

# 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 Fey exist in Realms of Light and Darkness, their realms expanding and waning upon the tides of life and death. It was the first waves of death that brought the first of the Eternals to the Genesys Worlds out of the great depths of the Void.*

*The Creator Races had survived to reach Genesys, and when they arrived they discovered that a Great Serpent protected the worlds. The Serpent lashed out, destroying all that approached. In desperation and using forbidden knowledge, the wounded last remaining of the Creator Races reached out deep into the Ether, hoping for an answer, a call for salvation.*

*The tides of death around Genesys had caused the Eternals to stir to life. Theirs had been a long slumber and the tremendous loss of life was like a ripple across the cosmos that invigorated the Eternal Fey.*

*Suddenly a beacon shone through time and space, and at that moment the Fey were there, forevermore existing in all times, past, future, and present.*

*The call had been answered.*

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## 1. The Eternal Fey

The Fey are Immortal and not of this world. They exist outside of reality, originating from beyond the Ethereal. Theirs is a realm of magic, light and darkness, primordial and refined. For the Fey, Good and Evil are tangible and pure. Their eternal conflict and strife has brought the Fey to the Genesys Worlds.

For the other domains, they Fey are mysterious entities either guiding the mortal races, or are full of contempt, appearing as Angels or Demons, primal entities, and ghosts.

Interaction with the Fey is difficult, and attempts from the Fey often appear as omens and prophecies. The Fey communicate by other means, their words sounding like beautiful sirens, demonic tongues, or the sounds of the wind and fire. Their language is incompressible to mortals. To themselves, each word draws forth images to those that hear, perfectly relaying the intent and purpose of their words.

For the Fey, the magic of the ether is but an impulse, able to be controlled and altered within their focus.

The races of the Fey include many different variations, but include the Celestial, Infernal, Primal, Ethereal, Possessed, and Undead.

The mortal races, ever jealous of the Fey's Immortality and power, sometimes seek hidden and forbidden knowledge. Those that succeed, often

become vassals of possession, or worse, destroy themselves in the process achieving Lichdom or being cursed with vampirism. These few have joined the Fey, forever to be separated from their mortal origins.

### The First Age

The Fey exist outside of reality beyond the Ethereal in realms of darkness and light, drawn to the life and death of mortals. As the Genesys Worlds were seeded with life, the realms of the Fey once again stirred. The most primordial forces of the Universe invigorate the Fey, and breathe new life into the conflicts that have existed since the first heartbeat of the Universe. This is a time of the eternal conflict renewed.

### The Second Age

The advancement of the other Domains has torn the fabric of reality. Their push for more efficient and endless energy, has sapped the life from the ethereal. Energy is life, and life is energy, and now the ethereal bleeds and floods into reality. As mortals push their limits with reckless abandon, apocalyptic disasters tear the fabric of reality, and the blood of the heavens pour forth.

This is an Age of eternal death, as the ethereal bleeds into reality, so too does the threat of true death confront the Fey that are destroyed in battle.

### The Third Age

The ravages of the 2<sup>nd</sup> Age have taken their toll on the Fey. Now a new threat has emerged from beyond that none can survive. The End is here, and salvation has been torn asunder as another Universe is crashing through our own. Massive Magnetrons erupt as the two Universes collide, sending out massive waves ripping the Genesys Worlds and the realms of the Fey asunder.

The Primordial forces that breathed life into the beginning of time, will once again see the light and darkness. In the shattered far future of the 3<sup>rd</sup> Age, everything will end.

### 1.1 Primal

The Primals live and breathe the elements that make up the Genesys Worlds. They care not for the conflicts of the Celestial and Infernal. They are as raw as the elements coursing through their bodies, Fire, Earth, Water, and Air. For the Primal, they are the element of their focus, there is no separation as they exist together.

Even more interesting among the Primal are the Fey that exist between two or more elements. Their breath the crackling of fire carried on heated currents of air.

### 1.2 Celestial

The Celestial are looked at as Angels, Saints, and even Gods to mortals. To the Celestials themselves, they are the Path of Light, and manifest as its most pure form. The Celestial often seek out the mortal races, to instill goodness and the light into their lives and prevent the darkness from overcoming reality.

### 1.3 Infernal

The Infernal see the mortal worlds of reality as their feeding grounds to expand their realms. The souls of the mortal are theirs to exploit, enslave, and fill their ranks against the ever-encroaching light. Entire realms have fallen to the Infernal, forevermore in darkness. The Infernal Fey are often seen as demons, fiends, and evil spirits, are even sometimes worshiped by mortals seeking their powers.

### 1.4 Undead

The Undead are masters of death, leading the dead back into service for their masters. While the undead are Fey, it is possible for Humanoids to cross over and take Undead traits, becoming powerful Liches who exist now between Life and Death.

### 1.5 Outcast

Outside of the Paths of Light and Darkness there are those that have been banished from the heavens and hell, thrust into Reality. These are the Outcasts who live their lives among us, or as permanent wanderers. They are forever lost to the realms beyond.

### 1.6 Primordial

In the beginning, there was simply Chaos and Order existing in the nothingness that was to become everything. Pulled together by their opposite natures, the two collided in a massive burst of energy creating the first moments of existence. Within those moments, the primordial force of time began, and the universe began to evolve and expand outwards.

While there are no species variants dedicated to the Primordial forces, the Fey can tap into forces that drive the universe. However, no single being can survive being able to harness more than a single chosen force, whether it be Chaos, Order, or Time.

## 2 The Eternal Realms

The Eternal Realms are bathed in Light, or cast down into darkness. In between these exists the realms of Twilight and each Species of Fey must choose which direction their race will follow.

**The Path of Light:** To those that walk the path of light there is only the light. The absence of Light, is Darkness. The morality of the light comes from courage, justice, Truth, and Heroism. The Realms of Light grow under their precepts, flourishing, but are constantly under the threats of Darkness.

The Lure of Darkness promises absolute power and control. Its abilities are grand, and many who would seek its powers find themselves corrupted and or worse. The Realms of Darkness are always in a state of dying without the light. Their push and destruction of the Light is the only thing that saves them from their path.

The Twilight Realms are the most closely related to reality and the most basic elements that are its foundation. These include Earth, Air, Fire, Water, and the fifth element the Ethereal. Outside of the Elements, there are the Primordial forces that first came together to create all that exists, these are the forces of Chaos, Order, and of Time.

### 2.1 Definitions

**Domains:** There are 5 Domains of Life in the Genesys Project. These include Humanoids, Reptilia, Fey, Insekt, 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.

**Path of the Fey:** To Fey right and wrong are tangible and are a very real part of their essence. Every Species must choose their path, to walk in the light, dwell in the Eternal Twilight, or go down the path of Darkness. When you create your species, you must choose the path of your faction; Light, Twilight, or Darkness.

**Traits:** Traits for the Fey are gathered through spheres 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.  $\text{Martial} + \text{Defense} = \text{Mtn}$

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

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

### 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 4<sup>th</sup> 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 Path
2. Choose Traits and powers to create your species or faction
3. Create your Unit Classes
4. Create your Armory

The First step starts by selecting your path; Light or Darkness, or to deny both and dwell within the shadows of Twilight.

There are three areas from which to select your traits. These three areas are as follows:

1. Path of Light
2. Shadows of Twilight
3. Path of Darkness

**2.3 Spheres of Influence:** A Sphere of Influence contain both Traits and Powers. The Traits in each sphere of influence is divided into lesser or greater traits. While lesser traits are available to all, to take a greater trait within a sphere of influence, you must have a lesser trait within the same Sphere.

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.

To unlock powers within a sphere of influence, you must have a lesser trait to take lesser powers, and a greater trait to unlock greater powers.

### Example Sphere of Influence

#### Spheres of Influence

#### *Truth Opposed to Deceit*

##### *Lesser Traits*

**True Sight 5pts:** Night Sight, Ethereal sight

**Perception 5pts:** Increased Range 1

**Combat Awareness 3pts:** All Around Sight

##### *Greater Traits*

**The Truth of the Situation 10pts:** Enhance Willpower 2

**True Aim 20pts:** Foresight α, Exclusive

**Strategic Clarity 10pts:** Mission Directive α (Primary)

##### *Lesser Powers*

**Precision (Armory) 5pts:** Imbued Weapons, Enhanced Ranged 1

##### *Greater Powers*

**Seeker of Truth (Armory) 20pts**, Imbued Weapon, Enhancement Ranged  $\alpha$ , Once per Game (automatic die result of a 6 to hit when shooting with a Ranged Weapon.)

**2.4 Point Costs of Traits:** Every trait selection that you select comes with a point cost associated with it. Fey 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 Sphere of Influence

**A Decrease** is a permanent penalty to your characteristics. These penalties are combined across evolutionary branches. 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 evolutionary branches and other sources, but are limited to the Maximum Age Bonus.

Maximum Bonus according to which Age your species is in.

1<sup>st</sup> Age: +3

2<sup>nd</sup> Age: +4

3<sup>rd</sup> 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.

### **Alpha and Omega Traits and Powers:**

Represent the beginning and the end of all things. Alpha and Omega Traits and Powers do not have a numerical value, but instead are determined by the total number of traits taken within the spheres of influence.

Alpha Traits and powers can be recognized by the Alpha symbol  $\alpha$  and are available starting with the first Age of Genesys

Omega Traits and powers have the symbol  $\Omega$  and do not become available until the Third Age

**Increase  $\alpha$ :** Unique to the Fey are Increase  $\alpha$  abilities. These are often Greater Traits or Powers that break the rules of reality, granting unlimited growth potential for the characteristic they are for. Like other Increases, these only stacks with other increases for the characteristic if they are in the same Sphere of Influence.

$\alpha$  is determined by the number of Traits the Class has in that Sphere of Influence.

**Enhancement  $\alpha$ :** These are ingame bonuses where  $\alpha$  is determined by the number of traits the model has within the single sphere of influence as the power that granted the Enhancement. These Enhancements are still limited to the Maximum Age Bonus.

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

For Example two traits from different spheres

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.

For example, taking Celestial and Primal together. Both of these traits would then apply to your overall faction.

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 imbuelements, 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 imbuelement. 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.*

*There are also some traits restricted to specific class types, Standard, Elite, Leader, or Unique.*





## 2.9 Fey 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.

To help you along your journey, we will be creating a faction of Feral Orcs ruled by living incarnations of their Wild Gods.

### Starting Characteristics

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

Fey Starting Characteristics

Wounds: 1

Strength: 2      Toughness: 2      Movement 3

Martial: 3      Ranged: 3      Defense: 3

Discipline: 2      Willpower: 3      Command: 2

*\*You may not take a trait that will reduce a characteristic*

*below 1*

**Mandatory Traits and Powers:** 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.

- You may not take a lesser power in a sphere of influence unless you have a lesser trait in the same spheres.
- You may not take a greater power in a sphere of influence unless you have already greater traits in that sphere of influence.
- Greater Traits and their point costs only apply to Archlords and Paragons Classes.
- When selecting your Traits, you may choose from both Traits and Powers.
- Imbued Weapons may only possess a single lesser power and single greater power.

## Fey Mandatory Traits and Powers:

### *The Path of Light*

- Lesser Traits and Powers of Light: 3
- Lesser/Greater Traits and Powers of Light: 0-2
- Lesser Traits and Powers of Twilight: 0-2
- Traits and Powers of Darkness: 0

### *The Path of Darkness*

- Lesser Traits and Powers of Darkness: 3
- Lesser/Greater Traits and Powers of Darkness: 0-2
- Lesser Traits and Powers of Twilight: 0-2
- Traits and Powers of Light: 0

### *The Shadows of Twilight*

- Lesser Traits and Powers of Twilight: 3
- Lesser/Greater Traits and Powers of Twilight: 0-2
- Lesser Traits and Powers of either Light or Darkness\*: 0-2

*\* Either light or Darkness lesser traits may be take, not both*

This gives you a choice of 3-7 traits to design and create your Fey species from.

Why the range of few to several traits?

It will allow you to have a more-evolved or less-evolved species of your choice. A more advanced species costs

**Lesser Faction/Species:** is made up from the total number of lesser traits and powers you select.

**Lesser Classes begin with a single wound.**

**Greater Faction/Species:** is made up from the total of all the lesser traits and powers, plus any greater traits and powers you selected during creating your faction. **Greater Classes begin with 2 wounds**



### 3. Spheres of Influence

## Path of Light

### Spheres of Influence

#### **Celestial**

*You may only take Celestial if you follow the Path of Light*

#### *Lesser Traits*

**Celestial Radiance 15pts:** Species Variant, Increase Willpower 1, Increase Martial 1, 1<sup>st</sup> Age

**The Eternal War 10pts:** War Veterans

**Martial Dominance 8pts:** Increase Martial 1, 2<sup>nd</sup> Age

**Elysian Advantage 7pts:** Enhancement Command 2 (when rolling to Challenge the Initiative only), 2<sup>nd</sup> Age

#### *Greater Traits: Unlocked with a lesser sphere trait*

**Angelic Command 25pts:** Portal (Celestial  $\alpha$ ), Enhancement Command  $\alpha$ , Exclusive, 1<sup>st</sup> Age

**Greater Celestial Aura 15pts:** Enhancement Mtn 1 (models within 12" radius), 1<sup>st</sup> Age

**Revered 15pts:** Increase Wounds 1, 1<sup>st</sup> Age

**Wings 10pts:** Agile Flyer, 1<sup>st</sup> Age

**Resurrection 25pts:** Celestial Resurrection 3

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Holy Weapon (Armory) -/5pts:** Imbued Weapon, Armor reduction 1, 1<sup>st</sup> Age

**Embolden 10pts:** Lesser Celestial Power, 1<sup>st</sup> Age

**Planar Aid 10pts:** Lesser Celestial Power, 1<sup>st</sup> Age

**Celestial Icon (Armory) -/5pts:** Imbued Item, Reduce Power Difficulty 1, 2<sup>nd</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Purifying Light (Armory) -/45pts:** Imbued Weapons, Enhancement Radiation  $\alpha$ , Instant death (Critical) , 1<sup>st</sup> Age

**Purifying Flames 25pts:** Greater Celestial Power, 1<sup>st</sup> Age

**Blinding Light 20pts:** Greater Celestial Power, 2<sup>nd</sup> Age

**Silver Cord 30pts:** Greater Celestial Power, 2<sup>nd</sup> Age

## Spheres of Influence

### **Justice** *Opposed to Corruption*

*Illuminated: A Unit Class with only this sphere of influence may link a power to a Trait from this sphere of influence, with only a single point cost using the highest of the two values.*

#### *Lesser Traits*

**Righteous Might 8pts:** Increase Command 1, Increase Strength 1, 1<sup>st</sup> Age

**In the Face of Evil 5pts:** Resistance Extremes 1 (All), 1<sup>st</sup> Age

**The Hand of Justice 3pts:** Quick Deployment 1, 1<sup>st</sup> Age

**Swift Justice 10pts:** Increase Movement 1, 2<sup>nd</sup> Age

**Prevailing Justice 10pts:** Increase Command 1, Enhance Challenge the Initiative Rolls 2, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Resist Extremis 10pts:** Resistance extremes α (All), 1<sup>st</sup> Age

**Commanding Justice 20pts:** Enhancement, 1<sup>st</sup> Age  
Command α, 1<sup>st</sup> Age

**Sundering Attack 10pts:** Sundering Attack 2, 1<sup>st</sup> Age

**Smite Foes 15pts:** Enhance Melee Damage 3, and Reduce Deflection Bonus 3 (by sacrificing a single attack), 2<sup>nd</sup> Age

### *Lesser Powers: Unlocked with a lesser sphere trait*

**Gilded Chain (Armory) -/10pts:** Imbued Armor Enhancement Deflection 1, 1<sup>st</sup> Age

**Hammer of Righteousness 10pts:** Lesser Power, 1<sup>st</sup> Age

**Strength of Justice 15pts:** Lesser Power, 1<sup>st</sup> Age

**Gilded Weapon (Armory) -/5pts:** Imbued Melee Weapon Enhancement Strength 1, Enhancement Melee Weapon 1 vs models with darkness traits only, 2<sup>nd</sup> Age

### *Greater Powers: unlocked by a greater sphere trait*

**Gilded Armor (Armory) -/30pts:** Imbued Armor, Enhancement Ethereal Armor α, once per Game (a save against a hit can have its die result changed to a 6 when saving against an attack.), 1<sup>st</sup> Age

**Avenging Justice 20pts:** Greater Power, 1<sup>st</sup> Age

**Overwhelming Strike (Armory) -/20pts:** Imbued Melee Weapon, Stun, 2<sup>nd</sup> Age

## Spheres of Influence

### **Truth** *Opposed to Deceit*

*Illuminated: A Unit Class with only this sphere of influence may link a power to a Trait from this sphere of influence, with only a single point cost using the highest of the two values.*

#### *Lesser Traits*

**True Sight 3pts:** Night Sight, Ethereal sight, 1<sup>st</sup> Age

**Perception 12pts:** Increased Range 1, 1<sup>st</sup> Age

**Combat Awareness 3pts:** All Around Sight, 1<sup>st</sup> Age

**Combat Position 8pts:** Increase Rtn 1, Increase Mtn 1, 2<sup>nd</sup> Age

**Wisdom 6pts:** Increase Willpower 1, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**The Truth of the Situation 20pts:** Enhance Willpower 2, 1<sup>st</sup> Age

