EMBERWIND™

HERO MANUAL

DEMO VERSION

Introduction to *EMBERWIND*

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

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Creating a Hero

TIME REQUIRED:
For new players: 20 to 30 minutes
For experienced players: 5 to 10 minutes

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

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

Step 1: Hero Concept and Class

STEP CHECKLIST:

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

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

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

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

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

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

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

IF YOU GET STUCK:

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

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

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

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

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

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

ARDENT

"We are fire, or we are fuel."

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

WARRIOR

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

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

ATLANTA

"The strength of the lion is in its pride."

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

Step 2: Tier Selection

STEP CHECKLIST:

- ☐ Choose a Tier
- ☐ Apply Base Hero Values*

* **NOTE**: If you are using the Attribute System as an alternative to the default Aspect System, do not apply the Base Hero Values on this page. Instead, select your Tier and then turn to "Step 3: Refining Your Hero - Attributes System Variant" on p. 10.

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

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

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

When you have chosen your Hero's Tier, record it and the associated Base Hero Values onto your Hero Card.

TIER TABLE

Tier	Recommended for Heroes who...	Recommended for players who...
1	...are beginning their journey to greatness.	...are learning *EMBERWIND* for the first time.
2		
3		
4		

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BASE HERO VALUES

Tier 1	Tier 2 Advancement	Tier 3 Advancement	Tier 4 Advancement
• 20 HP • 4 to Defense and Barrier Values • 8 to all Skills • 1 to all Special Action Limits (Trigger, Sustain, Amplify) • 2 Tide-Turner Charges • 1-5 Square Move Actions • 1 Square Shift Actions • 2 to Critical • 10 to Accuracy • 5 to Penetration			

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

Step 3: Refining your Hero - Aspects System

STEP CHECKLIST:

☐ Select 3 Aspects*

* **NOTE**: The Aspects System is the simplest and fastest way to select your Hero's statistics in *EMBERWIND*. For a more traditional dice-rolling method to determine your statistics, skip this section and turn instead to the Attribute System on p. 10.

ASPECTS

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

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

RETRAINING YOUR ASPECTS: When you advance a Tier, you may reselect 1 Aspect.

Method 1: Replace all bonuses from your old Aspect with the bonuses of your new Aspect.

Method 2: Gain only the bonuses of your new Aspect from the Tier you just reached.

ASPECT TABLE - OFFENSIVE

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

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ASPECT TABLE - DEFENSIVE

Aspect	Tough	Resistant	Evasive
Tier 1	• +2 HP • +2 Toughness • +1 Willpower	• +2 HP • +2 Resistance • +1 Dodge	• +1 HP • +1 Resistance • +2 Dodge
Tier 2			
Tier 3			
Tier 4			

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ASPECT TABLE - UTILITY

Aspect	Focused	Charged	Dynamic
Tier 1	• +1 Sustain Limit	• +1 Amplify Limit	• +1 Trigger Limit

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Step 3: Refining your Hero - Attribute System Variant

STEP CHECKLIST:

- ☐ Roll 4 Attributes or select 1 Standard Array of Attribute Scores
- ☐ Assign those Values to your Attributes

* **NOTE**: The Attribute System is an alternative to the Aspects System for determining your Hero's statistics. The Aspects System is simpler and faster, but the Attribute System is a more traditional method to RPGs. If you use the Attribute System, make sure you do not apply the Base Hero Values (p. 7) and Aspects (p. 8-9) to your Hero. Instead, follow the steps below the heading Generating Attributes (p. 11).

ATTRIBUTES

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

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

ATTRIBUTES

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

ROUNDING YOUR SECONDARY SCORES

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

SECONDARY SCORE GOVERNANCE

Attribute	Strength	Intelligence	Dexterity	Resilience
1 Point	• +1 HP	-	-	• +1 HP
2 Points	• +1 Penetration • +1 Toughness • +1 Athletics • +1 Endurance • +1 Intimidate	• +1 Penetration • +1 Resistance • +1 Insight • +1 Knowledge • +1 Mend	• +1 Accuracy • +1 Dodge • +1 Acrobatics • +1 Sleight of Hand • +1 Stealth	• +1 Willpower • +1 Fast-Talk • +1 Focus • +1 Leadership
3 Points	• +1 Critical	-	-	• +1 Tide-Turner Charge • +1 Damage to all Damage-dealing Actions
4 Points	-	• +1 to Trigger Limit (Max 3)* ***OR*** +1 to Sustain Limit (Max 3)* ***OR*** +1 to Amplify Limit (Max 3)*	• +1 Square to Shift or Move Actions	-

*THE AMPLIFY/SUSTAIN/TRIGGER LIMIT:

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

GENERATING ATTRIBUTES

You can determine your Attribute Scores in two different ways:

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

     [Rule Variant] Balancing Out Low Rolls

     If the total Value of your 4 Attributes is 23 or lower, your Hero is granted +1 to add to any Attribute.

     If the total Value is your 4 Attributes is 20 or lower, your Hero is granted +3 to add, divided among their 4 Attributes however you see fit.

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

BASE HERO VALUES

Tier 1

- 10 HP
- 2 to Defense and Barrier Values
- 5 to all Skills
- 1 to all Limits (Trigger, Sustain, Amplify)
- 0 Tide-Turner Charges
- 1-4 Squares Move Actions
- 1 Square Shift Actions
- 0 Critical
- 8 Accuracy
- 1 Penetration

ADVANCING YOUR HERO

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

Tier 2 Advancement	UNAVAILABLE IN DEMO VERSION
Tier 3 Advancement	
Tier 4 Advancement	

Step 4: Select Skills, Occupations, and Maneuvers

STEP CHECKLIST:

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

Skills represent your Hero's aptitude for performing specific tasks, from threatening a warlord's lackey into revealing the location of a hidden cache of supplies (Intimidate), to disarming an arcane explosive rigged to blow your airship apart (Knowledge).

Sometimes, the same task can be completed in different ways using different Skills. For example, you might use Acrobatics to nimbly weave your way through a pit of spikes, or use Athletics to simply leap over it in a single bound.

You may choose your Skills in one of two ways:

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

SKILL TABLE

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

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

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

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

LIST OF OCCUPATIONS

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

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

Occupation	Major Skill (+6)	Minor Skill (+4)	Minor Skill (+4)	Minor Skill (+4)
Bandit	Athletics	Intimidate	Stealth	Endurance
Man-at-Arms	Athletics	Endurance	Acrobatics	Leadership
Mercenary	Athletics	Fast-Talk	Knowledge	Intimidate
Advisor	Insight	Fast-Talk	Leadership	Knowledge
Herald	Insight	Athletics	Fast-Talk	Leadership
Mystic	Insight	Focus	Mend	Endurance
Acrobat	Acrobatics	Focus	Athletics	Sleight of Hand
Burglar	Acrobatics	Stealth	Sleight of Hand	Fast-Talk
Courtesan	Acrobatics	Fast-Talk	Insight	Knowledge
Actor	Fast-Talk	Acrobatics	Focus	Insight
Barkeep	Fast-Talk	Endurance	Intimidate	Leadership
Emissary	Fast-Talk	Insight	Leadership	Knowledge

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LIST OF MANEUVERS

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

Write your Hero's Maneuver on your Character Card.

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

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

Maneuver Name	Associated Skill	Effect	Action Speed
Tumble	N/A	Move 1-3 Squares. Can move through any Combatant.	Slow

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Step 5: Select Equipment

STEP CHECKLIST:

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

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

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

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

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

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

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

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

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

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

Melee Weapon - [1H] = One-Handed, [2H] = Two-Handed Select 1			
Weapon	**Damage**	**Range**	**Bonuses**
Sword [1H]	[Tier+1]d6 vs. Toughness	1	+2 Accuracy
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Mace [1H]	[Tier+1]d8 vs. Toughness	1	+3 Penetration
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Axe [1H]	[Tier+1]d8 vs. Toughness	1	+1 Critical -2 Accuracy
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Off-hand Select 1 (only if you have selected a [1H] Melee Weapon)	
Off-hand	**Bonus**
Light Shield	+2 Dodge
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Heavy Shield	+2 Toughness
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Prayer Beads	+2 Willpower
Focus Item	+2 Resistance

Ranged Weapon Select 1			
Weapon	**Damage**	**Range**	**Bonuses**
Bow	[Tier+1]d8 vs. Toughness	5	+2 Accuracy
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Armour Select 1	
Armour	**Bonus**
Robes	+[Tier] Resistance
Light Armour	+[Tier] Dodge
Heavy Armour	+[Tier] Toughness

Step 6A: Filling in Your Hero Card [Aspect]

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

Base Scores	
HP	10 + Aspect + [Tier x 10]
Toughness	4 + Aspect + Equipment
Resistance	4 + Aspect + Equipment
Dodge	4 + Aspect + Equipment
Willpower	4 + Aspect + Equipment
Skills (Athletics, Endurance, Intimidate, Insight, Knowledge, Mend, Acrobatics, Stealth, Sleight of Hand, Focus, Fast-Talk, Leadership)	8 + Major/Minor Skill Bonuses ***OR*** Occupation Bonuses (+ 2 Points per Tier above 1)

Combat Scores	
Critical (C)	2 + Aspect + Equipment
Accuracy (A)	10 + Aspect + Equipment
Penetration (P)	5 + Aspect + Equipment
Tide-Turner Charges	2 + Aspect (+ 1 at Tier 3)
Melee Weapon Damage	[Tier + 1 + Aspect]d[Weapon Damage] vs. [Barrier Score]
Ranged Weapon Damage	[Tier + 1 + Aspect]d[Weapon Damage] vs. [Barrier Score]
Trigger Limit	1 + Aspect
Sustain Limit	1 + Aspect
Amplify Limit	1 + Aspect

Basic Actions	
Move Action	1-5 Squares + Aspect
Shift Action	1 Square + Aspect
Maneuver	Record your Maneuver and Effect
Basic Melee Attack (Range)	Melee Weapon Range
Basic Melee Attack (Damage)	Melee Weapon Damage
Basic Ranged Attack (Range)	Ranged Weapon Damage
Basic Ranged Attack (Damage)	Ranged Weapon Damage

Step 6B: Filling in Your Hero Card [Attribute]

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

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

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

*THE AMPLIFY/SUSTAIN/TRIGGER LIMIT:

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

†MOVE AND SHIFT ACTIONS:

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

Step 7: Class Actions

STEP CHECKLIST:

- ☐ Choose 6 Class Actions or Traits
- ☐ Choose 2 Class Tide-Turner Actions

Each Hero chooses six **Class Actions** and two **Tide-Turner Class Actions** from the following tables. Class Actions can be used as frequently as you wish, and should be your first choice for most attacks. You may also select **Class Traits** instead of Class Actions, providing your Hero with a powerful yet Class-definitive approach to combat. Each Class Trait you select replaces one Class Action in your Action List.

