

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 Biests live in the darkest of places, deep within hearts and souls of the living. Many believe that the Biests are aberrations and mutants of Humanoids and other races, but the truth goes much further than any would ever wish upon the living. The truth being that the biest lies within us all, always wanting, always yearning, always fighting for its survival.

When the creators of man cried out to the cosmos against the Leviathan with their dying breath, the Fey answered. What they found amongst many of the remaining Creators horrified them.

Horriifying whispers haunted the field of battle and those near death in desperation found limitless strength from being born within. The Fey watched helplessly while creators jerked and spasmed back from the brink of destruction, their bodies possessed with savagery. The Fey could do nothing for them, and in witnessing the transformation, fell victims themselves to the whispering calls of the Old Ones.

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1. Savage Biests

Often far from the other races in Genesys, the Biests exist on the fringes of the known lands. They are as wild as is the lands they inhabit and are as varied as the different landscapes they inhabit - they are savage and brutal, driven to war at the slightest provocation.

The Biests push the limits of what is considered a civilized species. Thought to be a divergent evolution from humanoids, they are the ultimate hunters, in tune with the lands they inhabit.

Their strong sense of smell is able to decipher the smallest changes, even to the point of deciphering the passing of other weeks or months passed by nothing more than the scent left behind. Their guttural vocalizations along with powerful scent glands, comprise of the complex language of the Biests. Because of this, it is often hard to communicate with other species.

Many species of Biests can cross breed, but it is the dominant form that will most always prevail, with

very little remnants of the passive genes evident. Of course, it is open to debate about which species tend to dominate most frequently, although such debates are not done in the presence of such individuals.

In Biest lands, mercenaries and wayward tribes of other Bestial forms exist, often in small nomadic groups. Often called such things as strays or mutts, in the more radical areas, they are typically culled from society or left for dead at birth.

Life and Death are all part of the cycle of Biests. Wars, and in-fighting considered to be part of the natural order, as the Biests fight for territory, food, and resources. The other species are often seen as denying their true origins, with religion, domestication, and dominance over nature thought of as evil affronts to the worlds they live in.

The First Age

The Biests are feral, savage, and excel at surviving extreme conditions. Ancient whispers of the Old Ones can still be heard on the winds, driving the Biests into war and bloodshed. Meanwhile the calm resolute Shamans and Spirit Guides, work endlessly to lead the Biests forward towards a better existence.

The Second Age

Technological advancement comes slower to the Biests, but evolution is much accelerated when compared to many of the other Domains. With their adaptability and drive, Biests continue their fight wars for territory and resources.

The Third Age

The worlds of Genesys are in turmoil, and the lands that once were held in reverence are torn asunder. The calling of the Old Ones has faded, and the Biests must now push their abilities to their limits in order to survive.



1.1 Kingdoms of the Biests

The Biests tend to have a more humanoid appearance, but strongly resemble the Kingdom of creatures they originate from. Tied to the land, and molded to survive there, biests must select regional choices as well as cultural and societal traits.

While there are many different forms of Biests, these remain the most commonly found in the worlds of Genesys

- **Ursidae -Bear:** With extreme strength and endurance, the Ursidae are omnivorous creatures with an unstoppable temper. Often loners or in small groups, the Ursidae considered to be one of the most fearsome Biests.
- **Canus Lupis- Wolf:** The Canus Lupis often form up in large packs and larger clans, having a distinct order within their society
- **Avian Aves- Bird:** Ever alert and fierce, many of the Avians have the ability of flight. Their society is some of the most civilized of the Biests, often taking on a lofty and higher opinion of themselves
- **Bor- Boar:** Prone to fits of violence and rage, the Bor are often given a wide berth. However, few Biests make such great warriors in times of war.
- **Ovis- Ram:** The Ovis are not often understood, but it is said they have a great understanding of the natural world and yet succumb to fits of rage. While this is true,

its not true for all Ovis, who love to bully others into acknowledging their rightful standing among others.

- **Taurus- Bull:** Powerful and Protective of anything they call their own, the Taurus are uncompromising and often ill tempered.
- **Feline- Cat:** Quick with extreme reflexes, Felines are stealthy predators, more than capable of ambush warfare
- **Vermin- Rat:** Underhanded and sneaky, the Vermin are quick to use deception and guile to win at any cost.
- **Caballis- Horse:** The Caballis often are centaur-like creatures, who's thunderous charges are into battle are legendary.
- **Ichthyes- Fish:** Mysterious creatures from the sea, the Ichthyes are thought to control magics and powers beyond any other Biest.
- **Lycanthrope- Were Biests:** Caught between worlds, the Lycanthrope is a creature of extreme rage and murder. The normal body of the Lycanthrope is a prison for the Biestial rage held within.
- **Monstrous Biests:** Crossbreeds form a unique place, caught between the Kingdoms of Biests, these hybrids are often culled before reaching adulthood. Those that do survive are monstrous abominations feared by all manner of Biests.

Different than the other Life Domains, the Biests Kingdoms start with a base point cost and a list of traits associated only within that Kingdom. Hybrids are creatures with multiple Kingdoms.

2. Biestial Regions

Tied to the pulse of the land, Biests must select regional preferences that give them bonuses and access to additional traits. Of course, these come with a point cost. Examples of Regional selections are

- **The Rugged Mountains:** Covering the rocky and harsh environments of the Mountains, those that live there are tough and strong to survive.
- **The Dense Forests:** From the forests, creatures learn to blend in, use the trees and land around them.
- **The Barren Deserts:** Being able to spot and adapt to threats from a distance are paramount
- **The Wet Marshes:** Ambushes, snares, and martial acuity prevail in the dense environments of the heavy wetlands
- **The Open Plains:** Those from the Plains can cover ground quickly and efficiently and taking down their prey quickly.
- **Frozen Tundra:** the frozen wastelands are where only the toughest survive, able to withstand such harsh cold environments.
- **The Deep Caverns:** In the depths underground, only the strongest and most agile survive, coming to the surface only to feed.
- **The Endless Sky:** The open sky is can be a perilous situation out in the open, only the most agile and quick can adapt.
- **The Immense Oceans:** From the depths to the shorelines, the Oceans are mysterious as they are full of unknown powers.
- **The Darkening Shadows:** In the darkness between the Sun and the Moon dwell dark creature's dependent upon the phases of celestial bodies. Transformation and Mutation thrive here.

3. Creating Your Biests

3.1 Definitions

Kingdom: Kingdoms define the not only the Biest type, but grant access to special traits and abilities that come with being a member of the Kingdom.

Region: This helps define and give abilities that have come from surviving and being specialized for dwelling in specific regional areas.

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.

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 be 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.

Target Numbers

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. Each Life Domain has their own unique way to creating unit classes.

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 Legendary Creatures.

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.

3.2 The Steps for Creation of your Species

1. Select your Factions Kingdom or Kingdoms. You may choose to go without one.
2. Select your Region or Regions
3. Choose Traits and powers to create your species or faction from available Kingdom and Regional sections.
4. Take additional traits from Genetic Mutation, Environmental Adaptations, and Spiritual/Knowledge.
4. Create your Unit Classes selecting additional traits specific to the unit class you are creating.
5. Create your Armory

3.3 Point Costs of Traits:

Unlike other Life Domains, taking a Kingdom comes with a base point cost, as does each Regional area you select for your faction.