**True Aim 50pts:** Foresight α, Exclusive, 1<sup>st</sup> Age

**Strategic Clarity 10pts:** Mission Directive α (Primary), 1<sup>st</sup> Age

**Anecdotal Sight 15pts:** Anecdotal Sight 2

**Playing to Win 20pts:** Modify Result 1 (Primary Mission roll only, the model with this ability must be played), 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Precision (Armory) -/7pts:** Imbued Weapons, Enhanced Ranged 1, 1<sup>st</sup> Age

**Banishment 8pts:** Lesser Power, 1<sup>st</sup> Age

**Unerring Bolt 10pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Seeker of Truth (Armory) -/45pts,** Imbued Weapon, Enhancement Ranged α, Once per Game (automatic die result of a 6 to hit when shooting with a Ranged Weapon.), 1<sup>st</sup> Age

**Holy Word 25pts:** Greater Power, 1<sup>st</sup> Age

**Changing Fate 15pts:** Greater Truth Power, 2<sup>nd</sup> Age

## Spheres of Influence

### **Heroism** *Opposed to Madness*

*Illuminated: A Unit Class with only this sphere of influence may link a power to a Trait from this sphere of influence, with only a single point cost using the highest of the two values.*

#### *Lesser Traits*

**Heroic Warrior 7pts:** Increase Martial 1, 1<sup>st</sup> Age

**Heroic Valor 4pts:** Increase Discipline 1 or Increase Morale 1, 1<sup>st</sup> Age

**Against the Odds 8pts:** Increase Defense 1, 2<sup>nd</sup> Age

**Heroic Stamina 4pts:** Invulnerability 6, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Incalculable Reflexes 30pts:** Enhancement Quickness  $\alpha$ , 1<sup>st</sup> Age

**Indomitable Will 20pts:** Increase Willpower 2, 1<sup>st</sup> Age

**Combat Mastery 30pts:** Increase attack 2 (Melee only), 1<sup>st</sup> Age

**Indestructible Combatant 50pts:** Precognition  $\alpha$ , Exclusive, 1<sup>st</sup> Age

**Champions of Light 10pts:** Bonus Hero Trait (only applies to Heroes), Faction Trait only, 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Superior Weapon (Armory) -/10pts:** Imbued Weapon, Enhancement Martial 1, 1<sup>st</sup> Age

**Shield 8pts:** Lesser Power, 1<sup>st</sup> Age

**Heroic Evasion 10pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Legendary Armor (Armory) -/40pts:** Imbued Armor, Enhancement Armor  $\alpha$ , once per Game (Reduce Strength  $\alpha$  for all hits during a single activation), 1<sup>st</sup> Age

**Heroic Inspiration 15pts:** Greater Power, 1<sup>st</sup> Age

**Legendary Weapons (Armory) -/10pts:** Legendary Weapons are not limited by the Maximum Age Bonus and may combine multiple Greater and lesser Weapon traits and Abilities, 2<sup>nd</sup> Age

## Spheres of Influence

### **Healing** *Opposed to Pain*

*Illuminated: A Unit Class with only this sphere of influence may link a power to a Trait from this sphere of influence, with only a single point cost using the highest of the two values.*

#### *Lesser Traits*

**Withdraw 3pts:** Withdraw From Combat, 1<sup>st</sup> Age  
**Inner Strength 8pts:** Increase Willpower 1, 1<sup>st</sup> Age

**First Aid 3pts:** First Aid, 2<sup>nd</sup> Age  
**Greater Health 10pts:** Increase Wounds 1, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Wisdom 8pts:** Increase Willpower 1, 1<sup>st</sup> Age  
**Healing Touch 15pts:** Return 1, Heal Touch α, 1<sup>st</sup> Age  
**Saving Grace 10pts:** Avoid Wounds 2, 1<sup>st</sup> Age  
**Subdue Effects 12pts:** Cancel Effects, 1<sup>st</sup> Age

**Untouchable 10pts:** Increase Defense 1, 2<sup>nd</sup> Age  
**Back from the Edge of Death 5pts:** First Aid (Improved), 2<sup>nd</sup> Age

### *Lesser Powers: unlocked with a lesser sphere trait*

**Icon of Healing (Armory) -/3pts:** Imbued Item, First Aid, 1<sup>st</sup> Age

**Blessing 7pts:** Lesser Power, 1<sup>st</sup> Age

**Enhanced Wisdom 5pts:** Lesser Power, 1<sup>st</sup> Age

### *Greater Powers: unlocked by a greater sphere trait*

**Cloak of the Unseen (Armory) -/15pts:** Imbued Item, Unseen, 1<sup>st</sup> Age

**Healing 20pts:** Greater Power, 1<sup>st</sup> Age

**Resurrection 20pts:** Greater Healing Power, 2<sup>nd</sup> Age

## Spheres of Influence

### **Courage** *Opposed to Fear*

*Illuminated: A Unit Class with only this sphere of influence may link a power to a Trait from this sphere of influence, with only a single point cost using the highest of the two values.*

#### *Lesser Traits*

**Fortitude 10pts:** Increase Morale 2, Toughness 1, 1<sup>st</sup> Age

**Aura of Valor 8pts:** Increase Discipline 2, 1<sup>st</sup> Age

**Unbreakable Courage 5pts:** Unbreakable Courage, 1<sup>st</sup> Age

**Strength of Many 10pts:** Enhance Coordinated Attacks 1, 2<sup>nd</sup> Age

**Indominable Morale 8pt:** Indominable Morale 2, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**No Fear 10pts:** Enhancement Morale α (squad), 1<sup>st</sup> Age

**Impervious Courage 30pts:** Avoid Wound α, Exclusive, 1<sup>st</sup> Age

**Inspire 45pts:** War Veterans (for all models with Courage Traits within Command Radius), Exclusive, 1<sup>st</sup> Age

**Last Stand 10pts:** Enhancement Command 3 (During the End Game Only), 2<sup>nd</sup> Age

**A Fighting Chance 10pts:** Increase Attacks 2

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Shield of Valor -/5pts:** Imbued Shield, Increase Morale 1, 1<sup>st</sup> Age

**Unbreakable Command 10pts:** Lesser Power, 1<sup>st</sup> Age

**Hold the Line 12pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Invincible Armor (Armory) -/25pts:** Imbued Armor, Invincible 5, 1<sup>st</sup> Age

**Greater Adversary 35pts:** Greater Power, 1<sup>st</sup> Age

**Legendary Armor (Armory) -/10pts:** Legendary Armor is not limited by the Maximum Age Bonus and may combine multiple Greater and lesser Armor traits and Abilities, 2<sup>nd</sup> Age

## Spheres of Influence

### **Ascended** *Opposed to Death*

*Illuminated: A Unit Class with only this sphere of influence may link a power to a Trait from this sphere of influence, with only a single point cost using the highest of the two values.*

#### *Lesser Traits*

**Ascendance 12pts:** Ascendant, 1<sup>st</sup> Age

**Reverence 2pts:** Reverent (Disciple Class Only), 1<sup>st</sup> Age

**Greater Form 8pts:** Increase Physical Characteristic 1 (choice of Strength, Toughness, or Movement)

**Greater Achievements 8pts:** Increase Skill Characteristics 1 (choice of Martial, Ranged, or Defense)

**Greater Understanding 8pts:** Increase Knowledge Characteristic 1 (choice Discipline, Willpower, or Command)

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Energy Weapons (Armory) -/5pts:** Imbued Weapon, Enhancement Radiation 1, 1<sup>st</sup> Age

**Radiance 15pts:** Lesser Ascended Power, 1<sup>st</sup> Age

**Charged Weapon 10pts:** Lesser Ascended Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Holy Might (Armory) -/20pts:** Imbued Melee Weapon, Smite, 1<sup>st</sup> Age

**Energized Aura 35pts:** Greater Ascended Power, 1<sup>st</sup> Age

**Spatial Conduit 25pts:** Greater Ascended Power, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Transcendence 50pts:** Transcendence (pre-requisite Ascendance), Enhancement Willpower  $\alpha$ , Exclusive, 1<sup>st</sup> Age

**Ascendant Divinity 30pts:** Ascendant Divinity (Class trait only), 1<sup>st</sup> Age

**The Divine Word 25pts:** Enhancement Command  $\alpha$ , 1<sup>st</sup> Age

**Combining Ritual 35pts:** Ascendency Combining Ritual, 2<sup>nd</sup> Age



## Spheres of Influence

### **Protection** *Opposed to Destruction*

*Illuminated: A Unit Class with only this sphere of influence may link a power to a Trait from this sphere of influence, with only a single point cost using the highest of the two values.*

#### *Lesser Traits*

**Agility 7pts:** Enhancement Evasion 1, 1<sup>st</sup> Age

**Advanced Parrying 7pts:** Enhancement Parrying 2, 1<sup>st</sup> Age

**Shield Wall 5pts:** Shield Wall

**Coordinated Defense 10pts:** Coordinated Defense, 2<sup>nd</sup> Age

**Defensive Movement 10pts:** Coordinated Movement, 2<sup>nd</sup> Age

**Emboldened Protection 7pts:** Increase Toughness 1, 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Protective Shield -/10pts:** Imbued Shield, Enhancement Deflection 1, 1<sup>st</sup> Age

**Protective Armor 10pts:** Lesser Power, 1<sup>st</sup> Age

**Counter Spell 7pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Ethereal Armor -/15pts:** Imbued Armor, Fey Armor 2, 1<sup>st</sup> Age

**Sphere of Protection 35pts:** Greater Power, 1<sup>st</sup> Age

**Ethereal Barrier 25pts:** Greater Power, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Defensive Posture 12pts:** Defensive Posture 1, 1<sup>st</sup> Age

**Perfect Defense 15pts:** Parrying α, Exclusive, Increase defense 1, 1<sup>st</sup> Age

**Perfect defense is a strong offence 10pts:** Peerless Defender, 1<sup>st</sup> Age

**Core Defense 10pts:** Increase Defense 1, 2<sup>nd</sup> Age



## Twilight Spheres

### Spheres of Influence

#### **Primal**

Primals are aligned to the Path of Twilight only. You may only take Primal if you follow the Paths of Twilight

#### *Lesser Traits*

**Elemental Affinity 8pts:** Elemental Land Affinity, Species Variant (This bonus trait must be from Air, Earth, Fire, or Water Spheres, 1<sup>st</sup> Age

**Primal Elements 12pts:** Increase Wounds 1, 1<sup>st</sup> Age

**Combined Elements 3pts:** Combined Elements 1, Class Trait, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Greater Elemental Portals 10pts:** Greater Elemental Portal, 1<sup>st</sup> Age

**Primal Command 35pts:** Enhancement Command  $\alpha$ , exclusive, 1<sup>st</sup> Age

**Terrain Transformation 10pts:** Terrain Transformation, 1<sup>st</sup> Age

**Earthly Ties 15pts:** Affinity to Reality, 2<sup>nd</sup> Age

**Unhinged 25pts:** Unhinged 2, 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Primal Armor -/15pts:** Imbued Armor, Enhancement Armor 2, reduce Movement 1, reduce Mounted Movement 1, Reduce Mtn and Rtn 1, 1<sup>st</sup> Age

**Conjure Elemental Variable Point Cost:** see Powers description for point cost, Lesser Power, 1<sup>st</sup> Age

**Primal Combat 15pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Primal Weapon -/45pts:** Enhancement Damage  $\alpha$ , 1<sup>st</sup> Age

**Conjure Greater Elemental:** see Powers description for point cost, Greater Power, 1<sup>st</sup> Age

## Spheres of Influence

### **Fire** *Opposed to Water*

*Elemental Specialization: Increase strength 1. A Unit Class with only this single Sphere of Influence gains this ability.*

#### *Lesser Traits*

**Strength Through Fire 5pts:** Increase Strength 1, Decrease Willpower 1, 1<sup>st</sup> Age

**Flames of Battle 12pts:** Increase Martial 1, Enhancement Fire 1 (for all melee attacks), 1<sup>st</sup> Age

**Living Fire 10pts:** Living Element (Fire), 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Immense Elemental 30pts:** Increase Size 1, Enhancement Fire 1, 1<sup>st</sup> Age

**Fiery Power:** Power Increase 2 (Fire Greater Powers Only), 1<sup>st</sup> Age

**Fire Arc 10pts:** Arc attack, Enhancement Fire 1 (for Arc attacks against multiple enemy models only), 1<sup>st</sup> Age

**Pyrokinesis 10pts:** Portal Pyrokinesis, 1<sup>st</sup> Age

**Fire Aura 35pts:** Elemental Transformation 2<sup>nd</sup> Age

**Rise of the Phoenix 35pts:** Rise of the Phoenix 5, 2<sup>nd</sup> Age.

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Flame Weapons (Armory) -/8pts:** Imbued Weapon, Enhancement Fire 1, 1<sup>st</sup> Age

**Billowing Smoke 5pts:** Lesser Power, 1<sup>st</sup> Age

**Molten Earth 10pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Conflagration (Armory) -/20pts:** Imbued Armor, Conflagration 3, 1<sup>st</sup> Age

**Fire 20pts:** Greater Power, 1<sup>st</sup> Age

**Elemental Shield 15pts:** Greater Power, 2<sup>nd</sup> Age

Spheres of Influence**Air** *Opposed to Earth*

*Elemental Specialization: Increase Movement 1. A Unit Class with only this single Sphere of Influence gains this ability.*

*Lesser Traits*

**Aerial Speed 7pts:** Increase Movement 1, Decrease Discipline 1, 1<sup>st</sup> Age

**Knowledge of Air 10pts:** Increase Ranged 1, 1<sup>st</sup> Age

**Levitate 10pts:** Flight, 1<sup>st</sup> Age

**Living Air 10pts:** Living Element (Air), 2<sup>nd</sup> Age

*Lesser Powers: unlocked with a lesser sphere trait*

**Electric Arc -/8pts:** Imbued Weapon, Enhancement Electricity 1, 1<sup>st</sup> Age

**Create Fog 5pts:** Lesser Power, 1<sup>st</sup> Age

**Forceful Deflection 10pts:** Lesser Power, 1<sup>st</sup> Age

*Greater Powers: unlocked by a greater sphere trait*

**Thunder Clap -/20pts:** Imbued Ranged Weapon, Enhancement Resonance 3, 1<sup>st</sup> Age

**Lightning 20pts:** Greater Power, 1<sup>st</sup> Age

**Elemental Shield 15pts:** Greater Power, 2<sup>nd</sup> Age

*Greater Traits: unlocked with a lesser sphere trait*

**Air Currents 25pts:** Increase Movement 2, 1<sup>st</sup> Age

**Wind Movement 30pts:** Agile Flier, High Winds, Exclusive, 1<sup>st</sup> Age

**Aerial Portal 10pts:** Aerial Portal α, 1<sup>st</sup> Age

**Air Aura 35pts:** Elemental Transformation 2<sup>nd</sup> Age

**Precision 15pts:** Increase Ranged 2, 2<sup>nd</sup> Age

## Spheres of Influence

### **Earth** *Opposed to Air*

*Elemental Specialization: Increase Toughness 1. A Unit Class with only this single Sphere of Influence gains this ability.*

#### *Lesser Traits*

**Rock Skin 10pts:** Enhance Armor 1, reduce Mtn1, Reduce rtn 1, 1<sup>st</sup> Age

**Immense Elemental 10pts:** Increase Size 1, 1<sup>st</sup> Age

**Stone Body 25pts:** Increase Toughness 1, Increase Strength 1, Decrease Movement 1, 1<sup>st</sup> Age

**Living Earth 10pts:** Living Element (Earth), 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Earthen Strength 90pts:** Enhancement Toughness α Exclusive, increase Strength 2, 1<sup>st</sup> Age

**Greater Element 30pts:** Increase Size 1, Increase Willpower 2, 1<sup>st</sup> Age

**Earthen Portal 10pts:** Increase Portal Toughness α, 1<sup>st</sup> Age

**Earth Aura 35pts:** Elemental Transformation 2<sup>nd</sup> Age

**Holy Ground 25pts:** Regeneration 1, 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Resistant Armor (Armory) -/8pts:** Imbued Armor, Negate Piercing Weapons, 1<sup>st</sup> Age

**Wall of Stone 8pts:** Lesser power, 1<sup>st</sup> Age

**Tremors 10pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Deep Earth Steel (Armory) -/25pts:** Imbued Melee Weapon, Enhancement Radiated 3, 1<sup>st</sup> Age

**Meteor 20pts:** Greater Power, 1<sup>st</sup> Age

**Elemental Shield 15pts:** Greater Power, 2<sup>nd</sup> Age

## Spheres of Influence

### **Water** *Opposed to Fire*

*Elemental Specialization: Increase Defense 1. A Unit Class with only this single Sphere of Influence gains this ability.*

#### *Lesser Traits*

**Flowing Defense 5pts:** Reduce Strength of Enemy hits 1, 1<sup>st</sup> Age

**Water Mobility 10pts:** Movement 1, Decrease Command 1, 1<sup>st</sup> Age

**Living Water 10pts:** Living Element (Earth), 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Regenerative Properties 50pts:** Regeneration 2, Exclusive, 1<sup>st</sup> Age