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

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

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

If you get stuck: In general, the simpler Class Actions and Class Traits have shorter descriptions. To keep things easy, you may choose to focus on less complex Class Actions and Class Traits with shorter descriptions to start, and then take on more complex Actions or Traits as you become more experienced playing your Class.

Retraining your Actions: We encourage experimentation with your Class Action list. You are allowed to reselect 1 Action from your Class Action List after each Combat Encounter.

THE ARDENT

“WE ARE FIRE, OR WE ARE FUEL.”

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

Class Features

NEEDLING MAGIC

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

DESTRUCTION MAGIC

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

MANIPULATION MAGIC

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

Ardent - Tier 1

Class Traits

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

Class Actions

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

Class Tide-Turner Actions

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

Ardent - Tier 2

UNAVAILABLE
IN DEMO VERSION

Ardent - Tier 3

UNAVAILABLE
IN DEMO VERSION

Ardent - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE DRUID

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

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

Class Features

REGENERATION MAGIC

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

DEGENERATION MAGIC

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

GROWTH MAGIC

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

Druid - Tier 1

UNAVAILABLE
IN DEMO VERSION

Druid - Tier 2

UNAVAILABLE
IN DEMO VERSION

Druid - Tier 3

UNAVAILABLE
IN DEMO VERSION

Druid - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE INVOKER

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

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

Class Features

ALTERATION MAGIC

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

CURSE MAGIC

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

GEOMANCY MAGIC

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

Invoker - Tier 1

UNAVAILABLE
IN DEMO VERSION

Invoker - Tier 2

UNAVAILABLE
IN DEMO VERSION

Invoker - Tier 3

UNAVAILABLE
IN DEMO VERSION

Invoker - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE ARCHER

“MOVE LIKE WIND. STRIKE LIKE THUNDER.”

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

Class Features

PREPARATION EXPERTISE

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

WIND DANCING EXPERTISE

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

SHARPSHOOTING EXPERTISE

Target a single opponent with surgical precision and deadly ferocity.

Archer - Tier 1

UNAVAILABLE
IN DEMO VERSION

Archer - Tier 2

UNAVAILABLE
IN DEMO VERSION

Archer - Tier 3

UNAVAILABLE
IN DEMO VERSION

Archer - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE ROGUE

“FAIR FIGHT? NEVER HEARD OF IT.”

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

Class Features

TRICKSTER EXPERTISE

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

SERPENT EXPERTISE

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

SLAYER EXPERTISE

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

Rogue - Tier 1

UNAVAILABLE
IN DEMO VERSION

Rogue - Tier 2

UNAVAILABLE
IN DEMO VERSION

Rogue - Tier 3

UNAVAILABLE
IN DEMO VERSION

Rogue - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE WARRIOR

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

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

Class Features

ARMSMAN EXPERTISE

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

BRUTALITY EXPERTISE

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

DEFENDER EXPERTISE

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

Warrior - Tier 1

Class Traits

Name	Type	Target	Range	Effect	Action Speed
Powerful	Passive	-	-	+2 **P** and +[Tier+2] Damage to all Melee Damage-dealing Actions.	-
Staccato Strike	Amplify / Exploit	1 Melee Action	Melee Weapon Range	*Amp. Effect:* When you Hit Target Foe with a Melee Damage-dealing Action, make a Basic Melee Attack directly after against that Foe as a Free Action.	Fast
Tide of Iron	Amplify / Exploit	1 Melee Action	Melee Weapon Range	*Amp. Effect:* When you Hit Target Foe with a Melee Action, they are knocked ***PRONE***.	Fast

Class Actions

Name	Type	Target	Range	Effect	Action Speed
Lunging Strike	General / Exploit	1 Foe	Melee Weapon Range +2	[Melee Weapon Damage].	Slow
Boneshatter Blow	General / Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage] + 3x[Tier]. If you Penetrate or Critical with *Boneshatter Blow*, + **P** to Damage.	Slow
Heroic Strike	General / Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage]. Your first Amplify Effect applied to *Heroic Strike* is a Free Action and does not count toward your Amplify Limit.	Slow
Cleave	General / Exploit	1 Foe	Melee Weapon Range	[Melee Weapon Damage] + 3x[Tier]. *Amp. Effect:* Expend 1 Slow Action to cause Hit Foe to suffer 8 Stacks of ***VULNERABILITY***.	Slow
Taunt	General / Exploit	1 Foe	Ranged / 5	All Actions by Target Foe that Target another Hero Target you instead until your next Turn. (Actions that Target multiple Heroes must include you as a Target.)	Fast
Shove	General / Exploit	1 Combatant	Melee / 1	***AUTO-HIT*** (Skip **CAP**). Push Target Combatant up to 5 Squares directly away from you. 1 per Round.	Fast
Lethal Drive	Sustain / Exploit	Self	-	When you take a Move Action, +**P** Damage to your next Damage-dealing Melee Action (Max +10).	Slow
Deflect	Trigger / Exploit	1 Hero	Melee / 1	*Trig. Cond.:* If a Hero takes Damage from a Foe's Action, *Trig. Effect:* -5 Damage taken by that Hero.	Fast
Bloodrush	Amplify / Exploit	1 Damage-dealing Action	-	*Amp. Effect:* When you cause 1 or more Foes to become ***FALLEN*** with a Damage-dealing Action, you may take a Move Action directly toward another Foe as a Free Action.	Fast

Class Tide-Turner Actions

Name	Type	Target	Range	Effect	Action Speed
Grand Divide	General / Exploit	1 Foe	Melee / 1	[Melee Weapon Damage] and Hit Foe suffers ***FRAGILITY***.	Fast
Charging Strike	General / Exploit	1 Foe	Melee / 10	You may Target a Foe behind Cover. If you do, remove all Squares of Cover directly between you and your Target. Then make two Move Actions directly toward your Target as Free Actions, followed by a Basic Melee Attack at +4 **A** if you are in Range.	Slow
Unstoppable Force	General / Exploit	Self	-	Heal ½ of Max HP.	Fast

Warrior - Tier 2

UNAVAILABLE
IN DEMO VERSION

Warrior - Tier 3

UNAVAILABLE
IN DEMO VERSION

Warrior - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE ATLANTA

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

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

Class Features

RESTORATION MAGIC

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

SKIRMISHING EXPERTISE

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

INSPIRATION EXPERTISE

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

SHIELDING EXPERTISE

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

Atlanta - Tier 1

Class Traits

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

Class Actions

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

Class Tide-Turner Actions

Name	Type	Target	Range	Effect	Action Speed
Warsong: Lionsong	General / Exploit	All Other Heroes	Ranged / 5	+5 Damage to the next Damage-dealing Action used by each Target Other Hero. *Amp. Effect:* Expend 1 Slow Action to improve Damage to +10 instead.	Fast
Steel Hearts	General / Exploit	All Other Heroes	Ranged / 5	Select 1 Condition. Remove all Stacks of that Condition from Target Other Heroes, and they cannot suffer that Condition until the end of the Encounter.	Slow + Fast
Blaze of Glory	Sustain / Spell	Self	-	All your Damage-dealing Actions deal Damage vs. Resistance and cause Hit Foe(s) to suffer 1 Stack of ***BURNING***. Sust. Effect: Repeat Effect.	Fast

Atlanta - Tier 2

UNAVAILABLE
IN DEMO VERSION

Atlanta - Tier 3

UNAVAILABLE
IN DEMO VERSION

Atlanta - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE SPIRITUALIST

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

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

Class Features

HEALING MAGIC

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

HARROW MAGIC

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

INVOLUTION MAGIC

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

Spiritualist - Tier 1

UNAVAILABLE
IN DEMO VERSION

Spiritualist - Tier 2

UNAVAILABLE
IN DEMO VERSION

Spiritualist - Tier 3

UNAVAILABLE
IN DEMO VERSION

Spiritualist - Tier 4

UNAVAILABLE
IN DEMO VERSION

THE TACTICIAN

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

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

Class Features

MOTIVATION EXPERTISE

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

BRAVERY EXPERTISE

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

WARFARE EXPERTISE

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

Tactician - Tier 1

UNAVAILABLE
IN DEMO VERSION

Tactician - Tier 2

UNAVAILABLE
IN DEMO VERSION

Tactician - Tier 3

UNAVAILABLE
IN DEMO VERSION

Tactician - Tier 4

UNAVAILABLE
IN DEMO VERSION

Step 8: Anchors and Keepsakes

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

ANCHORS

STEP CHECKLIST:

☐ Allocate up to 5 Points to desired Anchors.

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

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

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

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

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

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

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

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

UNAVAILABLE
IN DEMO VERSION

KEEPSAKES

STEP CHECKLIST:

- ☐ Create your Keepsake

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

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

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

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

UNAVAILABLE
IN DEMO VERSION

CONGRATULATIONS!

YOU'VE SUCCESSFULLY CREATED YOUR HERO!