Every trait selection you add comes with a point cost associated with it. The total point cost of the Kingdom/ Regions/ 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.

3.4 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.

1st Age: +3

2nd Age: +4

3rd Age: +5

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

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

For Example two traits from different 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



3.5 Species Variants

There are evolutionary branches that include Mutations which grant species variants. These include but are not limited to, albinism, Giantism, Aberrations, and more. Combining a unique combination of Biest Kingdoms, regional variances, and species variants can create some very unique and exciting options for your Biests.

For Example.... Giant Mountain Wolfen, or Mythical Desert Jackals.

You may take multiple Species Variants

Giantism among the Biests stem from a lack of control of growth hormones, and as such the individuals continue to grow throughout their lives. It is hereditary and most die at an early age due to a breakdown of their bone structure as well as other health issues that are unable to keep up with their constant growth. These health issues generally mean that a Giant's life is painful and full of stress. Among the Giants there is a tendency for violence which only adds to their fearsome reputations.

In appearance a Giant stands eight to ten feet in height with an overly-amplified muscular body.

Aberrations: Often living on lands barely suitable for life in the most extreme locations, Aberrations have been fundamentally altered down to the cellular level by the extremes of their environments. This causes their physical form to be severely altered.

In nature the weak and deformed often die, but life is tenacious and does not fade away without a fight. Aberrations are genetic alterations pushed upon them by the most extreme situations.

Whether an environmental disaster or oddity of nature, Aberrations often wield strange powers and abilities, often alienating them from other humanoids in ability and their appearance.

Due to the often-violent extremes they have overcome in life, Aberrations often seek power over others they consider "lesser beings"

Albinism: Born without pigment in skin, hair, or eyes, these Biests are the creatures of legends and lore. They are often mystical in nature, with enhanced abilities beyond their otherwise normal kin.

They are normally reclusive, often underground, as other creatures tend to hunt down albino born creatures. Hunters from the dawn of time mistakenly believe in special properties of the corpse or body parts and claiming unique trophies in the hunt.

With heightened senses, many acquire and master the powerful energies of the Etherium or harness their powers to massively enhance their natural abilities.

Monstrous: Monstrous Biests gain the abilities of other Biest Kingdoms, gaining often strange and unique effects. Often Monstrous mutations revert the Biest to a more primitive bestial form, becoming solely a monster rarely capable of speech or high intelligence, but they more than make up for it being equipped with supernatural abilities or powers.

Whether it's razor sharp talons, piercing teeth, many of these Monstrous creatures are dangerous in the extreme.

Its quite common among Biest communities to harness and even control the breeding of Monstrous Mutations to help turn the tide of battle as creatures of war.

3.6 Armory Traits: Armory Traits do not add to the point cost of the model, but instead to the weapon being equipped.

Weapons are not paid for until you are creating your army list for your game. Of course, you will have a good idea of how you want your models to be equipped before the game and have models that show the weapons you are using.

Common and Primitive weapons are available to any model in your faction. Its only special equipment or advanced weapons that are restricted to models having the correct traits allowing them to field the weapon.

**It's important to note that while Common Weapons are available to all Biests, Common Armor and Shields do not and must be granted through traits.*

3.7 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, Common, Greater, Leader, or Legendary

3.8 Biests 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.

- **Note that all Biests have the unarmed combat ability**

Starting Characteristics

You have two options when it comes to creating your Biest Faction,

1. **Biest Kingdom:** Choosing a Biest Kingdom: which will grant you a starting base point cost and characteristics. To do this go to section 4 and begin creating your species.
2. **No Biest Kingdom:** If you choose not to start with a Kingdom of Biests for your Species, you begin with the base characteristics below, and start at 0 base points when creating your species.

Biests factions that have no Kingdom to are often called Lesser Races. Use the following characteristics below to create your faction.

Biest Starting Characteristics Opts

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

If you choose to start with a Biest Kingdom Trait, the Kingdom you select will have a starting set of characteristics for your species. If a species or class has more than one Biest Kingdom type, the point totals for both are added together and you start with the highest of each characteristic.

Steps to Create your Faction

1. Select your Faction's Kingdom. You may choose to go without one. (see above)
2. Select your Region
3. Choose Traits and powers to create your species or faction from available Kingdom and Regional sections.
4. Take additional traits from Genetic Mutation, Environmental Adaptations, and Spiritual/Knowledge.
4. Create your Unit Classes selecting additional traits specific to the unit class you are creating.
5. Create your Armory

Evolutionary Branches

In each Evolutionary Branch, there are Primary and Secondary Traits. To unlock the Secondary Traits of a branch, a Primary Trait within the same branch must first be selected.

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.

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.

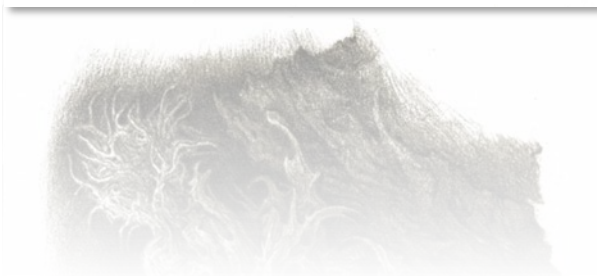
- Kingdom Traits 0-2
- Regional Traits 1-2
- Genetic Mutation 0-2
- Environmental Adaptation 1-3
- Spiritual and Knowledge: 0-2

***No more than 6 Traits may be chosen with a minimum of 3**

This gives you a choice of 3-8 traits to design and create your Biest 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.



4. Biestial Kingdoms

Regional Traits that have the Increases, stack with those from Biest Kingdoms.

Evolutionary Branch

Ursidae

Bear: Omnivore. With extreme strength and endurance, the Ursidae are omnivorous creatures with an unstoppable temper. Often loners or in small groups, the Ursidae considered to be one of the most fearsome biests.

Ursidae Starting Characteristics 18pts

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

Lesser Traits

Fierce Rage 6pts: Enhancement Strength 1 (First Round of melee Combat Only), 1st Age

Strength of the Bear 6pts: Increase Strength 1, 1st Age

Survivalist 4pts: Survivalist 1, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Fearsome Charge 8pts: Enhancement Movement 2 (for a single activation once per game and must end Movement engaged in melee combat), 1st Age

Mega Ursidae 40pts: Increase Wounds 1, Increase Size 1, Increase Toughness 1, (Leader and Legendary Class Trait only), 1st Age

Deadly Charge 8pts: Shock Attack

Trait Opts: , 2nd Age

Evolutinary Branch**Canus Lupis**

The Canus Lupis: Carnivore. often form up in large packs and larger clans, having a distinct order within their society

