

HERO CLASS - GRIMZIM'S VARIANT



PUPIL

FATE SYMBOL



VITALITY



COURAGE



DICE POOL

+1 D10, +1 FD

STARTING GEAR

Wooden Sword, Sash,
Adventurer's Gear

ADVANCED HERO CARDS

Clean Blade, A Swordsworn's Will,
Eventide Slice, Vertical Cut, Horizontal
Slice



e began as he always did.

He sought the silence - the center of the void. Time tickled the edges, but he ignored it. Within the quiet, he found the ever-lasting present. Everything else fell away - forgotten. He began the Litany of Blades:

I bind myself to the blade.

The blade and I are one.

I will not abandon the blade.

To abandon the blade is to abandon myself.

The blade does not kill. I kill.

Each swing is my breath.

Each death brings life.

Before it was finished, he had become one with the sword. He let himself fall away. Who he was before was forgotten. He was sworn to the blade. It wasn't a weapon. It wasn't a tool. He didn't hold it; it held him. He was the sword's tool. He was the sword's weapon.

Within the silence, he floated. The nature of the Swordsworn had become his true nature. Only through dying to himself, he had found himself. Who he was meant to be.

He drew the sword slowly, and entered the first Kata. Slowly. Precisely. Every step and stroke done with care. Seeking perfection. Pivot. Slide. Slice. Sheath. Withdraw. Counter-step. Draw. Cut. Parry. Pivot. Twist. Cut. The blade and I are one. His forms gathered speed. Each slice stronger. Each step measured. Each Stance true. Until the Kata flowed together. Each step blurred into the next.

The speed and precision of the blade seemed impossible. The afterimages of the blade danced around him. Three... four... silver arcs floating in the air at a time. The blade does not kill. I kill.

And, suddenly the Pupil was still. The sword held out in front of him. The angle perfect. Sweat dripped off his nose and chin. There in the silence, the sword floated. Reluctantly, he found himself again. He and the sword separated. He felt hollow - unalive. He sheathed the sword, and in so doing, felt sheathed himself.

One repays a teacher badly if one always remains nothing but a pupil.

- Nietzsche, Thus Spoke Zarathustra

PLAYING THE PUPIL

The Pupil is not a balanced hero. Nothing about him is neutral. The Pupil uses swords. Only. He is a melee centric hero. The Pupil has the ability to take down many targets at once. He may be the best area-of-effect melee character. He has many cards that attack multiple targets and his precision allows him to easily hit multiple monster-types. However, these attacks tend to move him further and further away from the relative safety of the other heroes. The Pupil can easily find himself surrounded by foes far from friends. Luckily, he is equipped to deal with this.

The Pupil is governed by sword **Kata**. To start a Kata and gain bonuses an **Opener** has to be played. Afterwards **Directional** cards can be played and the **Kata** is increased every time a **Directional** card is played. The **Kata** can be retained over multiple hero cycles and resets when a **Finisher** is played or the hero leaves a tile.

Many of the Pupil's cards will benefit from an increased **Kata** and some cards may even grant special bonuses at a certain **Kata** level. It requires careful planning to get the most out of the Pupil.

The Pupil's support cards are strangely effective given the right circumstances. He has several powerful interrupt cards that make the Pupil very effective during Darkness Cycles.

OPENER, DIRECTIONAL, FINISHER

Opener cards can only be played when the Pupil's sword is sheathed. These cards will draw the sword and start a **Kata**.

Directional attacks can only be played when the sword is drawn i.e. after an **Opener** has been played or after another **Directional** card has been played. The **Kata** is increased every time a **Directional** attack is played.

Finisher cards reset the **Kata** and sheath the sword.

ATTACK MOVEMENT

Many attacks require the Pupil to move in a certain pattern. Some of these cards allow the Pupil to attack targets in range after each moved square. If the square is occupied then this target has to be attacked, otherwise any target in range can be attacked.

Learning is setting aside your ego and, for once, admitting that you don't have the answer.



SWORDS

The Pupil can only use swords. Use the item's art and name to determine if the weapon is a sword. If it doesn't look like a sword, then it probably isn't. If it has the name "sword" in the title, then it is a sword regardless of appearance.

If the sword requires two hands, the Pupil can make **Rush** attacks.

PUPIL KATA TRACKER

The Pupils power flows through his understanding of **Kata**. To start a Kata and gain bonuses an **Opener** has to be played. Afterwards **Directional** cards can be played and the **Kata** is increased every time a **Directional** card is played. The **Pupil Kata Tracker** helps to track the current **Kata** status - it is recommended to use a glass bead or any other means to keep track of the current **Kata**.



TRICKY CARDS

ANNOUNCE

Announce is a fun card, especially when playing with a group that is active during Darkness Cycles. It allows the Pupil to begin a Darkness Cycle, immediately. The reward for such brashness is that the heroes have a buff to defense and interrupt attacks gain an additional damage.

If used wisely, *Announce* allows the party to avoid attacks by using the Darkness Cycle to bring monsters into range.

And, the Pupil has many interrupt cards that he may play with *Announce*.



A SWORDSWORN'S WILL

This card isn't complicated but can be misinterpreted. *A Swordsworn's Will* is an interrupt card, but the effect applies to the next card played, regardless of which cycle the card is played in or how much AP the card costs.

If the Pupil decided to play a zero AP card after *A Swordsworn's Will*, he is wasting the bonus. It does not carry over to the next card played with an AP cost.



BONDservant

Bondservant is a hugely powerful card. While removing the Capture status effect is helpful, the biggest advantage is the possibility that at 3 or more Kata the Pupil may place himself next to another hero on the same tile. This allows the Pupil to cover distances not possible for any other hero and give him an unprecedented level of mobility.



CARD SYNERGY

ANNOUNCE + THE OUTCOME IS DECIDED

The Outcome is Decided is a nice card all by itself. But, it has a designed synergy with *Announce*. If *The Outcome is Decided* is played after *Announce*, then minions and captains must pass a Courage Test or they cannot move.

Saving these cards to be played together allows the players unprecedented control over a Darkness Cycle.

BLADED + A SWORDSWORN'S WILL + NIGHTFALL CUT

The Pupil is as effective in the Darkness Cycle as he is in the Hero Cycle. After being damaged by an enemy attack, the Pupil is ready for this combo. *Bladed* allows the Pupil to move two squares, this can additionally help to setup *Nightfall Cut* and also increases the damage. *A Swordsworn's Will* brings the cost of *Nightfall Cut* to zero AP.

Finally, *Nightfall Cut* (played in the Hero Cycle) is a very powerful Finisher card. In combination with *Bladed* it will deal 4 damage to a target while passing potentially needed Courage Tests at 2 or more Kata.