**Water Portals 18pts:** Water Portal, 1<sup>st</sup> Age

**Greater Element 12pts:** Increase Size 1, 1<sup>st</sup> Age

**Fluid Combat 35pts:** Increase Mtn 2, Reduce Strength of all Enemy hits 1, 1<sup>st</sup> Age

**Water Aura 35pts:** Elemental Transformation 2<sup>nd</sup> Age

**Combat Awareness 15pts:** Increase Martial 2, 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Water Skin (Armory) -/8pts:** Imbued Armor, Water Passage, 1<sup>st</sup> Age

**Drench Ground 5pts:** Lesser Power, 1<sup>st</sup> Age

**Drown 15pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Acidic Weapons (Armory) -/25pts:** Imbued Melee Weapon, Enhanced Corrosive 2, 1<sup>st</sup> Age

**Acid 20pts:** Greater Power, 1<sup>st</sup> Age

**Elemental Shield 15pts:** Greater Power, 2<sup>nd</sup> Age

Spheres of Influence

**Ethereal**

*Elemental Specialization: Increase Willpower 2. A Unit Class with only this single Sphere of Influence gains this ability.*

*Lesser Traits*

**Ethereal Shift 8pts:** Ethereal Shift 3, Ethereal Sight, 1<sup>st</sup> Age

**Phased Form 5pts:** Ethereal Form 1, 1<sup>st</sup> Age

**Living Ether 10pts:** Living Element (Ethereal), 2<sup>nd</sup> Age

*Greater Traits: unlocked with a lesser sphere trait*

**Ethereal Jump 18pts:** Ethereal Jump 6, 1<sup>st</sup> Age

**Possession 40pts:** Possession α, Exclusive, 1<sup>st</sup> Age

**Ethereal Form 18pts:** Ethereal Form 1, 1<sup>st</sup> Age

**Phantasm 55pts:** Phantasm Assault α, Exclusive, 1<sup>st</sup> Age

**Eternal Life 35pts:** Regeneration 2, 2<sup>nd</sup> Age

*Lesser Powers: unlocked with a lesser sphere trait*

**Energy Weapon (Armory) -/5pts:** Imbued Weapon, Piercing 1, 1<sup>st</sup> Age

**Invisibility 15pts:** Lesser Power, 1<sup>st</sup> Age

**Dimension Walk:** 12pts: Lesser Power, 1<sup>st</sup> Age

*Greater Powers: unlocked by a greater sphere trait*

**Phased Weapons (Armory) -/25pts:** Imbued Melee Weapon, Ethereal Weapon, 1<sup>st</sup> Age

**Cold 20pts:** Greater Power, 1<sup>st</sup> Age

**Ethereal Barrier 25pts:** Greater Power, 2<sup>nd</sup> Age

**Remove Life 20pts:** Greater Power, 2<sup>nd</sup> Age

## Primordial Forces

The Primordial are the deepest and most fundamental forces of the cosmos. There are no known variants existing from past the beginning of the Universe.

No faction may hold traits from more than one Primordial Force.

Primordial Force Traits can only be selected when creating a faction as either faction traits or class traits. The only exception to this is through Forbidden Knowledge traits.

### Spheres of Influence

#### Chaos

##### Lesser Traits

**Planar Horde 3pts:** Unlimited Group size

**Chaos Squads 5pts:** Chaos Squad, 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser sphere trait*

**Voice of Chaos 15pts:** Voice of Chaos

**Warlords of Chaos 15pts + cost of bonus Traits:**

Warlord of Chaos α, Enhancement Strength α (Archlord Only), 1<sup>st</sup> Age

**Chaos Sorcerer 12pts:** Increase Willpower 2, 1<sup>st</sup> Age

*Lesser Powers: unlocked with a lesser sphere trait*

**Talisman of Chaos (Armory) -/6pts:** Imbued Item, Chaos Boon 1, 1<sup>st</sup> Age

**Lesser Branding of Chaos 10pts:** Greater Power, 1<sup>st</sup> Age

*Greater Powers: unlocked by a greater sphere trait*

**Symbol of Chaos (Armory) -/20pts:** Imbued Item, Chaotic Domain α, 1<sup>st</sup> Age

**Burning Branding of Chaos 20pts:** Greater Power, 2<sup>nd</sup> Age

### Spheres of Influence

#### Order

##### Lesser Traits

**Devout 2pts:** Gain 2 Additional Sub-Classes, Species Trait, 1<sup>st</sup> Age

**Disciplined Squads 6pts:** Enhancement Martial Target Number 1 (for squads with maximum number of models), Increase Command 1, 1<sup>st</sup> Age

**Exalted Champion 3pts:** Exalted Champion, Increase Discipline 2, Class Trait, 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser sphere trait*

**Exalted Lord 5pts:** Exalted Lord, Increase Discipline 2, Class Trait, 1<sup>st</sup> Age

**Laws of Magic 12pts:** Increase Willpower 2, 1<sup>st</sup> Age

*Lesser Powers: unlocked with a lesser sphere trait*

**Talisman of Order (Armory) -/10pts:** Imbued Weapon, Enhancement Martial 1 or Enhance Ranged 1. (All Talismans of Order must select the same bonus for the game), 1<sup>st</sup> Age

**Mark of Order 10pts:** Greater Power, 1<sup>st</sup> Age

*Greater Powers: unlocked by a greater sphere trait*

**Symbol of Order (Armory) -/30pts:** Imbued Item, Order Domain α, 1<sup>st</sup> Age

**Illuminated Mark of Order 25pts:** Greater Power, 2<sup>nd</sup> Age



*Spheres of Influence****Time****Lesser Traits*

**Skip Time 9pts:** Move without being Seen

**Lessons of the Future 3pts:** Bonus Sub-Class 2, Bonus Archlord class 1, species trait, 1<sup>st</sup> Age

**Glimpse the Future 8pts:** Timeless Ability 1 (lesser traits only), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser sphere trait*

**Bend Time 45pts:** Increase Action 1, Exclusive

**Possible Futures 10pts:** Modify Result 3, 1<sup>st</sup> Age

**Timeless 30pts:** Timeless Ability 1, 1<sup>st</sup> Age

**The Future is now 20pts:** Increase Maximum Age Bonus 1 (to models with this ability, can only be applied once for a battle), 1<sup>st</sup> Age

*Lesser Powers: unlocked with a lesser sphere trait*

**Temporal Weapon (Armory) -/5pts:** Imbued Weapon, Modify Result 1, 1<sup>st</sup> Age

*Greater Powers: unlocked by a greater sphere trait*

**Greater Temporal Weapon (Armory) -/25pts:** Imbued Weapon, Reduce Mtn 2 or Rtn 2 (targets for this models' attacks), 1<sup>st</sup> Age



## Path of Darkness

### Spheres of Influence

#### ***Infernal***

Infernals are dedicated to the Path of Darkness only. You may only take Infernal if you follow the Path of Darkness

#### ***Lesser Traits:***

**Demonic Strength 8pts:** Increase Strength 1, Species Variant, Night Sight, 1<sup>st</sup> Age

**The Eternal War 12pts:** War Veterans, 1<sup>st</sup> Age

**Demon Damnation 10pts:** Modify Characteristic 1 (Your Choice) 2<sup>nd</sup> Age

#### ***Greater Traits: unlocked with a lesser sphere trait***

**Demon Spawn 3pts:** Demonic Spawn (Species Trait Only), 1<sup>st</sup> Age

**Greater Demon 45pts:** Increase Command 2, Increase Size 1, Enhancement Strength α, Increase Wounds 1, Exclusive, 1<sup>st</sup> Age

**Nether Gates 15pts:** Dominate Portal, Portal α (Infernal), 1<sup>st</sup> Age

**Wings 12pts:** Agile Flight, 1<sup>st</sup> Age

**Infernal Damnation 12pts:** Modify Characteristic 2 (Your Choice), 2<sup>nd</sup> Age

**Invincible Demon 35pts:** Invincibility 4, 2<sup>nd</sup> Age

#### ***Lesser Powers: unlocked with a lesser sphere trait***

**Infernal Weapon -/5pts:** Imbued Melee Weapon, Enhancement Fire 1, 1<sup>st</sup> Age

**Darkness 8pts:** Lesser Power, 1<sup>st</sup> Age

**Infernal Hordes 10pts:** Lesser Power, 1<sup>st</sup> Age

#### ***Greater Powers: unlocked by a greater sphere trait***

**Infernal Armor (Armory) -/45pts:** Imbued Armor, Enhancement Fey Armor α

**Damnation:** see Powers description for point cost, Greater Power

**Demonic Weapons (Armory) -/10pts:** Demonic Weapons may combine multiple Greater and lesser Weapon Abilities with the additional cost of this power. This allows more than 1 Greater attribute and or more than 1 lesser attributes to be granted through Imbued Powers.

## Spheres of Influence

### **Corruption** *Opposed to Justice*

*Slave to Darkness: Unit Classes with only a single Spheres of Influence may become a Slave to Darkness, lowering a single characteristic of their choice (cannot be lowered below 1), to gain a Lesser Power in this Sphere of Influence for no additional point cost.*

#### *Lesser Traits:*

**Immunity to Corruption 3pts:** Immunity to Poison, Infected Blight, 1<sup>st</sup> Age

**Mutated Blight 8pts:** Increase Toughness 1, reduce movement 1, 1<sup>st</sup> Age

**Afflicted 10pts:** Plague Born, 2<sup>nd</sup> Age

**Infested 10pts:** Undying Plague, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Blight 15pts:** Blight, 1<sup>st</sup> Age

**Corruptive touch 40pts:** Corruptive Touch, Exclusive, 1<sup>st</sup> Age

**Toxic Aura 25pts:** Toxic Aura, 1<sup>st</sup> Age

**Poison Bile 10pts:** Infectious Blood and Mucus, 1<sup>st</sup> Age

**Mutated Appendage 10pts:** Increase Attack 1, 1<sup>st</sup> Age

**Un-killable 45pts:** Damage Absorption 1, 2<sup>nd</sup> Age

**Greater Mutation 25pts:** Increase Characteristic 2 (of your choice), Decrease Characteristic 1 (opposite of the Increase), 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

**Poison Weapon (Armory) -/5pts:** Imbued Melee Weapon, Poison 1 Weapons, 1<sup>st</sup> Age

**Poison 12pts:** Lesser Power, 1<sup>st</sup> Age

**Scourge 12pts:** Lesser Power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Infectious Blood (Armory) -/25pts:** Imbued Weapon, Poison α Weapons, 1<sup>st</sup> Age

**Weaken 20pts:** Greater Power, 1<sup>st</sup> Age

**Plague 25pts:** Greater Power, 2<sup>nd</sup> Age

## Spheres of Influence

### **Deceit** *Opposed to Truth*

*Slave to Darkness: Unit Classes with only a single Spheres of Influence may become a Slave to Darkness, lowering a single characteristic of their choice (cannot be lowered below 1), to gain a Lesser Power in this Sphere of Influence for no additional point cost.*

#### *Lesser Traits:*

**Feint 9pts:** Feint 2, 1<sup>st</sup> Age

**Deceptive Combat 15pts:** Increase Martial 1, Increase Attack 1, 1<sup>st</sup> Age

**Illusionary Charge 8pts:** Illusionary Charge 2, 2<sup>nd</sup> Age

**Blurred 8pts:** Increase Rtn 1, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**False Terrain 15pts:** False Terrain 3, 1<sup>st</sup> Age

**Not there 45pts:** Enhancement Dodge α, Exclusive, 1<sup>st</sup> Age

**Illusionary Deployment 15pts:** Redeploy 1, 1<sup>st</sup> Age

**Shapeshifters 25pts:** Shapeshifter 1, 1<sup>st</sup> Age

**Mysterious Terrain:** Illusionary Terrain, 2<sup>nd</sup> Age

**Deception 20pts:** Lies and Deceit 2, 2<sup>nd</sup> Age

**Deceptive Advantage 30pts:** Deceptive Advantage, 2<sup>nd</sup> Age

### *Lesser Powers: unlocked with a lesser sphere trait*

**Cunning Blades (Armory) -/8pts:** Imbued Melee Weapon, Enhancement Martial 1, 1<sup>st</sup> Age

**Duplicity 10pts:** Lesser Power, 1<sup>st</sup> Age

**Shroud 10pts:** Lesser Power, 1<sup>st</sup> Age

### *Greater Powers: unlocked by a greater sphere trait*

**The Deceiver (Armory) -/35pts:** Imbued Weapon Enhancement Attack 2, 1<sup>st</sup> Age

**Unseen 15pts:** Greater Power, 1<sup>st</sup> Age

**Changing Fate (Lies) 25pts:** Greater Deceit Power, 2<sup>nd</sup> Age

## Spheres of Influence

### **Madness** *Opposed to Heroism*

*Slave to Darkness: Unit Classes with only a single Spheres of Influence may become a Slave to Darkness, lowering a single characteristic of their choice (cannot be lowered below 1), to gain a Lesser Power in this Sphere of Influence for no additional point cost.*

#### *Lesser Traits:*

**Crazed Warriors 14pt:** Increase Strength 2, Increase Toughness 1, Increase Movement 1, Decrease Martial 1, Decrease Ranged 2, Decrease Defense 1, 1<sup>st</sup> Age

**Unhinged 10pts:** Increase Characteristic 1 (your choice of Knowledge T, Discipline, Willpower, or Command), Decrease Characteristic 1 (opposite), 1<sup>st</sup> Age

**Physical Relativity 8pts:** Physical Relativity, 2<sup>nd</sup> Age

**Broken 6pts:** Shattered Mind and Soul, Decrease Discipline 1, Decrease Command 1, 2<sup>nd</sup> Age

#### *Greater Traits: unlocked with a lesser sphere trait*

**Fury 20pts:** Quickness 2, 1<sup>st</sup> Age

**Madness 30pts:** Enhancement Characteristic  $\alpha$  (Physical Characteristics only, Strength, Toughness, Movement), Reduce Characteristic  $\alpha$  (opposite, by same amount-cannot go below 1), Exclusive, 1<sup>st</sup> Age

**Mad Genius 45pts:** Enhancement Willpower  $\alpha$ , Exclusive, 1<sup>st</sup> Age

**Skilled Combatant 35pts:** Increase Martial 2, 1<sup>st</sup> Age

**Unknown Powers 8pts:** Forbidden Knowledge X (path of darkness only), 1<sup>st</sup> Age

**Aura of Madness 20pts:** Aura X, Confusion, 2<sup>nd</sup> Age

**Shattered Relativity 45pts:** Shattered Relativity, 2<sup>nd</sup> Age

**Armor of Madness (Armory) -/10pts:** Imbued Armor, Enhancement Armor 1, 1<sup>st</sup> Age

**Confusion 11pts:** Lesser Power, 1<sup>st</sup> Age

**Deranged Lunatic 13pts:** Lesser power, 1<sup>st</sup> Age

#### *Greater Powers: unlocked by a greater sphere trait*

**Incapacitating Weapon (Armory) -/30pts:** Imbued Melee Weapon, Stun, 1<sup>st</sup> Age

**Hearing Voices 25pts:** Greater Power, 1<sup>st</sup> Age

**Piercing Shriek 8pts:** Greater Power, 2<sup>nd</sup> Age

#### *Lesser Powers: unlocked with a lesser sphere trait*

## Spheres of Influence

**Pain** *Opposed to Healing*

*Slave to Darkness: Unit Classes with only a single Spheres of Influence may become a Slave to Darkness, lowering a single characteristic of their choice (cannot be lowered below 1), to gain a Lesser Power in this Sphere of Influence for no additional point cost.*

**Lesser Traits:**

**Pain Tolerance 15pts:** Increase wounds 1, 1<sup>st</sup> Age

**No Pain 6pts:** No Pain, 1<sup>st</sup> Age

**Shared Pain 6pts:** Shared Pain, 1<sup>st</sup> Age

**Enhanced Pain 10pts:** Excruciating Pain, 2<sup>nd</sup> Age

**Barbed Weapons (Armory) -/5pts:** Imbued Melee Weapon, Enhancement Damage 1 (against living models only), 1<sup>st</sup> Age

**Paralyze 10pts:** Lesser Power, 1<sup>st</sup> Age

**Inflict Pain 10pts:** Lesser Power, 1<sup>st</sup> Age

**Greater Powers:** *unlocked by a greater sphere trait*

**Piercing Armor (Armory) -/25pts:** Imbued Armor, Painful Wounds (Archlord, Paragon Only), 1<sup>st</sup> Age

**Flayed 25pts:** Greater Power, 1<sup>st</sup> Age

**Weapons of Torture and Maiming 20pts:** Imbued Melee Weapon, Maiming 1 (Movement), 2<sup>nd</sup> Age

**Greater Traits:** *unlocked with a lesser sphere trait*

**Power through Pain 30pts:** Strength through Pain X, Exclusive, 1<sup>st</sup> Age

**Self-Inflicted Wound 15pts:** Self Inflicted Wound X, 1<sup>st</sup> Age

**Power through Death 35pts:** Death Experienced, 1<sup>st</sup> Age

**Agonizing Death Touch 20pts:** Agonizing Painful Wounds X, 2<sup>nd</sup> Age

**Greater Endurance through Pain 20pts:** Increase Wounds 2, 2<sup>nd</sup> Age

**Lingering Pain 10pts:** Lingering Pain, 2<sup>nd</sup> Age

**Lesser Powers:** *unlocked with a lesser sphere trait*

Spheres of Influence**Fear** *Opposed to Courage*

*Slave to Darkness: Unit Classes with only a single Spheres of Influence may become a Slave to Darkness, lowering a single characteristic of their choice (cannot be lowered below 1), to gain a Lesser Power in this Sphere of Influence for no additional point cost.*