Canus Lupis Starting Characteristics 10pts

Wounds: 1 Size: Medium

Strength: 3 Toughness: 2 Movement 3

Martial: 3 Ranged: 2 Defense: 3

Discipline: 3 Willpower: 2 Command: 3

Lesser Traits

Coordinated Fighting 8pts: War Veterans, 1st Age

Greater Pack 4pts: Increase Discipline 1, 1st Age

Scout 4pts: Sentry, 1st Age

Trait 10pts: 2nd Age

Trait 10pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Alpha 18pts: Increase Strength 1, Increase Command 1, Increase Movement 1, (Class Trait restricted to Leader, and Legendary classes), 1st Age

Alpha Command 10pts: Increase Command 2

Trait: 2nd Age

Evolutionary Branch**Avian Aves**

Bird: Omnivore. Ever alert and fierce, many of the Avians have the ability of flight. Their society is some of the most civilized of the Biests, often taking on a lofty and higher opinion of themselves

Avian Aves Starting Characteristics 12pts

Wounds: 1 Size: Medium

Strength: 2 Toughness: 2 Movement 3

Martial: 2 Ranged: 3 Defense: 4

Discipline: 2 Willpower: 3 Command: 3

Lesser Traits

Flight 4pts: Flight, 1st Age

Scout 5pts: Sentry 2, 1st Age

Combat Awareness 8pts: All Around Sight, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Enhanced Vision 6pts: Increase Ranged 1, 1st Age

Air Agility 6pts: Agile Flyer, pre-requisite Flight, 1st Age

Ranged Precision 6pts: Ranged Precision 1, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Spheres of Influence

Bor

Boar: Omnivore. Prone to fits of violence and rage, the Bor are often given a wide berth. However, biests make such great warriors in times of war.

Bor Starting Characteristics 8pts

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

Lesser Traits

Melee Combatant 8pts: Increase Martial 1, 1st Age
Stubborn 6pts: Increase Morale 2, 1st Age
Weapon Affinity 6pts: Enhancement Strength 1 (for common weapons only), 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Unyielding Charge 15pts: Unyielding Charge, Charger 2, 1st Age
Greater Bor 12pts: Increase Strength 1, Increase size 1, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Evolutionary Branch

Ovis

Ram/Goat: Herbivore. The Ovis are not often understood, but it is said they have a great understanding of the natural world and yet succumb to fits of rage. While this is true, it's not true for all Ovis, who love to bully others into acknowledging their rightful standing among others.

Ovis Starting Characteristics 8pts

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

Lesser Traits

Powerful Charge 8pts: Charger 1, 1st Age
Dirty Fighting 8pts: Dirty Fighting, 1st Age
Rage 8pts: Enhance Strength 2, Reduce Mtn 2, Restriction Melee Combat, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Power of Understanding 8pts: Enhancement Power 1, 1st Age
Power Resistance 6pts: Power Resistant 1, 1st Age
Scent of Blood 16pts: Lure of Blood 2 (in melee combat only), 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Evolutionary Branch**Taurus**

Bull: Herbivore. Powerful and Protective of anything they call their own, the Taurus are uncompromising and often ill tempered.

Taurus Starting Characteristics 18pts

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

Lesser Traits

Powerful Charge 12pts: Charger 2, 1st Age
Focused Charge 10pts: Enhancement Martial 2 (1st Round of melee combat only), 1st Age
Fortitude 10pts: Increase Toughness 1, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Brutal Charge 10pts: Maiming 1 (toughness), 1st Age
Impervious Hide 8pts: Avoid Wound 1, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Evolutionary Branch**Feline**

Cat: Carnivore. Quick with extreme reflexes, Felines are stealthy predators, more than capable of ambush warfare

Feline Starting Characteristics 12pts

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

Lesser Traits

Flexible Agility 5pts: Enhancement Martial Target Number Mtn1 (in melee combat only), 1st Age
Leap 6pts: Leap 7, 1st Age
Stealth 6pts: Stealth 2

Trait pts: 2nd Age

Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Alertness 8pts: Sentry 5, 1st Age
Infiltration 8pts: Infiltration, 1st Age

Trait pts: 2nd Age

Trait pts: 2nd Age

Evolutionary Branch

Vermin

Rat: Omnivore. Underhanded and sneaky, the Vermin are quick to use deception and guile to win at any cost

Vermin Starting Characteristics 6pts

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

Lesser Traits

Concealment 3pts: Concealment 2, 1st Age
Surprise Assault 4pts: Surprise Assault 2, 1st Age
Scavengers 3pts: Scavenger Common Armors and shields, 1st Age

Trait pts: 2nd Age
Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

Surge 4pts: Taking the Initiative 2, 1st Age
Poisonous Attack 8pts: Poison 1, 1st Age
Evasive 8pts: Evasion 2, 1st Age

Trait pts: 2nd Age
Trait pts: 2nd Age

Evolutionary Branch

Caballis

Horse: herbivore. The Caballis often are seen as centaur-like creatures, who's thunderous charges are into battle are legendary.

Caballis Starting Characteristics 10pts

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

Lesser Traits

Trample 7pts: Trample 1, 1st Age
Natural Sprinter 7pts: Natural Sprinter 2, 1st Age
Armor and Shield Use 2pts: Scavenger Common Weapons and Armor, 1st Age

Trait pts: 2nd Age
Trait pts: 2nd Age

Greater Traits: unlocked with a lesser trait

War Veterans 12pts: War Veterans, 1st Age
Taking Command 15pts: Enhancement Command 2, 1st Age
Long Spears (Armory Trait) 5pts: Increase Spear Threat Range 1, 1st Age

Trait pts: 2nd Age
Trait pts: 2nd Age

Evolutionary Branch

Ichthyes

Fish: Omnivore. Mysterious creatures from the sea, the Ichthyes are thought to control magics and powers beyond any other biest.

Ichthyuses Starting Characteristics 8pts

Wounds: 1 Size: Medium

Strength: 2 Toughness: 2 Movement 3

Martial: 2 Ranged: 3 Defense: 3

Discipline: 3 Willpower: 3 Command: 3

Lesser Traits

Ranged Combat 9pts: Increase Ranged 1, Increase Rtn 1, 1st Age

Greater Strength 8pts: Increase Strength 1, 1st Age

Piercing Weapons (Armory) 3pts: Piercing 1 (Spears and Blades)

Trait pts: 2nd Age

Trait pts: 2nd Age

Greater Traits: unlocked with a lesser sphere trait

Flowing Defense 6pts: Reduce Strength of Enemy hits 1, 1st Age, 1st Age

Taking Command 12pts: Enhancement Command 2, 1st Age

Throwing Weapons (Armory) 5pts: Increase Accuracy Range 6, and Enhancement Strength 1 (thrown weapons only)

Trait pts: 2nd Age

Trait pts: 2nd Age



Regional Traits

Every Biest faction must select a Region that is preferable to your species. While you may only select one to begin with, there are adaptive traits that allow multiple Regions to be selected.

Once you select your region, it unlocks the in the region that help define your Biest Species.

Regional Traits that have the Increases, stack with those from Biest Kingdoms.