Hero Advancement

UNAVAILABLE
IN DEMO VERSION

UNAVAILABLE
IN DEMO VERSION

APPENDIX

CUSTOM HERO CARD [ASPECT VERSION]

Name:

HP: /

Class:
Subclass:

Tier:

Aspects:

OFFENSIVE	DEFENSIVE	UTILITY

Barrier Values

Toughness:	Resistance:

	Skills	
Athletics:		Insight:
Endurance:		Knowledge:
Intimidate:		Mend:

Defense Values

Dodge:	Willpower:

	Skills	
Acrobatics:		Focus:
Stealth:		Fast Talk:
Sleight of Hand:		Leadership:

CAP Check

Roll 1d20 when an Action Targets at least 1 Foe.
Must be equal or less than **CAP** Values to succeed.

C: → A: → P:
Critical Accuracy Penetration

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☐ ☐ ☐ ☐

Name	Type	Target	Range	Effect	Action Speed
MOVEMENT				You cannot end your Movement in an Occupied Square.	
Move				Move ___ - ___ Squares. Can move through friendly Combatants.	Slow
Shift				Move ___ Square(s). Can move through friendly Combatants.	Fast
MANEUVER				You cannot end your Maneuver in an Occupied Square.	
BASIC ACTIONS					
	Melee				Slow
	Ranged				Slow
CLASS ACTIONS				**Trigger Limit:** **Sustain Limit:** **Amplify Limit:**	
CLASS TIDE-TURNER ACTIONS				(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges: ☐ ☐ ☐ ☐ ☐	

YOUR TURN: **1.** Restore Action Pool. **2.** Select Sustains. **3.** Use up to your Action Pool of Actions.
AT END OF COMBAT: Restore HP to Full and remove All Conditions.

Inventory, Conditions, Anchors, and Icon Legend can be found on the back of this card. →

Inventory

Melee Weapon: **Ranged Weapon:**

Off-hand: **Armour:**

Keepsake:

Description:

Effect:

Action: **Use:**

Keepsake: Emberwind Spark

Effect: Alter 1 Roll result by up to +/- 4. Usable in any Encounter Type.

Action: Free **Use:** 1 Per Campaign ☐

Item:

Effect:

Action: **Use:**

Item:

Effect:

Action: **Use:**

To track more items, aspects or anchors, use a separate sheet of paper.

Conditions

Check off the box next to the Condition you are currently suffering from. If a Max is specified, write the number of Stacks instead.

☐ ***DAZE***
- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

☐ ***OFF-GUARD***
- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

☐ ***PRONE***
- Hero: ***OFF-GUARD*** and cannot take Actions until they expend a Fast Action to remove ***PRONE***.
- Foe: ***OFF-GUARD*** and removes ***PRONE*** by skipping the first Action of their Action Chain.

☐ ***SILENCE***
- Hero: Cannot use Spell or Tide-Turner Actions. ***SILENCE*** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. ***SILENCE*** is removed at the end of the Foe's next Turn.

☐ ***SLEEP***
- Combatant cannot take Actions on their next Turn. ***SLEEP*** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target a Sleeping Combatant gain the ***AUTO-CRITICAL*** property against just that Combatant.

☐ Max 5 ***POISON [PIERCING]***
- Combatant takes 1d6 Damage per Stack at the start of their Turn.

☐ Max 2 ***BURNING [PIERCING]***
- Combatant takes 1d20 Damage per Stack at the start of their Turn.

☐ ***FRAGILITY***
- Actions Targeting Combatant gain the ***PIERCING*** property. ***FRAGILITY*** is removed at the end of Combatant's next Turn.

☐ Max ∞ ***VULNERABILITY***
- -1 to Barrier Values per Stack.

☐ Max ∞ ***WEAKNESS***
- -1 to Action Damage per Stack.

☐ Max 1 ***CHILL***
- Hero: -1 Action Point each Round.
- Foe: Skips the last Action in their Action Chain.

☐ ***PARALYSIS***
- Combatant takes only 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn.

Anchors

DEADWEIGHTS

Icon Legend

FOE RANKS

Grunt	Awakened	Elite	Boss

OFFENSIVE PROPERTIES

AUTO-HIT:	*Foe Action:* Skip Hero Defense Check. *Hero Action:* Skip CAP Check. Damage dealt is always reduced by Barrier Values.
PIERCING:	Damage dealt bypasses Barrier Values.
AUTO-CRIT:	Hits and deals Max ***PIERCING*** Damage.

CUSTOM HERO CARD [ATTRIBUTE VERSION]

Name:

HP: /

Class:
Subclass:

Tier:

Strength: | Intelligence:

Barrier Values

Toughness: | Resistance:

	Skills	
Athletics:		Insight:
Endurance:		Knowledge:
Intimidate:		Mend:

Dexterity: | Resilience:

Defense Values

Dodge: | Willpower:

	Skills	
Acrobatics:		Focus:
Stealth:		Fast Talk:
Sleight of Hand:		Leadership:

CAP Check

Roll 1d20 when an Action Targets at least 1 Foe.
Must be equal or less than **CAP** Values to succeed.

C: → A: → P:
Critical | Accuracy | Penetration

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☐ ☐ ☐ ☐

Name	Type	Target	Range	Effect	Action Speed
MOVEMENT				You cannot end your Movement in an Occupied Square.	
Move				Move ___ - ___ Squares. Can move through friendly Combatants.	Slow
Shift				Move ___ Square(s). Can move through friendly Combatants.	Fast
MANEUVER				You cannot end your Maneuver in an Occupied Square.	
BASIC ACTIONS					
	Melee				Slow
	Ranged				Slow
CLASS ACTIONS				**Trigger Limit:** **Sustain Limit:** **Amplify Limit:**	
CLASS TIDE-TURNER ACTIONS				Tide-Turner Charges:	/

YOUR TURN: **1.** Restore Action Pool. **2.** Select Sustains. **3.** Use up to your Action Pool of Actions.
AT END OF COMBAT: Restore HP to Full and remove All Conditions.

Inventory, Conditions, Anchors, and Icon Legend can be found on the back of this card. →

Inventory

Melee Weapon: **Ranged Weapon:**

Off-hand: **Armour:**

Keepsake:

Description:

Effect:

Action: **Use:**

Keepsake: Emberwind Spark

Effect: Alter 1 Roll result by up to +/- 4. Usable in any Encounter Type.

Action: Free **Use:** 1 Per Campaign ☐

Item:

Effect:

Action: **Use:**

Item:

Effect:

Action: **Use:**

To track more items or anchors, use a separate sheet of paper.

Conditions

Check off the box next to the Condition you are currently suffering from. If a Max is specified, write the number of Stacks instead.

☐ ***DAZE***
- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

☐ ***OFF-GUARD***
- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

☐ ***PRONE***
- Hero: ***OFF-GUARD*** and cannot take Actions until they expend a Fast Action to remove ***PRONE***.
- Foe: ***OFF-GUARD*** and removes ***PRONE*** by skipping the first Action of their Action Chain.

☐ ***SILENCE***
- Hero: Cannot use Spell or Tide-Turner Actions. ***SILENCE*** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. ***SILENCE*** is removed at the end of the Foe's next Turn.

☐ ***SLEEP***
- Combatant cannot take Actions on their next Turn. ***SLEEP*** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target a Sleeping Combatant gain the ***AUTO-CRITICAL*** property against just that Combatant.

☐ Max 5 ***POISON [PIERCING]***
- Combatant takes 1d6 Damage per Stack at the start of their Turn.

☐ Max 2 ***BURNING [PIERCING]***
- Combatant takes 1d20 Damage per Stack at the start of their Turn.

☐ ***FRAGILITY***
- Actions Targeting Combatant gain the ***PIERCING*** property. ***FRAGILITY*** is removed at the end of Combatant's next Turn.

☐ Max ∞ ***VULNERABILITY***
- -1 to Barrier Values per Stack.

☐ Max ∞ ***WEAKNESS***
- -1 to Action Damage per Stack.

☐ Max 1 ***CHILL***
- Hero: -1 Action Point each Round.
- Foe: Skips the last Action in their Action Chain.

☐ ***PARALYSIS***
- Combatant takes only 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn.

Anchors

DEADWEIGHTS

Icon Legend

FOE RANKS

Grunt	Awakened	Elite	Boss

OFFENSIVE PROPERTIES

AUTO-HIT:	*Foe Action:* Skip Hero Defense Check. *Hero Action:* Skip CAP Check. Damage dealt is always reduced by Barrier Values.
PIERCING:	Damage dealt bypasses Barrier Values.
AUTO-CRIT:	Hits and deals Max ***PIERCING*** Damage.

QUICK GUIDE: HERO TURNS

For full Rules, see Appendix.

STEP 1
STARTING YOUR TURN:

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

- 2 Slow Actions, or
- 1 Slow and 2 Fast Actions, or
- 4 Fast Actions.

You may take any number of Free Actions.

STEP 2
SELECTING YOUR TARGETS:

Action Targeting: Actions can Target yourself, Other Heroes, Foes, and Squares. Actions that Target a Foe require a CAP Check.

[2] **Cover:** You cannot Target a Combatant (or Square) with a Ranged Action if there is a Square of Cover between you and your Target.

Action Targeting: You may only Target Combatants within the Action Range.

STEP 3
RESOLVING YOUR ACTIONS:

CAP Check: Roll 1d20 to determine what happens.

C **If Roll result is ≤ your "C" Value, your Action is a Critical Hit: Hitting your Target, bypassing Barrier Values, and dealing Max Damage.**

AUTO-CRIT: An ***AUTO-CRIT*** does not require a CAP Check and is treated as a Critical Hit.

A **If Roll result is ≤ your "A" Value, your Action Hits your Target. Proceed to "P".**

AUTO-HIT: An ***AUTO-HIT*** skips the CAP Check and is treated as a Hit. ***AUTO-HIT*** Actions never penetrate Barrier Values.