**Lesser Traits:**

**Know Fear 5pts:** Increase Morale 2, 1<sup>st</sup> Age

**Fearsome Mind 5pts:** Decrease Morale 1 (enemy squads, 3" r from squads with this ability), 1<sup>st</sup> Age

**Fear Aura 10pts:** Fear 2, Aura X, 2<sup>nd</sup> Age

**Immunity to Fear Attacks 6pts:** Fear Immunity

**Greater Traits:** *unlocked with a lesser sphere trait*

**Terrifying Presence 15pts:** Decrease Initiative 2 (Opponent- for deployment and challenging Initiative), 1<sup>st</sup> Age

**Break Will 8pts:** Fearsome Charge, 1<sup>st</sup> Age

**Fear Manifested 35pts:** Fear Phantasms, 1<sup>st</sup> Age

**Banshee's Wail 25pts:** Banshee's Wail 3, 1<sup>st</sup> Age

**Terrifying Aura 20pts:** Paralyzing Fear 3, Aura X, 2<sup>nd</sup> Age

**Deathly Fear 45pts:** Horrified Death 1, 2<sup>nd</sup> Age

**Command Through Fear 15pts:** Enhancement Command 3

**Lesser Powers:** *unlocked with a lesser sphere trait*

**Strength through Fear (Armory) -/8pts:** Imbued Melee Weapon, Enhancement Strength 1, 1<sup>st</sup> Age

**Create Fear 15pts:** Lesser Power, 1<sup>st</sup> Age

**Shades 15pts:** Lesser Power, 1<sup>st</sup> Age

**Greater Powers:** *unlocked by a greater sphere trait*

**Armor of Terror (Armory) -/30pts:** Imbued Armor, Reduce Morale 2 (Enemy models within Command Radius), 1<sup>st</sup> Age

**Terror 25pts:** Greater Power, 1<sup>st</sup> Age

Spheres of Influence

**Death** *Opposed to Exalted*

*Slave to Darkness: Unit Classes with only a single Spheres of Influence may become a Slave to Darkness, lowering a single characteristic of their choice (cannot be lowered below 1), to gain a Lesser Power in this Sphere of Influence for no additional point cost.*

**Lesser Traits:**

**Dead Sight 8pts:** All Around Sight, Sentry 1, Ethereal Vision, 1<sup>st</sup> Age

**Undeath 8pts:** Undead, Night Sight, Increase Characteristic of Choice, 1<sup>st</sup> Age

**Gul 15pts:** Undead, Increase Strength 1, Movement 1, Phenotype, 1<sup>st</sup> Age

**Skeletal 10pts:** Undead, Increase Toughness 1, Phenotype, 1<sup>st</sup> Age

**Corpse 10pts:** Undead, Increase Strength 1, Increase toughness 1, Decrease Movement 1, Phenotype, 1<sup>st</sup> Age

**Lesser Necromancy 15pts:** Necromancer lesser, 1<sup>st</sup> Age

**Unnatural Fear 12pts:** Unnatural Fear 2, 2<sup>nd</sup> Age

**Earthly Bound 20pts:** Earthly Bound 2, 2<sup>nd</sup> Age

**Greater Traits:** *unlocked with a lesser sphere trait*

**Greater Undeath 35pts:** Necromancer, Enhancement α (choice of Willpower or Command), Exclusive, Night Sight, Animated Dead, Increase Willpower 2, 1<sup>st</sup> Age

**Life Drain 35pts:** Life Drain α, Exclusive, 1<sup>st</sup> Age

**Aura of Death 25pts:** Deathly Cold, 1<sup>st</sup> Age

**Raise the Dead 40pts:** Reanimate the Dead α, Prerequisite - Greater Undeath, 1<sup>st</sup> Age

**Spectral 25pts:** Undead, Ignore Terrain, 1<sup>st</sup> Age

**Darkest Dark 25pts:** Embodiment of Lesser Darkness 2 or Embodiment of Greater Darkness 1, 2<sup>nd</sup> Age

**Infernal Death 55pts:** Infernal Death 2, 2<sup>nd</sup> Age

**Bone Sharp (Armory) -/5pts:** Imbued Weapon, Piercing 1 (Target), 1<sup>st</sup> Age

**Animate Dead 10ptspts:** Lesser Power, 1<sup>st</sup> Age

**Black bolt 10ptspts:** Lesser Power, 1<sup>st</sup> Age

**Greater Powers:** *unlocked by a greater sphere trait*

**Vampiric Blade (Armory) -/20pts:** Imbued Melee Weapon, Vampiric, 1<sup>st</sup> Age

**Death's Gate 32pts:** Greater Power, 1<sup>st</sup> Age

**Lesser Powers:** *unlocked with a lesser sphere trait***Spheres of Influence**



***Destruction*** *Opposed to Protection*

*Slave to Darkness: Unit Classes with only a single Spheres of Influence may become a Slave to Darkness, lowering a single characteristic of their choice (cannot be lowered below 1), to gain a Lesser Power in this Sphere of Influence for no additional point cost.*

***Lesser Traits:***

**Powerful Attacks 12pts:** Increase Attack Strength 1 (all melee and Ranged, stacks with other destruction increases), 1<sup>st</sup> Age

**Hard to Kill 10pts:** Increase Toughness 1, 1<sup>st</sup> Age

**Mutation- Ranged Attack 12pts:** Destructive Ranged Attack, 2<sup>nd</sup> Age

**Destructive Strength 12pts:** Increase Strength 2

***Greater Traits:*** *unlocked with a lesser sphere trait*

**Beast of Destruction 50pts:** Increase Size 1, smash attack 1, Increase Strength 2, 1<sup>st</sup> Age

**Engine of Destruction 45pts:** Demonic Engine, Unstoppable 2, Exclusive, 1<sup>st</sup> Age

**Unending Destruction 35pts:** Increase Toughness 2, 1<sup>st</sup> Age

**Melee Monster 15pts:** Arc Attack, Increase Movement 1, 1<sup>st</sup> Age

**Heavy Engine of Destruction 100pts:** Modify toughness 3, Reduce Movement 1, Invulnerability 4, Increase Model Size 1, 2<sup>nd</sup> Age

**Long Range Weapon 25pts:** Increase Accuracy Range 24", Increase Ranged Weapon Strength 2, Pre-requisite-Mutation- Ranged Attack, 2<sup>nd</sup> Age

**Weapon Cycling 15pts:** For Weapons Strength 6 and less- Increase Rate of Fire 2, For Ranged Weapons Only, 2<sup>nd</sup> Age

**Devastating Attack 40pts:** For Weapons Strength 7 and Higher- Increase Blast Size to Large Blast Area 6" Dia. 2<sup>nd</sup> Age

***Lesser Powers:*** *unlocked with a lesser sphere trait*

**Greater Weapon (Armory) -/15pts:** Imbued Melee Weapon, Enhancement Strength 2, 1<sup>st</sup> Age

**Resonance 12pts:** Lesser Power, 1<sup>st</sup> Age

**Amplify 15pts:** Lesser Power, 1<sup>st</sup> Age

***Greater Powers:*** *unlocked by a greater sphere trait*

**Weapons of Destruction (Armory) -/20pts:** Imbued Melee Weapon, Increase Damage 2, 1<sup>st</sup> Age

**Disintegration 45pts:** Greater Power, 1<sup>st</sup> Age

**Heavy Mutation 45pts:** Demonic Heavy Weapon 5, 2<sup>nd</sup> Age

**Archaic Lore**

From beyond the realms of the Fey, Archaic Lore exists from the outer reaches of time and space. Archaic Lore exists for all Fey, regardless of the Path they follow.

Archaic Lore traits exist outside of the Spheres of Influence, and thus grant no bonuses for being a part of any sphere, existing or created. These traits are unavailable outside of the Fey, and even then, may only be taken as a Class Trait following the normal restrictions of Lesser and Greater Traits.

Forbidden Lore is the sole means for those outside of the Fey to gain these traits. Unlike normal Fey traits, Forbidden Lore only grants the single trait chosen, but unlocks that trait for the entire species.

### Archaic Lore

#### **Foci**

Foci are specializations that only the Fey have access to.

#### **Lesser Traits**

**Lesser Cynosure (Lesser) 10pts:** Cynosure (Lesser) Increase 1, (for a chosen Sphere of Influence), 1<sup>st</sup> Age

**Physical Foci 12pts:** Increase Model Size 1, Modification Strength 1, Modification Toughness 1, Cannot take this trait if the model size would be modified above Huge. 1<sup>st</sup> Age

**Martial Skill Foci 12pts:** Modification Martial 1, Modification Movement 1, 1<sup>st</sup> Age

**Ranged Skill Foci 15pts:** Modification Ranged 1, Modification Defense 1, 1<sup>st</sup> Age

**Knowledge Skill Foci 15pts:** Modification Discipline 1, Modification Command 1, 1<sup>st</sup> Age

**Power Foci 20pts:** Modification Willpower 1, Modification Power Strength 2, 1<sup>st</sup> Age

**Cynosure 20pts** ✂1: Cynosure Increase 1, 2<sup>nd</sup> Age

**Enlarged Physical Foci 70pts** ✂3: Increase Model Size 1, Modification Strength 2, Modification Toughness 2, Cannot take this trait if model size would be modified above Huge, 2<sup>nd</sup> Age

**Greater Martial Skill Foci 40pts** ✂3: Modification Martial 2, Modification Movement 2, 2<sup>nd</sup> Age

**Greater Ranged Skill Foci 40pts** ✂3: Modification Ranged 2, Modification Defense 1, 2<sup>nd</sup> Age

**Greater Knowledge Skill Foci 40pts** ✂2: Modification Discipline 2, Modification Command 2, 2<sup>nd</sup> Age

**Power Foci 60pts** ✂4: Modification Willpower 2. Modification Power Strength 4, 2<sup>nd</sup> Age

### Archaic Lore

#### **Fantastical Materials**

Outside of reality fantastical metals infused with otherworldly elements create some of the most dangerous weapons ever known.

#### **Lesser Traits**

**Adamantine 8pts:** Adamantine 1, 1<sup>st</sup> Age

**Aetherstone 10pts:** Aetherstone 1, 1<sup>st</sup> Age

**Mithril 8pts:** Mithril, 1<sup>st</sup> Age

**Titanite 12pts:** Titanite 1, 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser sphere trait*

**Adamantine (Pure) 20pts** ✂2: Adamantine Pure 2, 2<sup>nd</sup> Age

**Aetherstone (Pure) 30pts** ✂3: Aetherstone Pure 3, 2<sup>nd</sup> Age

**Mithril (Pure) 30pts** ✂2: Mithril Pure 2, 2<sup>nd</sup> Age

**Titanite (Pure) 70pts:** ✂3: Titanite Pure 2, 2<sup>nd</sup> Age

*Greater Traits: unlocked with a lesser sphere trait*

## **4. Unit Class Creation**



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 3 categories, Disciples, Archlords, and the Paragon. Sub-Classes can also be taken and provide new ways to create classes for your factions.

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.

For the Fey, we use the Knowledge characteristics to determine how many classes can be created. These are Discipline, Willpower, and Command. To determine how many classes of each type you can create, see the list below.

Disciples= the highest Characteristic

Sub-Classes- 2<sup>nd</sup> highest characteristic (see below)

Archlord= the third highest Characteristic

Paragons= You may only Create a Single Paragon

Each Class you create from the sub-class types counts as a sub-class selection. You must meet any requirements or restrictions to take a specific sub-class.

**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.**

**Lesser Faction/Species:** is made up from the total number of lesser traits and powers you select.

**Lesser Classes may only have lesser traits and powers**

**Greater Faction/Species:** is made up from the total of all the lesser traits and powers, plus any greater traits and powers you selected during creating your faction.

**Greater Classes are may have both lesser and Greater traits and powers.**

## 4.1 Preparing your Forces

**Disciple/ Lesser Classes:** Lesser Classes include are

any class that only knows lesser traits and powers.

#### **Disciple/ Lesser Classes/ Lesser Incarnates:**

Maximum Squad Size

Minimum Squad size equals the multiplier

125-250pts- Squad Size 1

251-500pts- Discipline x1

501- 1000pts- Discipline x2

1001-2000pts- Discipline x3

#### **Greater Minions/ Devout**

125-250pts- Cannot participate

251-500pts- 1 Squad Only/ Squad Size 1

501- 1000pts- Discipline x1

1001-2000pts- Discipline x2

2000+ Discipline x3

#### **Archlord/ Greater Incarnates/Greater 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

2001+ Discipline x2

#### **Paragon Classes**

125-1999pts- Cannot Participate

2000+ 1 Squad Only/ Squad Size 1

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

#### **Disciple Unit Classes**

*Disciples are the standard class of the Fey. They are dedicated to their spheres of influence and the path they follow.*

**Pt Cost:** Base Faction/Species+ Additional Traits

**Power Modification 0**

**Wounds:** 1

**Base Attacks:** 1

**Stats:** No Increase although selected traits may do this

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

**\*Disciples may only have Lesser Traits and Powers. Any greater trait added during creating your species/faction does not apply (nor do the point costs) for Disciples.**

<b>Power Modification 15pts:</b> Increase Power Modification 1, 2 <sup>nd</sup> Age
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## **Fey Unit Formation**

### **Archlord Unit Class**

*The Archlords are the Generals, the Emissaries, the Elite characters of the Fey. They command the Fey with levels of mastery that dominate their spheres of influence.*

When you create an Archlord Class, you must build it off of your base Greater Faction/Species

**Pt Cost:** Base Greater Faction/Species + any Additional Traits and Powers

### **Power Modification 3**

**Wounds:** +2

**Base Attacks:** +2

**Stats:** +1 Characteristic Increase of your choice. This stacks with other increases.

**Powers:** You may select a lesser/Greater power adding on the cost of the power for each model

**Traits:** You may select a single Lesser/Greater Trait or Power for this class, adding on the cost of the trait for each model.

**Additional Trait:** A second lesser/greater trait or power can be added to this class at the increased cost of the trait +10pts for each model

**Joining Squads:** Single Archlords may join and leave other squads during games

**Rebel Lords:** You may use your class traits options to pick traits from an opposition sphere of influence that you have at least two greater traits in.

These Rebel Lords with opposition traits cannot join with other squads from your faction that do not have opposition traits from the same sphere of influence.

If you have a rebel Lord in your faction, you may create other classes taking traits from the opposition sphere of the Lord both during unit creation and during campaign play.

**Power Modification 15pts:** Increase Power Modification 1, 2<sup>nd</sup> Age

Paragons are the perfect example of their spheres of influence. True masters of their realm and often looked upon as gods to the mortals of Genesys.

When you create your paragon Class, you must build it off of your Base Greater Faction/Species, or an Archlord Class.

**Pt Cost:** Base Class x3 + Additional Lesser/greater Trait and Powers

**Power Modification limited only by the Maximum Age bonus playing in.**

**Wounds:** +3

**Base Attacks:** +3

**Stats:** +2 Characteristic Increase of your choice. This stacks with other increases and can be distributed as you choose.

**Powers:** You may select a lesser/Greater power for the point cost listed for each model.

**Traits:** You may select up to 2 Lesser/Greater Trait or Powers for this class, adding on the cost of the trait for each model.

**Sphere Mastery:** Once any additional class traits have been selected from above, you may continue to master a single sphere that you have at least two greater traits in. You may take any number of traits and/or powers from the chosen sphere with each additional trait or power costing double the point cost.

**Joining Squads:** Single Paragons may join and leave other squads during games

## **Paragon Unit Classes**



## Fey Sub-Classes

Are unique classes for the Fey. These classes have completely different builds with their own unique characteristics that change for the format and how they operate

Templates differ from Sub-Classes in that they are not a class on their own, but instead added to an existing class.

Fey Sub-classes are broken down to the following

1. **Animated Dead:** A Template added onto another lesser class.
2. **Demonic Spawn:** A Template added onto another class.
3. **Devout:** Dedicated to Paragon with multiple Sphere options including Squad Traits
4. **Fey Minions:** Built from your base species only having a single sphere of traits.
5. **Incarnates:** Built from Disciples or Archlords Classes dedicated to a single sphere of Traits and Powers
6. **Fey Beasts:** Supernatural Beasts dedicated to a single sphere

## Animated Dead Template

To unlock the animated dead template, you must have the Animated Dead ability found within the Sphere of Death.

Any lesser class may then be given the Animated Dead Template, turning their squads into animated models. Lesser Classes include all classes that do not have any Greater traits or Powers.

Unlike other sub-Classes animated dead is a template, and applied to another class, and does not take up a Sub-Class selection.

Animated Dead must be controlled by a model with the Necromancer ability. Without a Necromancer, animated dead models cease to function and collapse during the next effects phase.