Evolutionary Branch

Caverns

***The Deep Caverns:** In the depths underground, it's a constant struggle to survive, coming to the surface only to feed*

Lesser Traits

Combat Mobility 8pts: Combat Mobility 2, 1st Age

Survival in the Dark 8pts: Increase Martial 1, 1st Age

Greater Traits: unlocked with a lesser trait

Subterranean Movement 10pts: Subterranean Movement 2, 1st Age

Evolutionary Branch

Desert

***The Barren Deserts:** Being able to spot and adapt to threats from a distance are paramount*

Lesser Traits

Burning Sands 10pts: Increase Strength 1, 1st Age

Shifting Winds 8pts: Increase Movement 1, 1st Age

Greater Traits: unlocked with a lesser trait

Improved Distance 6pts: Increase Accuracy Range 6 (of ranged weapons), 1st Age

Evolutionary Branch

Forests

***The Dense Forests:** From the forests, creatures learn to blend in, use the trees and land around them.*

Lesser Traits

Chameleon 6pts: Chameleon 2, 1st Age

Forest Targets 8pts: Increase Ranged 1, 1st Age

Greater Traits: unlocked with a lesser trait

Combat Survival 10pts: Increase Martial Target Number Mtn1, 1st Age

Evolutionary Branch**Marsh**

The Wet Marshes: Ambushes, snares, and martial acuity prevail in the dense environments of the heavy wetlands

Lesser Traits

Swamp Survival 8pts: Increase Martial 1, 1st Age
Combat Survival 6pts: Increase Martial Target Number Mtn1, 1st Age

Greater Traits: unlocked with a lesser trait

Ambush Assault 5pts: Ambush Assault 2, 1st Age

Evolutionary Branch**Mountains**

The Rugged Mountains: Covering the rocky and harsh environments of the Mountains, those that live there are tough and strong to survive.

Lesser Traits

Vertical Movement 4pts: Vertical Movement 3, 1st Age
Strength of Rock 8pts: Increase Strength 1, 1st Age

Greater Traits: unlocked with a lesser trait

Mountain Fortitude 10pts: Increase Toughness 1, 1st Age

Evolutionary Branch**Moon**

The Darkening Shadows: In the darkness between the Sun and the Moon dwell dark creature's dependent upon the phases of celestial bodies. Transformation and Mutation thrive here.

Lesser Traits

The Caged Animal 10pts: Increase Strength 1, 1st Age
Savagery 8pts: Increase Martial 1, 1st Age

Greater Traits: unlocked with a lesser trait

Lycanthropy Xpts: Lycanthropy 2, 1st Age

Evolutionary Branch**Oceans**

The Immense Oceans: From the depths to the shorelines, the Oceans are mysterious as they are full of unknown powers.

Lesser Traits

Open Sea 8pts: Increase Ranged 1, 1st Age
Fluid Movement 10pts: Increase Ranged Target Number Rtn 1, 1st Age

Greater Traits: unlocked with a lesser trait

Mysteries of the Deep 10pts: Increase Power 2, 1st Age

Evolutionary Branch**Plains**

The Open Plains: Those from the Plains can cover ground quickly and efficiently and taking down their prey quickly.

Lesser Traits

Open Landscape 8pts: Increase Movement 1, 1st Age

Plains Survival 10pts: Increase Martial 1, 1st Age

Greater Traits: unlocked with a lesser trait

Natural Sprinter 8pts: Natural Sprinter 4, 1st Age

Evolutionary Branch**Sky**

The Endless Sky: The open sky is can be a perilous situation out in the open, only the most agile and quick can adapt.

Lesser Traits

Open Air 8pts: Increase Movement 1, 1st Age

Aerial Precision 10pts: Increase Ranged 1st Age

Greater Traits: unlocked with a lesser trait

Vertical Movement 8pts: Agile Flight, 1st Age

Evolutionary Branch**Tundra**

Frozen Tundra: the frozen wastelands are where only the toughest survive, able to withstand such harsh cold environments.

Lesser Traits

Icey Fortitude 6pts: Increase Toughness 1, 1st Age

Cold Resistance 2pts: Resistance Cold 1, Weakness Fire 1 (optional) -1pts, 1st Age

Greater Traits: unlocked with a lesser trait

Great Weapon (Armory) 8pts: Increase Weapon Strength 1 (two handed weapons only), 1st Age



4.3 Genetic Mutation

Evolutionary Branch

Aberration

Often living on lands barely suitable for life in the most extreme locations, Aberrations have been fundamentally altered down to the cellular level by the extremes of their environments. This causes their physical form to be severely altered.

Whether an environmental disaster or oddity of nature, Aberrations often wield strange powers and abilities, often alienating them from other humanoids in ability and their appearance.

Primary Traits

Aberration 6pts: Increase Characteristic 1 (choice, see abilities), Decrease Characteristic 1(opposite of Increase), 1st Age

Anathema 12pts: Anathema 8, 1st Age

Secondary Traits

Rage 10pts: Enhance Strength 2, Reduce Mtn 2, Restriction Melee Combat, 1st Age

Regeneration 12pts: Regeneration 1, 1st Age

Soulless 16pts: Soulless, 1st Age

Psychic Prowess 12pts: Psychic Prowess 1, Ethereal Sight, 1st Age

Abomination 16pts: Increase Characteristic 1 (Must be the same characteristic as Primary choice), 1st Age

Psychic Vampire 10pts: Energy Drain 1, 1st Age

Evolutionary Branch

Albinism

A mutation that results in no or minimal pigmentation in the Humanoid's skin, hair, and eyes. While often discriminated against, Albino forms find surprising strengths.

Primary Traits

Albinism 4pts: Ethereal Sight, Night Sight, Reduce Ranged 1 (daylight only) 1st Age

Secondary Traits

Ocular Albinism 8pts: Reduce Cover 1, Increase Ranged 1st Age

Binary Albinism: 12pts: Decrease Toughness 1, Increase Characteristic 1 (your choice), 1st Age

Cellular Melanocyte Control 4pts: Advantageous Cover 2, 2nd Age

Albinism Metabolic Mutations 12pts: Increase Characteristic 2 (choice, see abilities), Decrease Characteristic 2 (opposite of Increase), 2nd Age

Evolutionary Branch

Giantism

Growth Hormones that do not shut off as the individual ages, resulting in massive growth throughout the individual's life.

Primary Traits

Giantism 8pts: Increase Toughness 1, Increase Strength 1, Decrease Discipline 1, Decrease Command 1, Model Size 1, 1st Age

Secondary Traits

Violent Rage 10: Increase Damage 2(Melee attacks only), 1st Age

Massive Strength 16pts: Increase Strength 2, Decrease Defense 1, 1st Age

Smash attack 8pts: Smash Attack 1, 1st Age

Titans: 24pts: Increase Toughness 1, Wound +1, Model Size 1, 1st Age

Massive Cellular Expansion 30pts: Increase Strength 4, 2nd Age

Massive Bulk 20pts: Increase Toughness 2, 2nd Age

Massive Melee Weapons (Armory) -/5pts: Giant Weapons 2

Evolutionary Branch

Monstrous Biests

Monstrous Biests: Crossbreeds form a unique place, caught between the Kingdoms of Biests, these hybrids are often culled before reaching adulthood. Those that do survive are monstrous abominations feared by all manner of Biests.

