Action to attempt to Climb faster. If you succeed, you may climb 1-5 Squares. If you fail, you do not Move.

- ◆ **Falling Damage:** If your Hero (or another Combatant) falls from an Elevation, they take 1d6 **PIERCING** Damage per Square of Elevation they fell. The falling Hero may attempt an Acrobatics Skill Check to reduce Falling Damage. If they are successful, they negate up to 3 Squares of Falling Damage.

- ◆ **Targeting and Elevation:** Actions can only reach Targets with a +/- Elevation difference less than or equal to your Action's Range. For example, wielding a Pole-arm with 2 Range, you may target a Foe that is up to 2 Squares away from and up to 2 Squares above or below you.

Teleport: Some Actions specify that a Combatant Teleports as part of the Action's Effect. While Teleportation is not affected by obstructions, a Combatant may not Teleport into an occupied Square or to a Square they could not Target due to **Cover** (see Steps to Determine Line of Sight, p. 108).

Forced Movement: Some Actions force other Combatants to move as a part of the Action's Effect. All Forced Movement must be made through unoccupied Squares unless otherwise specified. Actions that Push or Pull are considered Forced Movement and the Pushed or Pulled Combatant is moved in a straight line away from or toward the Combatant making the Action.

Maneuvers: Maneuver Actions allow your Hero to uses Skills in combat. All Maneuvers except for Tumble require an associated Skill Check. Heroes may only have 1 Maneuver.

Basic Actions: All Heroes can perform Basic Actions.

- ◆ **Basic Attack:** A Basic Attack is the simplest option for dealing Damage to a Foe. They are generally weaker than Class Actions, but are always available and usually require a Slow Action to perform.
- ⊘ **Basic Melee Attack:** Basic Melee Attacks require a **Melee Weapon** (e.g. a sword, axe, spear, etc.) to perform and has the **Melee** keyword listed in the **Type** field (see below).

Name	Type	Target	Range
Mace [1H]	Melee	1 Foe	Melee 1
Effect			Speed
3d8 Damage vs			Slow

- ⊘ **Basic Ranged Attack:** Basic Ranged Attacks require a **Ranged Weapon** (e.g. a bow, crossbow, throwing knife, etc.) to perform and has the **Ranged** keyword listed in the **Type** field (see below).

Name	Type	Target	Range
Bow	Ranged	1 Foe	Ranged 5
Effect			Speed
3d8 Damage vs			Slow

Class Actions and Their Types: Class Actions are granted by your Hero's chosen Class and are your Hero's most unique and interesting abilities. All Class Actions have a **Primary** and **Secondary Type** that determine how they function.

Name	Type	Target	Range
Shove	General Exploit	1 Foe	Melee 1

- ◆ **Primary Types:** The Primary Type determines *when* a Class Action can be used during a Round.
 - ⊘ **General:** An Action with the General keyword can only be used on your Turn.
 - ⊘ **Trigger:** An Action with the Trigger keyword can be made outside of the normal Turn Order as an immediate response to a specific circumstance known as a **Trigger Condition**. For more information on how to use and resolve Trigger Actions and Effects, see p. 105.
 - ⊘ **Sustain:** An Action with the Sustain keyword not only has an Effect when it is used, but can have that Effect be channelled across multiple Turns. For more information on how to use and resolve Sustain Actions and Effects, see p. 105.
 - ⊘ **Amplify:** An Action with the Amplify keyword cannot be used by itself. Instead, its Effect is applied to improve the Effect of another Action. For more information on how to use and resolve Amplify Actions and Effects, see p. 106.

Passive: Certain Class Traits may be categorised as the Passive Type and are not actively used in Combat. Instead, Passive Class Traits provide a constant bonus to your Hero, such as increased statistics.

- ◆ **Secondary Types:** The Secondary Type indicates whether a Class Action is **physical** or **magical**.
 - ⊘ **Exploit:** An Action with the Exploit keyword is usually a martial ability that relies on physical prowess.
 - ⊘ **Spell:** An Action with the Spell keyword is usually a magical ability that relies on arcane talent.

TIP—The Power of Combos: Actions become stronger when combined together with others. Pay careful attention to their classifications (e.g. Types), as Actions use them to determine how they interact and synergize with one another!

Name	Type	Target	Range
Soul Strike	General Spell	1 Foe	Ranged 7
Effect			Speed
3d12 vs			Slow

Example: The Ardent's *Soul Strike* Action has the following Type keywords—General and Spell.

- ◆ **Modifier 1:** Because *Soul Strike* is a Spell, using Actions like *Fan the Flames* beforehand will provide a beneficial interaction.

Name	Effect
Fan the Flames	+2 Die Types (max d20) to your next Damage-dealing Spell. 1 per Round.

- ◆ **Modifier 2:** Not only can using Actions before *Fan the Flames* provide interesting synergies, some Actions can provide benefits after its use too.

Name	Effect
Hearth's Glow	Amp. Effect: When you Hit 1 or more Foe(s) with a Spell Action, Heal 1 Target 5 HP.

Trigger Actions: Trigger Actions are not made as a part of the normal Turn Order. Instead, they are reactionary abilities that can only be performed as an immediate response when a specific **Trigger Condition** is fulfilled.

Name	Type	Target	Range
Snakeblood	Trigger Exploit	1 Foe	Ranged 3
Effect			Speed
<i>Trig. Cond.:</i> If a Foe Targets you with an Action, <i>Trig. Effect:</i> That Foe suffers 1 Stack of POISON .			Free

- ◆ **Example:** A Foe may think twice about striking a Rogue with *Snakeblood*, if in doing so (Trigger Condition), the Rogue could react by poisoning the Foe for attempting to attack him (Trigger Effect).

Each Class has its own list of specified Trigger Actions that are tailored toward their specialties in combat.

Trigger Actions still have an Action Speed like all other Actions do, which means that you will need to reserve enough unused Action Points from your Turn to perform a Trigger Action before your next Turn. Any unused Action Points do not carry over.

- ◆ **Trigger Limit:** Trigger Actions use an additional resource known as **Trigger Limit**, which determines the maximum number of them you can perform each Round. The starting value for your Trigger Limit is 1, and that value can be modified through a variety of Effects.

Additional Rules Regarding Trigger Actions:

- ◆ **Do Trigger Actions Require CAP Checks?**
Trigger Actions that include at least 1 Foe as a Target require a CAP Check (p. 111) to Hit the Foe and have an Effect.
- ◆ **Can I Perform a Trigger Action Before My First Turn?**
Heroes cannot make Trigger Actions until they have had a chance to restore their Action Pool. As a result, Heroes cannot make Trigger Actions if they have not yet taken their first Turn (unless they earned a Surprise Round, see p. 102).

Sustain Actions: Like General Actions, Sustain Actions must be used on your Turn and have an Effect immediately upon use. However, they also have a Sustain Effect, which is only applied on your next and subsequent Turns.

Name	Type	Target	Range
Wildfire	Sustain Spell	1 Foe	Ranged 5
Effect			Speed
2d6 PIERCING Damage. <i>Sust. Effect:</i> Repeat Effect and also deal Damage to Foes adjacent to your Target.			Slow

- ◆ **Example:** The Druid's *Wildfire* deals Damage to a single Foe immediately upon use. But when sustained, *Wildfire*'s Sustain Effect kicks in, and repeats that Damage to that Foe (and any Foe adjacent to your original Target) at the start of each of the Druid's subsequent Turns.

Sustain Effects are varied and can apply buffs, debuffs, Healing over time, Damage over time, and more.

- ◆ **Sustain Limit:** Sustain Effects use an additional resource known as **Sustain Limit**, which determines the maximum number of Sustain Effects you may maintain each Round. Multiple copies of the same Sustain Effect count against your Sustain Limit separately. The starting value for your Sustain Limit is 1, and that value can be modified through a variety of Effects.

Additional Rules Regarding Sustain Actions:

- ◆ **Do Sustain Actions Require CAP Checks?**
Sustain Actions that include at least 1 Foe as a Target requires a CAP Check to Hit. However, once the initial Hit has been made, **continuing to apply the Sustain Effect on subsequent Turns does not require additional CAP Checks.** If you stop Sustaining the Sustain Effect for any reason and wish to re-initiate it at a later point during the combat, you will need to make another CAP Check at that point.
- ◆ **How Do Sustain Effects End?**
Sustain Effects terminate when you select to no longer sustain them, if you or your Target becomes **FALLEN** (p. 110), or the Sustain Effect is removed as the result of another Effect.
- ◆ **Do Sustain Effects Require Action Points To Upkeep?**
Action Points must be expended to first use the Action that includes the Sustain Effect. However, maintaining the Sustain Effect does not require any Action Points afterwards.
- ◆ **How Long Do Modifiers Last?**
If an Item or an Action is used to modify the Effect of a Sustain Action, that modification applies to both the General Effect and the Sustain Effect. Furthermore, the modifier continues to apply to the Sustain Effect on subsequent Turns until the Effect terminated.

Amplify Actions: Amplify Actions cannot be used on their own and instead **modify the Effect of other Actions** at an additional cost (e.g. Action Points, Barrier Values, HP, etc.).