P **If Roll result is ≤ your "P" Value, your Action bypasses Barrier Values.**

PIERCING: ***PIERCING*** ignores Barrier Values when dealing Damage.

STEP 4
DEALING DAMAGE:

If you Hit a Foe, roll the associated damage dice for the Action. Deal full Damage if you pass the Barrier Values. Otherwise, reduce Damage by the Foe's corresponding Barrier Value.

OR
HEALING & FALLEN:

Healing a Hero does not require a CAP Check. Roll the associated healing dice for the Action. Add the Roll result to that Hero's Current HP. Current HP cannot exceed Max HP. You cannot heal a ***FALLEN*** Target.

SPECIAL ACTIONS & RESOURCES

Trigger: Can be used out of Turn if its Condition is met. You must have enough unused Action Pool to expend. Unused Action Pool does not carry over to your next Turn.

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

Sustain: Actions may have a Sustained Effect that can be repeated on subsequent Turns. Choose which Effect(s) to sustain at the start of each Turn, then apply as indicated. Sustaining an Effect does not deplete your Action Pool.

Sustain Limit: *The total amount of Effects you can Sustain per Round. Multiple copies of the same Effect count separately.*

Amplify: Increase the power of an Action with:

- An **Amplify Effect** that exists within that Action or
- An **Amplify Action**, which can be taken during another Action to enhance its Effects.

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

Tide-Turners: Activated by expending a Tide-Turner Charge.

QUICK GUIDE: FOE TURNS

For full Rules, see Appendix.

STEP 1
STARTING A FOE'S TURN:

Read Foe's Default Characteristics and Optional Modifiers.

STEP 2
USING ACTION CHAIN:

Roll 1d6 to determine Action Chain.

Action Chain: Begin with the centre Hex, then progress through adjacent Hexes in the direction of the Roll result. Perform the Action in each Hex in order.

Move Hex: Travel a number of Unoccupied Squares up to the value listed in the Hex. Diagonal Squares count as 1.

[1] **Basic Attack Hex:** Target a Hero with a Basic Attack. If the Foe has a Melee and Ranged option, it prioritizes its preferred Basic Attack.

Special Ability Hex: Foe's strongest powers.

STEP 3
SELECTING FOE'S TARGETS:

Action Targeting: Foes move and Target using their Default Characteristics. Optional Modifiers, and Combat Flairs). If Targeting is unspecified, Narrator has Foe act in its best interest.

[2] **Cover:** See Quick Guide, Hero Turns.

Action Range: See Quick Guide, Hero Turns.

[3] **Flanking:** A Hero who is adjacent to two Foes occupying Squares on opposite edges or corners suffers from ***OFF-GUARD***. The same is true for a Foe positioned between two Heroes.

No Valid Target: If a Hex has no valid Target, Foe skips that Hex in their Action Chain.

STEP 4
RESOLVING FOE'S ACTIONS:

Foes do not roll CAP Checks. Instead, Heroes avoid Foe Actions using Defense Checks, and .

When Targeted, the Hero rolls 1d20 and compares the Roll Result to the corresponding Defense Value matching the icon listed directly after the name of the Action. If the Hero is Hit (Roll result > Defense Value), proceed to Step 5.

STEP 5
DEALING DAMAGE:

The Narrator rolls the Damage dice listed in the Foe's Action. The Hero reduces the Damage by the corresponding Barrier Value listed. Then subtract the final result from the Hero's HP.

OR
ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. Heroes roll additional Defense Checks to determine whether they suffer from those Effects. Each Effect requires a separate Defense Check, listed directly after each Effect.

SPECIAL PROPERTIES:

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

PIERCING: Foe Actions marked with ***PIERCING*** cannot have their Damage reduced by Barrier Values.

Forced Movement: Foes cannot be forced off the Battlefield or an Elevation unless the Storyteller or Narrator allows it.

EXAMPLES:

[1]

[2]

[3]

QUICK GUIDE: ROLEPLAYING (DICE)

For full Rules, see Appendix.

STEP 1
IDENTIFY THE SKILL:

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

Campaigns: The Skill is identified by the Crossroad Encounter.

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

STEP 2
IDENTIFY ADVANTAGES AND DISADVANTAGES:

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

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

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

STEP 3
MAKE YOUR SKILL CHECK:

Skill Check: Roll 1d20 to determine what happens.

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

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

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

STEP 4
ADJUST YOUR ROLL RESULT:

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

If your final Roll Result ≤ to your Value in your identified Skill, you succeed at the Skill Check. If your Roll Result is > than that Value, you fail.

STEP 5
RESOLVE YOUR SKILL CHECK:

Campaigns: Read the corresponding Hidden Outcome.

Custom Content: Your Storyteller will describe your success or failure

EXAMPLE

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

Identified Skill: Athletics

Sources of Advantage:

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

Source of Disadvantage:

- Hero has sustained a leg injury

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

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

QUICK GUIDE: DECK OF FATES RESOLUTION SYSTEM

Instead of dice, this resolution system uses a printable PDF deck of "Success" and "Failure" cards (or a standard 52-card deck of playing cards using black cards for "Success" and red cards for "Failure"). Find a printable Deck of Fates at **emberwindgame.com/game/resources**.

STEP 1
IDENTIFY THE SKILL

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

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

STEP 2
DEAL "SUCCESS" CARDS

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

TIP: Remember that in *EMBERWIND*, positive modifiers (such as a +5 Difficult Circumstance Modifier) reflect added difficulty on a roll and cause "Success" cards to be removed to make room for additional "Failure" cards. Negative modifiers reflect added ease and cause "Success" cards to be added.

STEP 3
ADD "FAILURE" CARDS TO THE DECK

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

STEP 4
ROLE-PLAY SCENE

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

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

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

STEP 5
IDENTIFY ADVANTAGE/ DISADVANTAGE

Each favourable condition to the Skill Check grants a Stack of Advantage. Each unfavourable condition grants a Stack of Disadvantage. When multiple sources of Advantage and/or Disadvantage are applied to a Check, add all Stacks of Advantage before subtracting all Stacks of Disadvantage. If the result is positive, you have that many Stacks of Advantage. If the result is negative, you have that many Stacks of Disadvantage. If the result is 0, the Stacks cancel each other out.

STEP 6
DRAW RESULT

The Storyteller shuffles the deck and the Hero draws to determine whether the overall exchange was successful. Usually, the Hero draws 1 card, but the Hero may draw multiple cards if Advantage or Disadvantage applies to the Skill Check.

When your Hero has Advantage, draw that many additional cards and select the best result of all cards drawn. If your Hero has Disadvantage, draw that many additional cards and select the worst result.

Emberwind Sparks and the Deck of Fates: Emberwind Sparks can be used in Step 2 to add "Success" cards to the deck before "Failure" cards are added in Step 3, or can be saved to add "Success" cards in Step 5 after the scene has been role-played and Advantage/ Disadvantage has been determined. Emberwind Sparks cannot be played after cards have been drawn.

EXAMPLE

Piper (a Hero role-played by a player) is trying to convince her grandfather Kendrick Maddox (a Character role-played by the Storyteller) to reveal his motivations as he sends her on a dangerous airship mission.

The Storyteller determines that a Fast-Talk Check is needed to keep Kendrick talking until he reveals his plans. Piper's Fast-Talk Skill is 8, so the Storyteller deals 8 "Success" Cards.

In the previous Encounter, Piper's party was caught concealing a stolen hearth crystal from Kendrick, so she has a +5 Difficult Circumstance Modifier on her Skill Check. The Storyteller removes 5 "Success" Cards, leaving 3.

Next, the Storyteller tops up the deck to 20 cards by adding 17 "Failure" cards. The odds are not in Piper's favour, but a Hero is not easily discouraged.

The player opens the role-playing exchange speaking as Piper: "Grandfather, you're sending me on a mission whose dangers even you don't understand. The least you can do is tell me what you have planned."

The Storyteller notes that Piper made a good point and adds a "Success Card" to the deck, then gives Kendrick's response: "I trust you, granddaughter, and I trust your companions—to an extent. But loose lips scuttle ships, and for now, I'd prefer to keep your ship safely on its course."

Piper is quick with her reply. "You've asked me to take up the mantle of leading this family, Grandfather. You can hardly expect me to helm a ship when I don't know where it's going."

The Storyteller adds another "Success" Card to the deck as Kendrick considers her point.

As he thinks, Piper becomes impatient. She fumes, "Is the life of your only surviving heir really worth so little to you?"

The Storyteller sees this as a misstep. Kendrick Maddox nurses the losses of his family like a wound, and he refuses to show weakness in front of his subordinates. He adds a "Failure" Card to the deck and replies tersely, "Patience, Piper. Do not be so quick to assume that because you fail to see the grander design, it is not there."

A silence falls, and the Storyteller decides that the scene has reached a natural stopping point. He shuffles the deck and offers it to Piper's player to draw a card.

The player decides that this is a critical moment and announces she is using her Emberwind Spark, an Item that lets her apply a +4 or -4 modifier to a Roll Result. For the Deck of Fates, this allows her to add 4 "Success" cards to the deck at any point before drawing.

The Storyteller adds 4 "Success" cards to the deck and reshuffles it. There are now 9 "Success" cards and 18 "Failure" cards.

Luckily Piper's Anchor with Kendrick Maddox gives her Advantage on this Skill Check, meaning she can draw 2 cards when determining the result of the Skill Check. The player draws 2 cards. The first is a "Failure," but luckily, the second is a "Success." Piper has beaten the odds, and Kendrick will reveal some of his plans to her.

PRINTING AND ASSEMBLING YOUR DECK OF FATES

A printable PDF of Deck of Fates cards is available at **emberwindgame.com**.

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Introduction

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

THE MODULAR RISE ENGINE

EMBERWIND is powered by the RISE Engine—a collection of rules and systems that can be adapted and adjusted to suit your playing group's particular preferences and needs. The RISE Engine is designed to be as simple or as detailed as you want, and this section of the *EMBERWIND: Hero Manual* will introduce you to the basics. For additional systems and modules to customize your playing experience further, please visit **emberwindgame.com**.

