Welcome

In this book, you will create your faction from which you can later create armies to play the game. Unlike most table top miniature games that have set factions decided upon by the game's designers, Genesys puts that control in your hands.

Species creation is creating your army or faction book yourself. You start by creating your species, followed by unit classes. This defines the forces of your faction and faction.

Later when you are ready to play a game, will you select the forces of your faction to field and create an army list.

The Next Age of Tabletop Miniature gaming is here. Welcome, enjoy, and above all else prepare to take control of your gaming experience.

The Genesys Worlds were once known as Aku, a moment in time and space where the Great Serpent guarded her unborn children. Encased in rock, her young were protected and warmed by the suns they orbited.

When the others came, they were a threat to the unborn, and the Leviathan brought them death without remorse. Across the many worlds, the Serpent tore them apart, incinerating their boats, and burning their ashes.

The wounded intruders were few and still clinging to life, they lashed out striking the Leviathan for the first time, and tearing a hole in the fabric of reality. Creatures of Darkness and Light burst forth, and the now mortally wounded Serpent found herself desperate in battle she would not survive.

Worlds of the Aku were destroyed, cracked and sundered across the skies in the resulting battle. The Great Leviathan was no more.

Fragments of her children spewed across the heavens as massive meteors. Their fiery tails bringing a portent of doom when they crashed into the worlds they hit.

From these fragmented remains, the Reptilia are born

THE GENESYS PROJECT

FIRST AGE   SECOND AGE   THIRD AGE

Index

1. The Ancient Reptilia

The Reptilia are cold blooded, brutal and incapable of empathy, even for their own kind. Their intelligence is cunning and analytical, savage and viscous, rising them above the bickering and political intrigues that plague the other races that the Reptilia consider themselves superior to.

Genetic Mutations are rife among the Reptilia, degrading their lineage bloodlines. While obvious mutations are often culled, some survive to push the species to new extremes, or devolve it towards mere animalistic instinctive behavior.

Reptilia Communicate not only through guttural vocal sounds, but through scent glands that can taste the air for pheromones. When used in combination provide a wide usage of complex communications that are difficult if not impossible for other races to comprehend.

The Reptilia are born in the most extreme environments of the Genesys Worlds where they have survived for a millennium. They are born of from the fragments of their lost heritage and have evolved into several distinct lineages that can be traced back thousands years.

Draconic

The Draconic have perhaps most solid bloodline to the Great Serpent. The Draconic races are tough, their scales creating almost impervious armor. Meanwhile their cunning, strength, and access to the most powerful Extremis powers make them fearsome to behold.

They are drawn to the most extreme climates in the Genesys Worlds, their physiology drawing its strength from the Extremis environment found in those areas. From the frigid Iceland's, to fiery volcanos, and toxic swamps, the Draconic races can flourish in the hostile places known.

The lesser of their species are sometimes bipedal, even equipping themselves with weapons and additional armor.

This leaves the those with the strongest of bloodlines that are the true Dragons of legend and lore.

Troglodyte

A brutal and raw bloodline, the Troglodytes are big, strong, and fast. Very few creatures are as physically dominant as a Troglodyte.

This however does not mean that they are not cunning as it's quite the opposite. They are born hunters and killers, able to determine their prey's movements and locations by scent alone.

A degenerative form of the troglodyte are often called thunder lizards, or dinosaurs. These lesser species have lost their cognitive thought, becoming animalistic in behavior and instinct. Troglodytes have an almost shamanistic touch with these creatures, with the abilities to have some control over them.

Saurien

The Saurien are a leap in the evolutionary tree of the Reptilia. They are smaller than their Reptilia kin, standing about the same size or slightly small-er than a standard human equivalent.

Where found they can be found in leadership position. They are often thought to be evil incarnations by the other races, but in fact have the same cold blooded lack of empathy that their larger brethren, cooled by a calculated intelligence.

Where the Saurien turn to technology and sciences, an offshoot called the Anura have turned to arcane powers. The Anura have left their hardened scales behind and returned to laying eggs in the water. The Anura are an aphidian race touched by the arcane.

Tuatara

Tuatara are a primitive offshoot of the Reptilia barely divergent from the amphibians and fish they first evolved from. They are an evolutionary throwback and are often found as a slaves to other Reptilia or Saurien species, but civilizations of Tua-tara do exist.

Tuatara are small, half the size of a Saurien or Hominoid. Although they are reptiles, their verte-brae resemble more of a fish than that of a reptile, with no openings for hearing.

Tuatara have a third parietal eye on the top of their head that is covered by opaque scales as they ma-ture, that can sense ultraviolet light, and two pupils in their primary eyes that allow for Tuatara to be both terrestrial and nocturnal.

Tuatara are small creatures and much more agile than their larger cousins. They have an innate sense of their surroundings and enhanced perception, instinctively able to react to incoming attacks from all directions.

With Long life spans, reaching into a century or two, these reptiles reproduce slowly, their eggs tak-ing up to 4 years to hatch. This has led to slow population growth where they are under constant threat.

Degenerative forms of Tuatara have indeed turned to the depths of the seas with the Cuadata or Fish. Doing so they have adapted gills with complex labyrinth organs to take oxygen from both land and sea.

Ophidian

Hidden and secret, Ophidian are snake-like reptiles with a talent in deceit, death, and control. For Centuries, Ophidia have survived hidden among the other Reptilia Species, sometimes as secret and hidden ruling sects, or as outcasts on the fringes of Reptilia civilizations.

The Ophidia appear as serpentine Reptilia with a long snake-like body and with shoulders and pre-hensile claws. They slither for locomotion as would an upright snake the size of a large human-oid. While still cold and calculated, the Ophidia fiercely protect the young if uncovered. They have a connection to their ancestors unlike any other species.

The Ophidia do not breed true. Despite thousands of years of concentrated selective breeding, repro-ducing a true ophidian species has failed. Ophidia are an extremely rare genetic mutation that appears in the Reptilia race. The presence of this mutation may appear once, and then skip many generations be-fore appearing again.

What makes the Ophidia unique, is that the mutated gene carries with it the genetic memory of their ancestors. While the memory is not complete, knowledge is transferred over the vacant generations of Ophidia resulting in thousands of years of memory and knowledge. While the oldest memories do fade over time, each Ophidian often spends much of its youth learning the skills taught to it by the memories of its ancestor's thoughts and insight.

The Ophidia have attempted consciously to selective breed likely species candidates carrying the gene to produce a stable species. Special scent organs in the Ophidia can smell whether unhatched eggs carry the possible genetic mutation.

Ophidia also carry a special organ in their tail, which is able to penetrate the smallest of pin sized punctures in Reptilia eggs to insert their genetic material to "infect" the fetus.

It is because of these traits, that Ophidia are often hunted down and slain, but they are not without their defenses. Venom from these serpents is incred-ibly strong and deadly to even the largest of the Reptilia.

Gargoyal

Of all the reptilian races, Gargoyals are perhaps one of the most extreme. It is speculated that Gargoyals were the result of powerful magics gone awry. However, the Gargoyals themselves believe they are the true descendants of the great Leviathan, her chosen children.

Gargoyals are literally living stone with an infernal fire that burns within. They are extremely hard to kill, as their stone bodies are more akin to constructs than living beings. That said, they are prone to fits of extreme violence and hatred.

2 Ancestral Reptilia

(about)

2.1 Definitions

Domains: There are 5 Domains of Life in the Genesys Project. These include Humanoids, Reptilia, Fey, Inseckt, and Biests.

Each Domain includes many different factions that can be wildly different from each other and has its own rules, traits, and paths through the future and are defined in their own book/ pdf.

Species/ Faction: Creating your own faction from the traits will help evolve and create your own Species. Your Species will determine what abilities and skills everyone in your army will have. The word race is also synonymous with either word, species or faction.

Lineages of the Reptilia: The Reptilia have several lineages that contain numerous traits and abilities for creating your faction and classes.

Non-Lineage Traits: Non-Lineage traits are unlocked through the lineages that you select and include categories such as Adaptive and Extremis Traits.

Traits: Traits for the Reptilia are gathered through Lineages and contain abilities that apply to your models. There is a mandatory range of traits that you must select from.

Abilities: These are your special rules. Selecting your traits grants the abilities they contain for both your army and classes.

Characteristics:

Strength: Strength is used to determine the power of a melee attack. The stronger the attack, the higher the chance to cause critical damage when striking your opponent.

Toughness: Toughness determines how resilient a model is to being attacked.

Movement: a model may move up to 3x its movement and still perform an action. A model staying within its base movement range is considered to not be moving.

Martial: Martial is the melee combat skill of the model. This number here is added to the die roll when attacking in melee combat.

Ranged: This is the Ranged Combat skill of the model. This number here is added to the die roll when attacking in ranged combat.

Defense: Defense is how well a model can avoid being hit by opponents.

Discipline: The Discipline not only helps determine squad sizes for your classes, but helps the morale and determination of your models.

Willpower: The strength of Willpower directly correlates to the strength of Powers, as well as defending against Ethereal attacks. Willpower also helps determine morale.

Command: Command determines your leaders control over the battlefield, how many units can be activated per turn, and Initiative on the field.

Mtn- Martial Target Number: This is the number required for your opponent to hit you in melee combat. Martial + Defense= Mtn

Rtn- Ranged Target Number: this is the number required for your opponent to hit you with a ranged weapon. Movement + Defense= Rtn

Morale: This determines a target number for your squad to stay within to avoid fleeing the field. Morale is determined by Discipline + Willpower= Morale

Unit Classes

These unit classes are built off of your faction. Unlike other Life Domains, the Fey have only 3 unit class types; Disciples, ArchLords, and Paragons. Factions that take on the Primordial force of Order, also gain a 4th Unit Class type, the Exalted, while the forces of Chaos tear apart these distinctions on the battlefield.

Designing your unit classes allows for you to add additional traits to the specific classes of units, and the more advanced Classes can be built off of existing classes, creating even more powerful classes, leading up to the almost God-Like Paragons.