Name	Type	Target	Range
Dual Attack	Amplify Exploit	1 Action	-

Effect	Speed
<i>Amp. Effect:</i> When you Hit 1 or more Foes with a Damage-dealing Action, deal 1.5x Damage. 1 per Action.	Fast

- ◆ **Example:** If a Rogue successfully Hits a Foe with another Damage-dealing Action, they can use *Dual Attack* to apply a multiplier to the Damage Value.

Other types of Actions (e.g. General, Sustain, etc.) may have Amplify Effects built into them as well. Actions with a built-in Amplify Effect can only apply that Effect to the parent Action.

Name	Type	Target	Range
Skewer	General Exploit	1 Foe	Melee 2

Effect	Speed
3d8 vs . <i>Amp. Effect:</i> Expend 1 Fast Action to cause Hit Grunt Foe to become FALLEN .	Slow

- ◆ **Example:** If an Atlanta successfully Hits a -Rank Foe with *Skewer*, they can guarantee a kill by applying the built-in Amplify Effect.

Amplify Limit: Amplify Effects use an additional resource known as **Amplify Limit**, which determines the maximum number of them you can perform each Round. Both the use of Amplify Actions or built-in Amplify Effects within another Action count toward this limit. The starting value for your Amplify Limit is 1, and that value can be modified through a variety of Effects.

Additional Rules Regarding Amplify Actions:

- ◆ **When Do You Apply an Amplify Effect?**
Amplify Effects are always applied after all Roll Results are seen, and do not require any additional checks or rolls to be effective. This means that if you miss with your original Action or do not roll well enough (e.g. only deal 2 Damage before applying a Damage multiplier), then you do not have to perform the Amplify or pay the associated costs.
- ◆ **What Can You Amplify?**
Amplify Effects can be applied to any other Type of Action, including Sustain Actions and Trigger Actions.
- ◆ **Can You Stack Amplify Effects?**
Heroes with an Amplify Limit of 2 or more may modify a single Action with multiple Amplify Effects, provided they have enough Action Points remaining in their Action Pool to perform them.

Tide-Turner Actions: Tide-Turner Actions are your Hero's most powerful abilities. In addition to the usual costs associated with using Actions (e.g. Action Pool), Tide-Turner Actions also require the expenditure of 1 Tide-Turner Charge to activate.

Name	Type	Target	Range
Shatterstorm	General Spell	1-3 Foes	Ranged 3
Effect			Speed
2d12 PIERCING Damage and Target Foes suffer 5 Stacks of VULNERABILITY .			Slow

Tide-Turner Charges:

- ◆ **Example:** An Ardent must use 2 Action Points and a Tide-Turner Charge to cast *Shatterstorm*.

Tide-Turner Charges: You begin each Epic (p. 96) with a limited number of Tide-Turner Charges determined during Hero creation. Tide-Turner Charges are restored whenever your Hero reaches a Milestone (p. 96) in Custom Content, but never during pre-written *EMBERWIND™* materials (e.g. a campaign book). They can also be restored rarely as the result of a reward or item's Effect.

Additional Rules Regarding Tide-Turner Actions:

- ◆ **Do I Have To Expend Multiple Tide-Turner Charges If My Tide-Turner Action Has a Sustain Effect?**
Unless otherwise specified, you only need to expend a Tide-Turner Charge when you first use your Tide-Turner Action. However, restarting the Sustain Effect after it has been interrupted will require a use of the parent Tide-Turner Action again, which will require the use of an additional Tide-Turner Charge.

Name	Type	Target	Range
Blaze of Glory	Sustain Spell	Self	-
Effect			Speed
Damage-dealing Actions you use cause Hit Foes to suffer 1 Stack of BURNING and may deal Damage vs . <i>Sust. Effect:</i> Repeat Effect.			Fast

Action Range: All Actions have a numerical value known as an **Action Range**, which determines the maximum distance the Target of your Action can be from you measured in Squares. Each Square counts as 1, including diagonals.

Actions are also identified by a **Melee Tag** or **Ranged Tag**. Melee Actions are performed in close quarters only whereas Ranged Actions can be performed in close quarters and from a distance.

Name	Type	Target	Range
Shieldbearer Stirke	General Exploit	1 Foe	Melee 1
Name			Range
Abate	General Spell	1 Foe	Ranged 5

- ◆ **Example:** The Warrior's *Shieldbearer Strike* (Melee Action) can only be performed in close quarters whereas the Invoker's *Abate* (Ranged Action) can be performed in close quarters or at a range.

Additional Rules Regarding Action Range:

- ◆ **Can Melee Actions Have More Than 1 Range?**
Many Exploits use your Melee Weapon to determine their Action Range. Consider wielding a Pole-arm to increase the Action Range of those Exploits to 2. Furthermore, a subset of Melee Actions may have an increased Range built into their Effect.
- ◆ **My Action Has Both the Melee and Ranged Tags!**
A few Actions have both Melee and Ranged Tags (represented by "Melee/Ranged" in the Range field). If your Action has this feature, it can be performed either as a Melee or Ranged Action. Decide which version you are performing each time you use it.

RESOLVING NON-MOVEMENT ACTIONS

STEP CHECKLIST

- Identify the Target(s) of your Action.
- Identify the Action's Range.
- Make CAP Check.
- Resolve Action's Effect(s).
- Record the Action's Effect(s).

1. Identify the Target(s) of your Action: Each Action specifies the number and type of potential Targets. Actions can target yourself, Other Heroes, Foes, Combatants, Squares, or even the entire Battlefield.

- ◆ **Actions that Target Foes:** Actions that Target 1 or more Foes require a **CAP Check** (see Step 3, p. 109) to determine whether you Hit your Target(s) and whether or not the Damage of your Action is reduced by their **Barrier Values**. Make 1 CAP Check per Action, even if that Action Targets multiple Foes. The result is applied to all Targets.
- ◆ **Actions that Target Heroes:** Actions that Target a Hero do not require a CAP Check.
 - ⊗ **Self:** If the specified Target is "Self", you may only Target yourself with the Action.
 - ⊗ **1 Hero:** If the specified Target is "1 Hero", you may Target yourself or 1 Other Hero within Range.
 - ⊗ **All Other Heroes:** If the specified Target is "All Other Heroes", you may Target all Heroes within Range except yourself.
 - ⊗ **All Heroes:** If the specified Target is "All Heroes", you may Target all Heroes within Range including yourself.
- ◆ **Actions that Target Squares or the Battlefield:** Actions that Target a Square or the entire Battlefield do not require CAP Checks, other types of Checks, or any other Rolls. The Action's Effect is automatically applied and continues until the end of

the Combat Encounter or until otherwise specified (e.g. by another Action's Effect removing it).

TIP—Targeting Objectives: Actions that Target Combatants cannot be used to Target an Objective, unless the pre-written Combat Encounter and/or your Storyteller allows it.

2. Identify the Action's Range: All Actions specify an Action Range as a number, which determines the maximum number of Squares away from your Hero that the Action can Target. Each Square, including diagonals, counts as 1 for Action Targeting.

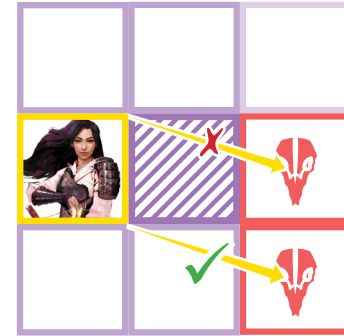
- ◆ **Ranged Actions:** When using a Ranged Action, Heroes can only select Foe(s) they have a direct **Line of Sight** to.

Steps to Determine Line of Sight (see right):

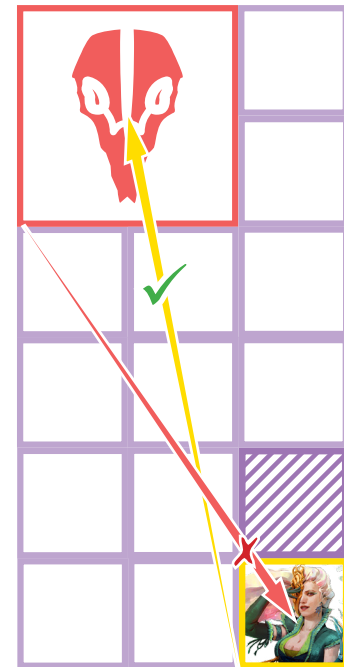
1. Identify the Hero using the Ranged Action, then start drawing a **straight line** from any corner of their occupied Square.
 2. Connect the line to the **centre of the Occupied Square** of the Foe that is the intended Target.
 - **Large Foes:** If a Foe occupies more than 1 Square, draw the line to the **centre of the area** they occupy.
- ⊗ **If the straight line:**
 - passes through any Squares of Cover, line of sight is **Obstructed**.
 - does not pass through any Squares of Cover, line of sight is **Unobstructed**.

- ◆ **Obstructed Combatant(s):** Cannot be Targeted by Ranged Actions.