**Pt Cost:** Base Lesser Faction/Species Divided by 2 (round up) to a minimum of 2pts

**Wounds:** *all wounds are lost as the model becomes a non-living model.*

**Base Attacks:** *as per base class*

**Stats:** All animated dead decrease the following characteristics by 1 to a minimum of 1; Movement, Martial, Ranged, and Defense.

**Power:** No powers may be used by animated dead models.

**Traits:** No additional traits may be selected

The animated dead no longer have wounds and take damage as the non-living models. They are completely under the control of another model, which must have the Animated Dead ability. If during the effects phase of each round, any squad and/or model of animated dead are no longer under control, they are destroyed and removed from the table.

Animated Dead are animated models and not considered undead for the purposes of other abilities. They are no longer effected by powers or abilities that effect their willpower or morale, nor do they ever need to make morale checks.

Animated models have no Willpower, or morale characteristics. Their discipline is the same as their controller, which determines the maximum size of squads dependent upon their previous unit class

## Demon Spawn Template

To unlock the Demon Spawn template, you must have the Demon Spawn ability found within the Infernal Sphere of Influence.

Any lesser class may then be given the Demon Spawn Template, turning their squads into Demon Spawn. Lesser Classes include all classes that do not have any Greater traits or Powers.

Unlike other sub-Classes Demon Spawn is a template, and applied to another class, and does not take up a Sub-Class selection.

**Pt Cost:** Base Lesser Faction/Species Divided by 2 (round up), to a minimum of 2pts

**Power Modification 0**

**Wounds:** *Same as the base class*

**Base Attacks:** *as per base class*

**Stats:** All Demon Spawn decrease the following characteristics by 1 to a minimum of 1; Strength, Ranged, and Defense. The decrease their model size by 1

**Power:** as per base class

**Traits:** No additional traits may be selected

Spawn can never get coordinated squad bonuses, only ever using coordinated attacks of groups. Nor can they ever use any weapons other than primitive melee weapons with a threat range of 1. Demon Spawn cannot pick up or claim objectives or artifacts.

Any living model killed by Demon Spawn cannot be healed, resurrected, or brought back in any way. Remove the model from the game.

## Devout Sub-Class

*The Devout are dedicated to their Paragon Gods in the extreme and demand the same dedication to all others.*

**Pt Cost:** Base Disciple Class or the Base Lesser Faction/Species + Additional Traits

**Power Modification 1**

**Wounds:** *Same as Base Class*

**Base Attacks:** *Same as Base Class*

**Stats:** No Increase although selected traits may do this

**Squad Trait:** You may also select a single lesser or Greater trait.

- If the trait chosen is a lesser trait, it becomes a Squad Trait, granting the trait to all models in the squad for a single point cost for the squad, instead of a point cost per model.
- If a Greater trait is chosen, then only a single model in the squad is granted the Greater Trait. Apply the point cost of the greater trait to the model granted the trait.

Exclusive, Alpha, and Omega Traits may not be taken by Devout

**Power Modification 15pts:** Increase Power Modification 1, 2<sup>nd</sup> Age

## Fey Minions (Lesser and Greater)

Fey Minions are dedicated to a single sphere of influence within the ethereal as part of your faction. **They only contain traits within a single Sphere, and are created from your base species**, often making them weaker and more dedicated than the normal unit classes.

When creating a Fey Minion as a sub-class, select a Sphere of Influence that your base species or faction has access to. Only traits within this sphere that belong to your base species are applied to create the fey minions class.

There are two types of Fey Minions; Lesser, and Greater. All Minions start with different starting set of characteristics

**Lesser Minions:** Lesser Minions Only consist of Lesser Traits from a single Sphere

**Greater Minions.** Greater Minions Consist of both Greater and Lesser traits from a single sphere.

**Greater Minions do not get Exclusive Traits.**

Fey Minions have their own starting characteristics that your species' traits are applied to.

### Fey Minion Starting Characteristics

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

*\*Characteristics may not be reduced below 1. Ignore decreases that take any characteristic below 1.*

Once the traits are totaled for your Minion Sub-Class, total up the points of the traits and powers for the point cost per model.

**Pt Cost:** Base Lesser/ Greater Faction/Species Traits

**Lesser Minions: Power Modification 0**

**Greater Minions: Power Modification 0**

**Wounds:** Greater Minions +1

**Base Attacks:** Greater Minions +1

**Stats:** Characteristics start at Fey Minions + traits

**Power:** No additional Powers may be selected

**Traits:** No additional traits may be selected





## Incarnates (Lesser and Greater)

The Incarnates are an advanced sub-class built upon your classes, Disciples and Archlords. While all Incarnates only contain traits and powers within a single sphere, they have the additional traits and powers of their base class dedicated their sphere of influence.

Incarnates have their own base characteristics upon traits and powers are applied to.

Strength: 2      Toughness: 2      Movement 3

Martial: 2      Ranged: 2      Defense: 3

Discipline: 3      Willpower: 2      Command: 3

Incarnates take up a sub-class choice for the Fey, but are built up all the traits of a particular class that is already made, either a Disciple Class, or an Archlord Class.

Being dedicated to a single sphere of influence grants Incarnates advantages over other classes, primarily with their ties to their Sphere. These grants them a higher discipline and command over other the more standard classes which can have much more diverse traits and powers.

To build an Incarnate,

- take their base class and remove any traits that do not belong to the chosen sphere of influence along with their point costs.
- Apply the traits and any characteristic changes to the Incarnates starting characteristics.
- You may then select an additional Trait (see below)

**Pt Cost:** Base Class with traits from single sphere only + any Additional Traits and Powers

**Lesser Incarnates: Power Modification 0**

**Greater Incarnates: Power Modification 2**

**Wounds:** Wounds as per base class

**Base Attacks:** As per base class

**Stats:** No characteristic bonuses

**Traits:** You may select a single Lesser/Greater Trait or Power for this class from the Sphere of Influence the Incarnate belongs to, adding on the cost of the trait for each model.

Disciple Incarnates may only select a lesser power or trait, while Archlord Incarnates may select either Greater or lesser Powers and traits.

Incarnates cannot take traits outside their Sphere of Influence.

**Power Modification 15pts:** Increase Power Modification 1, 2<sup>nd</sup> Age



## Fey Monstrous Biests

*Fey have Monstrous Biests and creatures that call the Etherium their home. They live and breathe the material of the spheres they call home. These creatures take on many forms and are the stuff of nightmares, or benign magnificence. Together with the Fey they call their masters, they take up the causes of their Paragons as mounts, beasts of war, and even advisors and gods.*

\*note that to create a Fey Monstrous Biest, you must have access to the Biestarium Grimoire.

To Create a Fey Monstrous Biest, you must use one of your class options then follow the steps below. The class is defined as the unit class chosen to build the Fey Beast; Disciple, Archlord, or Paragon. You may take them only in games that allow for the Unit Class selected to be fielded.

Monstrous Biests are no longer humanoid in appearance but instead have become more monster than man.

Monstrous Biests are unique in that the trait can be taken by many Life Domains as a species or class trait. Monstrous Biests must select Biest Family to combine with another Evolutionary Branch, Insekt Classification, Reptilian Lineage, or Sphere of Influence. What you are creating is in fact a monster.

For Fey, the Biest begins with the species traits from the chosen sphere of influence, and then can later take additional traits from only that sphere of influence or Biest Family Evolutionary Branch.

*\*Paragons are god-like beings and make an exception to this and may take additional traits from other spheres they have access to.*

**To Create a Monstrous Biest:** Monstrous Biests are created from combining multiple Trait categories into one and can carry other wonderful or terrible mutations and abilities.

1. Select a Biest Family Branch and combine its trait selection with any single Evolutionary Branch, Classification, Lineage, or Sphere that your Faction has access to. This now becomes a single category from which your Monstrous Creature and those classes created from them may select traits. *Forbidden Lore is a creative way to make some very interesting and scary monsters opening additional options.*
2. Discipline and Command are reduced to 1.
3. The Biest Family's base characteristics become your base characteristics, and can be increased as they normally would through other traits and abilities

Monsters are very much the most open-ended area of the design creation. Where this leads' is up to you.

Monstrous Biests may gain the Following Abilities for an additional point cost.

- Large Monstrous Biest 5pts: Trample 1
- Huge Monstrous Biest 8pts: Trample 2
- XLarge Monstrous Biest 12pts: Trample 3
- All Monstrous Biests 5pts: Mount

Fey Beasts may be equipped with armor and or special gear to give them the Imbued Weapon powers within their sphere of influence.

**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
- 2,500 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 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



## 5. Cross Over Species

A Cross-Over species or faction is one that either starts off in another Life Domain, and ends up in another. Factions that use multiple Life Domains are classified as Cross-Over.

**The Fey contain many of these Faction Options, and more are always on the horizon. Examples would be The Undead, Possessed, Outcasts, Spirit Animals, Legendary Beasts, and more. Many of these come from secret or forbidden knowledge and the requirements for them will be listed below.**

It's also important to know that it's not only the Fey that allow for cross-overs, others like the Humanoids and Beasts have others as well, like Lycanthropy.

Cross-Over Factions are distinctly different than Pantheon Powers, which are generated from the Paragons for the other Domains. (this is for a future release)

### 5.1 The Outcasts

Some Fey have no realms of their own in the Etherium, and are thus forced to exist within the worlds of reality.

From these legends come the Elves, mysterious immortals who when the time is right, leave the mortal lands to join their Fey brethren in another realm beyond.

The Outcasts have limited abilities within the Spheres of Influence, but gain new traits options from the Humanoid Primarius.

As in other Fey, they must choose their Path; Light, Darkness, or live in the shadows.

When Creating an Outcast Faction, your mandatory traits are different from that of the normal Fey. Start below when creating your faction and use the standard starting characteristics for Fey.

### Outcasts

#### Outcasts Mandatory Traits:

##### *The Path of Light*

- Lesser Spheres of Light: 3
- Lesser/Greater Spheres of Light 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

##### *The Path of Darkness*

- Lesser/Greater Spheres of Darkness: 3
- Lesser/Greater Spheres of Darkness: 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

##### *The Shadows of Twilight*

- Lesser Spheres of Twilight: 3
- Lesser/Greater Spheres of Twilight: 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

**Outcasts cannot take exclusive traits nor can they take imbued greater powers.**

Becoming an Outcasts adds a Mortal Threshold of 15 to your faction. However, crossing it does not result in instant death, but instead results in a critical hit.

Outcasts create their Unit Classes as Fey. Outcasts may use either armory, but individual items must be either from the Fey Armory or the Humanoid Armory, and not combined. This means that Imbued powers cannot be added to items from the Humanoid Primarius.



## 5.2 The Lure of Forbidden Knowledge

Humanoids that seek out immortality desire the powers that only Darkness can deliver. Through forbidden knowledge they uncover secrets that are often better left alone.

Forbidden Knowledge is a Trait and ability that can only be taken by a Faction from the Humanoid Primarius. The knowledge gained, serves to achieve a greater existence and purpose.

**Forbidden Knowledge** must be taken as a class trait for leaders and Unique classes. Once taken, it unlocks the sphere of influence for your faction.

Any additional traits your Faction, Classes, and squads get to take, may be from this sphere of influence as Class Traits only

Any sphere of influence can be unlocked except for the Fey Species Variants; Celestial, Infernal, and Primal.

Fey Incantations unlocks a second sphere of influence in the same manner.

For Example: A Humanoid race has one of its leader classes take Forbidden Knowledge. The leader chooses the trait Corruptive Touch for 40pts in the Sphere of Corruption. The forbidden Knowledge trait adds 10pts to the trait but forgoes any additional pre-requisites.

After this, even during the creation of unit classes or during campaign games, your faction, classes, and units may take traits from the Sphere of Corruption.

Standard and Elite classes may only take lesser traits and powers

Leaders and Unique classes may take lesser and greater traits and powers.

If you take a Sphere of corruption trait for you faction (from campaign advancements) you may select any trait, but greater traits and powers only apply to leaders and unique classes. Lesser traits and powers apply to all classes.

**Infinite Knowledge:** is a Unique Class Trait only, and within it the powers of the universe are unlocked. Infinite knowledge unlocks all Spheres of Influence for your Unique Unit Class.

- Traits and Powers within the Spheres of Influence can only be taken as class traits.
- No class can have traits or powers from more than a single Sphere of Influence without the Infinite Knowledge ability which is only available to Unique Unit Classes
- Alpha powers are limited by the maximum Age bonus

### Evolutionary Branch

#### **From the Humanoid Primarius**

### **Forbidden Knowledge**

*Humanoids that seek out immortality desire the powers that only Darkness can deliver. Through forbidden knowledge they uncover secrets that are often better left alone.*

#### *Primary Traits*

**Forbidden Knowledge 20pts:** Forbidden Knowledge (Leader and/or Unique Class Trait only)

#### *Secondary Traits*

**Fey Incantations 10pts (Armory):** Forbidden Knowledge (Greater and Lesser Powers within a second Known sphere of influence)

**Infinite Knowledge 40pts:** Knowledge of the Infinite (Unique Class Traits Only)





## 6. Fey Armory

### 6.1 Fey Weapons and Equipment

*Welcome to the Armory for the Fey. Here you will find the weapons and armor laid out for your use to defend and conquer the realms of the Etherium.*

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 are capable of using from your Species Armory.

There are Three categories of weapons and equipment for the Fey

1. Primitive- No Costs (free): Almost anything can be used as a weapon, from metal bars, clubs, rocks, etc. Imbued Powers cannot be added to primitive weapons due to their nature
2. Common- Costs per Squad. Common Weapons include things like spears, swords, bows, shields, and armor.
3. Imbued – Costs per Model. Imbued equipment enhances the items when they are equipped by the Fey. You may decide whether to imbue a weapon when making your list for the game by adding the point cost of the imbued powers to the model. **You may not imbue items from another domain's armory.**

**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. Imbued Weapons and Equipment are Enhancements that are passed from the Fey's inherent power to the equipment, simply by grasping or equipping it. With the Exception for artifacts, only a single lesser and a single greater imbued power can be applied to an item.
4. 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.
5. 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.
6. 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.
7. **You may not imbue items from another domain's armory.**

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.

**\*All Fey may fight unarmed without the normal penalty of striking last during melee combat.**

## 6.2 Attributes

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

**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.

**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.





### 6.3 Primitive Weapons and Equipment

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, with the exception of group 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

**Primitive 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 Fey Species and have a set attributes based on the type of weapon being used. Each Path has different access costs for Common Weapons.*

### Point Cost per Squad for Common Weapons

Melee Weapons: 8pts each per squad

Military Spears: 14pts each per squad

Bows 3pts per squad

Crossbows 7pts per squad

Throwing Weapons 8pts each per squad

Javelins 8 pts per squad

Armor 10pts per squad

Buckler 5pts per squad

Medium Shield 5pts per squad

### Outcasts

### Point Cost per Squad for Common Weapons

Melee Weapons: 4pts each per squad

Military Spears: 10pts each per squad

Bows 6pts per squad

Crossbows 8pts per squad

Throwing Weapons 5pts each per squad

Javelins 7 pts per squad

Armor 8pts per squad

Buckler 4pts per squad

Medium Shield 6pts per squad

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

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.

Standard Melee Weapon

Threat Range: 1"

## 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

Strength: 3/2

Accuracy Range: 24"

Rate of Fire: 1

**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*

**Crossbows:** Crossbows are more expensive than bows, but are easier to fire with greater power. Crossbows take a full round to load and fire. If loading is required then no more than base movement is possible while firing the weapon. A crossbow set up and stationary receive a Characteristic Enhancement Ranged 1.

Crossbows (normal weapon)

Strength: 3

Accuracy Range: 18"

Rate of Fire: 1

## 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

Additional Throwing Weapons 2pts per model

Threat Range: 1"

Accuracy Range: 12"

## 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

Threat Range: 2"

Accuracy Range: 12" as primitive weapon

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

## Javelins

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

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 Deflection 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** 4pts 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 bucklers 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** 6pts 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.



## 6.5 Imbued Weapons and Equipment

Fey weapons may be imbued (given) fantastic effects that greatly improve the weapons attributes. These effects are given to the equipment through ritual, bonding, or other various methods. Imbuing items may only be done for Fey made items. Having an imbued power grants access to the Fey armory

- Common items already paid for by the squad simply have the point cost of the Imbued powers added to the model with the Imbued item. You may choose whether to imbue an item or not when making your list for the game.
- Any other items that come with an individual point cost associated with the item adds the imbued powers point cost to the item.
- All weapons, armor, and equipment may only be imbued with one Lesser Imbued Power, and one Greater Imbued Power.
- Weapons from other Domain Armories cannot be made into Fey Weapons. This means that items from another Domain Amory may not be imbued.

### Imbued Effects

Imbued Powers can only grant a Fey weapon one lesser and one greater power. However, artifact awards during campaign play, can grant additional Imbued powers (that the model has the pre-requisites for) to a single item. There is no limit to the number of powers an artifact may have.

There are Fey Imbued Powers listed within the Spheres of Influence that grant special abilities. These are listed here.

**Fire X:** Fire Increases the strength of the weapon by X. Critical Damage is also increased by X.

**Cold X:** Cold increases the strength of the weapon by X. Critical Damage is increased by X

**Radiated X:** Radiated Weapons reduce the Martial Target Number (mtn) of the target by their value. Making them easier to hit.