Armory

The armory is where weapons and equipment are listed for your faction. No unit classes come ready to field with weapons or equipment as standard. What they take is your choice. When making your army list for the game, you can decide what equipment they will take from what is available to each unit class. Primitive and Common Weapons and Equipment are available to everyone, while other Advanced Weapons or new Weapon types are restricted to units that know how to use them.

When it comes to Advanced Weapons and Equipment, specific traits allow their use for Unit classes.

2.2 The Steps for Creation of your Species

1. Select your Primary Lineage

2. Choose Traits and powers from the Reptilian Lineages to create your species or faction

3. Create your Unit Classes

4. Create your Armory

You may select traits from multiple lineages, but you must maintain more traits within your primary lineage than the combined number of traits from other sources during the creation of your faction and classes.

2.3 Reptilian Lineages: The Traits in each Lineage is divided into Lesser, Greater and Ancestral traits. While lesser traits are available to all, to take a greater trait within a sphere of influence, you must have already selected two lesser traits within the same Lineage. For Ancestral Traits, you must already have 2 Greater Traits within the same lineage.

Each trait comes with a point cost for taking, as well as the special ability the trait grants for taking it. No trait may be selected twice.

Example Reptilian Lineage

Lesser Traits

Nocturnal Preysight 3pts: Night Sight, Reduce Cover 1 (target, Night only).

Greater Strength 8pts: Increase Strength 1

Scavenger 3pts: Scavenger (Primitive Weapons)

Greater Traits:

Power Attack 8pts: Power Attack 2, sacrifice strength for martial enhancement

Savagery 8pts: Savage Attack 2(sacrifice strength for additional attacks

Ancestral Traits:

Dai-kaiju 105pts: Increase Size 2, Increase Wounds 2, Bonus Traits 1 Extremis, Increase Toughness 3, Increase Natural Armor 1, Invincible 5

2.4 Point Costs of Traits: Every trait selection that you select comes with a point cost associated with it. Reptilia start at 0 points, and every trait or ability will add to that number. The total point cost of the traits you select will be the base point cost per model of your faction.

A more-advanced species will cost more in point costs, but will also have additional traits making them more formidable in some way.

Ideally, standing somewhere in-between will give the most benefits and flexibility as you continue to create different unit classes.

2.5 Stacking Abilities: Stacking combines multiple ability bonuses together. There are a couple things to consider.

Increases and Decreases are only used when creating your species of advancing them. Both increases and Decreases apply to combined characteristics during species and unit class creation. Both Characteristics and non-characteristic increases and decreases are handled the same regarding stacking abilities.

An Increase is a permanent adjustment to your characteristics and are only used when creating your species/classes or advancing them. These only stacks within the same Reptilian Lineage

A Decrease is a permanent penalty to your characteristics. These penalties are combined across Lineages. This can result in a trait not being eligible to be taken if a characteristic is reduced below 1.

Enhancements are in game bonuses that are applied to a die roll. Enhancements only effect the characteristic listed and do not effect combined characteristics like Mtn, Rtn, and Morale. Examples are Rage, Equipping a Weapon, Powers (spells etc). So a martial enhancement would not affect Mtn.

These do stack from lineages and other sources, but are limited to the Maximum Age Bonus.

Maximum Bonus according to which Age your species is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

The Maximum Bonus applies to a single model's maximum bonus during each age. For each die roll, no bonus may exceed the Maximum bonus for a single model.

All other types of abilities stack without restriction, with few restrictions.

For Example two traits from different Lineages

Strength Increase 2

Strength Increase 1

Result is a +2 to Strength, not +3 since the second bonus comes from a different spheres.

Another Example of two traits from different branches

Strength Increase 2

Strength Decrease 1

Result is a +1 to strength because increases and decreases are separate abilities

2.6 Species Variants are traits that can be selected as normal. These can be mixed and combined.

During species creation you may select your species variants, and when you do, these apply to your entire faction.

Once you are done creating your species, you may select a species variant as a unit class trait. This would only apply the species variants to that unit class. These could be small subsections of your populations, or they could be allies that are related but a part of your Species.

For example: You take Feral when creating your species. Later on when creating your unit classes you want an elite giant version of your warriors, so the unit class takes Giantism as their trait selection. This would affect only this particular unit class and not your entire faction.

2.7 Armory Traits: Armory Traits are noted with a (Armory) notation. Many Armory Traits are imbuements, Weapons, armor, or items that are enchanted simply by equipping them to your models by the powers of the Fey. Imbued equipment may only carry a single lesser and single greater imbuement. Artifacts created through campaign play are an exception to this rule.

Imbued items have a point value that looks like this -/5pts. This tells you that the power has no point value until you are equipping your models for a game. If you choose to imbue the item for that model, it would cost 5pts.

2.8 Class Only Traits

Some Traits are listed as Class Only

Class traits cannot be taken during species creation. Instead they can only be taken when you are creating your individual classes.

2.9 The Reptilia Start Here

It's time to create your Species and this is where you start. To do this, you have a selection of mandatory traits and starting characteristics.

Starting Characteristics

All Reptilia Species have starting characteristics that can be adjusted through the selection of traits. Record these, and adjust them as you create your species.

Reptilia Starting Characteristics

Wounds: 1

Strength: 2   Toughness: 2   Movement 3

Martial: 2   Ranged: 2   Defense: 3

Discipline: 2   Willpower: 2   Command: 2

You may not take a trait that will reduce a characteristic below 1

*All Reptilia begin with the Unarmed Combat Trait

Mandatory Traits: There are mandatory trait selections that must be chosen. The number of traits and/or powers that must be selected are often shown in a range of numbers. For example 0-2 would give you options of taking 0, 1, or 2 traits from that category.

There are three types of traits within a Reptilia Lineage; Lesser Traits, Greater Traits, and Ancestral.

- Lesser Traits: Are always available to any faction.
- Greater Traits: For every 2 lesser traits in a single lineage, you may take a single Greater Trait in that Lineage
- Ancestral: for every 2 Greater Traits in a lineage you may take a single Ancestral Trait in the same Lineage

Each Lineage also unlocks a limited number of traits from both Environmental Adaptability and Extremis branches that that can be selected during normal trait selection for faction creation.

Traits from Evolutionary Branches are not considered as part of their Lineage. For every two lesser Evolutionary Traits you may a single greater trait.

You may not take Adaptability or Extremis traits unless allowed to through Bloodlines, or during Class Creation.

No model may have more than a single Reptilian Bloodline trait. This precludes a faction already with a bloodline trait from taking Ophidian Bloodline.

Reptilia Mandatory Traits

Reptilia have 4-6 Traits to select from their Lineages

*Remember that during creation of your faction and classes, all models must have more traits in their primary lineage than they do elsewhere.

3. Reptilia Lineages

Draconic

Reptilian Lineage

Draconic Bloodline 15pts: Reptilia Bloodline, Increase Strength 1, Increase Natural Armor 1, Increase Willpower 1, Available Traits Extremis 2, (must be taken species creation)

Text Here

Lesser Traits

Drake 2pts: Degenerated Species, Gain Bonus Drake Trait 1, Template Drake

Dragon Scales 6pts: Increase Natural Armor 1

Wings 8pts: Flight Medium, Pre-requisite Draconic Bloodline or Drake

Natural Weaponry 8pts: Natural Weaponry 1, Pre-requisite: Draconic Bloodline or Drake

Focused Vision 3pts: Reduce Cover 2 (Target)

Large Beast 8pts: Increase Size 1

Cunning Mind 3pts: Increase Willpower 1

Draconic Strength 8pts: Increase Strength 1

Awareness 3pts: Tactical Sight 2

Low-Light Vision2pts: Low Light Vision

Quick Attack 8pts: Quick Attack 2

Greater Traits

Dragon Treasure 0pts: Draconic Riches

Hardened 20pts: Increase Toughness 1, Increase Wounds 1

Large Wings 12pts: Flight High

Dragon Combat 12pts: Increase Martial 2, Increase Ranged 1

Draconic Presence 12pts: Increase Willpower 1, Increase Command 2

Heightened Senses 6pts: Sentry 3

Combat Prowess 8pts: Quickness 1

Violent Assault 8pts: Charger 1, Trample 2

Impervious Armor 15pts: Increase Natural Armor 2, pre-requisite Draconic Bloodline

Greater Drake 8pts: Degenerative Species, Gain Bonus Drake Trait 1, Greater Drake Template

Ancestral Traits:

Greater Dragon 35pts: Increase Size 1, Bonus Extremis Trait 2, Increase Characteristic 1 (Your Choice), Long Lived 2

Dominion 45pts: Increase Characteristic 2(your Choice

Invincible Beast 55pts: Invincible 4, Impervious Armor, Increase Natural Armor 1

Drake Traits:

Taking Drake or Greater Drake unlocks the following traits as class traits. See Degenerated Species for Template Characteristics for Drakes.

Wings 10pts: Flight High, Class Trait

Long Talons 5pts: Increase Damage 1, Class Trait

Aerial Reflexes 8pts: Increase Evasion 1 (when using flight only), Class Trait

Camouflage 5pts: Enhance Cover 1, Class Trait

Hardened Scales 10pts: Increase Natural Armor 1, Class Trait

Poisonous Bite 8pts: Poison 1 (1 attack per activation), Class Trait

Hunting Packs 4pts: Increase Discipline 2, Class Trait

Powerful Creatures 8pts: Increase Strength 1, Class Trait

Troglodyte

Reptilian Lineage

Troglodyte Bloodline 12pts: Reptilia Bloodline, Increase Strength 1, Increase Toughness 1, Increase Movement 1, Available Traits 2 Adaptability, (must be taken species creation)

Text Here

Lesser Traits

Nocturnal Preysight 3pts: Night Sight, Reduce Cover 1 (target, Night only).