Primary Traits

Monstrous Biest 0pts: Monstrous Biest, Bonus Trait 1, 1st Age

Hybrid Biest 6pts: Gain an additional Biest Kingdom, (at the point cost of the new Kingdom + this trait's cost) 1st Age

Disemboweling Attack 4pts: Increase Damage 1 (Melee attacks only)

Trait pts: 2nd Age

Trait pts: 2nd Age

Secondary Traits

Terrifying Monster 15pts: Increase Strength 2, Gain Bonus Traits 2 (Monstrous Biest Categories)

Trait pts: 2nd Age

Trait pts: 2nd Age

4.4 Environmental Adaptation

Evolutionary Branch

Breeding Adaptations

Many Biest species have altered or changed the course of their evolution simply by selective breeding or not. A Mix of Strong Genetics can provide bonuses to the weakest of characteristics.

Primary Traits

Heavily Mixed (Mutt) Heritage 8pts: Increase 2 lowest characteristics by 1, species trait only, Model may not have Selective Breeding, 1st Age

Preferred Traits 12pts: Increase Ability 1 (your choice of ability), Model may not have Heavily Mixed Breeding, 1st Age

Improved Discipline 5pts: Increased Discipline 1st Age

Secondary Traits

Selective Breeding 22pts: Increase chosen Characteristic 2, Decrease Opposite Characteristic 1, Model may not have Heavily Mixed Breeding Trait, 1st Age

Elite Breeds 10pts: Increase Command 2, 1st Age

Evolutionary Branch

Cultural and Social Adaptations

Culture can change the form and direction quickly of a society's evolution and direction

Cultural and Social Adaptations can only be taken as a trait for your species. Unit Classes may not take these traits.

Primary Traits

Elevated Aristocracy 2pts: Enhancement Command 2 (for a single Leader Class of your choice), 1st Age

Biest Councils 3pts: Increase Progression Points 10%. Squad Size 1 (Greater Classes), 1st Age

Slave Population 2pts: Slave Population, 1st Age

Biest Tribes 3pts: Class Bonus 2 (Common), Class Bonus 1 (Leader), 1st Age

Secondary Traits

Feral Gladiatorial Pits 2pts: Warrior Slaves, , 1st Age

Spirit Biests 3pts: Bonus Class 2 (Legendary), 1st Age

Massed Hordes 4pts: Hordes 3 (Common), 1st Age

Secret Enclaves 3pts: Decrease Discipline 1, Increase Activations per Player Turn 2

Evolutionary Branch**Environmental Extremes**

In general Humanoids do not live in the most extreme environments that can be found in Genesys, but they do exist. From worlds with little atmosphere that do not protect their inhabitants from radiation, to extreme heat or cold, to low oxygenated lands.

You may only take one Weakness optional ability from the Environmental Extremes evolutionary branch

Primary Traits

Acid Resistance 2pts: Resistance Acid 1, Weakness Resonance 1 (optional) -1pts, 1st Age

Cold Resistance 2pts: Resistance Cold 1, Weakness Fire 1 (optional) -1pts, 1st Age

Electricity Resistance 2pts: Resistance Electricity 1, Weakness Resonance 1 (optional) -1pts, 1st Age

Fire Resistance 2pts: Resistance Fire 1, Weakness Cold 1 (optional) -1pts, 1st Age

Poison Resistance 2pts: Resistance Poison 1, Weakness Radiation 1 (optional) -1pts, 1st Age

Radiation Resistance 2pts: Resistance Radiation 1, Weakness Poison 1 (optional) -1pts, 1st Age

Sound Resistance 2pts: Resistance Resonance 1, Weakness Acid 1 (optional) -1pts, 1st Age

Secondary Traits

Acid Immunities 4pts: Resistance Acid 2, Weakness Resonance 2 (optional) -2pts, 1st Age

Cold Immunities 4pts: Resistance Cold 2, Weakness Fire 2 (optional) -2pts, 1st Age

Electricity Immunity 4pts: Resistance Electricity 2, Weakness Resonance 2 (optional) -2pts, 1st Age

Fire Immunities 4pts: Resistance Fire 2, Weakness Cold 2 (optional) -2pts, 1st Age

Poison Immunity 4pts: Resistance Poison 2, Weakness Radiation 2 (optional) -2pts, 1st Age

Radiation Immunities 4pts: Resistance Radiation 2, Weakness Poison 2 (optional) -2pts, 1st Age

Sound Immunity 4pts: Resistance Resonance 2, Weakness Acid 2 (optional) -2pts, 1st Age

Evolutionary Branch**Governing Ideology**

Ideologies of governing can cause geo political rifts between factions and species, but where they excel is in organizing their people.

You may only have one Governing Ideology at any given time and only as a species trait. You may also replace the Governing ideology trait with another at any given time, but lose any Specialized Classes granted or bonuses of the previous Governing Ideology

Anarchist 3pts: Decrease Command 1, Enhancement Challenge Initiative 3, 2nd Age

Communal Forums 2pts: Increase Progression Points 10%, 2nd Age

Dictatorship 2pts: Specialized Class Bonus 2 (Greater 1, Leader 1), 2nd Age

Fascists 2pts: Specialized Class Bonus 2 (Leader 2), 2nd Age

Spiritual Leadership 4pts: Enhancement Command 2 (for models with powers only), 2nd Age

Evolutionary Branch**Mobility**

Adapting to the environment means getting around easier. Perfectly adapted to do so, allows Humanoids to specialize their ability to move quickly and unhindered through terrain

Primary Traits

Pathfinder 2pts: Pathfinder, 1st Age

Agile 4pts: Evasion 1, 1st Age

Charger 4pts: Charger 1, 1st Age

Secondary Traits

Greater Evasion 4pts: Evasion 1, 1st Age

Greater Movement 6pts: Increase Movement 1, 1st Age

Sprinters 4pts: Natural Sprinter 3, 1st Age

Evolutionary Branch**Omnivore Adaptations**

Omnivores are rather flexible in food sources, and thus can adapt and live where others cannot.

These traits are only allowed for models with a Biest Kingdom that is an Omnivore. If you have no Biest Kingdom you may choose whether to be an Omnivore, Carnivore, or Herbivore.

Primary Traits

Camouflage 3pts: Concealment, 1st Age

Regional Adaptation 3pts: Regional Adaptation 1, 1st Age

Scavenger 3pts: Scavenger (1st Age Common Biest Armor, shields and Equipment), 1st Age

Secondary Traits

Highly Adaptable 2pts: Bonus Traits 2 (from either Primary Predatorial Advantage or Prey Adaptations) 1st Age

Evolutionary Branch**Predatorial Advantage**

Predators hunt and kill others for food and game. These lead to adaptive advantages that help in the process of hunting and killing others.

These traits are only allowed for models with a Biest Kingdom that is an Carnivore. If you have no Biest Kingdom you may choose whether to be an Omnivore, Carnivore, or Herbivore.