Line of Sight (Normal Size Foes)



Line of Sight (Large Size Foes)



3. **Make a CAP Check:** CAP is short for **Critical**, **Accuracy**, and **Penetration**, and a CAP Check is a single roll that checks against all three of those values. The result of your roll determines if you scored a Critical Hit, if you were accurate enough to Hit your Target(s) at all, and if that Hit managed to Penetrate your Target(s)' Barrier Values. You make a CAP Check if your Action Targets 1 or more Foes as a Target.

◆ **How to Make a CAP Check:** Roll 1d20. Then, compare the Roll Result to the following values in the following order:

- ❏ **Critical (C):** If your Roll Result is less than or equal to (\leq) your "C" Value, your Action is a **Critical Hit**. See below for more information on Critical Hits, then immediately proceed to Step 4. If your Roll Result is greater (\geq) than your "C" Value, proceed to **Accuracy (A)**.

C: 2

Critical

Critical Hits: A Critical Hit automatically hits your Target, bypasses their Barrier Values, and deals the maximum Damage associated with that Action.

AUTO-CRIT: An Action with this Special Property do not require a CAP Check and is treated as though you rolled a Critical Hit.

- ❏ **Accuracy (A):** If your Roll Result is less than or equal to (\leq) your "A" Value, your Action **Hits** your Target(s) and proceed to **Penetration (P)**. If your Roll Result is greater ($>$) than your "A" Value, your Action Misses your Target(s).

A: 14

Accuracy

Hits: A successful Hit will convey the Effects of your Action to your Target(s). If your Action's Effect includes dealing Damage, that Damage may be reduced by your Target's Barrier Values. The "P" portion of your CAP Check determines whether or not you bypass those Barrier Values when dealing Damage.

AUTO-HIT: An Action with this Special Property do not require a CAP Check and is treated as though you Hit your Target. However, **AUTO-HIT** Actions never bypass Barrier Values.

- ❏ **Penetration (P):** If your Roll Result is less than or equal to (\leq) your "P" Value, your Action **Bypasses** your Target(s)' Barrier Values, then proceed to **Step 4**. If your Roll Result is greater ($>$) than your "P" Value, the Damage of your Action is reduced, then proceed to **Step 4**.

P: 8

Penetration

PIERCING: An Action with this Special Property always bypasses Barrier Values when calculating Damage dealt.

Barrier Values—Toughness and Resistance

Exploits will usually deal Damage against Toughness (♣), while Spells will usually deal Damage against Resistance (♠). However, there may be exceptions, so carefully read each Action's Effect to determine which Barrier Value to apply.

4. **Resolve the Action's Effect(s):** Actions are varied when it comes to how many and what types of Effects they apply. Make sure to read yours carefully before deciding whether or not to use it.

TIP: Rolls are represented using the notation XdY, where "X" is the number of dice and "Y" is the type of die to be rolled.

◆ **Example:** An Action that includes "3d8" in its Effect requires you to roll three 8-sided dice, then total the value.

- ◆ **Damage-dealing Effect (Roll):** If your Action deals Damage using an XdY formula, make 1 Damage Roll using the indicated dice, then add any relevant modifiers to your Roll Result to generate the **Damage Value**. Apply the Damage Value to **all Targets** by subtracting it from their **Current HP** (p. 110).
- ◆ **Healing Effect (Roll):** If your Action heals HP using an XdY formula, make 1 Healing Roll using the indicated dice, then add any relevant modifiers to your Roll Result to generate the **Healing Value**. Apply the Healing Value to **all Targets** by adding it to their **Current HP** (p. 110).

Predetermined Numeric Effects: Certain Actions may deal or heal for a predetermined amount. These Actions do not require rolls. Instead, apply the predetermined value to all Targets.

- ◆ **Other Effects:** Some Effects do not heal HP or deal Damage and are listed below. These Effects are automatically applied if the Hero's Action Target's 1 or more Hero(es), 1 or more Square(s), or the Battlefield. Much like with a Damage-dealing Effect, a successful CAP Check is required to apply these other Effects to a Foe.

- ❏ **Conditions:** Conditions are status ailments that apply temporary penalties to Combatants. A complete list of Conditions and their Effects can be found on p. 119 or on the back of a Hero Card.

Condition Removal: Some Actions (or items) will remove some or all Stacks of Condition(s) from their Target. All Conditions are also automatically removed at the end of each Combat Encounter unless otherwise specified.



- ◆ **Example:** The Spiritualist's *Purify* removes 3 Stacks of 1 Condition from 1 Hero.

Persistent Conditions: Conditions with this Special Property are not affected by Condition Removal Effects and are only removed at the end of a Combat Encounter.

- ❏ **Advantage and Disadvantage:** Some Actions may apply Stacks of Advantage (or Disadvantage) to your rolls. To learn more about Advantage, Disadvantage, and how they stack, see p. 99.
- ❏ **Modifying Dice Count:** Some Effects modify the number of dice used for a roll. When an Action's Effect applies a **Dice Count Modifier**, the player adds or subtracts the indicated number to the amount of dice used for that roll. If the Dice Count is reduced to 0, do not roll any dice. Instead, treat the Roll Result as 0 and then apply any relevant modifiers.
 - **Example:** With -2 Healing Dice, a Healing Roll of 2d8 +5 simply heals 5 HP.
 - **Example:** With +2 Damage Dice, a Damage Roll of 2d8 becomes 4d8 instead.

- ❏ **Modifying Die Type:** There are 6 Die Types you may use for a roll, denoted by the number of faces on the die: d4, d6, d8, d10, d12, and d20. When an Action's Effect applies a **Die Type Modifier**, modify the Die Type used for your Damage or Healing Roll by that number, down to a minimum of d4 and a maximum of d20. Note that a change from one Die Type to the next counts as one, no matter how many faces those dice have (e.g. +1 Die Type between d10 to d12 and d12 to d20).
 - **Example:** The Ardent's *Fan the Flames* applies a +2 Die Type Modifier to her next Damage-dealing Spell. She then casts *Afterburn*, increasing the normal Damage Roll from d10 to d12, and then from d12 to d20.

- Record the Action's Effect(s):** The Storyteller or Narrator uses the **Party Tracker Card** (available at emberwindgame.com/rules) or a sheet of paper to write down any changes in HP, as well as any Conditions and Effects the Foe(s) suffer as the result of your Action. Players controlling Heroes track changes in their HP and status on their own Hero Cards. Once a Combatant's Current HP reaches 0, that Combatant becomes **FALLEN** (see right).

Health & Ongoing Effects		
Foe No.	HP	Conditions and Sustain
 1	17	3 Poison, 1 Chill
 2	12	1 Chill

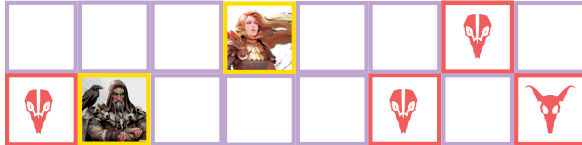
Current and Maximum HP: A Combatant's Current HP cannot exceed their Maximum HP, nor can it fall below 0. Instead, a Combatant becomes **FALLEN** when their Current HP reaches 0.

FALLEN: A **FALLEN** Combatant cannot act or be healed until the status is removed by an Effect. Note that **FALLEN** is not a Condition, and therefore Condition Removal Effects will be ineffective. **FALLEN** will be removed automatically at the end of the Combat Encounter, unless otherwise specified by your Storyteller or Narrator.



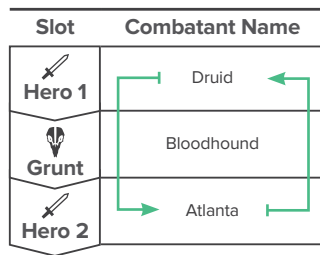
EXAMPLE HERO'S TURN: THE ATLANTA

Scenario: An Atlanta and her party are battling 3 Bloodhounds (♠ Grunt) and 1 Houndmaster (♠ Awakened). With enemies closing in on all sides, the Atlanta needs to even the odds quickly!



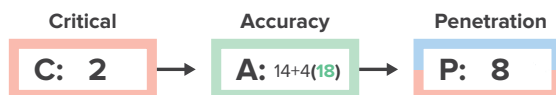
Establish Turn Order: It's Round 2 of the Combat Encounter, and seeing the danger she and her party is in, requests to switch her Turn Slot with the Druid. He accepts, and the Atlanta begins her Turn by restoring her Action Pool to full.

Initiative Slot Order



During the previous Round, the Atlanta cast *Guided Weapon* on herself, modifying her Accuracy Value from 14 to 18.

Name	Type	Target	Range
Guided Weapon	Sustain Spell	1 Hero	Ranged 5
Effect		Speed	
+2 A if Target is 1 Other Hero OR +4 A if Target is Self. <i>Sust. Effect:</i> Repeat Effect.		Slow	



She chooses to use her 1 Sustain Limit to continue to Sustain *Guided Weapon*.

Trigger Limit: 1 **Sustain Limit: 1** **Amplify Limit: 1**

Deciding What To Do: The Atlanta decides to dispatch a Foe quickly and uses her Class Action *Skewer*. She selects the nearest Bloodhound as a Target and identifies that it is within *Skewer's* Action Range of 2 Squares (as she wields a Spear with a Melee Range of 2).