Greater Strength 8pts: Increase Strength 1

Scavenger 3pts: Scavenger (Primitive Weapons)

Brutal Strength 5pts: Close Combat 1 (Strength)

Crushing Blows 5pts: Close Combat 1 (Damage)

Leap 3pts: Leap 4

Forced Adaptability 2pts: Added Bonus Trait 1 Adaptability

Rugged Combatant 8pts: Increase Martial 1

Thunder Lizard 0pts: Degenerated Species, Gain Bonus Dinosaur Trait 1, Template Lesser Dinosaur

Aggressive Charge 5pts: Natural Sprinter 2 (when charging into melee combat only)

Savagery 8pts: Savage Attack 2

Greater Traits:

Power Attack 8pts: Power Attack 2, sacrifice strength for martial enhancement

Raw Strength 10pts: Increase Strength 1

Savage Weaponry 12pts: Natural Weaponry 2 (Bludgeoning, Piercing)

Charger 8pts: Charger 1

Large Beast 15pts: Increase Size 1, Increase Wounds 1

Tough Hide 10pts: Increase Toughness 1

Primal Beast 2pts: Bonus Traits 1 Extremis

Constant Fighting 10pts: War Veterans

Thunder Beast 12pts: Degenerative Species, Gain Bonus Dinosaur Trait 1, Template Greater Dinosaur

Ancestral Traits:

Dai-kaiju 105pts: Increase Size 2, Increase Wounds 2, Bonus Traits 1 Extremis, Increase Toughness 3, Increase Natural Armor 1, Invincible 5

Kaiju 45pts: Increase Characteristics 2 (Your Choice), Increase Size 1, Increase Wounds 2

Dinosaur Traits:

Taking Thunder Lizard or Thunder Beast unlocks Dinosaur Traits as class traits. See Degenerated Species for Template Characteristics for Dinosaurs.

Adaptive Speed 6pts: Increase Movement 1, Lesser Dinosaurs Only, Class Trait

Primal Strength 8pts: Increase Strength 1, Class Trait

Reptilian Wings 8pts: Flight Medium, Lesser Dinosaurs Only, Class Trait

Thunder Lizard 8pts: Increase Toughness 1, Class Trait

Armored Shell 15pts: Increase Natural Armor 2, Class Trait

Hunting Pack 5pts: Increase squad Size 3, Lesser Dinosaurs Only, Class Trait

Saurien

Reptilian Lineage

Saurien Bloodline 8pts: Reptilia Bloodline, Increase Willpower 1, Increase Movement 1, Increase Defense 1, Available Traits 2 Adaptability, (must be taken species creation)

Text Here

Lesser Traits

Scavenger 2pts: Scavenger (Reptilia Primitive Weapons and Armor)

Bonded 4pts: Increase Discipline 2

Night Sight 2pts: Night Sight

Cunning 4pts: Increase Command 1

Insight 4pts: Increase Willpower 1

Ranged Combat 4pts: Increase Ranged 1

Weapons and Armor 4pts: Common Weapons and Armor (Reptilia)

Advanced Species 2pts: Saurien Innovation 2, Pre-requisite Saurien Bloodline. Saurien Traits only

Venom 6pts: Poison 1 (Single Melee Attack only)

Greater Traits:

Darting Movements 8pts: Increase Defense 1

Skilled Warrior 8pts: Increase Martial 1

Accuracy 6pts: Increase Ranged 1

Advanced Weapons and Armor -/10pts (Armory): Advanced Reptilia Weapons and Armor 10

Superior Weapons -/5pts (Armory): Advanced Reptilia Weapons 5

Surpassing Intelligence 10pts: Increase willpower 2 (Rare Class Trait only)

Annura 6pts: Degenerative Species, Gain Additional Bonus Annura Trait 1, Template Annura

Arcane Knowledge 8pts: Arcane Knowledge 1

Polearms -/7pts (Armory): Special Weapon: Polearms

Chain (Medium) Mail -/12pts (Armory): Special Equipment: Chain (Medium) Armor

Ancestral Knowledge 15pts: Ancestral Knowledge 15, Pre-Requisite Saurien Bloodline, (Rare Class Trait Only), Saurien Traits only

Hidden Power 7pts: Power Increase 1 (Arcane Only)

Ancestral Traits:

Draconic Weapon -/35pts (Armory): Draconic Weapon 35

Ancients 40pts: Increase Characteristic 2 (Your Choice)

Forbidden Knowledge 30pts: Forbidden Knowledge (Rare and/or Ancient Class Trait only), Path of Darkness Only

Annura Traits:

Taking Annura unlocks Annura Traits as class traits. See Degenerated Species for Template Characteristics for the Annura.

Arcane Knowledge 15pts: Arcane Knowledge 2, Class Trait

Power Mastery 15pts: Power Increase 2 (Arcane), Class Trait

Focus 8pts: Focus 1, Class Trait

Mortal Threshold 8pts: Ethereal Fortitude 1, Class Trait

Evasive Leap 4pts: Evasive Leap X, Class Trait

Protective Slime 7pts: Poisonous Skin 2, Class Trait

Tuatara

Reptilian Lineage

Tuatara Bloodline 9pts: Reptilia Bloodline, Ethereal Sight, Night Sight, Increase Martial 1, Increase Defense 1, Available Traits Adaptability 1, (must be taken species creation)

Text Here

Lesser Traits

Scavenger Weapons 1pt: Primitive Weapons

Chameleon 3pts: Chameleon 2

Caudata 2pts: Degenerated Species, Gain Bonus Caudata Trait 1, Template Caudata

Rough Scales 6pts: Increase Natural Armor 1

Visceral Strike 2pts: Increase Damage 1 (Unarmed Combat only)

Discipline 2pts: Increase Discipline 2

Weapons and Armor 2pts: Reptilia Common Weapons and Armor, Pre-requisite ability Primitive Weapons

Vigorous Aggression 10pts: Increase Movement 1, Increase Morale 1

Parietal eye 6pts: All Around Sight (Pre-Requisite Tuatara Bloodline)

Internal Regulation 2pts: Resistance Poison 2

Skilled Attacks 8pts: Skilled Attack 2

Greater Traits:

Chain (Medium) Mail -/10pts (Armory): Special Equipment: Chain (Medium) Armor

Amorphic Form 8pts: Infiltration

Improved Combat 12pts: Increase Martial 2 or Increased Ranged 2, Pre-requisite Trait Tuatara Bloodline

Lunging Strike 6pts: Lunging Strike 2

Natural Deflection 5pts: Parry 1 (Cannot be used with Shields or other equipment that gives deflection)

Coordinated Defense 5pts: Enhancement Mtn1 (if there are multiple models in the squad.)

Natural Weaponry 12pts: Natural Weaponry 2 Slashing and Piercing only, Pre-requisite Tuatara Bloodline

Enhanced Senses 6pts: Sentry 1

Ancestral Traits:

Ancient 40pts: Increase Characteristic 2 (Your Choice).

Eternal Beast 50pts: Increase Size 2, Long Lived 2, Regeneration 2

Extreme Origins 35pts: Increase Attacks 2, Gain Additional Trait Extremis 2, Increase Size 1

Caudata Traits:

Greater Area Perception 10pts: Increased Ranged 2

Javelin Darts -/5 (Armory): Specialized Weapon Javelin Dart

Spear and Shield Formation 3pts: Spear and Shield

Savagery 4pts: Savage Attack 1

Light Mail -/5 (Armory): Reduce Armor Movement Penalty 1

Overseer 4pts: Increase Command 1

Greater Strength 6pts: Increase Strength 1

Gargoyle

Reptilian Lineage

Gargoyle Bloodline 8pts: Reptilia Bloodline, Night Sight, Increase Strength 1, Increase Toughness 1, Soulless, Available Traits Extremis 1, (must be taken species creation)

Lesser Traits

Encasement 5pts: Encasement 3, Pre-requisite Gargoyle Bloodline

Violent Tendencies 8pts: Increase Attacks 1, Increase Damage 1

Camouflage 3pts: Chameleon 1

Built in Weaponry 3pts: Physical Weapons

Natural Weaponry 5pts: Natural Weaponry 1, **Weapons and Armor 5pts:** Common Weapons and Armor

Winged Beast 8pts: Flight Medium

Living Stone 15pts: Living Stone, Decrease Movement 1, pre-requisite Gargoyle Bloodline

Smash Attack 4pts: Smash Attack 1

No Fear 6pts: Fearless

Guardian Sentry 5pts: Sentry 6, pre-requisite Gargoyle Bloodline

Basilisk 5pts: Degenerated Species, Gain Bonus Basilisk Trait 1, Template Basilisk

Greater Traits:

Massive Strength 25pts: Increase Strength 2

Magic Resistance15pts: Resistance 1 (all powers, including Imbued)

Large Structure 15pts: Increase Size 1, Increase Toughness 1

Molten Core 25pts: Enhancement Fire 2 (melee Weapons only), Resistance Fire 2

Physical Resistance 10pts: Resistance 1 (Melee and ranged attacks)

Powerful Charge 8pts: Charger 2

Stone Curse 10pts: Stone Curse 1

Gargoyle Cannon 30pts: Innate Power- Fire, Rare or Ancient Class Trait only

Ancestral Traits:

Goliath 95pts: Increase Size 2, Increase Armor 1, Increase Toughness 1, Invincible 3, Increase Strength 2

HelCannon 35: Power Increase 2 (Innate Fire only, Area of Effect attributes only)

Basilisk Traits

Noxious Breath 12pts: Noxious Breath 1 (Rare and Ancient Class Trait only)

Petrification 15pts: Petrification 2

Enhanced Bite 5pts: Single Attack at +2 Strength

Resilience 5pts: Increase Natural Armor 1

Climbing 3pts: Climbing 3

Final Deadly Breath 5pts: Final Breath 4

Unusual Mount 3pts: Unusual Mount

Ophidian

Reptilian Lineage

Ophidian Bloodline 8pts: Reptilia Bloodline, Night Sight, Increase Willpower 1, Increase Martial or Ranged 1, Class Trait Only, Ophidian Build, Bonus Ophidian Trait that you qualify for at the point cost listed.

Note that if your faction already has a bloodline trait, you may not take Ophidian Bloodline. Even so, you may only take the Ophidian Bloodline as a Class Trait which allows you to replace other existing Reptilia Traits with Ophidian ones, once the bloodline is taken.