THE EPIC — COLLABORATIVE STORYTELLING

The most fundamental component of *EMBERWIND* is collaboration. Players and the Storyteller work together to create the most compelling Epic, chronicling the legend of your Heroes. At key moments called **Milestones**, your Hero will be able to reflect on their achievements and advance and refine their abilities based on how their character has grown.

ROLE-PLAYING VS. COMBAT ENCOUNTERS

EMBERWIND operates using the RISE Engine, where gameplay is structured into two types of Encounters: Role-Playing and Combat. Role-Playing Encounters involve player-controlled characters, known as Heroes, interacting with an environment and the people and creatures within it—an entire world that a Storyteller creates and controls. Combat Encounters are battles where the Heroes are faced with Foes or other challenges that require your Hero's strength, cunning and willpower to overcome. By default, we recommend a ratio of 3-4 Role-Playing Encounters to 1 Combat Encounter, but this balance can be altered to best suit the play experience or narrative style your players and Storyteller desire.

RISE ENGINE — MODULES

Your playing group will need to select at least 1 Role-Playing System and 1 Combat System to play *EMBERWIND*. However, each player does not have to select the same system(s) to enjoy *EMBERWIND*. For example, 1 Hero may select the Dice Role-Playing System (p. 90) while another may use the Deck of Fates Role-Playing System (p. 91) to resolve Skill Checks (p. 94).

Rules of Role-Playing

STRUCTURED VS. FREEFORM ROLE-PLAY

- **Structured Role-Play** follows a prewritten story that Storytellers can use to provide their players with a balanced, organized play experience. *EMBERWIND* Campaign books, such as *EMBERWIND: The Skies of Axia*, are examples of structured play. Structured Role-Play uses RISE's Crossroad System, and the content can be run without a Storyteller.
  - **The Crossroad System:** An *EMBERWIND* Campaign book includes a prewritten story. Each Crossroad refers to a clearly defined point when the Heroes must choose between different courses of action called Paths, each of which leads to a different Outcome. Similar to a chooseable-path-adventure, the Storyteller (or Narrator) reads all of the text in the Revealed section for each Path or Paths, and then players vote on the Path or Paths their Heroes choose. The Hidden portion of the Crossroad is covered while the Players decide their fate, and is revealed only after a decision has been made.

    The Crossroad system is intended to simplify the role-play experience to resemble the style often found in video game RPGs. It can be replaced with custom content and standard role-playing for a more immersive experience using alternative Role-Playing Resolution Systems (p. 95).
- **Freeform Role-Play** is for players who like to customize or improvise their narratives. You may develop your own story content as needed, using the *EMBERWIND* Lore Archive available at **emberwindgame.com** and a Role-playing Resolution System (p. 95) of your choice. Freeform Role-Play content requires a Storyteller.

[Advanced] Combining Role-Play Systems

You may also combine the various systems for Structured and Freeform Role-Play to create a customized playing experience. To take structured stories in a new direction with improvised or additional content, we recommend our Flow System (p. 96) and/or Departure System (brief plot descriptions that provide story hooks and directions to other content that isn't part of the default storyline). These are available in the Storyteller Section in any *EMBERWIND* Campaign book. For those who enjoy Freeform Role-Playing, but do not wish to entirely develop their own story, visit **emberwindgame.com** for additional resources to assist you.

TERMINOLOGY

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

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

Narrator: Groups without a Storyteller may assign a player (or take turns) as Narrator, reading the prewritten content in an *EMBERWIND* Campaign book and controlling Foes using A.I. Hex Grids. (More information available in *EMBERWIND* Campaign books.)

Skill Check: Whenever a Hero is faced with a challenge, that Hero and the Storyteller will determine together what Skill is being used to overcome it. A Skill Check is made to determine to see whether that Hero is successful at that particular challenge. For information on Role-Playing Resolution Systems, see p. 95.

TYPES OF ROLE-PLAYING ENCOUNTERS

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

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

Decision and Divergence: In Decision Encounters, Heroes are focused on choosing a single course of action together. In Divergence Encounters, the scenario is navigated by each individual player separately, rather than by the party as a unified group. Alternatively, in some cases the Heroes may try a series of Actions until they collectively decide to move on.

Discovery and Dialogue: In Discovery Encounters, the Heroes explore their surroundings for information and resources. In Dialogue Encounters, the Heroes interact with Characters using any number of techniques, including interrogation, threats, bribery, and persuasion.

For example, if the Heroes have approached a dangerous bandit warlord to negotiate peace terms for the local villages, they should consider the goals of a Decision Dialogue Crossroad where they present a unified front naming their terms and negotiating with the warlord about pulling back his troops.

If the Heroes are exploring a haunted library for evidence of an ancient murder, they may wish to split up and investigate for clues in a Divergence Discovery Crossroad.

Encounters may also blend and blur types of interaction to create a layered, complex scene. Storytellers can use the framework of Encounter types to guide their players wherever it is helpful.

ROLE-PLAYING RESOLUTION SYSTEMS

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

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

- **Dice-Rolling:** The Storyteller specifies the Skill the Hero is using (and any relevant bonuses or penalties). The Hero must then make a Skill Check against their Skill Value using 1d20. They succeed if the result is less than or equal to their Hero's Skill Value. Most *EMBERWIND* rules assume you are using dice-based Skill Checks as a default.
- **The Deck of Fates:** Instead of dice, this system uses a printable PDF deck of "Success" and "Failure" cards (or a standard 52-card deck of playing cards using black cards for "Success" and red cards for "Failure"). The Storyteller determines the Skill the Hero is using and counts a number of "Success" cards equal to their Skill Value. Then they add enough "Failure" cards to create a deck of 20 cards in total. The Storyteller and Hero role-play the scene, adding a "Success" card to the base deck each time the player's role-play supports their goal, or a "Failure" card each time their role-play does the opposite, until they reach a natural conclusion. The Storyteller then shuffles the deck and the Hero draws 1 card to determine whether the overall exchange was successful. For a printable PDF deck and more information, visit **emberwindgame.com**.
  - Applying Modifiers: Apply roll modifiers to the Deck of Fates by adding or subtracting "Success" cards before you add the "Failure" cards to the deck. For example, to reflect a +5 Difficult Circumstance Modifier, remove 5 "Success" cards, making room for 5 additional "Failure" cards when you top up the deck to 20. (Note: In *EMBERWIND*, positive modifiers reflect added difficulty on a roll and negative modifiers reflect added chance of success.)

Deck of Fates - Advantage and Disadvantage

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

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

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

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

OTHER ASPECTS OF ROLE-PLAYING

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

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

Flow: An optional system that serves as a "training system" to teach new Storytellers how to customize their players' experience by allowing the Storyteller to adapt the tension and difficulty of the game as the Heroes progress through it.

Flow and Flow Modifiers have been made available in Structured Role-Play releases, such in the Storyteller Section of any *EMBERWIND* Campaign book.

Other Modules: Other systems to replace or complement those listed will be made available at **emberwindgame.com** as they are developed.

What Makes For Good Role-Playing?

WHAT IS A HERO?

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

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

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

MAKING A HERO YOUR OWN

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

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

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

Jotting notes about your Hero's backstory serves two purposes: it gives you insight into what shaped your Hero into the person they are today, and can also serve as excellent plot hooks for the Storyteller to integrate your Hero into the current Campaign.

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

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

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

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

You may even find that understanding the psychology behind your Hero leads you to reexamine how you have chosen your Hero's abilities, and we encourage players to think of Hero creation as a cyclical process. During Retraining (p. 81), you may revisit and refine your Action List and stats as you come to a better understanding of who your Hero is.

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

ROLE-PLAYING YOUR HERO

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

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

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

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

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

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

ADVANCING A HERO THROUGH AN EPIC

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

As they embark on their various adventures, Heroes shouldn't remain static either. Your Hero will grow through both their victories and defeats, and players are encouraged to incorporate those events into their Hero's make-up. Your Hero might develop a Deadweight (p. 96) or the loss of a Keepsake (p. 78) that represents the aftermath of a failed interaction with a person or place. Failures in combat can appear in the form of a permanent physical injury (p. 100). While successes are always enjoyable, having a Hero deal with defeat can often lead to intriguing role-playing choices as they comes to terms with what happened and how they plan to deal with it.

Milestones are good moments to take stock of how your Hero has grown through the recent events of your Epic. Milestones follow major moments like the defeat of a Boss Foe or a story climax. While you are refilling your Hero's Tide-Turner Charges (p. 105) and advancing their Tier (p. 7), also look at how their journey has affected them emotionally, psychologically, spiritually.

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

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

ROLE-PLAYING SERIOUS INJURIES AND/OR DEATH

In *EMBERWIND*, the ***FALLEN*** state (p. 107) allows Heroes to survive becoming incapacitated in combat. Rather than dying and a player having to sit out and generate a new Hero to play, a player with a ***FALLEN*** Hero can rejoin their party at the end of a victorious Combat Encounter. However, for a more immersive experience, the players and Storyteller can agree to incorporate serious injuries and death prior to beginning the Campaign. Any of the following house rules may be adopted or adapted:

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

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

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

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

Rules of Combat

INTRODUCTION

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

THE SCALE OF COMBAT — SKIRMISH OR WAR?

When entering a Combat Encounter, the first thing to determine is the size and scale of the fight. This section details the rules of Combat, and is written by default for small-scale Combats, known as **Skirmishes**. Variant rules for large-scale combat, known as **War**, are available on p. 112.