Name	Type	Target	Range
Skewer	General Exploit	1 Foe	Melee 2
Effect			Speed
3d8 vs ♠. <i>Amp. Effect:</i> Expend 1 Fast Action to cause Hit Grunt Foe to become FALLEN .			Slow

Spending Action Points: As *Skewer* is a Slow Action, the Atlanta checks 2 boxes in her Action Pool to use it.

Action Pool



Making the CAP Check: She then makes a CAP Check (by rolling 1d20) and rolls a 15. The Roll Result is less than or equal to her (modified) Accuracy Value (18), but not her Penetration or Critical Values.



Dealing Damage: She makes her Damage Roll and deals 14 Damage to the Bloodhound. Since her attack did not penetrate, her Damage is reduced by the Bloodhound's Barrier Values. With a Toughness (♠) of 4, the Atlanta only deals 10 Damage to the Bloodhound's Current HP.

HP: $(40-30) = 30/40$

Applying an Amplify Effect: Since the Bloodhound is still standing, the Atlanta decides to apply *Skewer's* Amplify Effect by using an additional Action Point. The Amplify Effect causes any Hit Grunt Foe to immediately become **FALLEN**, allowing her to slay the Bloodhound instantly.

Action Pool



The Atlanta has reached her Amplify Limit for the Round, and cannot apply any other Amplify Effects until the start of her next Turn. However, she has 1 Action Point left.

Trigger Limit: 1 **Sustain Limit: 1** **Amplify Limit: 1**

Healing HP: Seeing that the Druid is injured and within the Action Range of her *Word of Comfort* Spell, the Atlanta uses her last Action Point to heal him. As *Word of Comfort* Targets a Hero, she does not make a CAP Check.

Action Pool



Name	Type	Target	Range
Word of Comfort	General Spell	1 Hero	Ranged 5
Effect		Speed	
Target heals 1d10 HP. <i>Amp. Effect:</i> Expend additional Fast Action(s) to heal + 5 x [each Fast Action expended] HP.		Fast	

Instead, she simply rolls 1d10 and heals him 3 HP. Had the Atlanta any Amplify Limit or Action Pool remaining, she could have used *Word of Comfort's* Amplify Effect to add +5 to the Healing Value.

HP: $(13 + 3) = 16/28$

With her Action Pool exhausted, the Atlanta's Turn ends and the 2 remaining Bloodhounds begin theirs.

YOUR INVENTORY & USING ITEMS

- ◆ **Inventory:** Your Hero's Inventory is listed on the back of your Hero Card.
- ◆ **Equipment (p. 16):** The bonuses from your equipment are calculated directly into your Secondary Scores and Actions.
- ◆ **Keepsakes(p. 95):** Your Keepsake is an Item that has a special meaning in your Hero's backstory. It might be a memento of a lost friend, a curio found during their travels, or a family heirloom that reminds them of where they come from, granting them the will to battle on when the odds are stacked against them. A Keepsake with a passive effect grants its bonus as long as it stays in its Hero's Inventory. Keepsakes that grant a specific power can be activated like any other Action, but there may be limits on the number of times that power can be used.
 - α **Emberwind Spark:** All Heroes have an additional Keepsake Item known as an Emberwind Spark, which allows you to modify any Roll Result (see right).
- ◆ **Other Items:** You will obtain other, mundane Items throughout your adventures. Each Item will have its own Effect, Speed, and Use rate.
 - α **Effect:** This field specifies the Item's Effect when it is used. If the Item states "Usable in any Encounter Type," it may be used during Crossroad Encounters as well.

Stacking Item Effects: Items with similar Effects can be used in tandem to increase that Effect. However, using Items in this way will still require that the Heroes have enough Action Points to cover the Speed of each Item used and that the Items have enough Uses remaining to do so.

- α **Speed:** This field specifies the the number of Action Points (p. 103) needed to use the Item.

- α **Use:** This field specifies how many times an Item can be used before it is expended.
 - **[Uses]/Milestone (Custom Content Only):** Items with this property can be used a limited number of times and recharge whenever your party reaches a Milestone (p. 96).
 - **[Uses]/Campaign (Pre-written Content Only):** Items with this property can be used a limited number of times during the entire Campaign. They recharge between Campaigns and can be used again in sequel Campaigns.
 - **[Uses]/Combat:** Items with this property can be used a limited number of times during each Combat Encounter.
 - **[Uses]/Round:** Items with this property can be used a limited number of times each Round.
 - **[Uses]:** Items with this property can be used a limited number of times and never recharge.

TIP: To save space in your Inventory, you can stack multiple copies of the same Item by adjusting the number in the Use field.

Exchanging Items: Heroes can freely exchange non-Keepsake Items outside of Combat Encounters.

- ◆ **Exchanging Items in Combat:** A Hero may pass 1 Item to another Hero in an adjacent Square as a Fast Action.



Inventory

Melee Weapon:	Ranged Weapon:
Off-hand:	Armour:

Keepsake:	
Description:	
Effect:	
Action:	Use: <input type="checkbox"/>

Keepsake: Emberwind Spark	
Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.	
Action: Free	Use: 1 Per Milestone <input type="checkbox"/>

Item: Healing Salve	
Effect: Heal 10 HP.	
Action: Free	Use: 1

Foe Turn Rules

TERMINOLOGY

The Foe Card: Each Foe's statistics, behaviours, and characteristics are specified on a specialised card known as a Foe Card. Before a Combat Encounter, the Storyteller or Narrator should read the information on each Foe Card carefully.

- ◆ **Default Characteristics:** Default Characteristics determine how a Foe interacts with other Combatants during battle. Most notably, Default Characteristics determine how the Foe Moves and selects Targets during combat.

DEFAULT CHARACTERISTICS

Bloodthirsty: [Foe Name] Moves toward and Targets Hero with highest Current HP.

- ◆ **Optional Modifiers:** Optional Modifiers change how a Foe behaves and supersede Default Characteristics if they conflict. The Storyteller or Narrator decides when and if they wish to deploy Optional Modifiers.

OPTIONAL MODIFIERS

Sadist: Targets Hero with lowest .

A.I. Hex Grid: The A.I. Hex Grid is a matrix that details all of the Foe's available **Action Chains**.



- ◆ **Action Chain:** Action Chains are sequences of Actions that a Foe can perform on its Turn. Each **Action Hex** along an Action Chain represents one Action that the Foe takes.
 - ☐ **Length of Action Chains:** Action Chains can be between 1-5 Action Hexes long.
- ◆ **Action Hex:** Each Hex contains 1 **Action** that the Foe will perform. Actions are further categorised into three types: **Move Hex**, **Basic Attack Hex**, and **Special Ability Hex**.

Types of Hexes:

- ◆ **Move Hex:** The Foe makes a **Move Action**, travelling a number of unoccupied Squares less than or equal to the value in the Move Hex. Each Square counts as 1, including diagonals.



- ◆ **Basic Attack Hex:** The Foe performs a **Basic Attack**. If it has a valid Target, it uses its Basic Melee Attack (if it has one). Otherwise, it uses its Basic Ranged Attack (if it has one).

Name	Effect
SPECIAL ABILITIES	
Gnaw vs 	1d10 + 10 Damage vs  .

- ◆ **Special Ability Hex:** The Foe uses the indicated **Special Ability**. Special Abilities have a variety of Effects and are usually the Foe's strongest powers.

Name	Type	Effect
SPECIAL ABILITIES		
Animal Handling	B	Heal all Beast-Type Foes 10 HP.

- ◆ **ADVANCED—Red Action Hex:** Red Action Hexes are only available to **Veteran Foes** (p. 115). Red Action Hexes unlock as combat progresses, allowing Foes to learn new Actions to create new Action Chains with.

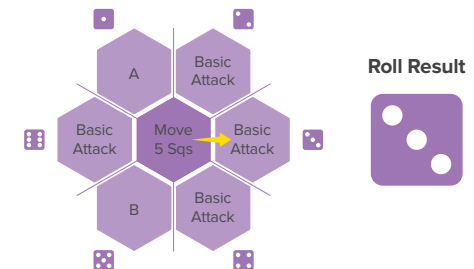
Name	Type	Effect
SPECIAL ABILITIES		
Crack the Whip	D	The nearest Beast-Type Foe to [Foe Name] takes an extra Turn directly after the end of the [Foe Name]'s Turn.

Foe Information—Revealed or Hidden?: Decide as a group whether Foe data is revealed or hidden from the Heroes before a Combat Encounter begins. Playing with the data hidden requires that the Heroes learn how the Foe behaves as the battle progresses and adds difficulty.

HOW TO CONTROL A FOE

The Storyteller or Narrator controls each Foe using its **Foe Card** by following these steps:

1. Read the Foe's **Default Characteristics** (and **Optional Modifiers**).
2. **Determine which Action Chain to Use:** The Storyteller or Narrator rolls 1d6, then matches the Roll Result with the corresponding number on the **A.I. Hex Grid** to determine which **Action Chain** the Foe uses.