Lesser Traits- All Traits require Ophidian Bloodline

Serpentine Stealth 8pts: Concealment, Stealth 2

Martial Memory 6pts: Increase Martial 1

Single Combat 8pts: Single Combat 2

Prey Tracking 6pts: Increase Ranged 1

Quick Reflexes 8pts: Increase Movement 1

Weapons Knowledge 4pts: Primitive Weapons, Common Reptilia Weapons

Vital Strike 3pts: Increase Damage 1 (living targets only)

Advanced Position 2pts: Recon

Viperine Venom 5pts: Venom (Hemotoxic, On one attack only)

Fast Strike 6pts: Quick Strike 1

Greater Traits- All Traits require Ophidian Bloodline

Ancient Warrior 12pts: War Veterans

Infiltration 8pts: Infiltration

Serpentine Venom 8pts: Venom (Neurotoxic 1, on one attack only)

Ophidian Bow -/15pts: Bow Enhancement Strength 2, single shot only

Naga 12pts: Degenerated Species, Gain Bonus Naga Trait 1, Template Naga

Greater Knowledge12pts: Increase Command 2

Ancestral Traits- All Traits require Ophidian Bloodline

Ancient Battle Memories 75pts: Increase Characteristic 2 (Your choice of Martial or Ranged), Deadly Precision 3, Past Lives 2

Ancient Rulership 75pts: Increase Characteristic 2 (Your choice of Discipline, Willpower, Command), Long Lived, Past Lives 2

Naga Traits: all traits require Ophidian Bloodline

Multi-limbed Attack 35pts: Multi-Limbed Attack 2

Petrification 35pts: Petrification 1

Arcane Knowledge 20pts: Arcane Knowledge 2, Class Trait

Power Mastery 20pts: Power Increase 2 Arcane only, Class Trait

Environmental Adaptability

Evolutionary Branch

Text Here

Lesser Traits

Adaptive Advantage 6pts: Increase Martial 1 or Increase Ranged 1

Scavenger 3pts: Primitive Weapons

Brawler 5pts: Dirty Fighting

Chameleon 2pts: Chameleon 2

Pathfinder 2pts: Pathfinder

Mounted Combat 6pts: Mounted Combat 1

Reconnaissance 4pts: Recon

Hierarchical 2pts: Class Bonus Common 1, Class Bonus Rare 1, Faction Trait

Tribal 2pts: Class Bonus Common 2, Faction Trait

Advanced Adaptations 3pt: Bonus Trait 1 (Greater Adaptability Trait only, Common Class), Faction Trait

Instinctive Survival 2pts: Class Bonus Lesser 2, Faction Trait

Greater Traits:

Continuous Aging 6pts: Long Lived 1

God Kings 5pts: Bonus Traits 2 (Ancient), Faction Trait

Invisibility 15pts: Chameleon 4, Pre-Requisite Chameleon

Regeneration 15pts: Regeneration 1

Weapons and Armor 5pts: Common Weapons and Armor

Chain (Medium) Mail -/12pts (Armory): Special Equipment: Chain (Medium) Armor

Plate(Heavy) Armor -/24pts (Armory): Special Equipment: Plate Armor, Pre-requisite Faction Trait Chain (Medium) Mail.

Extremis

Evolutionary Branch

Lesser Traits

Acid Immunities 3pts: Resistance Acid 3, Weakness Resonance 2 (optional) -2pts

Cold Immunities 3pts: Resistance Cold 3, Weakness Fire 2 (optional) -2pts

Electricity Immunity 3pts: Resistance Electricity 3, Weakness Resonance 2 (optional) -2pts

Fire Immunities 3pts Resistance Fire 3, Weakness Cold 2 (optional) -2pts

Poison Immunity 3pts: Resistance Poison 3, Weakness Radiation 2 (optional) -2pts

Radiation Immunities 3pts Resistance Radiation 3, Weakness Poison 2 (optional) -2pts

Sound Immunity 3pts: Resistance Resonance 3, Weakness Acid 2 (optional) -2pts

Greater Traits:

Innate Mastery 20pts: Power Increase 2 Innate only

Lightning 20pts: Innate Power- Lightning

Acid 20pts: Innate Power- Acid

Cold 20pts: Innate Power- Cold

Fire 20pts: Innate Power- Fire

4. Unit Class Creation

For the Reptilia, we use the Physical characteristics to determine how many classes can be created. These are Strength, Toughness, and Movement. To determine how many classes of each type you can create, see the list below.

Lesser= the second highest Characteristic

Common= the highest Characteristic

Rare= the third highest Characteristic

Ancient= Only a single Ancient can be created

When building new classes, you gain any ability that the previous class or base race has that you are building upon. Any options with the ability remain the same as the previous class.

A Unit Class defines the training, special abilities, and equipment access that a model has access to. You will be creating these yourself, expanding upon the traits already chosen as your base species.

Unit Classes are divided into 4 categories, Lesser, Common, Rare, and Ancient. You will be creating several of each category that will make up the fighting forces of your armies for your faction.

Equipping your faction is not done here, and you

can equip your models with any equipment that they have access to through the traits and your armory.

Most miniature games, give you a set of units that you are to build your army off of. These may include several veteran unit entries with different equipment and weapon load outs, but have the same stat lines.

In Genesis, we form Unit Types. A Unit Type gives you a stat line and special abilities that you get to choose by adding new traits that apply to this unit type. What they are equipped with is more of your choice, and the traits that give them access to more advanced weaponry.

You build several unit classes in each category depending on the characteristics of your base species.

4.1 Preparing your Forces.

When preparing your forces for a game of Genesys, Reptilia have a unique chart for which units may play at each game size.

Lesser Classes Maximum Squad Size

Minimum Squad size equals the multiplier

125-250pts- Discipline x1

251-500pts- Discipline x2

501- 1000pts- Discipline x3

1001-2000pts- Discipline x4

Common Classes Maximum Squad Size

Minimum Squad size equals the multiplier

125-250pts- 1 Squad Only/ Squad Size 1

251-500pts- Discipline x1

501- 1000pts- Discipline x2

1001-2000pts- Discipline x3

Rare Classes Maximum Squad Size

Minimum Squad size equals the multiplier

125-500pts- Cannot participate

501- 1000pts- 1 Squad Only/ Squad Size 1

1001-2000pts- Discipline x1

Ancient Classes

125-1999pts- Cannot Participate

2000+ 1 Squad Only/ Squad Size 1

Reptilia Unit Class Formation

To create your unit types, you start with the base species. This is your base, from which you can add new traits to create new Unit Classes

Class Increases to characteristics stack with any other increases from Spheres of Influence.

Adaptability and Extremis Traits may be taken during class creation.

Lesser Unit Classes

Lesser Classes are often prone to more instinctual behavior than the other classes. They can be cunning and deadly in combat often hunting in packs.

Pt Cost: Base Faction/Species*+ Single Lesser Trait, Lesser Traits only

Wounds: *1*

Base Attacks: *1*

Stats: All lesser Unit Classes may gain a +1 Characteristic Increase to Mtn or Rtn (your choice) for an additional 2pts per model.

Traits: You may select an additional single Lesser Trait for this class, adding on the cost of the trait for each model.

*Even if greater or ancestral traits are part of your base Faction/Species, Lesser Classes may only have Lesser Traits. To calculate their point costs, only include the costs of the Base Factions Lesser Traits + any additional class traits selected.

Common Unit Classes

Common Classes form the majority of a Reptilia Species, but also provide the most variation of class types found.

Pt Cost: Base Species+ Additional Traits

Lesser Traits + Single chosen Greater Trait from your base species.

Wounds: *1*

Base Attacks: *1*

Stats: Any Common Class may take a +1 Increase to Wounds and for an additional 15pts

Traits: You may select a single Lesser or Greater trait for this class, adding on the cost of the trait for each model. Degenerative Species Traits may also be taken as class traits.

The point costs of a common class only add together the traits from the base species that the class has; lesser traits + a single chosen greater trait from the base species in addition to any class options chosen.

Rare Unit Class

When you create a Rare Class, you must build it off your Base Species

Pt Cost: Base Species x2 + any Additional Traits

Wounds: *+1*

Base Attacks: as base class

Stats: +2 Characteristic Increase of your choice. This stacks with other increases. You may apply this increase to Attacks at an additional 4pts per attack. The +2 bonus may be split between characteristics and attacks.

Traits: You may select a single Lesser/Greater Trait for this class, adding on the cost of the trait for each model. Degenerative Species Traits may also be taken as class traits.

Additional Trait: A second lesser/greater trait can be added to this class at the increased cost of the trait +10pts for each model. Degenerative Species Traits may also be taken as class traits.

Ancient Unit Classes

Ancients trace their origins back to the Leviathan's first children. They are powerful creatures able to take Ancestral Traits.

When you create your Ancient Classes, you must build it off a Rare Class

Pt Cost: Base Class x2 + Additional traits

Wounds: *+3*

Base Attacks: as base class

Stats: +3 Characteristic Increase of your choice. This stacks with other increases. You may apply this increase to Attacks at an additional 4pts per attack. The +3 bonus may be split between characteristics and attacks.

Traits: You may select up to 3 additional traits, including traits from Adaptation or Extremis Evolutionary Branches. Degenerative Species Traits may also be taken as class traits.

Degenerated Species Templates

Drakes

May be used as mounts.

Small Drake Template

Wounds: 1	Size: Medium	
Strength: 2	Toughness: 2	Movement 4
Martial: 2	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 1	Command: 1

You may not take a trait that will reduce a characteristic below 1

Large Drake Template

Wounds: 1	Size: Large	
Strength: 3	Toughness: 3	Movement 3
Martial: 2	Ranged: 2	Defense: 3
Discipline: 1	Willpower: 1	Command: 1

You may not take a trait that will reduce a characteristic below 1

Dinosaurs

May be used as mounts.

Lesser Dinosaur Template

Wounds: 1	Size: Medium	
Strength: 2	Toughness: 2	Movement 4
Martial: 2	Ranged: 2	Defense: 4
Discipline: 2	Willpower: 1	Command: 1

You may not take a trait that will reduce a characteristic below 1

Greater Dinosaur Template

Wounds: 1	Size: Large	
Strength: 4	Toughness: 4	Movement 3
Martial: 2	Ranged: 2	Defense: 3
Discipline: 1	Willpower: 1	Command: 1

You may not take a trait that will reduce a characteristic below 1

Annura

Annura Template

Wounds: 1	Size: Medium	
Strength: 2	Toughness: 2	Movement 2
Martial: 2	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 3	Command: 3

You may not take a trait that will reduce a characteristic below 1

Annura Traits

The Annura are Amphibians empowered with the capability of strong magics.