Primary Traits

Camouflage 2pts: Concealment, 1st Age

Burst of Speed 3pts: Burst of Speed 2, 1st Age

Sharp Teeth and Claws 3pts: Increase Damage 1, 1st Age

Leap 3pts: Leap 4, 1st Age

Secondary Traits

Instinctive Assault 5pts: Instinctive Assault (Carnivores only), 1st Age

Forward Facing Eyes 8pts: Increase Martial 2, 1st Age

Relentless Assault 12pts: Relentless Assault 1, 1st Age

Evolutionary Branch**Prey Adaptations**

Prey have many adaptations that help in their defense or avoid being killed. From having their Eye placement on the sides of the head, to camouflage, to safety in numbers.

These traits are only allowed for models with a Biest Kingdom that is an Herbivore. If you have no Biest Kingdom you may choose whether to be an Omnivore, Carnivore, or Herbivore.

Primary Traits

Safety in Numbers 2pts: Increase Squad Size 2, 1st Age

Camouflage 2pts: Concealment, 1st Age

Prey Agility 4pts: Evasion 1, 1st Age

Secondary Traits

Built for Speed 8pts: Increase Movement 2, 1st Age

Instinctive Reflexes 4pts: Instinctive Reflexes, 1st Age

Side Vision 8pts: All Around Sight, 1st Age

Fast Runners 12pts: Rigorous Runner 1, 1st Age

4.5 Spiritual and Scientific Knowledge

Evolutionary Branch

Ambush Tactics

Guerilla Warfare is a specialty of the Biests, with hit and run tactics, ambushes, and stealth

Primary Traits

Recon 2pts: Recon, 1st Age

Surprise Assault 4pts: Surprise Assault 2, 1st Age

Sentry 6pts: Sentry 2, 1st Age

Quick Deployment 2pts: Lay of the Land, 1st Age

Blending in 4pts: Advantageous Cover 2, 1st Age

Secondary Traits

War Veterans 8pts; War Veteran (Class Only Trait), 1st Age

Infiltration 4pts: Infiltration (Class Only Trait), 1st Age

Stealth 6pts: Stealth, 1st Age

Evolutionary Branch

Armory

Improving Common Weapons and armor can give the edge an edge on the field of battle.

Primary Traits

Blacksmithing (Armory) 5pts: Increase Weapon Attribute 1 (Melee or Ranged Weapon only), 1st Age

Large Armory 2pts: Common Weapons and Armor, (Armor and Shields) 1st Age

Superior Arms 4pts: Bonus Trait 1 (Humanoid Lesser Armory Trait), 1st Age

Secondary Traits

Superior Weapons (Armory) 10pts: Increase Weapon Attribute 2 (Melee or Ranged Weapon only), 1st Age

Advanced Armory 4pts: Bonus Trait 1 Humanoid Armory Trait, Unlocks Humanoid Armory Traits, 1st Age

Evolutionary Branch

Combat Tactics

Advanced combat tactics and skills are often more important than the strength of one's sword.

Primary Traits

Melee Combatant 8pts: Enhancement Melee Attacks 1 (Against multiple opponents only), 1st Age

Mounted Combat 4pts: Mounted Combat 1, 1st Age

Shield Bash 4pts: Shield Bash 1, 1st Age

Secondary Traits

Champion Combatant 10pts: Quickness 2 (Leader or Unique Class Trait only), 1st Age

War Veterans 8pts; War Veteran (Class Only Trait), 1st Age

Skilled Combatant 12pts: Increase Martial 2, 1st Age

Evolutionary Branch**Occult**

Dealings with creatures from beyond the veil, drive those of the Occult to become a part of the battle between Light and Darkness.

Occult Traits open and grant traits from Spheres of Influence in the Fey Apocryphōrum. To take traits of the Occult, you must first take the Occult allowing you to choose a single Sphere of Influence from either the Path of Darkness or the Path of Light. Primary and Secondary Traits including powers are mirrored here of the chosen Sphere.

Grand Rituals give the immortal gifts of Fey. All Occult Traits and Powers must be taken as Class Traits.

Occult Traits and Powers match that of your chosen Sphere of Influence. Additional Occult Traits are listed below. You must take The Occult ability to choose your Sphere of Influence

The Occult 3pts: The Occult 1, 1st Age

Primary Traits Unlocked by the Occult

Primary Traits match your chosen Darkness or Light Spheres of Influence

Surrendering Ones Will 10pts: Focus 1, 1st Age

Second Age Primary Traits:

Secondary Traits unlocked by Primary Traits

Secondary Traits match your chosen Darkness or Light Spheres of Influence

Power of the Occult 15pts: Power Increase 2, 1st Age

Forbidden Lore 30pts: Forbidden Knowledge (Grants Additional Spheres of Influence Darkness or Light only), Class Trait Only (Leader or Legendary)

Second Age Secondary Traits:

Evolutionary Branch**Shamanism**

Attuning themselves with the world around them, Shamans can pierce the veil, tapping into the true spirits of the Biests and the Primal Elements.

Shamans Focus on a single sphere of choice between Air, Earth, Water, and Fire, and Ethereal.

Shamanism and the Occult do not mix, and no model may know both without the use Forbidden Lore.

Other Life Domains may take Shamanism through either Forbidden Lore or available traits. If they do, they must select an Biest Kingdom, and gain access to the Biest Kingdom's Branch.

Shamanism Traits and Powers match that of your chosen Sphere of Influence. Additional Occult Traits are listed below. You must take the Shamanism Ability to choose your Sphere of Influence

Shamanism 2pts: Shamanism 1, 1st Age

Primary Traits Unlocked by Shamanism

Primary Traits match your chosen Earth, Air, Water, Fire or Ethereal Spheres of Influence

Mystical Strength 8pts: Power Increase 1, 1st Age

Ethereal Fortitude 6pts: Ethereal Fortitude 1, 1st Age

Second Age Primary Traits:

Secondary Traits unlocked by Primary Traits

Secondary Traits match your chosen Earth, Air, Water, Fire or Ethereal Spheres of Influence

Primordial Knowledge 30pts: Forbidden Knowledge (Primordial Fey Spheres only), Class Trait Only (Leader or Legendary only), 1st Age

Communion with the Other Side 8pts: Focus 2, 1st Age

Second Age Secondary Traits:



5. 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 4 categories, Common, Greater, Leader, and Legendary. You will be creating several of each category that will make up the fighting forces of your armies for your faction.

Equipping your faction is not done here, and you can equip your models with any equipment that they have access to through the traits and your armory.

Most miniature games, give you a set of units that you are to build your army off. 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 primary species.

For Biest, the Physical characteristics are used to determine the number of classes. These are your Strength, Toughness, and Movement characteristics

Common Classes= the highest Characteristic

Greater= the Second highest characteristic

Leader= the third and lowest characteristic

Legendary= you may only create one unique class

Biest Unit Class Formation

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

Class Increases to characteristics stack with any other increases from evolutionary branches.

5.1 Biest Common Unit Classes

Common Squads with little specialized training for combat often form the backbone of a military's force.

Pt Cost: Base Species+ Additional Traits

Wounds: 1

Base Attacks: 1

Stats: No Increase although selected traits may do this

Traits: You may select a single trait for this class, adding on the cost of the trait for each model.

Additional Trait: A second trait can be added to this class at the increased cost of the trait +5pts

5.2 Biest Greater Unit Classes

Special Units or Elite Warriors are something to be feared on the battlefield.