3. **Resolve Action(s):** The Foe performs each Action listed in each **Action Hex** along the selected **Action Chain**. Begin by using the Action specified in the centre Action Hex, then progress through adjacent Hexes in the direction indicated by the Roll Result. Each Hex must be used before proceeding to the next one. Once all Actions in the Chain have been performed, the Foe ends its Turn.
 - ☐ **Invalid Actions:** If an Action in an Action Hex cannot be completed, the Foe skips that Hex. If no Actions along the entire Action Chain can be completed, the Foe skips its Turn.



RESOLVING NON-MOVEMENT ACTIONS


STEP CHECKLIST:

- Identify the Target(s) of the Foe's Action.
- Resolve Action's Effect(s).

1. Identify the Target(s) of the Foe's Action: The Foe's Default Characteristics, Optional Modifiers, and occasionally the Action's Effect itself, specifies the number and type of potential Targets. Foe Actions can target Heroes, itself, Other Foes, Combatants, Squares, or even the entire Battlefield.



- ◆ **Actions that Target Foes:** Actions that Target 1 or more Foes do not require a CAP Check (p. 111), other additional Checks, or Rolls. The Effect is automatically applied.
- ◆ **Actions that Target Heroes:** Foes do not make CAP Checks. Instead, Heroes must make a **Defence Check** when they are the Target of a Foe's Action.
 - **Defence Check:** When a Hero is Targeted by a Foe's Action, that Hero rolls 1d20 and compares the Roll Result against a **Defence Value**. That value is specified after the name of the Foe Action in icon form ( / ). If the Hero's Roll Result is less than or equal to their corresponding Defence Value, that Hero successfully avoids the Foe's Action. If the Roll Result is greater than the corresponding Defence Value, the Hero is Hit.

Name	Effect
BASIC ACTIONS	
Gnaw vs 	1d10 + 10 Damage vs 

- **Example:** *Gnaw* requires the Hero to make a Defence Check against their Dodge Value, as indicated by the Dodge Icon () in the Name field.

AUTO-HIT: Foe Actions marked with the **AUTO-HIT** property cannot be avoided.

Defence Values—Dodge, Resistance, and Skill Values:

In most cases, physical attacks performed by Foes require a Hero make a Dodge () Defence Check, whereas Actions or Effects that apply Conditions require a Willpower () Defence Check. In rare cases, a Foe's Action may require the Hero use a Skill Value (e.g. Acrobatics) to make the Defence Check instead. In those cases, the Hero rolls 1d20 and compares the Roll Result against the matching Skill Value.

- ◆ **Actions that Target Squares or the Battlefield:** Actions that Target a Square or the entire Battlefield do not require any additional Checks or Rolls. The Action's Effect is automatically applied and continues until the end of the Combat Encounter or until otherwise specified (e.g. by another Action's Effect removing it).



No Valid Target: If a Foe's Action has no valid Target(s) within Range, that Foe skips that Action Hex.


2. Resolve the Action's Effect(s): Actions are varied when it comes to how many and what types of Effects they apply. Make sure to read the Foe's carefully to determine what it does.

TIP: Rolls are represented using the notation XdY, where "X" is the number of dice and "Y" is the type of die to be rolled.

- ◆ **Example:** A Foe Action that includes "2d10" in its Effect requires you to roll two 10-sided dice, then total the value.

- ◆ **Damage-dealing Effect (Roll):** If the Foe's Action deals Damage using an XdY formula, the Storyteller or Narrator makes 1 Damage Roll using the indicated dice, then adds any relevant modifiers to the Roll Result to generate the **Damage Value**. Apply the Damage Value to **all Target Heroes** that failed to avoid the Action. Each Target reduces that Damage Value by their corresponding **Barrier Value** (p. 109) before subtracting the remainder from their **Current HP** (p. 110).

Name	Effect
BASIC ACTIONS	
Gnaw vs 	1d10 + 10 Damage vs 

- **Example:** If the Ardent is Hit by *Gnaw*, the Storyteller or Narrator rolls one 10-sided die, then adds 10 to the Roll Result to generate the Damage Value. The Ardent reduces that value by her Toughness (), then subtracts the remaining amount from her HP.

PIERCING: An Action with this Special Property always bypasses Barrier Values when calculating Damage dealt.

- ◆ **Healing Effect (Roll):** If a Foe's Action heals HP using an XdY formula, the Storyteller or Narrator makes 1 Healing Roll using the indicated dice, then adds any relevant modifiers to the Roll Result to generate the **Healing Value**. Apply the Healing Value to **all Targets** by adding it to their **Current HP** (p. 110).

Predetermined Numeric Effects: Certain Actions may deal or heal for a predetermined amount. These Actions do not require rolls. Instead, apply the predetermined value to all Targets.

- ◆ **Other Effects:** Some Effects do not heal HP or deal Damage and are listed below. These Effects are automatically applied if the Foe's Action Targets 1 or more Foe(s), 1 or more Square(s), or the Battlefield. Much like with a Damage-dealing Effect, a Hero must fail their Defence Check for these other Effects to be applied.
 - ☒ **Conditions:** See p. 110.
 - ☒ **Advantage and Disadvantage:** See p. 110.
 - ☒ **Modifying Dice Count:** See p. 110.
 - ☒ **Modifying Die Type:** See p. 110.

Other Effects With Additional Defence Checks:

In rare cases, the Effect of a Foe's Action may list a second Defence Check in addition to the first Defence Check specified in the Name Field. A Hero must fail both Defence Checks to suffer the full Effect of that Action. Heroes who only fail the first Defence Check only suffer part of the Action's Effect.

Name	Effect
SPECIAL ABILITIES	
Mauling Crush vs [Acrobatics OR Endurance]	Deal 2d10 + 10 Damage vs to Hit Hero and that Hero suffers 4 Stacks of VULNERABILITY vs .

- ☒ **Example:** A Hero that fails the first Defence Check but succeeds on the second only takes the Damage from *Mauling Crush*. A Hero that fails both takes Damage and suffers 4 Stacks of **VULNERABILITY**.

ADVANCED FOE FUNCTIONS

Trigger Actions: When a Foe's Action Chain includes a Special Ability with a Trigger Condition, the Foe does not apply that Action's Trigger Effect immediately. Instead, the Foe prepares the Trigger Effect and continues the rest of its Action Chain as normal. However, if any Combatant fulfills the Trigger Condition before the start of the Foe's next Turn, the Foe immediately applies the associated Trigger Effect.

- ◆ **Activating Trigger Effects:** Each Foe's Trigger Effect only activates once per Hex, and only the first time a Combatant fulfills the Trigger Condition. If multiple Foes have prepared Trigger Conditions that are met at the same time, each Foe applies its Trigger Effect immediately.

Variant—Sequential Trigger Effect Activations:

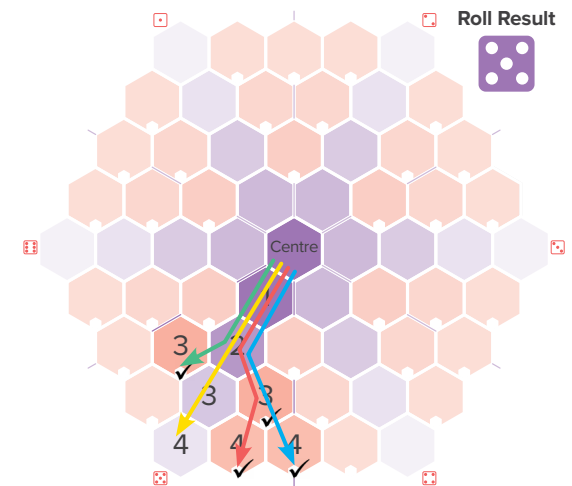
Instead of having all Foes apply their Trigger Actions simultaneously, the party may agree to have only 1 Foe execute its Trigger Action when multiple Trigger Conditions are met at the same time and have the remaining Foes hold their Trigger Actions until the next time the Trigger Condition is met.

- ◆ **Unused Trigger Actions:** Any Trigger Actions that are not used before the start of the Foe's next Turn expire and do not carry over.

Veterancy: Veteran Foes are a tougher, meaner form of their normal Foe counterparts. Before a Combat Encounter begins, the Storyteller (or Narrator) determines if and how many Veteran Foes they deploy. Pre-written *EMBERWIND™* content includes an optional system known as **Flow** which helps the Storyteller dynamically balance the difficulty of the Campaign or Vignette. Veteran Foes (along with other challenge modifiers) have an associated **Flow Point** cost associated with their deployment.

Rank: Awakened Type: Human **Flow: 4** Size: 1 x 1

- ◆ **Veteran Foe Features:** Veteran Foes have the following features and improvements:
 - ☒ **Improved Statistics:** Veteran Foes usually have dramatically improved statistics (e.g. HP, Damage Values, etc.) relative to their normal counterpart.
 - ☒ **Learning A.I. System:** Veteran Foes also gain an **Expanded A.I. Hex Grid** (see below) that allows them to unlock new Action Chains as combat progresses, allowing them to gradually adjust their tactics to better counter the Heroes and their favourite strategies.