Caudata

Caudata Template

Wounds: 1   Size: Medium

Strength: 2   Toughness: 2   Movement 3

Martial: 2   Ranged: 3   Defense: 3

Discipline: 2   Willpower: 2   Command: 3

You may not take a trait that will reduce a characteristic below 1

Caudata have characteristics of reptilia and Newt/salamander amphibians with advanced Labyrinth Organs for gills. This allows them to breathe both above and below the waves.

Basilisk

Basilisk Template

Wounds: 1   Size: Large

Strength: 3   Toughness: 3   Movement 3

Martial: 2   Ranged: 2   Defense: 3

Discipline: 2   Willpower: 2   Command: 2

You may not take a trait that will reduce a characteristic below 1

Naga

Naga Template

Wounds: 1   Size: Medium

Strength: 2   Toughness: 2   Movement 2

Martial: 3   Ranged: 2   Defense: 3

Discipline: 2   Willpower: 3   Command: 2

You may not take a trait that will reduce a characteristic below 1

Creating Heroes from your Mission:
Any mission that you succeed with your primary mission, you may instead of using your primary mission reward (like buying new traits), you may instead create a new Hero.

Heroes set themselves apart being able to additional traits that are specific to them. Heroes are created in your specific Life Domain book in the sections regarding Class Creation.

4.4 Heroes and Characters

Once you create your classes, you have the option to create characters and heroes for your unit classes. These are persons or individuals that have pushed beyond the normal everyday warrior and tactician, able to bring new abilities and strengths to your forces.

You may make a character at any time after a game that you succeeded in accomplishing your primary mission. This replaces the normal mission award, but is fulfilling in that heroic models from your battles can become full blown heroes for your faction.

Heroes for Standard Play

Hero Points: allow for single or multiple models to participate in games, and yet limits who and how many may be in a single game by their Class Origins.

Hero Points 1: Standard, Disciple, Lesser, and Lesser Incarnates- Added Model Cost is 25pts

Hero Points 2: Elite, Common, Greater, and Devout; -Added Model Cost is 50pts

Hero Points 3: Leader, Rare, Archlord, Greater, and Greater Incarnate; - Added Model Cost is 100pts

Hero Points 4: Unique, Paragons, and Ancient;

-Added Model Cost is 150pts

- 250pt games allows 1pt
- 500pt games allows 2pt
- 1,000pt games allows 3pts
- 1,500pt games allow 4pts
- 2,000pt games allow 5pts
- 2,5000 games allow 6pts

*Heroes count as a squad of their class type.

Heroplay are games where Heroes of any type can play if they fit within the point cost of the game. During Heroplay, any additional support units may join from any classes. These games are meant to be huge storyline games, or part of an adventure campaign that focuses specifically on Heroes. There are no restrictions on the types of Unit Classes that can play these games. Suggested Point levels are 500pt games to start with, and 1,000 for truly epic confrontations between heroes.

Adventure or Narrative Campaign Play is meant to be a way to build narrative events. There will be a set way to build these adventure narrative games so that they are easier to build for organizers, but here is an example below. Final release of the Genesys Project will have a formula set up for the event and rewards based on missions and rewards.

Adventures can be a set mix of games over a weekend, event, or other set time. Ideas for these types of narrative events would be as follows

- Prologue Event: Skirmish 250 or 500pt normal game with a shared secondary mission at the start of the game, then a rolled for shared Primary Event round 2 where the Primary Mission is rolled for or brought into the game.
- Hero Response: A Heroplay 500 game, where bands of heroes move in to discover what is going on. Rewards (like artifacts and Items of power can be worked into this)
- Large Heroplay 1,000pt battle: with surviving heroes form the first hero game can play.
- Climatic Massive Standard Game 1500 or 2,000pts with surviving heroes, and normal hero restrictions to bring new heroes into the battle.

Creating Your Heroes

To make an individual Hero, simply select a unit class or squad, and start below. Add the point cost of the traits chosen to the individual model.

1. Select Unit Class or Squad that participated in the battle to create your individual from. Unique, Paragon, and Ancient classes, or other Unit Class Types where there is only a single model, may truly become legendary Heroes in this manner.
2. Select a characteristic to increase. This stacks with other characteristics, and increases the point cost of the model by the following
   - Standard, Disciple, Lesser, and Lesser Incarnates- Added Model Cost is 25pts
   - Elite, Common, Greater, and Devout; -Added Model Cost is 50pts
   - Leader, Rare, Archlord, Greater, and Greater Incarnate; - Added Model Cost is 100pts
   - Unique, Paragons, and Ancient; - Added Model Cost is 150pts
3. Select a Hero Trait below and apply it's point cost to the model.

Select one of the following Hero Traits

Exceptionally Gifted Xpts: When selecting this trait, you may select any Trait with an X modifier to it that the model already has, and Enhance it by 1. This can even be applied to weapons and armor, but cannot exceed the Maximum Age Bonus for any trait. You must pay double the point cost of the trait for this Enhancement.

Heroes Luck 45pts: This allows for a single re-roll per Game Turn for the Hero.

Inspirational Effects Xpts: You may select one effect that will inspire others.

- **Inspirational Morale 20pts:** This grants an Enhancement 2 to Morale to all models within a radius of Command x2
- **Inspirational Melee 30pts:** This grants an Enhancement 1 to Martial Target Number (Mtn) to all models within a radius of Command x1
- **Inspirational Ranged 35pts:** This grants an enhancement 1 to Ranged Target Number (Rtn) to all models within a radius of Command x1

Visionary Hero Xpts: Visionaries with abilities that that allow for insight into the future, through either amazing intelligence, Divination, or other means.

- **Focused Visionary 30pts:** Any Mission Reward that is part of the game you may take if you accomplished it. This allows you to take your opponent's Mission Reward if you stopped them from accomplishing it, or even the reward from your Secondary Mission if you win it. You may only select one. Your Hero must be alive at the end of the game to do this.
- **Directional Visionary 30pts:** This allows you to automatically roll dice equal to your Command Value to a maximum equaling the Maximum Age Bonus when rolling for your primary mission.
- **Master Tactician 35pts:** After deployment, you may reduce the total of your deployment zones by 2 when determining who gains initiative for the first Game Round. In addition, the number of squads you may activate each Game Round is increased by 1.

Hero Ability X: You may select an additional trait that you qualify for. This is considered a Heroes Trait and is applied to this model only. The Cost is equal to the Trait +15pts

These are advanced weapon types, like Repeater Crossbows, Heavy Armors, and Firearms.

6. Reptilia Armory

6.1 Weapons and Equipment

Welcome to your armory, where weapons and equipment are laid out for you to use in your battles for survival and conquest. You may also design advanced weaponry for your soldiers to use, as these will help defeat the most powerful of adversaries.

Squads are not automatically equipped with weapons or equipment they are able to use. Instead when you make your army list for your game, squads may equip any weapon that they can use from your Species Armory.

There are five categories of Weapons and Equipment

1. **Primitive-** Requires Primitive Weapons Traits to have access. The weapons have no Costs (free): *Almost anything can be used as a weapon, from metal bars, clubs, rocks, etc. Reptilia with no weapon traits prefer to use unarmed attacks.*

2. **Common-** Requires Common Weapon and Armor Ability. Costs per squad: These weapons are commonly used among many species. These include things like spears, bows, Swords, Shields, and Armor

3. **Special-** Costs per weapon/equipment:

4. **Advanced** -Costs per weapon/equipment: These are advanced forms of Common and Special Weapons and Equipment with extra attributes that you may choose to create your own gear.

5. **Draconic Weapons**- Costs per model equipped. These are rare weapons made from Draconic scales and hardened to produce some of the rarest and most deadly weapons available.

Attributes: Weapons and Equipment have attributes that define their abilities and statistics.

When equipping a model, there are some important rules to keep in mind.

1. Primitive Weapons are free

2. Common Weapon costs are for equipping the entire squad

3. Models may equip only Advanced and Special Weapons/ Equipment that they have the traits for. You must have traits to access any weapons and armor group.

4. Advanced and Special Weapons and Equipment traits only cost points for the models that are carrying the weapon in the squad.

5. More than a single weapon can be taken by a model. Additional Weapons beyond the first cost additional points. Primitive Weapons are free, additional Common weapons cost 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. Advanced/ Special Weapons have the cost of the weapon. The point cost of items may not be reduced to or below 1pt.

6. Squads do not have to be equipped with the same weapons and equipment, but squad bonuses only apply if the same weapon is being used.

7. No model may carry more than 4 weapons and equipment at any given time. Animal

Companions and the equipment for them does not count towards this total.

8. ***note that any model with natural armor, the armor bonuses do not stack with armor bonuses from wearing armor of any sort.**
9. **Unlike some other Life Domains, Reptilia must have a trait to equip primitive weapons. Fighting without Primitive Weapons when equipped with one, makes a model strike last in combat, or is unable to fire a ranged weapon or throw a thrown weapon.**

A unit class does not need to be equipped all the same as other squads of its class. For example, you may equip one squad with heavier armor and melee combat weapons, and another with crossbows and no armor. While in many other games, this would make the squad a completely different unit entry for your faction, not so in Genesys.

Even within a squad, you may wish to equip only a couple of the models with special weapons and the rest with a common weapon.

*While fighting unarmed always makes a model strike last, all Reptilia come with Unarmed Combat as standard and do not strike last without a weapon.

5.2 Attributes

Weapons and Equipment have some basic standard Attributes that need to be defined.

Strength: The Strength of a Melee and Thrown Weapons is the same as the model equipping the weapon. Ranged Weapons have a set strength, which can be improved through Advanced Weapon Technologies.