When you start to build an Greater unit class, you must start with either the base species or one of your Standard Unit Classes. From this you will add new traits increasing their abilities.

Pt Cost: Base Class x2+ Additional Traits

Wounds: 1

Base Attacks: +1

Stats: You may increase a single characteristic by 1 for +15pts. This stacks with Increases but may not take a trait above 6.

Traits: You may select a single trait for this class, adding on the cost of the trait for each model.

Additional Trait: A second trait can be added to this class at the increased cost of the trait +2pts

Morale Bonus: Greater Classes receive an Increase Morale 1.

5.3 Biest Leader Unit Classes

Leaders are often very well-trained soldiers or tacticians. They form create the discipline and are often looked to when things are going rough.

When you start to build a leader class, you may start with either the base Species, a Standard, or an elite Unit Class.

Pt Cost: Base Class x2+ Additional Traits

Wounds: +1

Base Attacks: +1

Stats: You may take a +1 characteristic Increase of your choice at a cost of +10pts, these can stack with Increased abilities.

Traits: You may select a single trait for this class, adding on the cost of the trait for each model.

Additional Trait: A second trait can be added to this class at the increased cost of the trait +5pts

Command Bonus: Biest Leaders gain an Increase Command 1

5.4 Biest Legendary Classes

Inspiring legendary leaders, or warriors from battle.

When you create your Unique Classes, you can start with any other unit class as your starting point to build upon.

Pt Cost: Base Class x2+ Additional Traits

Wounds: +1

Base Attacks: +3

Stats: +3 characteristic Increase of your choice.

These can stack with Increased abilities, and the leader characteristic bonus. These may be split up and distributed how you like among Characteristics

Traits: You may select a single trait for this class, adding on the cost of the trait for each model.

Additional Trait: A second trait can be added to this class at the increased cost of the trait +15pts

Legendary Effects: Legendary Effects grant all models with the same Biest Kingdom an Enhancement Morale 3, Enhancement Command 1

Legendary models may join other squads.

5.5 Preparing your Forces

Creating Your Army List: The Genesys Project scales upwards in squad sizes and what unit types are available as the point value of your game increases.

Each point level concentrates on a specific class type to really concentrate on that class. This makes it so small skirmish sized games really focus on standard classes, while larger games incorporate additional class types and focus on more specialized forces.

At this point you should have decided upon a point level of gameplay, set up the board, and resolved what your missions are during the game. Now it is time to write out your army list for the game, selecting unit classes and equipping them. There is no limited number units that can be taken.

Once you have reached your maximum points allowed during the game, share your list with your opponent, and your species sheets if your opponent is not familiar with your species. Your deployment choices should also be recorded for the game with your army list. See 6. Deployment for more details.

Squad Sizes: When the squad size is higher than 1, squad size is determined by the highest Discipline characteristic of the models in the squad, with a multiplier.

You may take as many different squads of the unit classes allowed during a game.

The following Classes are for Biests only. For other Life Domains, you must check the appropriate Domain book.

Common Classes: 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

2001+ Discipline x4

For example, a 1000pt game for a unit class with a discipline of 3 would be 3-9models.

Greater Classes Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Cannot participate

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

501- 1000pts- Discipline x1

1001-2000pts- Discipline x2

2000+ Discipline x3

Leader 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

Legendary Classes

125-1000pts- Cannot Participate

1001-2000pts- 1 Squad Only/ Squad Size 1

2001+ Only Single Models (can have more than one on the table if you have multiple Unique Classes)

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.

5.6 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.

5.7 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

6. Cross-Over Species

Lycanthrope

Lycanthrope- Werebiests: The Beast lies deep within the soul, entrapped by the body it inhabits. When night falls, the Beast emerges, adding the knowledge and skills of its normal body to its own.

Creating the Biest Within:

Becoming a Lycanthrope is attached to Regional Traits, where the Ability can be taken for Biests. A model with Lycanthropy has two profiles, one in its normal form with its standard traits and abilities, and one for the Beast Within.

Changes to your Normal Profile

1. If Biests are your primary Life Domain, you get the ability Lycanthropy 2, if not Lycanthropy 1

To Create the Biest Within Profile

1. Take a Biest Kingdom Evolutionary Branch and compare your base characteristics taking the highest of each characteristic
2. Next apply your normal traits and adjust any characteristics accordingly.
3. Now select 1-3 additional Traits that the Biest Within will have. These must come from the Chosen Kingdom Traits 0-2, and 0-1 Regional Trait.
4. Total the points for any new additional traits and add them to your normal profile. This is the point cost the Lycanthrope is fielded with during Night or Twilight battles, as the creature begins the game already transformed into the Biest Within
5. Night Sight and Unarmed Combat abilities are also gained

Monstrous Biests

Monsters: Crossbreeds form a unique place, caught between the Kingdoms of Biests, these hybrids are often culled before reaching adulthood. Those that do survive are monstrous abominations feared by all.

Monstrous Biests are not 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. For Biests, it can be found in as a Mutation Trait.

Monstrous Biests must select Biest Kingdom to combine with another Evolutionary Branch, Insekt Order, Reptilian Lineage, or Sphere of Influence. What you are creating is in fact a monster.

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 your Biest Kingdom, paying the point cost if not already owned.
2. Now the Monstrous Biest keeps its traits from its existing Evolutionary Branch, Insekt Order, Reptilian Lineage or Sphere of Influence and combines it with the Biest Kingdom you chose in step 1. This creates your new Monstrous Biests branch from which the Monstrous Biest can select additional traits.
3. Discipline and Command are reduced to 1.
4. The Biest Kingdom'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 if they are large, Huge, or XLarge.

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



7. The Lure of Forbidden Knowledge

There are those that search out the secrets of Genesys Worlds. Through forbidden knowledge they uncover truths that are often better left alone. The knowledge gained, serves to achieve a greater existence and purpose, guiding those that have it, and cursing those that do not.

Forbidden Knowledge must be taken as a class trait, often limiting who can and cannot take it. Once taken, Forbidden Knowledge unlocks secrets, allowing other classes within your faction to take traits normally outside your range of possibilities.

When taking Forbidden Knowledge, select an Evolutionary Branch, Sphere of Influence, Classification, or Lineage and a trait from within it. The trait is now attached to the Forbidden Knowledge and unlocks for your faction, all other traits and powers within the traits Branch, sphere, lineage, or classification. **Traits made available from Forbidden Knowledge must be taken as Class Traits**

Forbidden Knowledge will often come with restrictions on who can take it, and even what Life Domains the knowledge can unlock.

Each Forbidden Knowledge Trait may only be taken once, however, if the trait is found elsewhere, it is possible to expand upon your Forbidden Knowledge by taking it elsewhere.

Forbidden Knowledge comes with a point cost which is added to the Trait chosen to be attached to Forbidden Knowledge.

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.

For example, here the Occult can gain powers from the Fey Apocryphōrum specifically from Spheres of Influence that are in the Paths of Light or Darkness

Evolutionary Branch

Occult

Dealings with creatures from beyond the veil, drive those of the Occult to become a part of the battle between Light and Darkness.