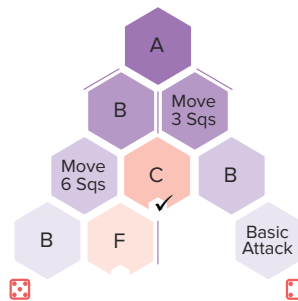
VETERAN FOES AND THE LEARNING A.I. SYSTEM

How Veteran Foes Learn: At the start of each Round in a Combat Encounter, the Storyteller unlocks 1 Red Action Hex (p. 113) for each type of Veteran Foe present in the battle by marking the checkbox in the Red Action Hex they wish to unlock. All Veteran Foes of the same type (e.g. all Bloodhounds) unlock the same Hex.

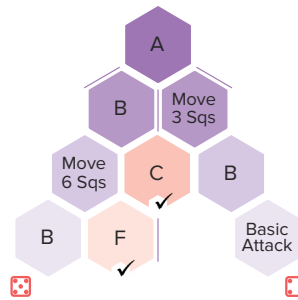
Variants—Increasing the Rate of Learning: Groups seeking additional challenge may increase the rate at which Veteran Foes learn by increasing the amount of Red Action Hexes that are unlocked at the start of each Round of combat.

Creating A New Action Chain: Storytellers may build new Action Chains using unlocked Red Action Hexes by doing the following steps:

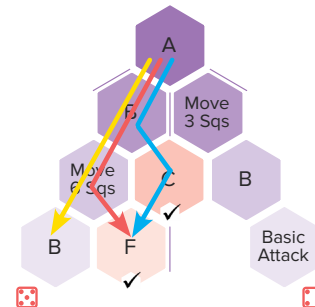
1. Roll 1d6 to determine the **initial direction** of the Action Chain.
 2. Perform the Action in the centre Action Hex.
 3. Then, select an adjacent Action Hex in the **direction that you rolled** and perform the Action listed within. The selected Action Hex must be unlocked and progressively farther from the centre hex (see diagram left).
 4. Repeat **Step 3** until there are no further Action Hexes to add to the Action Chain.
- ◆ **Example:** On the first Round, the Storyteller unlocks the Red Action Hex (Special Ability C) between segments “4” and “5” by marking it with a checkbox (✓).



On the second Round, the Storyteller unlocks the Red Action Hex (Special Ability F).



On the Foe's Turn, the Storyteller rolls 1d6 to determine which **direction to create an Action Chain** with. The Storyteller rolls a 5, giving the following Action Chains to select from.



The Storyteller selects the **blue Action Chain**, performing the following Actions in this sequence: **Special Ability A, Special Ability B, Special Ability C, and then Special Ability F.**

Action	Yellow	Red	Blue
1st Action	Special Ability A	Special Ability A	Special Ability A
2nd Action	Special Ability B	Special Ability B	Special Ability B
3rd Action	Move 6 Squares	Move 6 Squares	Special Ability C
4th Action	Special Ability B	Special Ability F	Special Ability F



EXAMPLE FOE'S TURN—BLOODHOUND

Scenario: Two Bloodhounds are locked in combat with a group of Heroes.

BLOODHOUND

HP: 10 | Dodge: 4 | Toughness: 4 | Resistance: 4 | Rank: 1 | Grunt | Size: 1x1

DEFAULT CHARACTERISTICS
 Tunnel Vision: Bloodhound Moves toward nearest Hero.
 Immediacy: Bloodhound Targets nearest Hero.

OPTIONAL MODIFIERS
 Bonded: Bloodhound Moves toward and Targets the last Hero that targeted the Houndmaster.

BASIC ACTIONS
 Bite vs Hero: Melee 1 | Deal 1d10 + 10 Damage vs Hero.

SPECIAL ABILITIES
 Pounce Auto-Hit: A 5 | Move up to 5 Squares toward Hero within Range that is furthest from Bloodhound. Deal 1d10 + 10 Damage vs Hero and that Hero is knocked **PRONE** vs Hero.

Establishing Turn Order

The Hero occupying Hero Slot 1 has taken their Turn. It's time for Grunt Foes, such as the Bloodhounds, to act.

Initiative Slot Order

Slot	Combatant Name
Hero 1	Druid
Grunt	Bloodhound

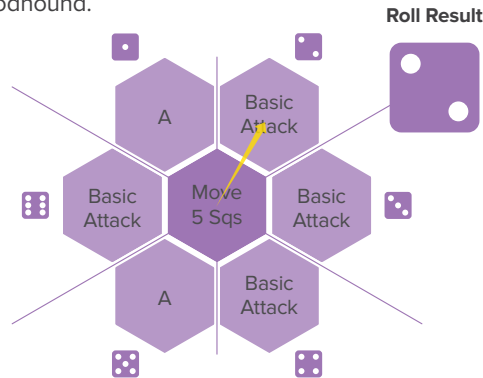
Determining Who to Target: The Storyteller reads the Default Characteristics and determines that Bloodhounds will Move toward and attack the nearest Hero.

DEFAULT CHARACTERISTICS

Tunnel Vision: Bloodhound Moves toward nearest Hero.

Immediacy: Bloodhound Targets nearest Hero.

Determining What to Do With the First Foe: The Storyteller rolls 1d6 to determine what the first Bloodhound is going to do. They roll a 2, and consult the A.I. Hex Grid to determine the Action Chain for the Bloodhound.



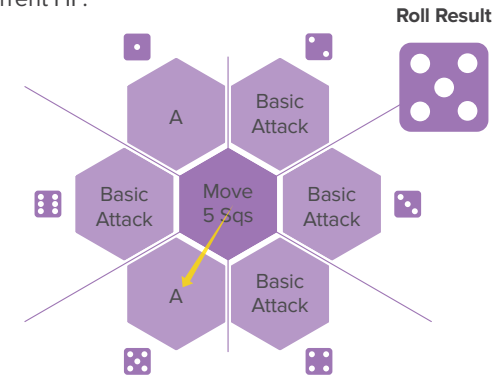
From consulting the grid, the Storyteller can see that the Bloodhound's Action Chain will have it performing a **Move Action** (of up to 5 Squares) first, then making a **Basic Attack** (*Bite*).

Name	Effect
BASIC ACTIONS	
Bite vs Hero	Deal 1d10 + 10 Damage vs Hero

If 1 or more Hero(es) are Within Range: The Bloodhound can strike! The Storyteller or Narrator selects one of those Heroes and informs them that they must make a Defence Check against their Dodge Value to avoid the Bloodhound's fangs. Unfortunately for that Hero, they fail their Check. The Storyteller or Narrator then rolls "5" on a 1d10, and adds 10 to generate a final Damage Value of 15. The Hero reduces that value with their Toughness, before subtracting the remainder from their Current HP.

If no Heroes are Within Range: The Bloodhound skips its Basic Attack Action and having no additional Actions remaining in its Action Chain, ends its Turn.

Determining What to Do With the Second Foe: Now it's time for the second Bloodhound to act. The Storyteller rolls another 1d6. This time, they roll a 5. By consulting the A.I. Hex Grid, they determine that this Bloodhound will perform a **Move Action** and then use its **Special Ability A** and *Pounce* upon the Hero with the lowest Current HP.



Name	Effect
SPECIAL ABILITIES	
Pounce AUTO-HIT	Move up to 5 Squares toward Hero within Range that is furthest from Bloodhound. Deal 1d10 + 10 Damage vs Hero and that Hero is knocked PRONE vs Hero.

As *Pounce* has a Movement and Targeting behaviour within its Effect, *Pounce* supersedes both the Bloodhound's Default Characteristics and Optional Modifiers during the *Pounce* Action only.

In addition to dealing Damage and being unavoidable, *Pounce* has a secondary Defence Check within its Effect. If a Hero who is Hit by *Pounce* fails their Willpower Check, they are also knocked **PRONE** in addition to the Damage they suffer.

Ending the Foe Turn Slot: The Grunt Foe Slot concludes once the last Bloodhound has had its Turn, and the next Hero in the Initiative Slot Order begins their Turn.

ADVANCED COMBAT RULE VARIANTS

Players seeking a more nuanced and immersive combat experience may consider using some or all of the following variants to enhance their gameplay:

Variant—Friendly Fire: By default, Actions are designed to specifically Target Heroes or Foes only. When this Variant is enabled, that specificity is replaced with general Combatant-based Targeting instead.

- ◆ **Actions that Target multiple Foes:** These Actions will now Target all Combatants and will always Target the maximum number of Combatants.
 - α **Example:** The Ardent's *Raging Inferno* will always Target 3 Combatants when used. If there are only 2 Foes within Range, the third Target may be another Hero.
- ◆ **Resolving Friendly Fire:** When a **Friendly Fire** Action Targets a Hero, the attacking Hero determines whether the Action Hits or not using their **CAP** Check only, unless the Storyteller determines that a Defence Check is applicable. If so, the Storyteller decides which Defence or Skill Value is used to avoid the Hit.

Variant—Ranged Actions and Partial Cover: By default, **Line of Sight** is unobstructed when it touches the corner or edge of 1 or more Square(s) of Cover. When this Variant is enabled, a Combatant is **Partially Obstructed** when the line touches the corner or edge of 1 or more Square(s) of Cover instead.

- ◆ **Partially Obstructed Foe:** Apply 1 Stack of Disadvantage per Square to CAP Checks that includes that Foe as a Target.
- ◆ **Partially Obstructed Hero:** Apply 1 Stack of Advantage per Square to Defence Checks made by that Hero.