THE BASICS

TERMINOLOGY

- **Battlefield:** A map representing the area where the Combatants fight. Each Combatant is represented on the Battlefield with a Token.
- **Combat Encounter:** A type of Encounter where Combatants do battle.
- **Combat Feature:** Mandatory special conditions that add complexity (and often difficulty) to combat.
- **Combat Flair:** An optional Combat Feature that increases the challenge of a Combat Encounter.
- **Combatant:** Any active party participating in a Combat Encounter.
  - **Examples:** Heroes, Foes, other third parties.
  - **Note:** "Combatant" is a neutral term referring to both Heroes and Foes. Otherwise the Heroes are always referred to as "Heroes" (even on the Foes' Turn) and Foes as "Foes" (even on the Heroes' Turn).
- **Foe:** An enemy that opposes the Heroes. Foes are controlled by the Storyteller (p. 114) and/or the A.I. Hex Grid System (p. 111). Foes have Ranks—Grunt, Awakened, Elite, Boss—that determine their strength and the order in which they act.
- **Hero:** A player-controlled character in the Combat Encounter.
- **Hit Points (HP):** A measurement of a Combatant's overall health while in Combat. When a Combatant's HP reaches 0, they become ***FALLEN*** (p. 107).

GENERAL INFORMATION

- Combat Encounters are Turn-based. Each Combatant acts when their Turn arrives in the **Turn Order** (p. 102).
- A Combat Encounter concludes when one set of **Victory** or **Loss Conditions** (p. 102) has been met.

THE HEROES (P. 103)

- Each player controls their own Hero(es) during Combat by taking Actions.
  - Each Hero's Card lists the Actions that the Hero can take during their Turn.
  - Each Action uses Action Points (p. 103). When a Hero is out of Action Points, their Turn is complete, and the next Combatant in the Turn Order acts.

THE FOES (P. 111)

- Foes are controlled by the Storyteller (or Narrator).
- Each Foe has a designated Foe Card, which lists their Statistics, Characteristics, Actions, and A.I. Hex. Grid (p. 111).

Setting up Combat

1. Print or recreate the map for your Combat Encounter to set up the **Battlefield**. Place Tokens at the indicated locations, corresponding to each Combatant.
2. Review **Combat Features** and **Combat Flairs**.
   - **Combat Features:** Combat Features are mandatory special conditions that add complexity (and often difficulty) to combat. They reflect features of the terrain, the Campaign world, enemy strategies, combat objectives, and other elements specific to a Combat Encounter.
     - i. **Field Effects** are **Combat Features** that are applied to the Battlefield and affect all Combatants equally. There are two types of Field Effects.
       - **Global Field Effects:** A Global Field Effect affects all Combatants no matter where they stand in the Battlefield.
       - **Local Field Effects:** A Local Field Effect only affects the Combatant occupying the marked Square in the Combat Encounter.
   - **Combat Flair:** An optional Combat Feature that increases the challenge of a Combat Encounter.

3. Review **Combat Objectives** for **Opening Narration** and **Victory and Loss Conditions**.
    - **Opening Narration:** An introduction to set the scene of battle.
    - **Victory Conditions:** If these conditions are achieved, the Heroes are victorious. Read the corresponding Victory Outcome.
    - **Loss Conditions:** If these conditions are achieved, the Heroes are unsuccessful. Read the corresponding Loss Outcome.

Tip: Winning or losing a Combat Encounter can sometimes hinge on more than just defeating all of the Foes!

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4. Establish **Turn Order**.

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

    Each player assigns their Hero to an empty Hero Slot on the Initiative Slot Order table (right). If there aren't enough Heroes to fill all 4 Hero slots, then the players fill as many slots as possible, and Foes in slots with no Heroes between them act consecutively.
    - If you are playing with more than 4 Heroes, additional Heroes may be assigned to a Hero Slot as long as every Hero Slot is filled by at least one Hero. If multiple Heroes are assigned to the same Slot, the players choose the order in which their Heroes act in that Slot. The Storyteller (or Narrator) does the same for Foes.

A **Round** ends once every Combatant has taken a Turn. If the Victory or Loss Conditions have not yet been reached, a new Round of combat begins. This process repeats until one set of Conditions has been fulfilled.

At the start of each new Round, Heroes may exchange their Initiative Slots. This can only be done at the start of each Round, and there must be at least one Hero remaining in each Hero Slot.

- **Example:** An Atlanta is currently in Hero Slot 1 and a Druid is in Hero Slot 2. The two Heroes decide to swap their Slots, with the Druid acting first in Hero Slot 1 and the Atlanta going in Hero Slot 2 for the new Round of combat.

Initiative Slot Order

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

ADVANCED — Surprise Round: A Surprise Round is achieved when one group of Combatants catches the other group(s) unaware. Each member of the group that achieves a Surprise Round may take one full Turn before the Combat Encounter officially begins.

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5. Conclude **Combat Encounter**.
    i. **Victory Outcome:** Occurs when the Heroes fulfill the stated Victory Condition.
        - While winning a battle may come with rewards, engaging in Combat may still come with costs (e.g. injuries sustained by the individual you are trying to protect).

    ii. **Loss Outcome:** Loss Outcomes will usually come with some kind of penalty (e.g. capture, loss of Gold Pieces) and possibly a Game Over.
        - **Game Over:** The Heroes have failed at a critical moment, resulting in their deaths. A Game Over is only achieved when all Heroes have died simultaneously. Otherwise, players with dead Heroes may create a new Hero and rejoin the party whenever the Storyteller deems it appropriate.

    iii. **Mixed Outcome:** Mixed Outcomes reflect a battle concluding with some success and some failure (e.g. protecting the driver of the carriage, but losing the cargo).

Hero Turn Rules

TERMINOLOGY

- **Action:** An Action refers to the process of doing something within Combat. Each Turn, your Hero has 4 Action Points to spend. Every Action has a corresponding Action Speed: Slow, Fast, or Free.
  - A **Slow Action** uses 2 Action Points.
  - A **Fast Action** uses 1 Action Point.
  - A **Free Action** use 0 Action Points, but may use other resources (e.g. Tide-Turner Charges, see p. 105). You may take an unlimited amount of Free Actions during your Turn. Free Actions cannot be used when it is not your Turn.
    - Some Actions use a combination of Action Speeds (e.g. Slow + Fast), which will require the total value of Action Points for the entire combination (e.g. 3 in the previous example).
- **Action Types:**
  - **Basic Action:** Basic Actions, such as striking something with a weapon, are available to every Hero.
    - **Basic Attack:** A Slow Action, a Basic Attack is the simplest option for dealing damage to Foes, but is generally less powerful than a Class Action.
  - **Movement Actions:** These Actions allow your Hero to travel around the Battlefield.
    - **Move Action:** A Slow Action that allows your Hero to travel 1-5 unoccupied Squares. Each Square travelled counts as 1, including diagonals.

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

    - **Shift Action:** A Fast Action that allows your Hero to travel 1 unoccupied Square. Each Square travelled counts as 1, including diagonals.

Name	Effect	Action Speed
Shift	Move 1 Square. Can move through friendly Combatants.	Fast

  - **Special Types of Movement**
    - **Climb Movement and Elevation:** Raised or lowered sections of the Battlefield are labelled as +/-X Elevation, meaning they are X Squares above or below the rest of the Battlefield. Elevation requires Climb Movement to traverse. You can Shift as a Fast Action to Climb 1 Square of Elevation, or perform an Athletics Skill Check as a Slow Action to attempt to Climb faster. If you succeed, you may Climb 1-5 Squares. If you fail, you do not Move.
    - **Forced Movement:** An Action may force other Combatants to Move as a part of its Effect. All Forced Movement must be made through unoccupied Squares unless otherwise specified. An Action cannot force another Combatant to move off the Battlefield, up an Elevation, or off an Elevation with a fall of greater than 2 Squares unless the Storyteller or Narrator allows it. If a Combatant is moved off an Elevation, they may take Falling Damage.

Elevation and Falling Damage: If your Hero falls from an Elevation, they take 1d6 ***PIERCING*** Damage per Square of Elevation fallen. If the falling Hero succeeds at an Acrobatics Skill Check, they negate up to 3 Squares of Falling Damage.

    - **Push or Pull Movement:** Actions that Push or Pull other Combatants are considered Forced Movement.
    - **Teleport:** Some Actions specify that a Combatant Teleports. Teleportation is not affected by obstructions or Elevation. A Combatant may not Teleport into an occupied Square or to a Square behind Cover (p. 106).
  - **Maneuver:** A Skill-based Action that lets your Hero manipulate the battle in their favour. All Maneuvers (except for Tumble) rely on a corresponding Skill (e.g. Endurance, Acrobatics, Insight) to use. Your Hero may only have 1 Maneuver. Pregenerated Heroes all use Tumble by default. Custom Heroes may select from a list of Maneuvers available on p. 15.

- ¤ **Class Action:** Your Hero's special abilities. Each one has special rules and an Action Speed listed on your Hero Card. When creating a Custom Hero, you will select up to 6 Actions to use. Your Class Actions may also have their own special Action Types.

Tip: As a general rule of thumb, Class Actions are more powerful than your Basic Actions. As such, use your Class Actions whenever possible, and your Basic Actions only when you have no other choices.

- **General Action:** A General Action has no special properties, but can have other Effects applied to it.
- **Exploit Action:** An Exploit is usually a martial Class Action that relies on physical prowess.
- **Spell Action:** A Spell is usually a magical Class Action that relies on arcane ability.

- **Trigger Action:** A Trigger Action modifies or negates a Foe's Action. A Trigger Action can be used outside of a Combatant's Turn if the **Trigger Condition** has been fulfilled. A Trigger Action may require you to save Action Points from your Turn to expend later. Unused Action Points do not carry over to your next Turn.
  - ¤ **Trigger Limit:** The total amount of Trigger Actions you can use per Round.

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

Trigger Actions During the 1st Round: Heroes who have not had a chance to act in the Turn Order yet have not had the opportunity to Restore their Action Pool, and subsequently cannot take Trigger Actions until they have had a Turn to act.