Threat Range: Melee weapons have a threat range from which they can strike other models in melee combat. A 1" threat range is standard for all models, however, items like long spears, and Pikes may grant a 2" or even a 3" threat range.

Many weapons that have a 3" threat range cannot be used against models that are engaged (in base to base contact), so often secondary weapons are used. Rules for these weapons are listed used when you create your armory

Accuracy Range: Ranged Weapons along with thrown weapons have accuracy ranges measured in inches on the tabletop. This is the weapons accuracy range. All Ranged weapons can be fired within the accuracy range with no penalties or bonuses to the targets Rtn. Anything past the Accuracy range up to double the Range grant a +2 modifier to the targets Rtn making them much harder to hit.

Rate of Fire is the number of Ranged attacks per activation a model can make with the weapon.

Attacks: Melee and thrown weapons do not have a rate of fire, and instead get a number of attacks equal the class description

Deflection Bonus: Shields provide a Deflection Bonus against attacks.
This lowers the result of the attack by the shield bonus number when determining if the attack hits. This can cause attacks to miss, or even save the shield bearer from a critical hit.

Armor Bonus: Grants Enhancement Toughness X that can be negated through effects that only effect armor. Enhancements stack, but are limited to the Maximum Age bonus.

6.3 Primitive Weapons and Equipment

Recall that unlike some other Life Domains, Reptilia must have a trait to equip primitive weapons. Fighting without Primitive Weapons when equipped with one, makes a model strike last in combat, or is unable to fire a ranged weapon or throw a thrown weapon.

These weapons sometimes can also be thrown. Primitive weapons can only ever get Group bonuses. No other traits or abilities effect their use in any way or form. This means that no bonuses, except for group coordinated bonuses bonuses, may be applied to the use of the weapon or armor. Only base model stats are used to attack or hit with these very basic weapons. Primitive Weapons and equipment may not be given advanced weapon or equipment attributes.

Primitive Weapons include just about anything that can be used to kill another person. Rocks, Metal Bars, Farming implements etc.

Primitive Weapon: No Point Costs

Threat Range: 1"

Accuracy Range: 6" (if thrown)

The following also count as primitive weapons in dire situations

*Any Melee Weapons being used as thrown weapons

*Thrown weapons used in Melee Combat

*Any Ranged Weapons in Melee combat

Primitive Armors include padded clothing, bone armor, and other hastily equipped protection.

Primitive Armor: No Point Costs

Does not apply to barding.

Armor: 1

Enhancement Defense: 0

Movement Penalty: 1

Any weapon that is used in a manner that it is not designed for, like throwing a sword, or swinging a bow in melee, is an attack with a primitive weapon.

Barding: Primitive Armor can be used on Mounts and Monstrous Beasts

Spears are primitive weapons that can be easily created and used. A spear has the following profile for both melee combat and as a thrown weapon. They are two handed weapons, but receive no bonus. Military Spears are common weapons.

Threat Range 2"

Accuracy Range: 12"

Primitive Spears cannot be used with shields.

6.4 Common Weapons and Equipment

Common Weapons and equipment are usable by any Humanoid Species and have a set attributes based on the type of weapon being used.

Point Cost per Squad for Common Weapons

Melee Weapons: 6pts each per squad

Bows 8pts per squad

Throwing Weapons 6pts each per squad

Javelins 8 pts per squad

Armor 10pts per squad

Buckler 6pts per squad

Medium Shield 8pts per squad

Military Spears 10pts per squad

The cost for single model squads equipped with common weapons and equipment is half the squad cost.

The minimum cost for any common weapon is 1pt, regardless of modifiers.

Taking an additional common weapon costs 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. A model may have a total of 4 items.

Common Melee Weapons

Common Melee Weapons can be of any type. A standard melee weapon has no bonuses and a threat range of 1". These can however be upgraded to two handed weapons, or two melee combat weapons.

Reptilia require a trait to use Common Weapons

Standard Melee Weapon: 4pts per squad

Threat Range: 1"

Military Spears

Spears have many uses, and while they can be used as primitive weapons, cultures have improved upon their designs, making a sturdier and heavier weapon for battle. Spears also take the form of lances in when used from horseback

Military Spear

Standard Melee Weapon: 10pts per squad

Threat Range: 2"

Accuracy Range: 12" as primitive weapon

*Military Spears are two handed weapons, but cannot receive a bonus for being two handed.

Two Handed and Dual Weapon Use

Any Melee Weapon can be upgraded with Melee Upgrades. This includes Advanced and Exotic weapons.

Two Handed Weapons: Sacrificing an attack with a two handed weapon grants Characteristic Enhancement strength 2. Making a weapon two handed adds to its point cost.

+5pts per model upgraded

Single and Two Handed Weapons: Some weapons can be used both as a single handed weapon and a two handed weapon, allowing for certain amount of flexibility during a game. These weapons may apply a two handed weapon bonus by sacrificing an attack to gain a Characteristic Enhancement Strength 1, Enhancement Martial 1 assuming both hands are free.

+5pts per model upgraded

Two Melee Combat weapons: warriors can sacrifice an attack, and in doing so, gain Characteristic Enhancement Martial 2.

You must pay the point cost for the additional weapon; free for primitive weapons, 1pt for the squad for common weapons, and individually for advanced and special weapons.

+5pts per model upgraded

Common Ranged Weapons (Archery)

Ranged weapons differ from other weapons, in that they fire projectiles, and have a strength attribute separate from the user. Some like Bows that are pulled, require the user be strong enough to fire the bow. Others, have mechanisms that fire the weapon.

Bows: Generally, less expensive than other weapons, they do have with good range, options, and often used a deadly effect. Larger bows that can carry the range, can fire volleys of arrows into back enemy lines.

To fire a bow, the archer must have the same strength or greater than the bow. Common Bows have a Strength of 3/2, which means that the bow's strength will be 2 if that is your models strength firing the bow, or 3 if you strength is 3 or greater. An increase in a Bow's strength increases both numbers. Example 4/3 for a bow with a Strength 1

A Standard bow (normal weapon) costs 6pts per squad

Strength: 3/2

Accuracy Range: 24"

Rate of Fire: 1 per models attack value

Volleys: Bows can be fired in a volley if firing at a greater range than 24". The targets of a volley do not need to be fully visible. This enables bows to be fired over melee or other barriers

Indirect Bonuses to the targets R(tn)

50% of the model is seen- No bonus R(tn)

Less than 50% of the model is seen- +2 R(tn)

any part of a model visible is considered seen

Common Throwing/Melee Weapons

Throwing Weapons are designed to be thrown at nearby targets and use the throwers strength rather than the weapons strength. A thrown weapon can be used as a primitive weapon in melee combat.

Examples of throwing weapons include spears and javelins, and small throwing weapons.

Throwing Weapon

Standard Melee Weapon 6pts per squad

Additional Throwing Weapons 2pts per model

Threat Range: 1"

Accuracy Range: 12"

Javelins

Javelins are a weapon designed for throwing, and as such are considered primitive spears if used in melee combat.

8pts per squad 2pts for additional Javelins per model

Accuracy Range 18"

Common Armor/Shields

Common Armor: Common armor is Light armor, which is often leathers, hides, lighter breast plates. Etc.

Armor: Grants Enhancement Toughness X that can be negated through effects that only effect armor. Enhancements stack, but are limited to the Maximum Age bonus.

Common Armor Costs 8pts per squad

Applies to Barding as well.

Armor: 1

Characteristic Enhancement Defense: 0

Movement Penalty: 0

Common Armor Barding: You can add Common armor to Mounts or Monstrous Beasts for the cost of the armor.

Shields: This applies to many different sizes of shields, from small bucklers to medium shields, A shield takes up one hand, preventing the use of two handed weapons or dual weapon use.

Shields may only provide a Defection bonus when they are equipped with a melee weapon.

Deflection Bonus: Shields provide a Deflection Bonus against attacks. *Only shields with no movement penalty can be used while mounted.*

This lowers the result of the attack by the shield bonus number when determining if the attack hits. You can choose which attack you wish to try and deflect with your shield. This can prevent a critical hit by weakening the attack, or even deflect an attack completely from hitting.

 Buckler 6pts per squad

Deflection Bonus 1*

Movement Penalty: 0

*A buckler only grants its bonus against a single attack, and unlike other shields, a buckler can be worn or attached to the fore arms of the warrior, allowing for the use of two handed and dual weapon use. Coordinated attacks ignore the buckers shield bonus. Spears and polearms, or any weapon with a greater than 1" threat range, may not be used in conjunction with a buckler.

Medium Shield 8pts per squad

Deflection Bonus 1*

Movement Penalty: 0

*Only grants the target a deflection bonus from a single attack, but this may be a coordinated attack granting veteran, group, or squad bonuses.

5.5 Special Weapons and Equipment

Special weapons and equipment are advanced or even exotic weapons types that have a point cost per model.

To have access to Special Weapons and Equipment, your must have the appropriate trait. The point cost listed for the trait has the point cost for equipping the weapon. For Example: -/10 would be no cost for having the trait, but each model equipped with the item would cost 10pts each.

Special Armor Types

Chain (Medium) Mail: *Chain linked armor that provides good protection overlaid with breast plates for solid protection*

Armor: 2

Enhancement Defense 0

Reduction Movement 1

Barding: You can Add Advanced Mail to Mounts or Monstrous Beasts for the cost of the armor.

Plate (Heavy) Armor: *Expensive but the ultimate in protective armors. Like plate, but full body protection*

Armor: 2

Enhancement Mtn or Rtn 1 (choose one)

Reduction Movement 1

Barding: You can Add Heavy Mail to Mounts or Monstrous Beasts for the cost of the armor.

Special Weapon Types

Polearms are advanced melee weapons that have a threat range of 2". All Polearms are two handed weapons unless your model size is Xlarge or bigger. Unlike spears, Polearms can be used as a two handed melee weapon and receive a strength bonus.

Polearms come in many different types, and have a 2" threat range with the exception of Pikes which have a 3" range. You may choose which you want to equip your warriors with.

A weapon with a 3" threat range cannot be used while engaged with another model (in base to base), or while mounted.