Variant—Ranged Actions in Close Quarters: By default, Combatants using Ranged Actions against adjacent Targets suffer no penalties.

- ◆ **Variant #1:** Ranged Actions by Heroes suffer -4 **A** when made against an adjacent Target. Heroes have +4 Dodge (♣) when Targeted by an adjacent Foe's Ranged Action.
- ◆ **Variant #2:** All Combatants gain the following Trigger Action, may use it once per Round, and as a Free Action. (This Trigger Action counts as a 7th Class Action for Heroes).

Hero Version

Name	Type	Target	Range
Attack of Opportunity	Trigger Exploit	1 Foe	Melee 1
Effect			Speed
<i>Trig. Cond.:</i> If a Foe uses a Ranged Action, <i>Trig. Effect:</i> Make a Basic Melee Attack against that Foe. 1 per Round.			Slow

Foe Version

Name	Effect
SPECIAL ABILITIES	
Attack of Opportunity	<i>Trig. Cond.:</i> If a Hero uses a Ranged Action while occupying a Square adjacent to this Foe, <i>Trig. Effect:</i> This Foe makes 1 Basic Melee Attack against that Hero.

Variant—AUTO-HIT Trigger Actions: By default, Trigger Actions that Target opposing Combatants require (CAP or Defence) Checks to Hit. By enabling this variant, all Hero and Foe Trigger Actions gain the **AUTO-HIT** Special Property.

Variant—Manual Control: Foes in *EMBERWIND™* are designed to operate without the need of a Storyteller by utilising the **A.I. Hex Grid** system. However, Storytellers looking for a traditional role-playing game experience may elect to manually control Foes or hybridise the two systems instead. For example, the Storyteller may choose to only control the Boss Foe while continuing to operate Foes of other Ranks with the A.I. Hex Grid system.

- ◆ **How to Manually Control a Foe:** If a Storyteller elects to use this variant, do not roll to determine an Action Chain whenever a Foe Turn Slot comes up. Instead, the Storyteller may craft a custom Action Chain by mixing and matching any Actions that the Foe has access to. The maximum amount of Actions that Foe can take during its Turn is determined by the **Actions per Turn** Value listed on its respective Foe Card.
- ◆ **Manual Control and Veteran Foes:** If a Storyteller uses both of these features, unlock **all Red Action Hexes of all deployed Veteran Foes** at the start of a Combat Encounter. The Storyteller may freely select any Action the Foe has access to when creating custom Action Chains.

Variant—War: By default, small-scale Combat Encounters (known as **Skirmishes**) require the Storyteller or Narrator to roll 1d6 per Foe when determining Action Chains. With this variant enabled, the Storyteller may exchange variance in Foe behaviour for expediency by organising Foes into groups. When determining Action Chains, the Storyteller rolls 1d6 per group and all Foes belonging to that group use the rolled Action Chain.

Condition Reference Table

- Check the next to the Condition for each Stack you are suffering. If a (Max ∞) is specified, write number of Stacks instead.

POISON DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d6 x [Stack] PIERCING Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d20 x [Stack] PIERCING Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	<input type="checkbox"/>	All Damage Combatant takes has the PIERCING property. FRAGILITY is removed next Round at the start of Combatant's Turn.	
VULNERABILITY DAMAGE	____ (Max ∞)	-1 x [Stack] & .	
WEAKNESS DAMAGE	____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.	
DAZE HIT RATE	<input type="checkbox"/>	On Hero: -4 A .	On Foe: Heroes have +4 against Actions used by Foe.
OFF-GUARD HIT RATE	<input type="checkbox"/>	On Hero: -2 .	On Foe: +2 A to CAP Checks to Actions that Target only this Foe.
PRONE HIT RATE	<input type="checkbox"/>	Hero: OFF-GUARD and cannot take Actions. Remove PRONE by expending 1 Fast Action during your Turn.	Foe: OFF-GUARD and skips first Action of Action.
SLEEP HIT RATE ACTION RESTRICTION	<input type="checkbox"/>	Combatant cannot take Actions during their next Turn. SLEEP is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the AUTO-CRIT property.	
SILENCE ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Cannot use Spells or Tide-Turners. SILENCE is removed next Round at the start of Hero's Turn.	On Foe: Skips Special Ability Hexes. SILENCE is removed next Round at the start of Foe's Turn.
CHILL ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	<input type="checkbox"/>	Combatant may only take 1 Action during their next Turn. PARALYSIS is removed at the end of that Turn.	

*Flanking is a common source of the Condition **OFF-GUARD**. See the below diagram for an example:



Game-Breaking Combos: If you discover a “game-breaking” combo, report it to support@nomnivoregames.com so that we can update and improve the game for everyone. However, we also have a “rule-of-fun” that takes precedence over all other rules, where you can choose to keep or remove any “game-breaking” combinations depending on what your group finds most entertaining.

Other Action interactions and more frequently asked questions can be found at the **EMBERWIND™** Knowledge Base at emberwindgame.com/knowledge-base

Frequently Asked Questions

Q: Can HP, Barrier, or Defence Values drop below 0?

A: No. Values cannot drop below 0 and when a Combatant reaches 0 HP, they become **FALLEN** and cannot lose further HP.

Q: Should FALLEN Combatants be left on the Battlefield?

A: It depends. Removing them reduces clutter on the Battlefield. However, some Actions interact with **FALLEN** Combatants (such as the Spiritualist's *Spiritburn*). When Combatants with such Actions are present, leave **FALLEN** Combatants on the Battlefield or find another way to track them.

Q: Do FALLEN Combatants occupy Squares?

A: No. Not only do **FALLEN** Combatants not occupy Squares, they do not provide Cover either.

Q: Can I use Free Actions during other Combatants' Turns?

A: No. The only type of Action that can be used when it is not your Turn is a Trigger Action, and they can only be used when their Trigger Condition is fulfilled.

Q: If an Action Hits (or Misses) multiple Targets, is that considered to be multiple Hits (or Misses) when activating other Effects?

A: No. As only 1 CAP Check is made, the Action is considered to have Hit (or Missed) only once. The same is true when applied to Foe Actions.

Q: When do I apply Damage Multipliers?

A: Damage Multipliers are calculated after the Damage Roll and all additive/subtractive modifiers are applied, but before Barrier Values. For example, if an Archer used *Squad Sight* and *Howling Hail* together on a Foe with 4 , it would deal (3d8 + 9) x 0.5. That final Damage Value would be reduced by 4 if the Archer fails to penetrate.

Q: Can a Combatant decide not to be the Target of a friendly Action?

A: Most Actions that Target friendly Combatants are purely beneficial, but some (such as the Rogue's *Shadowsteel Step*) may have undesirable Effects. In general, we recommend that these Effects be non-optional. However, we encourage players to communicate with one another before using Actions that might be unwanted, and if such Actions make it difficult for all players to enjoy the game, it may be beneficial to switch to a consent-based system.

Q: If an Action Targets multiple Combatants, how often can you activate an Effect that states "When a Combatant/Hero/Foe is Targeted..."?

A: Only once, as the Effect activates based on the one Action used.

Q: Do I need to roll a CAP Check for a Trigger Action?

A: Possibly. If the Trigger Action includes 1 or more Foes as a Target, you must roll 1 CAP Check to determine if your Trigger Action Hits. If the Trigger Action does not include any Foes, then you do not need to roll a CAP Check. Your playing group may decide to opt for an easier variant, in which all Trigger Actions gain the **AUTO-HIT** property.

Q: Can a Trigger Action cause another Trigger Action to go off? If so, in what order are they resolved?

A: Yes. When multiple Trigger Actions go off, the last Trigger Action is resolved first. If that Trigger Action's Effect would cancel the original Trigger Action, then the Effect of the first Trigger Action does not occur.

Q: Does a Sustain Effect continue after the Target has left the original Range of the Sustained Action?

A: Yes.

Q: Does a Sustain Effect that has a Damage or Healing Roll require rerolling each Turn?

A: Sustain Effects with Damage or Healing Rolls can be rerolled with each Turn or locked to the initial result, depending on your playing group's preference.

Q: Do Die Type or Dice Count Modifiers apply to Sustain Effects on future Turns?

A: Sustain Effects that have had the Die Type or Dice Count modified during the originating Turn continue to have those Effects applied to every subsequent Turn they are sustained.

Q: Can Heroes constantly maintain Sustain Effects outside of Combat Encounters?

A: We recommend not allowing Heroes to maintain Sustain Effects outside of Combat Encounters, but the Storyteller or playing group can overrule this if they choose.

Q: Can you maintain Sustain Effects through SILENCE?

A: Yes! **SILENCE** merely prevents you from using Spell and Tide-Turner Actions, not continuing any pre-existing Sustain Effects you were already maintaining.

Q: How do you resolve more than one "The first [Type of] Action is a Free Action" Effect?

A: When multiple Effects provide you with more than 1 "First [Type of] Action is a Free Action," they stack additively. For example, if you have two Effects that each grant "Your first Spell Action is a Free Action", they combine together and let you cast the first 2 Spells you use in a Combat Encounter as Free Actions.