Name	Type	Target	Range
Rustling Entanglement	Trigger / Spell	1 Foe	Ranged / 5

Effect	Action Speed
Trig. Cond.: If a Foe takes a Move Action, *Trig. Effect:* Cancel Action and they suffer 2 Stacks of ***VULNERABILITY***.	Fast

- **Sustain Action:** Some Actions have an Effect that can be repeated on subsequent Turns, known as a Sustain Effect. Choose up to your Sustain Limit of Sustain Effects to maintain at the start of each Turn, then apply those Effects as indicated. Sustaining an Effect does not expend any Action Points. Any Effect you choose to Sustain during your Turn must have been activated during your previous Turn. The Sustain Effect lasts as long as you choose to maintain it unless removed by another Action's Effect.
  - ¤ **Sustain Limit:** Your Sustain Limit is the total number of Effects you can sustain per Round. Multiple copies of the same Effect count separately.

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

Other Rules About Sustain Effects:

- You do not need to roll additional CAP Checks on a Effect you are Sustaining.
- Targets that move beyond your original Action Range are still under the Action's Sustain Effect.
- Effects that adjust the Die Type or amount of Dice when an Action with a Sustain Effect is used is carried over to subsequent Turns that the Sustain Effect is maintained.

Name	Type	Target	Range
Guided Weapon	Sustain / Spell	1 Hero	Ranged / 5

Effect	Action Speed
+2 **A** if Target is 1 Other Hero or +4 **A** if Target is Self. *Sust. Effect:* Repeat Effect.	Slow

- **Amplify Action:** An Amplify Effect modifies an Action Effect at an additional Action Point Cost. Amplify Effects are applied after all Roll Results are seen, and are automatically effective.
  - ¤ **Amplify Actions** can apply their Amplify Effect to any other Action.

Name	Type	Target	Range
Dual Attack	Amplify / Exploit	1 Action	-

Effect	Action Speed
Amp. Effect: When you Hit a Foe with a Damage-dealing Action, deal 1.5x Damage. 1 per Action.	Fast

  - ¤ Actions containing an Amplify Effect (e.g. "*Amp. Effect*") can only apply that Effect to that specific Action.

Name	Type	Target	Range
Skewer	General / Exploit	1 Foe	Melee / 2

Effect	Action Speed
[Melee Weapon Damage]. *Amp. Effect:* Expend 1 Fast Action to cause Hit Grunt Foe to become ***FALLEN***.	Slow

  - ¤ **Amplify Limit:** The total number of Amplify Effects you can use per Round.

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

Stacking Amplify Effects: Heroes who have an Amplify Limit of 2 or more may expend multiple Amplify Effects on a single Action if they have the required Action Pool remaining.

- **Tide-Turner Action:** A Tide-Turner Action is your Hero's most powerful Class Action. It is activated by expending 1 Tide-Turner Charge.

Name	Type	Target	Range
Shatterstorm	General / Spell	1–3 Foes	Ranged / 3

Effect	Action Speed
[Tier]d12 ***PIERCING*** Damage and Target Foes suffer 5 Stacks of ***VULNERABILITY***.	Slow

Tide-Turner Charges: ☑ ☐ ☐

  - ¤ **Tide-Turner Charges:** You begin an Epic with the maximum number of Tide-Turner Charges as shown on your Hero Card. Tide-Turner Charges typically do not refresh until a Milestone is reached (p. 81), or at the Storyteller's discretion. Certain Items, also at your Storyteller's discretion, can also allow a Hero to regain 1 Tide-Turner Charge.

Sustained Tide-Turners: Tide-Turners that are Sustained do not require the expenditure of additional Tide-Turner Charges. If the Sustain Effect is interrupted and the Hero wishes to restart the Effect, they will need to expend another Tide-Turner Charge.

Name	Type	Target	Range
Blaze of Glory	Sustain / Spell	Self	-

Effect	Action Speed
All Damage-dealing Actions you use deal Damage vs. Resistance and cause 1 Stack of ***BURNING***. *Sust. Effect:* Repeat Effect.	Fast

Modifying Actions With Other Actions: Actions can be enhanced, altered, negated, etc. with other Actions. Pay careful attention to the Action's Type to determine which Actions can modify it.
Example: The Rogue's *Dual Attack* is an Amplify Action that adds a Damage Multiplier only to other Damage-dealing Actions.
Example: The Ardent's *Composite Magic* is an Exploit Action that reduces the Action Point cost of their next two Spell Actions to 0 by converting them into Free Actions.

RESOLVING NON-MOVEMENT ACTIONS

Non-movement Actions are resolved as follows:

1. Identify the **Range Type** and **Action Range**: All Actions specify a Range Type (Melee/Ranged), and then an Action Range (a number), which determines the maximum number of Squares away from your Hero that the Action can Target. Each Square, including diagonals, counts as 1 for **Action Targeting**.

   ¤ **Melee Action:** Affects nearby Targets at a specified Range (usually 1).

Name	Type	Target	Range
Spinal Tap	General / Exploit	1 Foe	Melee / 1

Effect	Action Speed
[Melee Weapon Damage]. If Hit Foe is ***OFF-GUARD***, they are knocked ***PRONE***.	Slow

   ¤ **Ranged Action:** Affects a nearby or distant Target within a specified Range. A Ranged Action may be used on Targets adjacent to your Hero with no penalty.

Name	Type	Target	Range
Soul Strike	General / Spell	1 Foe	Ranged / 7

Effect	Action Speed
[Tier]d12 Damage vs. Resistance.	Slow

2. Identify the **Action's Target**: Each Action details the number and type (Hero, Foe, Square, etc.) of potential Targets, as well as the maximum Range between your Hero and a valid Target. Actions can Target yourself, Other Heroes, Foes, Combatants, Squares, or even the Battlefield.

   ¤ **Actions Targeting Squares or the Battlefield:** Actions that Target a Square or the entirety of the Battlefield do not require a **CAP Check** (p. 107). The Action's Effect continues until the Combat Encounter is over or otherwise specified.

   ¤ **Actions Targeting Heroes:** Actions that Target a Hero do not require a **CAP Check**.

   - If the specified Target for the Action is "1 Hero," the Hero may Target themself or 1 Other Hero.
   - If the specified Target for the Action is "1 Other Hero," the Hero may not Target themself, but can Target 1 Other Hero within Range.
   - If the specified Target for the Action is "All Heroes," the Hero and all Other Heroes within Range are Targeted.
   - If the specified Target for the Action is "All Other Heroes," then only Other Heroes within Range are Targeted.

   ADVANCED — Targeting Objectives: Actions that Target Hero(es) cannot be used to Target an Objective, such as the Woman in "Dog Eat Dog World," unless the Combat Encounter or the Storyteller allows it.

◆ **Actions Targeting Foes:** Actions that Target 1 or more Foes require a **CAP Check** to determine whether you successfully Hit your Target and whether or not the Damage of your Action is reduced by their **Barrier Values**.

Cover: You cannot Target a Combatant (or Square) with an Action if there is at least 1 Square of Cover between you and your Target.

ADVANCED—Friendly Fire Variant: As an optional rule to increase immersion (and lose friends), you may replace the Hero/Foe-specific Targeting on Actions with Combatant-based Targeting. Actions that Target multiple Foes will now Target all Combatants and will always Target the maximum number of Combatants. For example, the Ardent's *Raging Inferno* will always Target 3 Combatants when used. If there are only 2 Foes, the third Target may be another Hero.

When Actions with Friendly Fire Target a Hero, the attacking Hero determines whether their Action Hits or not using their CAP Check. The defending Hero does not make a Defense Check unless the Storyteller determines otherwise. If so, the Storyteller will determine which Defense or Skill Value is applicable to allow for the defending Hero to avoid the otherwise successful Hit.

EXAMPLE

1. Ardent uses *Raging Inferno*.
2. Ardent makes a CAP Check that is equal to or below Accuracy but above Penetration.

Optional

3. Storyteller says defending Hero can make a Defense Check, using their Dodge.
4. Hero fails their Dodge Check.
5. Damage is dealt, subtracting Resistance because Penetration was not successful.

¤ **The CAP Check:** CAP is shorthand for **Critical**, **Accuracy**, and **Penetration**. Roll 1d20 to determine what happens during your CAP Check.

C: 2

Critical

- **Critical (C):** If your Roll Result is less than or equal to your "C" Value, your Action is a ***CRITICAL HIT***.

CRITICAL HIT: A ***CRITICAL HIT*** successfully Hits its Target(s), bypassing Barrier Values, dealing the maximum possible Damage to all Targets, and applying all other Action Effects to all Targets.

AUTO-CRITICAL: An Action with this property does not require a CAP Check, and is treated as an automatic ***CRITICAL HIT***.

If your Roll Result is greater than your "C" Value, proceed to "A."

A: 14

Accuracy

- **Accuracy (A):** If your Roll Result is less than or equal to your "A" Value, your Action Hits your Target(s). Proceed to "P."

Successful Hit: A Successful Hit conveys all the Effects of your Action to the Target. Any Damage dealt may be reduced by your Target's Barrier Values, which the "P" portion of your CAP Check will determine.

AUTO-HIT: An Action with this property does not require a CAP Check, and is treated as an automatic Successful Hit. ***AUTO-HIT*** Actions never penetrate Barrier Values or score Critical Hits.

If your Roll Result is greater than your "A" Value, your Action Misses.

P: 8

Penetration

- **Penetration (P):** If your Roll Result is less than or equal to your "P" Value, your Action penetrates your Target's Barrier Values, and all Damage done is subtracted from the Target's **HP**.

PIERCING: An Action with this property ignores Barrier Values when dealing Damage.

If your Roll Result is greater than your "P" value, your Action's Damage Value is reduced by your Target's corresponding **Barrier Value** before the remainder is subtracted from their HP.

- Toughness is the Barrier Value represented by 🛡.
- Resistance is the Barrier Value represented by 🛡+.