**Corrosive X:** Any hit reduces the Armor value of the target by 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. A Model reduced to 0 toughness dies. Corrosive weapons effect living and non-living models alike.

**Poison X-** 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 X-** 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 X-** 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.

**Resistances-** Resistances reduce the strength of the Extreme or effect by X.



## Otherworldly Materials

Otherworldly materials are rarely found outside of reality, and in practically unique locations in the realms of mortals. These materials are metals that can be combined with other metals, including imbued weapons and armor.

Unlike normal weapons found in the mortal realms, these have a set strength for weapons and armors constructed of them dependent upon the purity of the material.

Each otherworldly material have set attributes and include other Enhancements for special properties.

### Adamantine X:

Adamantine Weapons: Strength 4

Adamantine Armor: Toughness 4

Pure Adamantine Weapons: Strength 7

Pure Adamantine Armor: Toughness 7

A dark and dense metal that when constructed into a weapon, inflicts that tears and destroys body the of the target whether living or not down to a cellular level, inflicting terrible damage. Adamantine grants an Enhancement to Damage equal to the X. When used in armor, the armor reduces the Combat Resolution number (CRN) of the attack by X.

### Aetherstone X:

Aetherstone Weapons: Strength 3

Aetherstone Armor: Toughness 3

Pure Aetherstone Weapons: Strength 5

Pure Aetherstone Armor: Toughness 6

Aetherstone is a rare hazy purple metal that when moving fast or encountering something moving quick, becomes ethereal to ignore the targets armor or physical toughness. When it slows it hardens as it once it again becomes solid. When used as a weapon Aetherstone reduces toughness by X, but a target must save using their Willpower instead of toughness to save against the wound.

When used as armor, Aetherstone protects against Ethereal Attacks that target Willpower. It also grants its protection vs any powers that would affect the wearer, granting its bonus to any save vs wounds or effects.

### Mithril X:

Mithril Weapons: Strength 3

Mithril Armor: Toughness 4

Pure Mithril Weapons: Strength 5

Pure Mithril: Toughness 6

Mithril is a bright silver in color and is said to be a timeless metal that does not rust or dull with age. Mithril Weapons and Armor are only ever limited by the Maximum Age Bonus of the 3<sup>rd</sup> Age.

Weapons made of Mithril grants a Modify Result equal to X when attacking an opponent.

Armor made of Mithril grants a Modify Result equal to X when saving against a hit.

### Titanite X:

Titanite Weapons: Strength 5

Titanite Armor: Toughness 5

Pure Titanite Weapons: Strength 8

Pure Titanite Armor: Toughness 8

This massively dense and heavy dull metal grants weapons' a much higher strength and protection than a normal weapon and armor of their type. Titanite is perhaps the strongest material known. Titanite has incredibly powerful properties, but is difficult to use and meld, even for the Fey.

Titanite X grants reduces the strength of an attack by X when used as armor, and Enhances the strength by X in Weapons. As a Weapon, Titanite always strikes last in melee combat.

**Wielding Otherworldly Weapons:**

Otherworldly Weapons are incredibly hard to use without the proper strength or skill to use them. This reduces the movement multiplier that the wielder is allowed to use when moving. Use either Strength or Martial skill (your choice) when determining movement while wielding these weapons.

- All Weapons with a strength under the strength/martial of the model can be wielded with no penalties to movement.
- Weapons with a Strength equal to the strength/martial of the model limits movement to x3
- Weapons with a strength 1 or 2 Higher than the wielders Strength or Martial, are limited to x2 movement.
- Weapons with a strength 3 or 4 Higher than the wielders Strength or Martial, are limited to x1 movement.
- Weapons with a strength 5 or more higher than the wielder's strength or martial cannot be used.

**Otherworldly Armor** grants huge protective benefits, but is often hard to wear and use effectively. To do so only the strongest and biggest warriors can wear such armor.

- Otherworldly armor that is up to 1 to 2 toughness higher than the wielders strength or toughness have no movement penalties.
- Otherworldly Armor that is 3-4 higher than the model's strength or toughness reduces the movement of the wearer by 1.
- Otherworldly Armor that is 5+ higher than the model's strength or toughness cannot be worn.





## 7. Powers of the Fey

Powers refer to supernatural magic or psychic energies that are channeled from the Ether. While Fey 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.

### 7.1 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. Until casters next activation, or until effects phase of the following round if caster is no longer present. 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

**Fey Powers:** Fey not only interact with the Etherium easier than the other domains, they are part of it. As such they have some different rules regarding powers.

- The Fey do not have a Mortal Threshold
- Fey Cannot Channel Powers.
- All Fey can cast powers if they have the power, and therefore do not need to take additional traits listing out how many powers they can have.
- Fey can alter powers during a game, to provide an enhanced effect. Essentially, they can add attributes to shape the power to fit their needs.



## 7.2 Fey Abilities that effect your Powers

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

**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.

**Power Increase X: Power Increase X:** This allows for the caster to be able to add additional attributes to powers, increasing the difficulty of the power during Faction or Unit Class creation.

## 7.5 Altering Powers

When a Fey model is activated to cast a power, they have the option to alter the power to suit their needs. They can increase the range, strength, effects, and duration of powers at a whim.

Fey Powers have a Base Difficulty of 6 and any additional attribute bonus increases the difficulty. Fey are only allowed to increase the difficulty of a power by the Maximum Age Bonus of the age you are playing in depending upon the Unit Class of the caster

Powers have one of the following two ranges before being altered. Fey may choose whether to cast a targeted power, or to quickly cast it on them self (effecting only caster)

**Self:** Casting model only, Friendly Powers are not required to hit, as they do so automatically if the power is successful. A single Self effecting power may be cast at the beginning of a player's activation of the caster without using up an action. Casting a self-targeted power at any other time, such as a reactionary activation, uses up an action.

Self-targeted powers that modify their Area of Effect are able to target any friendly models within the area of effect and still not use up an action.

If an entire squad is casting the same Self Targeted Power, you may roll all casting as a single die roll.

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

**Modifying Fey Powers:** Before casting a Fey power, you may choose to alter your power. Altering a power increases to the difficulty as listed below. The maximum difficulty you may increase a power's difficulty is limited by the Unit Class of the caster

**Power Modification 0:** Disciples, Minions, Lesser Incarnates, Fey Beasts

**Power Modification 1:** Devout

**Power Modification 2:** Greater Incarnates

**Power Modification 3:** Archlords,

**Power Modification limited only by the Maximum Age Bonus:** Paragons

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

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

*The following modifications cannot have their range 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.

### Casting Modifications

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

### Strength Modifications

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

### Range Modifiers

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

### Duration Modifiers

- For each +1 Activations, increase the difficulty by 1. Self-targeted powers only\*

\* Self targeted powers may have their duration increased. Extended durations last through X activations. A power with a duration of 2 for example, would last through this activation (when it was cast), and the models next activation.

### 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



## Fey Powers

Unlike the other Life Domains, the Fey do not have Foci, but instead are granted their powers through Trait Selections in their Spheres of Influence.

### Path of Light Powers

#### Celestial

##### Lesser Powers

**Embolden:** Lesser Power. Strength 1. Range x1. 1<sup>st</sup> Age

Embolden enhances a single characteristic of your choice from the following options; Strength, Toughness, Movement, Martial, Ranged, Discipline, Willpower, or Command.

**Planar Aid:** Lesser Power. Strength 1. Range Willpower x3. 1<sup>st</sup> Age

When Casts, a Planar Rift opens allowing for models in reserve to enter the battlefield within 6" of the caster without rolling.

They activate immediately during the casters activation. In future game rounds, any squads brought in by Planar Aid act as their own independent squads.

Planar Aid can bring in several models from reserve equal to the casters Willpower + X where X equals the strength of Planar Aid. While multiple squads can be brought in, the entire squad must be able to come during the same Planar Aid; they cannot be broken up.

##### Greater Powers

**Purifying Flames:** Greater Power. Strength 2 (Fire). Range Willpower x4. 1<sup>st</sup> Age

Purifying flames are brought forth that on a critical hit, kills the target regardless of how many wounds it has.

**Blinding Light:** Greater Power. Strength 4. Range Willpower x3, medium area blast 6" dia. 2<sup>nd</sup> Age

Blinding Light creates a blinding force of energy that stuns anyone in the affected area of the power, taking away their next available action. Any model suffering a critical damage from this power, takes a point of damage for the critical.

**Silver Cord:** Greater Power. Strength 3. Range Self, 2<sup>nd</sup> Age,

Silver Cord creates glittering silver cords that wrap around anyone effected by the power. The Silver Cords provide a direct connection to the Ethereal reducing the difficulty of powers equal to the strength of this power.

### Path of Light Powers

#### Justice

##### Lesser Powers

**Strength of Justice:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age

This power grants an Enhancement Strength X and Martial X equal to the Strength of the power.

**Hammer of Righteousness:** Lesser Power. Strength equal to the caster. Range Willpower x2. 1<sup>st</sup> Age

This spell creates a golden hammer that is launched at the enemy.

##### Greater Powers

**Avenging Justice:** Greater Power. Strength per user. Range Willpowerx1: 1<sup>st</sup> Age

This power grants the caster a powerful strike creating a shockwave in all directions stunning opponents.

A caster must sacrifice their attacks this game round for a single attack that uses the Powers Combat Resolution Number determined when casting the power. The attack automatically effects all models within Willpowerx1 of the caster that do not have traits within the Sphere of Justice. (models with Justice traits are unaffected).

Any model wounded by the attack that survives the shockwave is stunned, losing their next action.

## Path of Light Powers

### Truth

#### Lesser Powers

**Banishment:** Lesser Power. Strength 3. Range Willpower x4. 1<sup>st</sup> Age

Banishment can only target Fey models, and banishes them back to the Reams deep the Ethereal. If Banishment successfully wounds a model, the model is removed from the table as a casualty. Any Fey model hit by a reactionary Banishment to their arriving through either a portal or by summoning the same activation they appear, automatically results in a critical hit. Conjured models are not affected.

**Unerring Bolt:** Lesser Power. Strength 2. Piercing 1. Range Willpower x2. 1<sup>st</sup> Age

Unerring bolts of energy shoot out from the caster to strike their targets without needing to roll to hit. No modifiers from cover, evasion, or deflection can modify the Combat Resolution Number, as the attack hits regardless of the targets mtn or rtn.

#### Greater Powers

**Holy Word:** Greater Power. Strength 4. Range Willpower x1. 1<sup>st</sup> Age

With but a gesture and word, echoing powers of the ages are focused in on the target destroying the person outright. Models suffering a wound or wounds from Holy Word cannot be healed, recovered, or regenerated in any way.

**Changing Fate:** Greater Power. Strength 2. Range Unlimited. 2<sup>nd</sup> Age

The Fate of a Battle often hangs on a thin thread able to go down multiple paths. Changing Fate Pushes Fate in a direction most desirable to the caster, allowing a die result of your choice to receive a Modify Result X equal to the Strength of the power.

A caster manipulating fate in this manner must remain stationary and unharmed from the time of casting until the changing of the Fate is activated. This consumes the models action, as the caster is occupied sorting and altering the fate of what is about to occur.

To use this power, do not roll the powers difficulty until the chosen time of effect.

Only one Changing Fate may be in effect by a single player at any given time. This allows multiple sides of the battle to pulling at the strings of fate.

## Path of Light Powers

### Heroism

#### Lesser Powers

**Shield:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age  
Shield conjures a golden shield on the caster able to be used for Deflection X, where X equals the strength of the Power. You may not use an existing shield and the shield power at the same time. Only the bonus from one can be applied.

**Heroic Evasion:** Lesser Power. Strength 1. Range x1. 1<sup>st</sup> Age  
This power grants an evasion enhancement to the caster.

#### Greater Powers

**Heroic Inspiration:** Greater Power. Strength 1. Range Self. 1<sup>st</sup> Age  
This self-targeted power grants X number of fleeing friendly squads within line of sight, to automatically and instantly pass their morale check without a die roll. The number of squads able to regroup is equal to X, the strength of the power.  
This power has no range, instead only relying on any model in the squad to have line of sight to the caster.  
Squads regrouping from Heroic Inspiration are chosen at the time power is cast, and do not use up their action to regroup. They may be activated as normal.

## Path of Light Powers

### Healing

#### Lesser Powers

**Blessing:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age  
Blessing allows the caster to manipulate a single die roll this activation by X, where X is the strength of the power.

**Enhanced Wisdom:** Lesser Power. Strength 1. Ranged x1. 1<sup>st</sup> Age  
This power grants an Enhanced Willpower X, where X is the strength of the power.

#### Greater Powers

**Healing:** Greater Power. Strength 1. Range Self. 1<sup>st</sup> Age  
Healing immediately restores wounds on any friendly model affected, not removed from the game yet. This includes models that have fallen and have 0 wounds. The strength of the power determines how many wounds are recovered by the power.

**Resurrection:** Greater Power: Strength 3. Range Touch. 2<sup>nd</sup> Age.  
Casting Resurrection restores full life to a model during the effects phase of the game round.  
A caster Resurrecting must remain stationary and unharmed from the time of casting until the changing of the Fate is activated. This consumes the models action, as the caster is occupied sorting and altering the fate of what is about to occur.  
To use this power, do not roll the powers difficulty until the effects phase of the Game Round. Any model Resurrected is stunned the first round of being brought back to life, allowing only a move or action the first Game Round after being brought back from death.

*Path of Light Powers***Courage***Lesser Powers*

**Unbreakable Command:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age

This power grants an Enhancement to Command and Morale equal to the strength of the Power.

**Hold the Line:** Lesser Power. Strength 1. Range x1. 1<sup>st</sup> Age

This Power grants an Enhancement Strength X equal to the strength of the power. In addition, for every model engaged (in base to base contact) in melee combat, the power grants an additional attack.

*Greater Powers*

**Greater Adversary:** Greater Power. Strength 1. Range Self. 1<sup>st</sup> Age

This grants the affected models an Enhancement Martial and Martial Target Number equal to the strength of the power.

*Path of Light Powers***Ascended***Lesser Powers*

**Radiance:** Lesser Power. Strength 3. Range Willpower x3. 1<sup>st</sup> Age

Piercing 1 and does not damage except when a critical is rolled. A critical hit by radiation kills or destroys its target regardless of how many wounds a living model has, or Toughness for non-living models.

**Charged Weapon:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age

This powers a model's melee combat weapon with Piercing equal to the strength of the attack

*Greater Powers*

**Energized Aura:** Greater Power. Strength 2. Range Self. 1<sup>st</sup> Age

Charging the area around affected models, any model that wishes to engage a model with this power, or enter its area of effect if the power is modified to an area effect, suffers a hit equal to the combat resolution number rolled when casting at a strength equal to the strength of the power. This power ignores armor.

**Spatial Conduit 25pts:** Greater Power. Strength 2. Range Will x2, Duration X. 2<sup>nd</sup> Age.

A conduit directly to the Ethereal is opened flooding the local area with a tremendous flow of ether flooding outwards.

Add the strength of this power to any die rolls for difficulty. While this can aid other casters attempting to beat the difficulty to cast easier, it can also cause others channeling to cross their mortal threshold.

The targeted area of this power is the location of the Conduit, which affects any castings within Willpower x1 radius of its center.

A Conduit will stay open for a number rounds equal to its strength, lessening in power and strength each round during the Event's phase of each round.

## Path of Light Powers

### Protection

#### Lesser Powers

**Protective Armor.** Lesser Power. Strength 1. Range x1.  
1<sup>st</sup> Age

This power grants an Enhancement Armor equal to the strength of the power.

**Counter Spell.** Lesser Power. Strength 1. Range  
Willpower x5. 1<sup>st</sup> Age

Casting this power negates the strength of an opposing power being cast by an enemy model. When casting Counter Spell as a reaction, the caster suffers no -1 to Willpower for doing a reactionary activation. If the power is successful, it reduces the strength of the power being targeted by the strength of the counter spell.

You may also use Counter Spell to reduce the strength of an ongoing power, negating it completely if the power is reduced to 0.

#### Greater Powers

**Sphere of Protection.** Greater Power. Strength 1.  
Range Self. 1<sup>st</sup> Age

This power grants an enhancement to both Martial Target Number (Mtn) and Ranged Target Number (Rtn) by the strength of the power.

**Ethereal Barrier.** Greater Power. Strength 2. Range x4.  
2<sup>nd</sup> Age

Ethereal Barrier literally shuts down all access to the Ethereal Plane for the Target or Targets of this power. Increase the difficulty of all powers cast by affected models by the strength of the power.



## Path of Twilight

### Twilight Powers

#### **Primal**

#### Lesser Powers

**Conjure Elemental:** Lesser. Strength 1. Range Willpower x2. 1<sup>st</sup> Age

Conjuring creates a creature made from the element of the casters choice. To conjure an elemental, the caster must have at least one greater trait in the Sphere of Influence element of his choice; either Fire, Earth, Air, Water, or Ethereal.

Conjured Elementals require a strong source of the Element, limiting Conjuring locations to within 6" of Portals of the same element or within 3" of the caster.

Conjured Elementals take damage as non-living models, and have the starting characteristics seen below.