Q: How do you resolve two or more Effects that appear to contradict each other?

A: If two or more Effects contradict one another, the negative Effect supersedes the positive one. For example, if an Effect would provide you with +1 Trigger

Limit while another would set your Trigger Limit to 0, your Trigger Limit is 0.

Q: If a Combatant is Flanked, are they OFF-GUARD to all Combatants that Target them?

A: Yes. When a Combatant is **OFF-GUARD**, they are **OFF-GUARD** to all other Combatants, regardless of the Range or how they suffered the Condition.

Q: What direction does a Combatant travel when they're forced to move by a Push or Pull Effect?

A: Whether the Forced Movement is the result of a Push or Pull Effect, Combatants always travel through unoccupied Squares in a straight line. Push Effects will result in that Combatant moving away from the source of the Forced Movement, whereas Pull Effects cause the Combatant to move directly toward the source of the Forced Movement.

Q: Can a Combatant be forced to move through occupied Squares (e.g. Cover, other Combatants, etc.) or beyond the boundaries of the Battlefield?

A: No. Squares that are occupied by other Combatants or obstacles large enough to act as Cover impede Forced Movement and terminate any remaining Squares in the Forced Movement Effect. The same is true when a Combatant reaches the boundary of a Battlefield unless the Storyteller states otherwise.

Q: If a Foe has multiple viable Targets, how does it decide which one to Move toward and Target?

A: If a Foe has multiple options for which Combatant to move toward and/or Target, there are multiple ways to decide which it favours. Our default rule for ties is to tie-break in whatever direction is worst for the party, providing the Foe with the greatest advantage. You may also randomly assign a Target using a die Roll.

Our Development Philosophy

Our team created *EMBERWIND™* because it's the game we've always wanted to play. For us, the *EMBERWIND™: Hero Manual* is the culmination of 10 years of intense work and play, and we couldn't be more thrilled for it to take a place on your gaming shelf. (We know from personal experience how crowded those can get!)

We've tried to go big with our goals for *EMBERWIND™*. We've introduced systems, design elements, and features you don't normally see in the world of tabletop role-playing games, and committed to putting as much of our development toolkit into the players' hands as possible.

We've also tried to challenge genre tropes and raise the level of discourse in tabletop design while treading carefully and respectfully around sensitive topics and making sure that the gaming table remains an inclusive space. Our goal isn't to focus on divisive issues or push a particular agenda, but to provide a safe space to talk about and roleplay complex moral and societal situations.

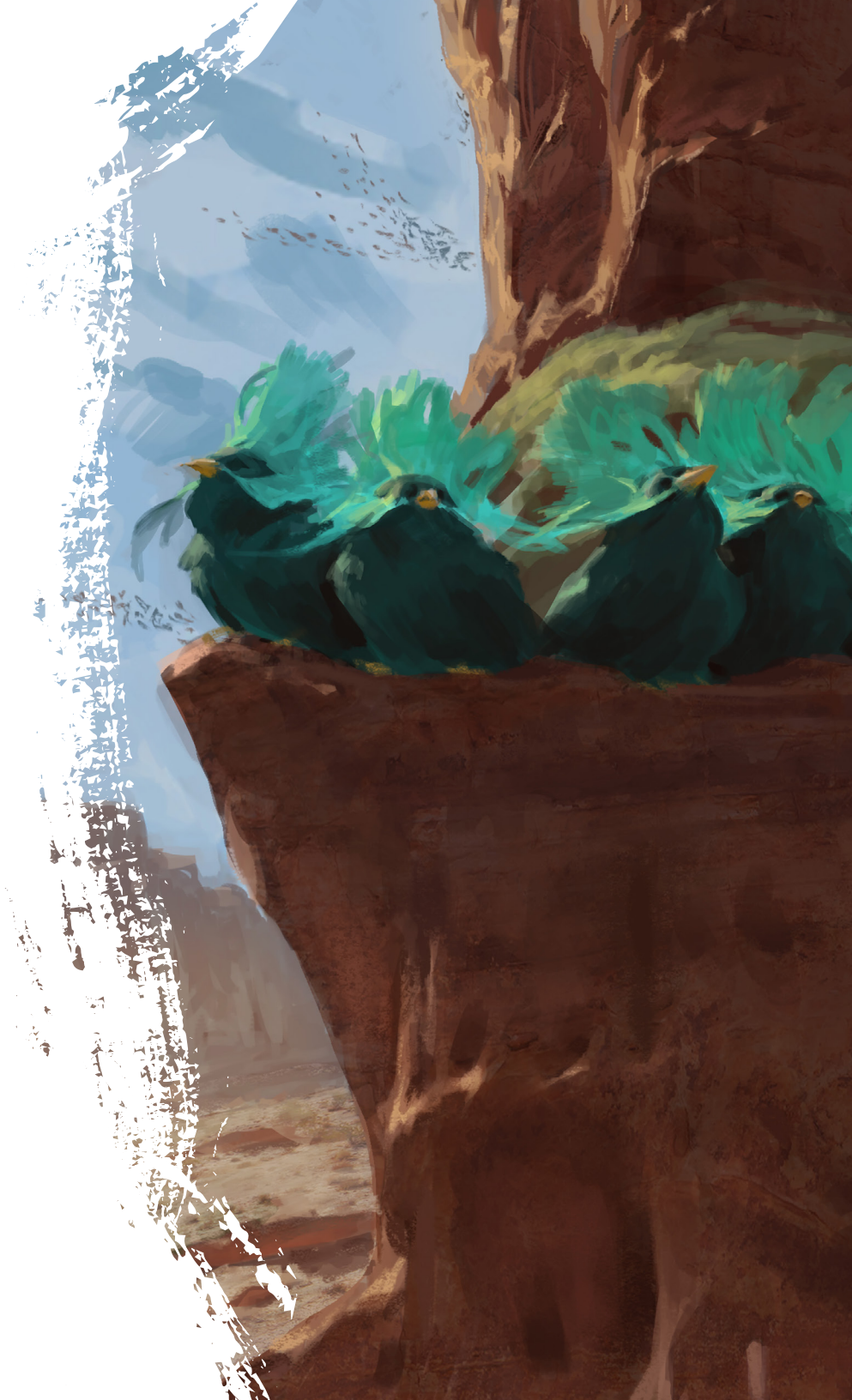
That's part of why we're publishing all of our resources under a live development model. We'll be updating your PDF copy of the *EMBERWIND™: Hero Manual* as we roll out changes to the game balance and content, making sure you're always playing the best version of the game as we learn, tinker, and improve.

We're asking in advance for your patience when we get things wrong, and for your help in shaping a better game as our community grows.

If you have feedback on the systems or content in the *EMBERWIND™: Hero Manual*, please feel free to contact support@nomnivoregames.com or join us in the *EMBERWIND™* community at emberwindgame.com/discord.

In addition to updates to the *EMBERWIND™: Hero Manual*, we'll release regular updates to our website too, adding new rule sets, modules, Foes, and so much more for you to expand your *EMBERWIND™* game.

So whether you're creating Heroes to explore the vast mysteries of Axia, or creating your own game world from scratch, we wish you all the best on your adventures. See you on the gaming shelf!





Credits

Lead Writers:

Derek Chung & Peter Chiykowski

Supporting Writer:

John Helfers

Game Design:

Derek Chung

Secondary Game Design:

Evan Haidasz, Yannick Dion, Cameron Peters

Lead Editor:

John Helfers

Cover Art:

Jonny Hall, Toma Feizo Gas, Jayison Devadas, Soph Lee, Mario Vazquez

Art:

CrushVisual Studios

Graphics Design:

Alexander Sierputowski

Secondary Graphics Design:

Mathias Semmann, Toma Feizo Gas

Printing:

Wing King Tong Company Limited

Proofreading:

Leigh Teetzel

Special Thanks

Myohan Kim, Sanatan Suryavanshi, Evan Haidasz, Yannick Dion, Cameron Peters, Timothy Yan, Isaac Fine, Rebecca Shropshire, Vladislav Nikolaichuk, Han-Sen Yoo, Spencer Hayden, Tico Souza, Elliott Animation, Michelle Chang, Henry Luong, Lance Turturice

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(to likely irritated significant others):

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Rise up, Hero! Our journey together is just beginning.

EMBERWIND™ is a new modular tabletop RPG that lets players build their own game experience from the ground up. The core rules are intuitive enough to learn in minutes, but offer depths of immersive strategy through co-op tactics and alternative rules modules.

The **EMBERWIND™: Hero Manual** gives players everything they need to create fully fleshed, customised Heroes using the game's nine main Classes and drop them into new conflicts, storylines and challenges to test their mettle.

- ◆ Intuitive, modular rules for players of all experience levels.
- ◆ Cooperative tactical combat that hardcore gamers can sink their teeth into.
- ◆ Epic Heroes you can fully create and customise in 5-30 minutes.
- ◆ Jaw-dropping art that makes you want to put on a backpack and go exploring.
- ◆ Uncharted adventure in worlds of epic fantasy—your creation or ours.
- ◆ Ongoing free downloadable content releases on emberwindgame.com.