Occult Traits open and grant traits from Spheres of Influence in the Fey Apocryphōrum. To take traits of the Occult, you must choose a single Sphere of Influence from either the Path of Darkness or the Path of Light. Primary and Secondary Traits including powers are mirrored here of the chosen Sphere.

Grand Rituals give the immortal gifts of Fey. All Traits and Powers must be taken as Class Traits.

Primary Traits

First Age Primary Traits Xpts: These Mirror the chosen Sphere, Class Traits Only, 1st Age

Secondary Traits

First Age Secondary Traits Xpts: These Mirror the chosen Sphere, Class Traits Only, 1st Age

Forbidden Lore 30pts: Forbidden Knowledge (Spheres of Influence Darkness or Light only), Class Trait Only (Leader or Legendary)

8. Armory

8.1 Weapons and Equipment

Welcome to the Armory. Here you will find the weapons and armor laid out for your use to defend and conquer the Genesys Project

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 Faction's Armory.

Each Life Domain begins with different access to weapons and equipment. There are several categories of weapons and equipment in the Genesys Project

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. Special- Costs per weapon/equipment: These are advanced weapon types, like Repeater Crossbows, Heavy Armors, and Ion Cannons, and much more. These types of weapons generally come from the Humanoid Primarius, but access can be gained through traits and abilities.
4. Advanced -Costs per weapon/equipment: These are advanced forms of Common and Special Weapons and Equipment with extra attributes that you may choose to create your own gear. Many Life Domains have access to Advanced Weaponry
5. Imbued – Costs per Model. Imbued equipment enhances the items when they are equipped from Fey Traits. 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 outside outside the Fey Armory.**

Attributes: Weapons and Equipment have attributes instead of characteristics that define their abilities and statistics. Attributes may be Increased or Enhanced through chosen traits.

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

1. Primitive Weapons are free
2. Common Weapon costs are for equipping the entire squad.
3. Models may equip only Advanced and Special Weapons/ Equipment that they have the traits for. Weapons are accessible to everyone.
4. Advanced and Special Weapons and Equipment traits only cost points for the models that are carrying the weapon in the squad.
5. 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.
6. 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.
7. Squads do not have to be equipped with the same weapons and equipment, but squad bonuses (like coordinated attacks) only apply if the same weapon is being used.
8. 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.
9. You may not imbue items from another life domain's armory.
10. note that any model with natural armor, the armor bonuses do not stack with armor bonuses from wearing armor of any sort.

8.2 Attributes

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

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

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

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

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

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

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

Deflection Bonus: Shields provide a Deflection Bonus against attacks.

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

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

Material: Some items can be made from fantastical materials giving them exotic bonuses and abilities.



8.3 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, except for 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.



8.4 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: 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

Biests do not get the following Common Weapons and Armor without a trait allowing them.

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.

Crossbow

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 and Shields are only available through traits and abilities for the Biest Domain

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 varied 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 buckers shield bonus. Spears and polearms, or any weapon with a greater than 1" threat range, may not be used in conjunction with a buckler.

Medium Shield 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.

8.5 Advanced Weapons and Equipment

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

Increase Weapon/Armor/Shield Attribute X. This ability is granted by traits chosen by your faction or species and give you X bonus to the Attributes of your equipment. The ability often comes with restrictions on what type of equipment the trait can be used for.

Melee Weapon Attributes

- Strength: Enhances Strength of attacks
- Martial: Enhances Martial Characteristic
- Threat Range: Increases Threat Range of Weapon. *No melee weapon can have a Threat Range higher than 3*
- Damage: Enhancement that does additional Wounds/Damage
- Piercing: Reduce Toughness X for hits
- Material: Grant extra properties. *Material Attributes are gained through special abilities specifically granting access.*

Ranged Weapon Attributes

- Strength: Increases Weapon Strength
- Ranged: Enhances Ranged Characteristic
- Accuracy Range: Increases Acc. Range (6" increments)
- Rate of Fire: Increases Rates of Fire
- Damage: Enhancement that does additional Wounds/Damage
- Piercing: Reduce Toughness X for hits
- Material: Grant extra properties. *Material Attributes are gained through special abilities specifically granting access.*
- Recoil: Reduces Strength of weapon for purpose of determining movement allowed while using.

Armor Attributes

- Armor: Enhancement to toughness
- Enhancement: Enhances either Mtn or Rtn
- Reduction Movement Penalty: Reduces movement penalties
- Material: Grant extra properties. *Material Attributes are gained through special abilities specifically granting access.*

Shield Attributes

- Deflection
- Reduction Movement Penalty: Reduces movement penalties
- Material: Grant extra properties. *Material Attributes are gained through special abilities specifically granting access.*



9.. Powers of the Biest

Powers refer to supernatural magic or psychic energies that are channeled from the Ether. The Biests gain their powers from Ether through various forms of the Occult and Shamans, and their powers can vary widely.

9.1 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 of the die roll determines the Combat Resolution number for the power.

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

If you hit the model, any effects are resolved.

Steps for Resolving Powers

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

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

Channeling is the action of drawing additional energy from the Ether beyond the veil, which is the source of all magic. This allows casters to harness powers that would not normally be achievable without it.

Biest do not need to channel energy in the way that other Life Domains do. Instead they use heavy rituals, trinkets, to aid in casting powers.

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 can 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.

9.2 Abilities that effect your Powers

There are several abilities that have a direct effect on the creation of 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.

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

Creating Powers for Biests

Biests are very ritualistic when creating new powers, and while a wide variety of powers are available, they are not able to alter or create new versions of powers as other domains do.



9.3 Biest Powers

Biests typically only gain the powers of a single Spheres of Influence determined by whether they are part of the Occult or Shamanistic endeavors. The list of powers here match the Fey's access to them making it easier to determine which sphere you will want to select for your faction.

Path of Light Powers

Celestial

Lesser Powers

Embolden: Lesser Power. Strength 1. Range x1. 1st 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. 1st 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. 1st 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. 2nd 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, 2nd 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. 1st 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. 1st Age

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

Greater Powers

Avenging Justice: Greater Power. Strength per user. Range Willpowerx1: 1st 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. 1st 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. 1st 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. 1st 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. 2nd 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. 1st 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. 1st Age
This power grants an evasion enhancement to the caster.

Greater Powers

Heroic Inspiration: Greater Power. Strength 1. Range Self. 1st 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. 1st 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. 1st 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. 1st 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. 2nd 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 2nd 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.
1st Age

This power grants an Enhancement Armor equal to the strength of the power.

Counter Spell. Lesser Power. Strength 1. Range
Willpower x5. 1st 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. 1st 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.
2nd 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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, 2nd 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. 1st 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. 1st 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. 1st 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, 2nd 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. 1st 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. 1st 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. 1st 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, 2nd 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. 1st 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. 1st 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. 1st 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, 2nd 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. 1st 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. 1st 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. 1st 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, 2nd 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, 2nd 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, 1st 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, 2nd 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, 1st 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, 2nd 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st Age

Weaken causes a critical weakness in the target of living models. Any model hit by the power must make a Willpower check or 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. 2nd 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. 1st 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. 2nd 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. 1st 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. 1st 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. 1st 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, 2nd 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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. 1st 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.