Elemental Starting Characteristics where X equals the strength of the Power

Wounds: 1	Attacks 1	Size: Medium
Strength: X	Toughness: X	Movement 1+X
Martial: X	Ranged: -	Defense: 2
Discipline: 2	Willpower: 1	Command: 1
Mtn: 2+X	Rtn 3+X	

Elementals then apply all lesser traits of the caster to the elemental, and total up the point cost of those traits. Characteristics cannot be lowered below 1 when applying traits.

Elementals fight unarmed without the normal penalty of striking last during melee combat. They also do not make morale checks, as they are non-living creatures.

The total point cost of those traits x2 is the point cost of the power.

All Elementals created during the same activation are part of the same squad regardless of discipline limits and activate on their own.

**Primal Combat:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age

This trait grants an Enhancement Martial X and Enhancement Attacks X, where X equals the strength of the power.

#### Greater Powers

**Conjure Greater Elemental:** Greater Power. Strength 1, Range Willpower x2. 1<sup>st</sup> Age

This power Conjures up a Greater Elemental of tremendous power. A Greater Elemental requires a tremendous amount of elemental energy and therefore must be conjured within 3" of a portal or Paragon. The caster must also have at least two greater traits in the Elemental's Sphere of Influence; Fire, Earth, Air, Water, or Ethereal.

Conjured Elementals take damage as non-living models, and do not ever need to make morale checks. They fight unarmed without the normal penalty of striking last during melee combat.

Greater Elemental Starting Characteristics where X equals the strength of the power.

Wounds: 3	Attacks 2	Size: Large
Strength: 3+X	Toughness: 3+X	Movement 2+X
Martial: 3+X	Ranged: -	Defense: 3
Discipline: 2	Willpower: 3	Command: 1
Mtn: 6+X	Rtn 5+X	

Greater Elementals apply all lesser and greater traits and powers of the caster to the elemental. Characteristics cannot be lowered below 1 when applying traits.

Greater Elementals may cast powers at their disposal, but may never modify the powers.

The total point cost of the Greater Elemental Power is the total of all the trait and power point costs applied x2.

All Elementals created during the same activation are considered to be part of the same squad regardless of discipline limits and activate on their own.



## Twilight Powers

### **Fire**

#### Lesser Powers

**Billowing Smoke:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age

This power creates a billowing and moving black smoke that grants an Enhancement Cover 1 to the caster or any other model that is in the area of effect. The smoke moves with the caster, but has no effect on rounds the caster is moving faster than its Movement x2.

**Molten Earth:** Lesser Power. Strength 3. Range Willpower x4. 1<sup>st</sup> Age

A 3x3 Section of Ground turns to Molten Lava. Any model entering the Molten Earth suffers Combat Resolution hit equal the result when casting the power using the strength value of the power.

#### Greater Powers

**Fire:** Greater Power. Strength 3 (Fire). Range Willpower x4.

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

**Elemental Shield:** Greater Power, Strength 3 (Fire), Range Self, 2<sup>nd</sup> Age

Elemental Shields create a barrier around caster that protects them from attacks. The barrier type determines how and what the protection grants.

**Fire:** Ignites all incoming attacks, damaging anyone attacking the caster 1" or less with a Strength 3 hit using the difficulty roll to determine the CRN of the hit.

## Twilight Powers

### **Air**

#### Lesser Powers

**Create Fog:** Greater Power. Strength 1. Range Willpower x3. 1<sup>st</sup> Age

Creates a large fog bank that obstructs sight through it, granting any model within or on the other side an Enhancement Cover X equal to the strength of the power. The Fog bank is 3x6 and 8" high, but can be extended in all directions by area effect modifications.

**Forceful Deflection:** Lesser Power: Strength 1. Range Self. 1<sup>st</sup> Age

With this power, the caster is able to deflect ranged attacks with forceful gusts of air. Any model affected by this power gains deflection X equal to the strength of the power against ranged attacks.

#### Greater Powers

**Electricity-** Greater Power. Strength 3 (Electricity). Range Willpower x4. 1<sup>st</sup> Age

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.

**Elemental Shield:** Greater Power, Strength 3 (Air), Range Self, 2<sup>nd</sup> Age

Elemental Shields create a barrier around caster that protects them from attacks. The barrier type determines how and what the protection grants.

**Air:** Creating a vortex of wind around the caster, the Rtn of the caster is Enhanced by the strength of the power.

## Twilight Powers

### **Earth**

#### Lesser Powers

**Tremor:** Lesser Power. Strength 1. Range Willpower x4. 1<sup>st</sup> Age

This power creates tremors on the ground making it difficult to move for any targeted model. Reduce affected model's movement by 1 to a minimum of 1. Models with traits or powers within the Sphere of Earth are not affected by this power.

**Wall of Stone:** Lesser Power. Strength 1. Range Willpower x4. 1<sup>st</sup> Age

This power causes a wall of rock to burst forth from the ground, impeding movement through it. Models in the way of the rock wall appearing take a strength hit equal to the strength of the power, using the power's Combat Resolution Number to resolve the hit. The Wall occupies an area of 1"x3" that is 3" tall for every strength of the wall. For example, a strength 2 Wall of Stone would create two 1x3 sections of wall.

#### Greater Powers

**Meteor:** Greater Power. Strength 4. Range Willpower x3. 1<sup>st</sup> Age

Calling down a meteoric rock from above to smash enemy models to dust. Mounted models take damage as well if hit by this power.

**Elemental Shield:** Greater Power, Strength 3 (Earth), Range Self, 2<sup>nd</sup> Age

Elemental Shields create a barrier encasing the caster that protects them from attacks. The barrier type determines how and what the protection grants.

Earth: Crystalline Rock encases the caster stopping all attacks outright unless it is destroyed. The Caster gains temporary Wounds 3 equal to the strength of the power. When the power ends, any remaining elemental shield wounds are lost.

## Twilight Powers

### **Water**

#### Lesser Powers

**Drench Earth:** Lesser Power. Strength 6. Range Willpower x4. 1<sup>st</sup> Age

Drench Earth saturates the ground with heavy muds reducing movement in a large area. The area covered is a X" diameter area, where X equals the Strength of the power.

**Drown:** Lesser Power. Strength 2. Range Willpower x1. 1<sup>st</sup> Age

Any living target hit by this power is affected and cannot use any actions as they are trying not to drown, gasping for air. If a drowning victim does do an action ignoring their peril, they suffer a wound if they fail to save against the power vs their discipline.

#### Greater Powers

**Acid-** Greater Power. Strength 3 (Acid). Range Willpower x4. 1<sup>st</sup> Age

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.

**Elemental Shield:** Greater Power, Strength 3 (Fire), Range Self, 2<sup>nd</sup> Age

Elemental Shields create a barrier around caster that protects them from attacks. The barrier type determines how and what the protection grants.

Water: A barrier of Water rises around the caster, weakening all attacks made against the caster. Reduce the strength of all attacks by the power of the shield.

## Twilight Powers

### **Ethereal**

#### Lesser Powers

**Dimension Walk:** Lesser Power. Strength 1. Range Willpower x5. 1<sup>st</sup> Age

This power transports the caster and those affected across the battlefield instantly. The strength of the power is how many of the Affected models, caster or other friendly targets, animal companions, mounts, etc that can go along with power. So, a caster on a mount would require a strength of 2 if the caster wishes the mount to go with them. Models that use dimensional walk may not attack or use an action during the activation turn of the Power. Appearing within the threat range of another model allows for combat to take place, however, dimensional walker is considered exhausted.

A Dimensional Walker can use reactionary activations during the next player's turn, in the case they are needed.

**Invisibility:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age

This power fades out those affected, granting them a Cover Increase to their Mtn and Rtn. This is reduced by 1 if the models affected are moving farther than their base movement or attack another squad. Note that because this is an increase, other cover Enhancements will stack with this power.

## Greater Powers

**Cold-** Greater Power. Strength 3. Range Willpower x4. 1<sup>st</sup> Age

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

**Elemental Barrier:** Greater Power, Strength 2, Range Self, 2<sup>nd</sup> Age

Ethereal Barrier removes seals off the Ethereal Plane from those attempting to use it for powers or other means. When cast, a wave of energy burst outwards from the caster sealing off the Ethereal Plane and Increasing the difficulty of all Powers by the strength of this power, within a Range of Willpower x5. Continuous effects continue, but any new casting while this power is active increases the Difficulty of powers to sometimes very high levels.

**Remove Life:** Greater Power, Strength 3, 2<sup>nd</sup> Age

A touch attack that needs to only hit (not wound) and removes toughness from living targets equal to the strength of the power.

## Primordial Powers

### **Chaos**

**Lesser Branding of Chaos:** Lesser Power, Strength d4, Range Self, 1<sup>st</sup> Age

Dark symbols burn into the flesh of the caster using a Branding of Chaos. Brandings tie into the beginning of casting a power, as a self-targeted power, thus not requiring an action, which is reserved for the power the branding is to Enhance that will use the casters action.

Decrease the Strength of the Power by 2, and Enhance the strength of the Lesser Branding (D4) to determine the strength of the power.

Lesser Branding Increases the Difficulty of the power by 1.

**Flaming Brands of Chaos:** Greater Power, Strength d6, Range Self, 2<sup>nd</sup> Age

Dark symbols continuously burn into the flesh of the caster using a Branding of Chaos. Brandings tie into the beginning of casting a power, as a self-targeted power, thus not requiring an action, which is reserved for the power the branding is to Enhance that will use the casters action.

Decrease the Strength of the Power by 3, and Enhance the strength of the Flaming Brands (D6) to determine the strength of the power. Flaming Brands move across the body of the body of the caster wielding the chaos, leaving charcoaled and burnt flesh behind.

Flaming Brands Increases the Difficulty of the power by 2.

## Primordial Powers

### **Order**

**Mark of Order:** Lesser Power, Strength 1, Range Self, 1<sup>st</sup> Age

A Mark of Order appears above the body of the Caster in the appearance of precious metal. Marks tie into the beginning of casting a power, as a self-targeted power, thus not requiring an action, which is reserved for the power the branding is to Enhance that will use the casters action.

A Mark of Order Enhances the strength of the power by 1, while increasing its difficulty by the same.

**Illuminated Mark of Order:** Greater Power, Strength 2, Range Self, 2<sup>nd</sup> Age

A Mark of Order appears above the body of the Caster in the appearance of precious metal. Marks tie into the beginning of casting a power, as a self-targeted power, thus not requiring an action, which is reserved for the power the branding is to Enhance that will use the casters action.

An Illuminated Mark of Order Enhances the strength of the power by 2, while increasing its difficulty by the same.



## Path of Darkness

### Path of Darkness Powers

#### Infernal

##### Lesser Powers

**Darkness:** Lesser Power. Strength 1. Range Willpower x2. 1<sup>st</sup> Age

Darkness removes all light from an area and covers it in an inky area of blackness that clings to the eyes of models within it. Models with complete Night Sight (no conditions) can see through it, but no other abilities will break through it. While inside, add the strength of the power to affected model's Ranged target number making them harder to hit.

Models without complete night sight attack last in melee combat if they are in the Darkness powers effects, and during the activation they emerge from it as their eyes shed the darkness.

**Infernal Hordes:** Lesser Power. Strength 3. Range Willpower x3. 1<sup>st</sup> Age

Infernal Hordes Conjures the essence of darkness from the ground in the form of Demon Spawn rising forth to drag their victims down into the earth. These temporary conjurations are in all forms identical to Demon Spawn for your faction, and any living model killed by demon spawn is removed from play and cannot be healed or brought back in any manner.

The strength of the power equals to the number of spawn created.

#### Greater Powers

**Damnation:** Greater Power. Strength 1. Range Willpower x2. 1<sup>st</sup> Age

Damnation opens a rift in the reality, allowing an Archlord model to enter the battlefield temporarily. The model conjured must have the Greater Demon Trait and be an Archlord class. The Greater Demon may act immediately during the activation, but may not use powers to summon or conjure additional models.

The total point cost of the Greater Elemental Power is the total of all the trait and power point costs applied x2.

## Path of Darkness Powers

### **Corruption**

#### Lesser Powers

**Poison:** Lesser Power. Strength 3. Range Willpower x2. 1<sup>st</sup> Age

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.

**Scourge:** Lesser Power. Strength 1. Range Willpower x2. 1<sup>st</sup> Age

Scourge corrupts 3x3 section of the board, making the ground and air become afflicted with a Choking putrid toxin making movement difficult. Living models affected must make a Toughness test or suffer a Reduce Movement X, where X is the strength of the power. Models with 0 movement, are incapacitated, choking on the putrid air and cannot take any actions or move more than their base movement. Models with Corruption Traits are immune to this effect

#### Greater Powers

**Weaken:** Greater Power. Strength 1. Range Willpower x3. 1<sup>st</sup> Age

Weaken causes a critical weakness in the target of living models. Any model hit by the power must make a Willpower check or be affected. Any time a model affected by weakness must make a save vs a wound, reduce the die result of their save by X, where X is the strength of the power.

**Plague:** Greater Power. Strength 3. Range Willpower x4. 2<sup>nd</sup> Age

Plague is a strong power that re-animates those slain by it into Plague Born zombies.

Plague Born models are zombies of those that have died a Plague Born ability or power. Any model killed by this power rises as a reanimated dead model, but not under the control of anyone. Instead the Plague born move towards and attack any living model that does not have traits from the Corruption Sphere of Influence. If there are not living models on the tabletop, then the plague born will attack the closest moving model (any model that has moved or used an action to move).

Plague Born do not activate normally, but instead after all activations from the player that created them are completed.

Plague Born animate during the effects phase of the round they were killed.

Plague Born models decrease all die rolls by 1 and have a movement decrease of 1, and are no longer affected by morale or abilities that effect their willpower. They no longer have wounds, and take damage as non-living models. Once Destroyed they are no longer able to be re-animated by any other means.

## Path of Darkness Powers

### **Deceit**

#### Lesser Powers

**Duplicity:** Lesser Power. Strength 1. Range Self. 1<sup>st</sup> Age

Duplicity deceives those around the caster, making the caster and or those affected appear to be slower and slightly displaced granting an advantage. Those affected gains Enhancement Quickness X, where X equals the strength of the power.

**Shroud:** Lesser Power. Strength 1. Range Self.

This power hides the movement of the caster and those affected changing the landscape around the caster to appear as if no one is there.

Reduce the Accuracy range of ranged attacks by Willpower of the caster multiplied by the strength of the power. For example, the caster has a Willpower 5 and casts a strength 2 power. This would reduce the accuracy range of weapons targeting the caster by 10"

#### Greater Powers

**Unseen:** Greater Power. Strength 1. Range Self.

The minds of those wishing to attack the caster is deceived, reducing the number of attacks coming at the caster.

This power reduces the number of attacks coming at the caster each activation by X, where X is the strength of the power.

Coordinated attacks must sacrifice additional models' attacks by X or not be able to make a coordinated attack.

**Changing Fate (Lies):** Greater Power. Strength 3. Range Willpower x4. 2<sup>nd</sup> Age

The Fate of a Battle often hangs on a thin thread able to go down multiple paths. Changing Fate pushes Fate in a direction most desirable to the caster, allowing a die result of your choice to receive a Modify Result X equal to the Strength of the power.

A caster manipulating fate in this manner must remain stationary and unharmed from the time of casting until the changing of the Fate is activated. This consumes the models action, as the caster is occupied sorting and altering the fate of what is about to occur.

To use this power, do not roll the powers difficulty until the chosen time of effect.

Only one Changing Fate may be in effect by a single player at any given time. This allows multiple sides of the battle to pulling at the strings of fate.

## Path of Darkness Powers

### Madness

#### Lesser Powers

**Confusion:** Lesser Power. Strength 2. Range Willpower x3. 1<sup>st</sup> Age.

Confusion attacks a living models Willpower. Resolve the attack against the models Willpower instead of toughness, with a failed save resulting in the loss of their actions this round.

**Deranged lunatic:** Lesser Power. Strength 1. Range Willpower x3. 1<sup>st</sup> Age

Deranged turns friendly living models into completely deranged madmen. Affected models gain an Enhancement Attacks X and an Enhancement Strength X, where X is the strength of the power.

Deranged models also suffer a Reduced Mtn and Rtn equal to the strength of the power and must always move to attack the closest enemy model in melee combat regardless of what it is.

#### Greater Powers

**Hearing Voices:** Greater Power. Strength 3. Range Willpower x2. 1<sup>st</sup> Age

This causes voices to be heard in the heads of living targeted models. The voices tell their victims opposing and conflicting words, leading to madness.

Hearing Voices attacks a living models Willpower. Resolve the attack against the models Willpower instead of toughness, with a failed save resulting in being affected by the power.

When an enemy model is affected with Hearing Voices, anytime they make a die roll, you may also roll X dice and choose the result you wish to take effect. X equals the strength of the power.

A critical hit with Hearing Voices causes a wound in addition to the powers effects.

**Piercing Shriek:** Greater Power, Strength 3, Range Willpower x3, 2<sup>nd</sup> Age

Piercing Shriek is a sonic attack strong enough to rupture eardrums and break solid objects with the intense frequency of the resonance. Against non-living objects, the attack strength is doubled.

## Path of Darkness Powers

### Pain

#### Lesser Powers

**Paralyze:** Lesser Power. Strength 2. Range Willpower x3. 1<sup>st</sup> Age

This power paralyzes its target in uncontrollable pain. Paralyze attacks a models Willpower rather than toughness. A failed save results in the loss any movement greater than their base movement during their next activation.