Examples of these weapons are Pikes, Bardiche, Halberds, etc. Increasing the threat range of a weapon adds to the point cost of it. You may choose which type of common weapon you upgrade.

Javelin Darts are heavy ended throwing spears for Reptilia. They have extended range and Piercing attributes. They may also be used as close combat weapons, but only have a Threat range of 1 due to the balance of the weapon.

Accuracy Range 22"

Piercing 1 (target)

Ophidian Bows are strong bows that grant a +2 strength above the users own strength. The drawback is that they may only fire once per activation.

Accuracy Range: 20"

Rate of Fire: 1 per activation

5.6 Advanced Weapons and Equipment

Exceptional Weapon can be created to give you your chance to create more powerful weapons and even the most fantastical weapons limited only by your imagination. Within the realm of the given attributes, the design is purely yours.

Advanced Weapon and Equipment Traits are similar to other weapon traits costing no point cost for the trait, but instead carry a point cost for each model equipping the weapon.

For Example: **Masterwork Melee Weapons -/10pts (Armory):** Advanced Weapon 10 (Melee)

The total points spent on attributes is added on a per model bases to existing weapons. When paying for a common weapon to be upgraded, you pay the point cost for the squad, and then add the upgraded attribute cost to the models equipped with the advanced weapon.

Selecting your attributes: Using the points granted to you by Advanced Weapons, you may select attributes for your weapons from any category that is unlocked on through your Trait abilities. Categories include Melee, Ranged, and more. Expect more added and exotic categories in the future.

All attributes have a cost associated with them, and taking additional traits in the same category costs more, and these are shown with additional point costs.

For example, **Melee Weapons 5/10/20** taking your first attribute in Melee Weapons costs 5pts. Taking a second attribute from any of the Melee Weapon attributes costs 10pts, and so on. Each additional attribute past the third (for artifacts) cost 20pts each.

Lots of fun modelling opportunities and the opportunity to create some very unique and powerful weapons for your Units are available through the creation of advanced weapons.

Weapons and Equipment are limited in the number of attributes that can be granted to a weapon. This depends on the Age you are playing. Artifacts ignore this restriction.

Creating new and exciting weapon is part of the Genesys Project… for Humanoids at least. If you create a weapon, and then give it attributes from another category, like a bow and give it melee attributes, then the new bow would be able to be used as both a ranged weapon and for melee combat.

Let's get creative. **Example**: We are going to create a Bladed Warbow for our faction. This will be an advanced weapon which we will use for both ranged and melee combat. So our elite class of warriors takes two traits.

Improved Bow Construction; Advanced Weapon 5 (Ranged) and,

Improved Melee Weapons; Advanced Weapon 5 (Melee)

1. Our bow will start off costing us 3pts for the squad, as it's a common weapon.

2. Since we can take an attribute from the Ranged Weapons, let's do so and take Strength 1 to increase the ranged weapon attribute from a 2 to 3.

3. Now from melee attributes we will choose Bladed Weapons granting us an Enhancement Martial 1

4. This gives our weapon two attributes that makes it a formidable weapon in melee and ranged combat. Of course we could have created two separate weapons, but for this I wanted to make one weapon that we can use two handed, and model something fun with.

5. Later on during our species development, I could even add a third attribute to this weapon….

Reminder: Enhancements are in-game bonuses that have a Maximum Age Bonus depending upon the Age your faction is in. See more on page 8. In game bonuses, including anything equipped by your models count towards this. Artifacts are the one exception to this rule, and can only be equipped by Leaders and Unique classes.

Maximum Bonus according to which Age your faction is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

Armor X: Grants Enhancement Toughness X that can be negated through effects that only effect armor. Enhancements stack, but are limited to the Maximum Age bonus.

6.7 Draconic Weapons

Created from the scales or bones of the most ancient Reptilia, these weapons are infused with power and thus very rare and hard to come by.

Draconic Weapons are customized as Advanced Weapons and Armor with one primary difference, Draconic Weapon bonuses are not Enhancements, but instead treated as Increases, thereby stacking with many more skills and abilities. A Draconic Weapon in the hands of a skilled warrior is a deadly combination.

Advanced Weapon and Armor Attributes

Melee Weapons 5/10/20

Taking Attributes from this category must be unlocked through Traits and applies only to melee combat use

Blunt Weapons: Enhancement Strength X

Bladed Weapons: Enhancement Martial X

Cleaving Weapons: Enhancement Damage X

Piercing Weapons: Piercing X

Increased Threat Range X*

 *A weapon cannot go above a 3" threat range. Threat Range 1 increases the threat range of the weapon by 1". Only Polearms special weapons can be upgraded to a 3" threat range.

Piercing reduces toughness by X

Ranged Weapon 5/10/20

Taking Attributes from this category must be unlocked through Traits and applies only ranged combat use.

Ranged- Enhancement Ranged X

Piercing- Piercing X

Strength- Enhancement Strength X*

Accuracy- Accuracy 5X

*Adding strength can change the weapon's type, to heavy or stationary as listed below.

Ranged Strength +2: Heavy Weapon: *Cannot move further than base movement and fire in a single activation.*

Ranged Strength +3: Stationary Weapon: *Weapon must remain stationary to fire. No movement.*

Extreme Weapons 15/15/20

Taking Traits from this category must be unlocked through traits and can apply to both ranged and melee combat.

Environmental Extremes contain some of the

deadliest alloys found. These can create weapons able to deliver viscous burns, heavy radiation, and terrible poisons to their opponents.

*Weapons: Extreme Weapons have different effects depending upon the alloys being used. These are listed under Exotic Metal Alloys and Effects.

Thermite: Enhance Strength (Fire) X

Cold Steel: Enhance Strength (Cold) X

Corrosive: Acid X

Electric: Electricity X

Toxic: Poison X

Radiated: Defense Reduction (Radiation) X

Resonance: Resonance X

Empowered Weapons and Equipment: 20/40/40

Enchanted Weapons and Equipment (Both Coming Soon)

Armor and Shields 10/20/40

Taking Attributes from this category must be unlocked through Traits and applies only Armor and Shields.

Strong Armor: Armor X

Lightweight: Reduce Movement Penalty X

Reinforced Armor: Enhancement Rtn X

Angled Plates: Enhancement Mtn X

Exotic Metal Alloys and Effects: A weapon's steel can be combined with exotic metal and mineral alloys to create fantastic weapons. Combining these special alloys grants an extra point of damage of the specific type listed for the metals. Below are listed compound alloys that can be discovered through traits. Only one compound may be applied to a single weapon.

Thermite- These metals are highly combustible and lights easily when scraped on metal. *Fire increases the strength of the weapon by 1. This added Strength is (Fire). These are enhancements to the strength of the attack. Critical Damage is increased by X*

Cold Steel- Unnaturally cold, Weapons of Cold Steel vary in their compounds, but flecks of Iridium are often seen sparkling in the light of these metals. They appear to radiate cold, but is in truth drawing in heat continuously. The handles of these weapons release that heat to the bearer. *Cold increases the strength of the weapon by 1. This added Strength is (cold). These are enhancements to the strength of the attack. Critical Damage is increased by X*

Radiated- The construction of these weapons is very unstable, but some factions have mastered combining traces of various radioactive metals in their alloys. Radiated Metals often give off a faint glow of light and often strike unerringly. *Radiated Weapons reduce the Martial Target Number, (mtn) of the target by their value. Making them easier to hit.*

Corrosive- A compound alloy of highly reactive corrosive metals are worked into the weapons blade, point, or striking areas. The weapons are made from noble metals, such as Palladium, Silver, and Platinum so that they do not corrode. A blackened crust often forms on the weapons edges as the corrosive compounds react with the outside air. These weapons often smoke and sizzle as the crust peels or falls away. *Any hit reduces the Armor value of the target X. If there is no armor, corrosion will reduce the toughness of a wounded victim by X. This effect takes place during the effects phase at the end of the Game Round.*

Poison- There are many minerals that are extremely toxic, including Cinnabar, Stibnite, or Orpiment, poisoning anyone that is exposed to it. Mixed and weaponized into a metal alloy, a blow or cut from these weapons poisons the target.

Anyone hit by a poison weapon and has to make a save to wound, is poisoned whether they make

their save or not, lowering their toughness by X. Poison does not affect a model's armor and only affects living models.

Poison does stack on a model, and any effect that brings the model down to 0 toughness dies. Poison effects are handled during the effects phase at the end of the Game Round.

Any attack result not strong enough to wound, (target automatically saves on a 1+ or better), ignores the Poison effects

Resonance- Extremely rare magnetic metals create a weapon that hums with subatomic vibrations. The result is that their force is amplified when used as a weapon. These weapons create a small "Clap" of air as they impact their targets.

Resonance Weapons can stun their targets, whether it wounds or not. The target must take a toughness test or become stunned, losing their next action as they attempt to recover from the trauma.

Resonance Weapons are devastating to non-living targets, gain X to the strength of the attack and doing X additional damage. Any living model wounded by a weapon with Resonance is stunned during their next activation.

Electricity- Heavily conductive metals like Silver are combined with other rare minerals that create and release an electric charge when stress is applied (like a target being hit by the weapon). *A hit from a weapon constructed of these alloys, reduces toughness bonuses granted from armor by X.*

A critical hit causes the target to arc, each model within 1" (with the exception of the wielder) suffers a hit equal to the original attack result -1.

Extreme Resistances- Just as there are compounds to harm, there are minerals and other alloys that can help protect from the environmental extremes found throughout the Genesys Worlds. Some bolster immune systems, are resistant to corrosion, or can even electromagnetically attract radiated particles, bonding to make them inert. *Resistances reduce the strength of the Extreme by X.*

Reptilia Powers

Reptilia, more specifically the Saurien and Annura have access to dark powers. While the Reptilia do not consider their powers evil, instead as a gift of their Ancestral Might.

6. Powers of the Reptilia

Powers refer to supernatural magic or psychic energies that are channeled from the Ether. While Fay are a part of this energy, and have ability to manipulate the Ether to combine effects and amplify them to their needs during the battle.

6.1 Power Attributes

The use of a powers requires an action to use, and may only be used if not moving faster than base movement for the caster.