**Inflict Pain:** Lesser Power. Strength 3. Range Willpower x2. 1<sup>st</sup> Age

Inflicting Pain upon living models causes a reduction Martial X and Ranged X equal to the strength of the power. If either martial or Ranged characteristic reduced to 0 or less, this negates any attacks using those characteristics. In addition, if either characteristic is reduced to 0 or less, the model is exhausted.

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.

#### Greater Powers

**Flayed:** Greater Power. Strength 3. Range Willpower x2. 1<sup>st</sup> Age

This power flays the skin from its victims, while slowly breaking bones internally. Flayed attacks a models Willpower when modifying the Combat Resolution number for strength, however the model saves against the power using their toughness while ignoring armor values. A critical hit results in the instant death of the target.

Flayed Victims that die feed the casters Death Experience ability even if outside the range of the ability.



## Path of Darkness Powers

### **Fear**

#### Lesser Powers

**Create Fear:** Lesser Power. Strength 3. Range Willpower x3. 1<sup>st</sup> Age

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

Use the Difficulty check of the Power to determine the CRN and if the Fear can affect the target.

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.

**Shades:** Lesser Power. Strength 1. Range Willpower x2. 1<sup>st</sup> Age

Shades conjures dark shadowy figures that rise forth tearing at the targeted enemy models. They cannot be destroyed, and have the following characteristics;

Martial: Equal to Casters Willpower

Attacks 1                      Size: Medium

Movement 2 (4 during night or twilight battles)

Number of Shades Conjured is equal to the Strength of the power.

They attack the nearest living enemy models for the duration of the power, each hit allowing no save, reducing the Morale of the enemy model by 1 during the current game round.

#### Greater Powers

**Terror:** Greater Power. Strength 5. Range Willpower x1. 1<sup>st</sup> Age

Terror grips the opponent in complete fear to the point of death. This power is a Fear Attack but causes wounds instead of fleeing if the target fails its save, or instant death for a critical hit.

Fear Attacks are described in the Core Rules.

## Path of Darkness Powers

### **Death**

#### Lesser Powers

**Conjure Undeath:** Lesser Power. Strength 4. Range Willpower x2. 1<sup>st</sup> Age

Conjuring Undeath brings life energy infusing it into recently dead bodies. This creates zombie like creatures with no other thought than to destroy life. Any location where a model has died, (you can use grave tokens to mark them if you wish), a caster can bring undeath to the body for the duration of the power.

The newly undead models have all the same characteristics as the dead model at a -1. (no stat can be brought below 1). Armor and equipment on the body stays the same, although the undead model may only attack in melee combat.

The newly created Undead activates at the same time as the caster and is under the casters control. Should the caster be killed, the power ends, and the Undead are destroyed.

You may create several Undead using Conjure Undeath based on the strength of the power based on the toughness of the newly created undead. Strength of the power = toughness of the models able to be created. For example: A strength 4 Conjure Undeath may raise a total of 4 toughness which could equal 2 models with 2 toughness each, or a single model with 4 toughness.

**Blackbolt-** Lesser Power. Strength 2. Range Willpower x3. 1<sup>st</sup> Age

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.

Greater Powers

**Death's Gate:** Greater Power. Strength 3. Range Willpower x2. 1<sup>st</sup> Age

Death's Gate is a swirling vortex of dark light that is thrown at a living target. Resolve the attack of the power against the targets Willpower. For each die result the save is missed by, reduce the targets Willpower by 1. Any model that is reduced to 0 willpower is destroyed with their souls sucked into the vortex. A Critical hit instantly destroys the target of the Death's Gate. No model killed by Deaths Gate may be healed or brought back in any way.

Path of Darkness Powers**Destruction**Lesser Powers

**Resonance: Lesser Power.** Strength 3. Range Willpower x3. 1<sup>st</sup> Age

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.

**Amplify:** Lesser Power. Strength 0. Range Self.

Amplify grants an Enhancement Strength X that is applied to the second power cast. Amplify is not cast separately from the power it is meant to enhance, but instead adds to the Difficulty of the Power being cast in addition to any other modifications done to the second power.

Additional modifications to the second power can be made, but the combined total of strength increase cannot go above the Maximum Age bonus

Greater Powers

**Disintegration:** Greater Power. Strength 4. Range Willpower x2.

A powerful power that causes matter to collapse on itself and explode, leaving nothing but fragmented dust of the target. Disintegration does damage equal to the difference in the Strength Adjustment for determining the Combat Resolution number., with a minimum of 0 damage if the toughness is higher than the strength of the attack. A critical hit instantly destroys the target regardless of wounds or toughness.



## 8. The 2<sup>nd</sup> Age

At the dawn of the Second Age, the other Life Domains have moved forward into the 2<sup>nd</sup> Age they have continued to use energy from the Ethereal to grant powers, fuel their projects, and even invaded into the Ethereal Realms for profit and gain.

These incursions and siphoning of energy, while appearing harmless to those that dwell in the realms of mortals, has caused the Ethereal to bleed into reality and its borders to become frail and cracked. While this makes it easier for other races to access the ether in larger quantities, it has become a perilous assault on the outside realms. While the ethereal is bleeding out, the influence of new emotions and thought have bled in.

Paragons in all their might have refocused their spheres, merged them together to consolidate power and spread their influence. Meanwhile the Archlords have focused on their own devotions, creating subfactions with their realms from the new waves of thought and emotions.

### 2<sup>nd</sup> Age Campaign

When your faction has achieved 10,000 progression points you have broken into the 2<sup>nd</sup> Age for the Fey. When you do this you unlock additional traits from the Spheres you already are invested into, and unlock additional new game mechanics reaching into Devotions and the creation of your own unique Spheres of Influence.

### 2<sup>nd</sup> Age Traits

New Traits have been added to the Spheres of Influence, expanding upon the traits available within them. These new traits are selected in the same manner as the first Age.

### The Ether Bleeds...

The Ethereal and the realms beyond reality are in a perilous position, as the border between what is real and what is not has allowed seepage between the two realms. The thoughts and dreams of mortals have started to weave themselves into the very fabric of the Etherium. This has altered the very air that the Fey Breathe, and threatens to change them forever.

### Devotions

Archlords are now able to take Devotions. Devotions come from the Emotions and thoughts seeping into the Ether, and give the Greater Fey new abilities that they can pass down to create new classes from.

Examples of a few Devotions: Anger, Rage, Hatred, Loathing. or even Despair, Pride, Serenity, and Trust. These new Devotions grant specific abilities, and allow for the Archlord to pass down the Devotion to its followers, taking on the lesser the traits of the Archlord.

So, you may have your Archlord of Hate. From the Archlord you create a new Class out of the traits your Archlord has. In addition to those traits, the new class will gain the devotion Hatred. As you level up and campaign, you may "level up" your new classes or even create new ones and expand upon the Archlords power.

### Paragons Forge New Spheres of Influence

Seeing their power and spheres of influence under threat from the mortal realms, Paragons can create their own Sphere of Influence from the Traits they know. In this way, multiple spheres can be made into one, and new classes forged beginning a new Age for the Fey.



### The Ether Bleeds:

*The Mortal Worlds have continued to explore and search for power harnessed from the Ethereal Realms. While the Ether is not magic, it part of our existence, the essence that surrounds our worlds and our core beings in Light or Darkness. Once a gift against a common enemy, mortals have continued to pursue Ethereal Powers through Arcane Ritual or Dedicated Prayers and have searched to push their strength, siphoning off the Ether for their own use.*

*This reckless abuse must stop now..... as the flow of the Ether now Bleeds into reality like a scream across primordial time and space. With the Bleed, mortals access the Ether with a ravenous blind addiction, ever pulling harder and harder, even purposely tearing into the fabric of reality.*

*The secret of the bleed is beyond the Ether flowing into reality, it is in fact two ways. Powerful emotions from the mortal worlds seep into our dreams, altering who we are with Rage, Despair, and Entitlement. New emotions from the mortal realms have clouded our ways, and yet as a single entity, the Fey are divided upon how to react.*

*Some embrace the whispers of the Bleed focusing upon new Devotions, while others reject them outright, focus inwards to combine and protect who we are, even combining existing Spheres of into Concordant and Discordant realms of influence.*

*We are forever changed, and how we deal with the reckless mortals is divided among the Fey.*

- *Many attack recklessly and invade the mortal worlds, slaying entire civilizations with deceit and destruction.*
- *Others see mortals as a tool to be manipulated and desecrated with Corruption and Madness.*
- *Some see the mortal realms as misplaced children, where the Courage and knowledge in the Truth the Fey hold, can help slow if not all together stop the Bleed.*

### The Effects on the Fey

The Bleed has affected all the Ethereal Realms of the Fey in many ways. This has led to powers becoming rather unpredictable among the Fey increasing the difficulty of powers by 1 although increasing the base strength of each power also by 1. This influx of power is felt among all the Life Domains, but only the Fey themselves can mitigate it by being the presence of their Archlords, or their Paragon.

Within the presence of an Archlord, being within their Command Radius, are the effects of the Bleed not felt. Paragons extend this effect to 12" + their Command Value.

### Falling from Grace

Anytime a Fey unit class or faction takes a trait outside of their current Spheres of Influence the Bleed seeps deeper into your faction's realm. In addition some traits further the bleeds affects if they have the ✕ notation.

Every new trait taken outside currently known spheres for any class/model/faction adds ✕1 for the lesser traits and ✕2 for greater ones.

Some powerful trait comes with their own ✕X, where X adds to the Bleed count.

Each Path chosen by Fey dictates how much of the Bleed they can withstand before

Path of Light: ✕7

Path of Twilight: ✕8

Path of Darkness: ✕6

Once reached the Fey gain a Mortal Threshold of 15. This continues to fall for every trait or ✕ until it reaches 12 where your Faction has become mortal. Once this occurs choose another Life Domain; (humanoids, biests, reptilia, or insekt), Traits may only now be taken from this domain from here on out.

Falling from Grace is the collapse of the realms that your faction once dwelt. Whether this resulted in the creation of a new world, being thrown out across the mortal worlds, or otherwise is unknown, and left to your story.



## The Devotions

As the Ether Bleeds into Reality, so do emotions from the Mortal Realms seep into the threaded winds of the Ethereal. New Devotions are formed, to be focused on by the Lords of the Fey.

Devotions do not affect the Bleed, and do not add ✕ towards a Fall from Grace.

### Devotions

#### War

**Battle 8pts:** Modification Physical Characteristic 1 (Your Choice of Strength, Toughness, or Movement), 2<sup>nd</sup> Age

**Aggression 10pts:** Modification Attacks 1 (Melee Attacks only), 2<sup>nd</sup> Age

**Horror 12pts:** Aura: Morale Check 1 (enemy squads), 2<sup>nd</sup> Age

**Tactics 12pts:** Modification Command 2, 2<sup>nd</sup> Age

### Devotions

#### Strife

**Violence 8pts:** Modification Damage 2 (Melee Attacks Only), Decrease Mtn 1, 2<sup>nd</sup> Age

**Rage 8pts:** Modification Strength 2, Decrease Defense 1, 2<sup>nd</sup> Age

**Hatred 15pts:** Modification Martial 2 or Ranged 2, Decrease Willpower 1, 2<sup>nd</sup> Age

**Loathing 10pts:** Modification Martial and Strength 1 Decrease Discipline 1, 2<sup>nd</sup> Age

### Devotions

#### Righteousness

**Entitlement 8pts:** Decrease Enemy Target Number 2 (mtn and Rtn for models targeted) , 2<sup>nd</sup> Age

**Serenity 16pts:** Aura: Decrease Action (effected models may make a willpower check to ignore), 2<sup>nd</sup> Age

**Optimism 6pts:** Modification Morale 2, 2<sup>nd</sup> Age

**Ecstasy 14pts:** Aura: Decrease Movement 3 (effected models may make a willpower check to ignore), 2<sup>nd</sup> Age

### Devotions

#### Sadness

**Despair 8pts:** Aura: Decrease Morale 2, 2<sup>nd</sup> Age

**Suffering 10pts:** Aura: Reduce Die Rolls 1, 2<sup>nd</sup> Age

**Affliction 8pts:** Aura: Poison 1, 2<sup>nd</sup> Age

**Depression 12pts:** Aura 3: Reduce Willpower 2, 2<sup>nd</sup> Age

### Devotions

#### Faithfulness

**Trust 8pts:** Enhancement Coordinated Attacks 1 (This Enhances the bonuses from coordinated attacks) , 2<sup>nd</sup> Age

**Loyalty 8pts:** Modification Mtn and Rtn 1, 2<sup>nd</sup> Age

**Understanding 12pts:** Modification Willpower 2, 2<sup>nd</sup> Age

**Purity 15pts:** Enhancement Sphere of Influence 1 (This grants an Enhancement 1 to any traits for models that have traits in a single sphere of influence), 2<sup>nd</sup> Age

### Devotions

#### Optimism

**Pride 8pts:** Modification Skilled Characteristic 1 (Your choice of Martial, Ranged, or Defense)

**Clarity 10pts:** All Around Sight

**Tolerance 8pts:** Tolerance (Additional Traits taken as Class Traits Only)

**Anticipation 8pts:** Enhancement Challenge Initiative rolls 2

Upon unlocking the 2<sup>nd</sup> Age, you may take a single Devotion for any existing Archlord Class. Devotions are taken in the same manner as taking a class trait for Archlords classes only, and they may take more than one, with a limit of 4 in the 2<sup>nd</sup> Age, and 5 in the 3<sup>rd</sup> Age.

Devotions can be taken regardless of the Path your Faction follows.

*\*All Devotions that effect an opponent may do so only once per Game Round.*

## Archlords and Devotions

Immediately upon taking a Devotion, your Archlord may create an additional Unit Class that is created from the Traits that only the Archlord has. These are specialized classes dedicated directly to the Archlords.

Any unit class may be created from your Archlords. To do this, consider only the Archlords Traits as your base faction as a starting point for the new class. To keep your unit class distinct, simply add the name of the devotion to the class type. For example, Disciples of Hatred, Greater Minions of Purity, Greater Incarnate of Clarity.

Any Lesser class created through Devotions to an Archlord gains one Devotion from the Archlord, including the point cost of the Devotion.

Greater Classes created through the Archlord may be given up to two Devotions.

## Paragons and Devotions

Paragons are not left out of Devotional Power, although they cannot create new classes from them. A Paragon that has an Archlord class with a Devotion, gains the power of the Devotion, and adds the appropriate point cost of the Devotion x2 to the total cost of the paragon.

In this way, a Paragon can gain influence and even greater ability.



## Converging Spheres of Influence

The 2<sup>nd</sup> Age is full of turmoil, and the Strength of the Paragon is on full display as they can take the Spheres of Influence they personally have, to create their own unique sphere. There are two type sof Converging Spheres, Concordant and Discordant.

**Concordant Spheres** include any spheres of influence that have not traits from spheres outside of your factions Path; Light, Twilight, or Darkness. A Concordant Sphere grants the bonuses to the newly created sphere.

Path of Light: Illuminated

Twilight: Elemental Specialization

Darkness: Slave to Darkness

**Discordant Spheres** include traits from outside the path chosen from your species of Fey. While gaining powerful insight from the traits and powers among other paths, Discordant Spheres do not gain a bonus ability as the Concordant Spheres do.

## How to create your own Unique Sphere

You may select up to 7 Traits and 7 powers that your Paragon already knows to create your own unique sphere.

This Sphere is new, and you may give it a name suitable to your faction. At this point you may create other classes during Faction creation (if you are creating a 2<sup>nd</sup> Age Fey Race), or when making any new additional classes.

As your faction advances, your paragon may take additional new traits and powers and apply them to their newly created Sphere within the limitations of 7 traits and 7 powers. Already selected traits and powers cannot be replaced.



## Powers of the Fey in the Second Age

In the 2<sup>nd</sup> Age, powers have become much more difficult to use. Fey powers have an increased difficulty of 7 compared to the 1<sup>st</sup> Age. This represents the Bleeding of the Ether into Reality. This effects all the Life Domains as well.

2<sup>nd</sup> Age Base Difficulty: \*See below

\*Fey Powers have a difficulty of 7. Fey also have no Mortal Threshold.

\*Humanoids have a Difficulty 9 with a Mortal Threshold 12

\*Biests have a Difficulty 9 with a Mortal Threshold of 11.

\*Reptilia have a Difficulty of 8 with a Mortal Threshold of 14

\*Insekt have a Difficulty of 10 with a Mortal Threshold of 12

With the Increased Difficulty, the strength of all Powers are increased by 1 as well.

The Fey however can mitigate and stabilize the Bleed, and simply being within the presence of the most powerful beings in your Fey Species can give bonuses to the difficulty adjustments. Being in the presence of an Archlord or Paragon help stabilize the Ether for the use of powers.

**Archlords:** Being in the presence of an Archlord, (within their Command x3) reduces the difficulty all powers used by your faction by 1, grant a base 6 Difficulty for powers.

**Paragons:** Just having a Paragon on the Tabletop reduces the difficulty of all powers by your faction by 2, making the Base Difficulty 5 for all powers.

## Imbued Weapons and Equipment in the 2<sup>nd</sup> Age.

Like other powers, Imbued Powers increase in strength, giving a bonus to X by 1.