Each power has the following attributes

Strength: X (as per Power Description)

Range: Self, or Target Model within Willpowerx4

Duration: 1 Game Round. To the end of this game round. Increasing Duration would allow additional game rounds of effects.

Base Difficulty: *See below

*Fey Powers have a difficulty of 6. Fey also have no Mortal Threshold.

*Humanoids have a Difficulty 8 with a Mortal Threshold 12

*Biests have a Difficulty 8 with a Mortal Threshold of 11.

*Reptilia have a Difficulty of 7 with a Mortal Threshold of 14

*Insekt have a Difficulty of 9 with a Mortal Threshold of 12

Using Powers: To cast or use a Power, a caster (the model attempting to use the power) must roll a d6 and add his or her willpower to it to achieve the difficulty of the power. If the result is equal or greater to the difficulty of the power, the caster is successful and the power takes effect.

The result is of the die roll determines the Combat Resolution number for the power.

If the power is against an enemy model you must see if the power hits the target. To do so, use the Combat Resolution number, and compare it to the targets Mtn for melee combat, and the Rtn for Ranged combat with modifiers such as cover, evasion, and deflection taken into effect.

If you hit the model, any effects are resolved.

Steps for Resolving Powers

1. Willpower + d6 = Combat Resolution Number to see if the power is successful
2. If the Combat Resolution Number is greater than the target number required to hit the target (either your Mtn in melee combat, or Rtn in Ranged Combat)
3. Any Strength Adjustments
4. Target saves vs the Combat Resolution Number

Mortal Threshold: Powers are dangerous, and harnessing too much ravages the body, tearing it apart from its connection through the veil. Any die result from Arcane Powers higher than the models Mortal Threshold results in immediate death. The model may not be resurrected as the energies have torn apart the caster in a violent and spectacular way.

Targeted Powers: Powers that affect enemy models hit 1 model unless modified. Targeted Enemy models require the Power to hit the model. Targeted Powers, for either friendly or enemy models requires an activation to use.

Reptilia Powers: Reptilia are quite proficient at the use of powers, often with devastating effects

Reptilia have a Difficulty of 7 with a Mortal Threshold of 14.

Reptilia have two methods of using powers, Arcane Powers of the Saurien or Annura or the Innate Powers of the Dracons.

Reptilia Casters use Arcane Methods to cast their powers. This allows Reptilia to Channel as an Arcane Caster.

Innate Powers: Reptilia can have Innate Powers, which allow them to Harness their strength in a unique way, adding to the strength of the power. For every strength increased the difficulty of the power is also increased, limited by the strength of the model. Innate powers cannot use Arcane Channeling. Failure to cast or use their innate powers results in not being able to use them again during their next activation for a failed result, and for the rest of the game if the result goes above their mortal threshold.

Channeling the Arcane: Arcane casters rely upon their own internal body to harness the energy required for Powers. An Arcane caster may, when attempting to channel the ether, choose to draw deeply upon their body's reserve, resulting in achieving greater ability and power, but with a perilous risk

- Arcane Casters may harness X toughness up to their total Toughness Characteristic. This must be decided upon before the die is rolled for channeling.

- X is then added to the die result when channeling to reach the difficulty of the Power.

- Failing to equal or beat the difficulty of the power, results in a loss of toughness equal the X.

For example, while trying to channel a difficulty 8 Fire Bolt, our Wizard has a Willpower 4 and a Toughness 2. About to be charged and killed, he throws everything into the Power, adding +2 to his die roll. If he fails (on a 1) he will lose 2 toughness and collapse, dead on the field. This time our wizard rolls a 3. Willpower of 4 + die result 3+2, giving us a 9 to resolve the Power against the incoming

attacker. There is a good chance that our Wizard may have just survived the incident.

6.2 Reptilia Abilities that effect your Arcane Powers

There are several abilities that have a direct effect on the creation of Arcane Powers that are gained from Traits.

Arcane Knowledge X: This determines how many Arcane powers an Arcane Caster can bring to the battle. Each Power must be chosen during Unit Class Creation, and can have additional attributes added to it with additional Traits

Power Increase -/X: This allows for the caster to be able to add additional attributes to powers in the form of an Increase during faction or unit class creation. You may also add additional increases during Campaign Play.

Ethereal Fortitude X: The powers from the Ether can rapidly overload a caster. Ethereal Fortitude increases a casters mortal threshold by X

Focus X: Focus allows for additional control while harnessing the power of the Ether. You may adjust one die roll by X when attempting to channel a power.

6.3 Creating Your Own Powers

Reptilia create Powers (spells) that are created and may not be altered during gameplay. Instead the Reptilia create their powers at the time of class creation.

Follow these steps when creating Powers

1. Select your Power
2. Increase attributes if you wish and have the traits and abilities allowing you to do so.

Powers available to Reptilia

1. Blackbolt
2. Create Fear
3. Drown
4. Inflict Pain
5. Poison
6. Resonance

Blackbolt- Strength 2. Range Willpower x3.

Blackbolt is a bolt of black or dark necromantic energy that strikes out at the casters target. The Blackbolt makes Strength modifications when resolving the attack against the targets Willpower. To save, the target still uses his or her toughness against the attack.

Critical Damage causes the Blackbolt to arc each model within 1" (except for the caster) suffers a single hit equal to the original attack result -1.

Create Fear: Strength 1 + Willpower of Caster. Range Willpower x3.

Create Fear attacks the Morale of the target forcing him/her to flee as quickly as possible.

Resolve the Combat Resolution number of this power against the Morale of the targeted models with the strength of the powers strength + the Willpower of the caster for strength modifiers. To save against the attack, the targets use their Morale +d6 to equal or beat the CR number of the attack.

A failed save requires the target to act as if they failed a morale check, and they must flee as required in the Core Rules.

Drown: Strength 3. Range Willpower x1.

While this power does only a single point of damage when it hits. If a target is affected by the power, they cannot use their action do anything other than try and not drown, gasping for air. If a drowning victim does do an action ignoring their peril, they suffer an additional wound.

Inflict Pain: Strength 2. Range Willpower x2.

Inflicting Pain upon living models causes a reduction

Martial X and Ranged X equal to the strength of the power. A martial or Ranged characteristic reduced to 0 or less negates any attacks using those characteristics

Inflict Pain attacks a models Willpower when modifying the Combat Resolution number for strength, however the model may save against the power using their toughness ignoring any armor.

Poison: Strength 3. Range Willpower x2.

Any hit strong enough to wound reduces the toughness characteristic of the model by 1 for the rest of the game round, regardless if a save is made. The attack still causes wounds if the target fails to save against the attack. The target must be a living model. A critical will cause the target to lose 2 toughness, and take poison damage every effects phase losing an additional point of toughness.

Any attack result not strong enough to wound, (target automatically saves on a 1+ or better), ignores the Poison effects

Any model reduced to 0 toughness is incapacitated and cannot take any actions or move more than base movement.

Resonance: Strength 3. Range Willpower x3.

Any failed save against a Resonance attack stuns the target, making it lose its next available action. Resonance only does wounds to living targets if a critical hit is rolled, doing 1 wound to the target.

Resonance effects are devastating to non-living targets, if the attack wounds the target, the target takes X damage, where X is the strength of the attack.

Innate Reptilia Extremis Powers

Innate Powers: Reptilia can have Innate Powers, which allow them to Harness their strength in a unique way, adding to the strength of the power. For every strength increased the difficulty of the power is also increased, limited by the strength of the model. Innate powers cannot use Arcane Channeling.

Failure to cast or use their innate powers results in not being able to use them again during their next activation for a failed result, and for the rest of the game if the result goes above their mortal threshold.

Fire: Strength 3 (Fire). Range Willpower x4.

Critical Damage does 2pts like normal, but does one additional damage during the effects phase from remaining flames.

Cold- Strength 3. Range Willpower x4.

Critical Damage does 2pts like normal, but also freezes the model in place for the remainder of the game round. Models frozen in place can no longer use evasion bonuses, and are exhausted if attacked in Melee Combat

Acid- Strength 3 (Acid). Range Willpower x4.

Acid attack do not need to roll to wound. Instead of causing wounds, any hit by acid permanently reduces the models' toughness by 1, or 2 with a critical hit (the model would not normally receive a save vs the attack result). This toughness damage is applied to the armor first until destroyed, and then to the model. Once the armor is destroyed, (has 0 armor bonus), the armor is useless and destroyed. Any model reduced to 0 toughness is incapacitated unless toughness can be restored.

Electricity- Strength 3 (Electricity). Range Willpower x4.

Critical Damage causes the Electricity to arc each model within 1" (with the exception of the caster) suffers a single hit equal to the original attack result -2.

Modifications to Reptilia Powers

For Each modification, the difficulty of the power is increased by 1. The point cost and allowed modifications are gained from abilities.

Both Arcane and Innate Reptilia powers may be modified during class creation, however Innate Powers may only modify Range and Area Effect modifications.

Casting Modifications

Instantaneous: +2 Difficulty (do not take up an action to cast) Instantaneous Spells do not allow for Channeling

Strength Modifications:

Innate Powers may only be modified by harnessing strength. See Innate Extremis Powers

- For each +1 Strength, increase the difficulty by 1

Range Modifiers

- For Each x1 Willpower multiplier, Increase the difficulty by 1

Area Effect Modifications

Self-targeted and other powers may have their area of effect modified. Self-targeted powers with an area of effect only affect friendly models within the area.

Area Effects and how they interact with both friendly and enemy models are discussed fully in the Core Rules.

Small Area/Blasts 3"dia. 3 Models Max: Difficulty +1

Large Area/Blasts 6"dia 6 Models Max: Difficulty +2

Xlarge Area/Blasts 9"dia 9 Models Max: Difficulty +3

(The Following ranges cannot be modified)

Arc: +1 Difficulty (180° 6 Models- base range changes to Willpower x1) Closest models to the caster are hit first.

Cone: +2 Difficulty (45° 6 models base range Willpower x2) Closest models to the caster are hit first.

Ray: +1 Difficulty (Single Line 3 models base range Willpower x3) Closest models to the caster are hit first.