🛡 Toughness or 🛡+ Resistance? Sometimes, Toughness and Resistance will be represented by the above icons. To determine the type of Damage your Action deals, check the Icon or text that follows the Damage Roll number within that Action's Effect.

3. Resolve the **Action's Effects:** Actions have many Effects. Read yours carefully to determine what it does before deciding whether or not to use it.

¤ **Damage Effects:**

- **The Damage Roll:** If you Hit a Foe, roll the associated Damage dice for the Action. One Damage Roll is made per Action, regardless of the number of Targets affected by the Action.

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

Example: An Action that deals 3d8 + 6 Damage requires you to roll three 8-sided dice, total the rolled values together, then add 6 to the final Roll Result.

◆ **Healing Effects:** Roll the listed dice for the Action. Add the Roll Result to that Hero's Current HP. Current HP cannot exceed Max HP, and you cannot heal a ***FALLEN*** Target. If the Action requires you to make a Healing Roll, one Healing Roll is made per Action, regardless of the number of Targets affected by the Action.

FALLEN: Heroes become ***FALLEN*** when their HP reaches 0. A ***FALLEN*** Combatant cannot be healed and cannot act until the ***FALLEN*** status is removed. ***FALLEN*** is not a Condition, and cannot be affected by Condition Removal, but requires special Actions (e.g. Laureat's Gift of Life) or Items (e.g. Piper's Phoenix Pinion) that specify the removal of ***FALLEN*** instead. It is also removed automatically from all ***FALLEN*** Heroes at the end of a Combat Encounter, provided that the remaining active Hero(es) are victorious.

- **Increasing Die Type:** In *EMBERWIND*, there are 6 Die Types you might use for a roll, denoted by the number of faces on the die: d4, d6, d8, d10, d12, and d20. When an Effect applies a Die Type modifier, increase or decrease the Die Type used for your Damage or Healing Roll by that number, down to a minimum of d4 or a maximum of d20. Note that a change from one Die Type to the next (e.g., d10 to d12, d12 to d20) counts as one, no matter how many faces those dice have.

  Example: With +2 Die Types, a Damage Roll of 5d10 becomes 5d20 (an increase from d10 to d12, and then from d12 to d20). The roll would be the same for +3 Die Types on an original roll of 5d10, because the Die Type cannot increase above d20.

- **Other Effects:**

  - **Advantage and Disadvantage:** Advantage and Disadvantage can be gained in Combat Encounters. See p. 90 for more details.

  - **Conditions:** Conditions provide penalties to Combatants. A complete list of Conditions and their effects is on p. 115, or see the back of your Hero Card.

Condition Removal: Some Actions (e.g. Druid's *Restore*) or Items will remove Stacks of Condition(s) from their Target. All Conditions are automatically removed at the end of a Combat Encounter.

Persistent Conditions: Conditions with the Persistent property cannot be affected by Condition Removal, and are only removed at the end of combat.

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4. The Narrator or Storyteller tracks the HP, Conditions, and any other Effects your Actions cause to Foes on the Party Tracker Card or a sheet of paper. Once a Foe's HP reaches 0, they becomes ***FALLEN***. Players controlling Heroes track the same values on their Hero Cards.

Health & Ongoing Effects

Foe Number	1	2	3
Conditions	*3 Poison* *1 Chill*	*1 Chill*	
HP	*19*	*32*	

USING ITEMS

- **Inventory:** Your Hero's Inventory is listed on the back of your Hero Card. Heroes can freely exchange non-Keepsake Items outside of Combat Encounters.

Inventory

Keepsake: Service Medal	
Effect: Your next Action gains ***AUTO-CRITICAL***.	
Action: Fast	**Use:** 1 Per Campaign ☐

Keepsake: Emberwind Spark	
Effect: Effect: Alter 1 Roll result by up to +/- 4. Usable outside of combat.	
Action: Free	**Use:** 1 Per Campaign ☐

Item:	
Effect:	
Action:	**Use:**

  - Exchanging non-Keepsake Items within Combat Encounters requires a Fast Action and the two Heroes who are exchanging the Item to be adjacent to one another.

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

Your Keepsake Item

Effect: Gain 1 Slow Action.

Action: Free **Use:** 1 Per Milestone

- In addition to your Keepsake Item, all Heroes gain an additional Keepsake known as an Emberwind Spark.

Emberwind Spark

Effect: Alter 1 Roll Result by +/-4. Usable outside of Combat.

Action: Free **Use:** 1 Per Campaign

- **Other Items:** You will obtain other Items throughout your Epic. Each will have their own Effects, Actions, and Uses.
  - **Effect:** Using the Item will activate its Effect. If the Item states "Usable outside of Combat," it may be used during Crossroad Encounters as well.
  - **Action:** Refers to the Action Speed (p. 103) corresponding to using the Item.
  - **Uses:** Determines how many uses an Item has before it is expended.
    - **X per Combat:** Items with this property can be used a limited number of times during each Combat Encounter.
    - **X per Milestone:** Items with this property can be used a limited number of times and only recharge at a Milestone (p. 81).
    - **X:** Items with this property can be used a limited number of times, and never recharge.

Tip: To save space in your Inventory, you can stack multiple copies of the same Item by increasing the Uses field.

- **Stacking Item Effects:** Items with similar Effects can have their Effects stacked.

Example: 2 Heroes may use their Emberwind Sparks together to modify a Roll Result by up to +/-8, but never below 1 or above the maximum value possible on the die or dice they are rolling.

EXAMPLE HERO'S TURN: THE ATLANTA

An Atlanta and her party are battling three Grunt-level Beast Foes and their master, an Awakened Foe. With enemies all around and one of her party in trouble, the Atlanta needs to even the odds quickly.

It's Round 2 of the Combat, and the Atlanta has a full Action Pool at the start of her Turn. She is Sustaining *Guided Weapon* (an Action she used during the first Round) on herself for a modified Accuracy Score of 18.

Name	Type	Target	Range
Guided Weapon	Sustain / Spell	1 Hero	Ranged / 5

Effect	Action Speed
+2 **A** if Target is 1 Other Hero or +4 **A** if Target is Self. *Sust. Effect:* Repeat Effect.	Slow

C: 2 → **A: 14** → **P: 8**
Critical **Accuracy** **Penetration**

+4 **A**

C: 2 → **A: 18** → **P: 8**
Critical **Accuracy** **Penetration**

The Atlanta uses the Class Action *Skewer*. She Targets a Bloodhound that is within the Action's Range of 2 Squares, as her spear gives her a melee range of 2.

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☑ ☑ ☐ ☐

She checks 2 boxes in her Action Pool and rolls a CAP Check. She rolls a 15. The Roll result is less than or equal to her (modified) Accuracy Value (18), but not her Penetration or Critical Values.

She makes her Damage Roll and deals 14 Damage to the Bloodhound. Since her attack did not penetrate the Bloodhound's Barrier Values, her Damage is reduced by the Bloodhound's 🛡 Value of 4, dealing 10 Damage to the Bloodhound's HP.

The Atlanta then applies *Skewer*'s Amplify Effect, which uses an additional Action Point to cause the Hit Grunt to become ***FALLEN***. And just like that, three Bloodhounds become two.

Name	Type	Target	Range
Skewer	General / Exploit	1 Foe	Melee / 2

Effect	Action Speed
[Melee Weapon Damage]. *Amp. Effect:* Expend 1 Fast Action to cause Hit Grunt Foe to become ***FALLEN***.	Slow

The Atlanta has reached her Amplify Limit for the Round, and can't apply Amplify Effects until the start of her next Turn. However, she has one Action Point left.

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☑ ☑ ☑ ☐

Seeing that the Druid in her party is injured and within Range of her *Word of Comfort* Spell, she uses her last Action Point on a Fast Action to heal him.

Name	Type	Target	Range
Word of Comfort	General / Spell	1 Hero	Ranged / 5

Effect	Action Speed
Target heals 1d10 HP. *Amp. Effect:* Expend 1 Fast Action to heal +5 HP.	Fast

As *Word of Comfort* Targets a Hero, the Atlanta does not make a CAP Check. She simply rolls 1d10, and the Druid immediately heals 3 HP.

HP: 18+3 /38 **Class:** Druid **Tier:** 2

If the Atlanta still had any Amplify Limit or Action Pool remaining, she could have used *Word of Comfort*'s Amplify Effect to add +5 to the roll at the cost of another Fast Action.

Action Pool

Check 2 Boxes when using a Slow Action.
Check 1 Box when using a Fast Action.

☑ ☑ ☑ ☑

Foe Turn Rules

THE FOE CARD

- Each Foe's statistics and features related to Combat are listed on its Foe Card. Before Combat, the Storyteller (or Narrator) should read the information listed on each Foe Card carefully, and then decide whether or not they want to reveal this information to the Heroes.
  - **Default Characteristics:** Default Characteristics determine how a Foe interacts (e.g. Moving, Targeting, etc.) with other Combatants during battle.

DEFAULT CHARACTERISTICS
Tunnel Vision: Moves toward nearest Hero.

  - **Optional Modifiers:** Optional Modifiers may add new behaviours to a Foe at the Narrator or Storyteller's sole discretion. Optional Modifiers supercede Default Characteristics.

OPTIONAL MODIFIERS
Bonded: Targets the last Hero that Targeted a Bloodhound.

CONTROLLING FOES

- The Narrator or Storyteller controls each Foe using its **A.I. Hex Grid**.

- **A.I. Hex Grid:** The A.I. Hex Grid is a matrix that lists all of the Foe's available **Action Chains**—a sequence of Actions a Foe uses on its Turn. Each Action is listed in a **Hex**.
  - **Action Chain:** The Narrator or Storyteller rolls 1d6 to determine which Action Chain the Foe uses. Match the Roll Result with the corresponding number on the A.I. Hex Grid. Begin by using the Action listed in the centre Hex. Then, progress through adjacent Hexes in the direction indicated by the Roll result. Perform the Action listed in each Hex in the order they appear before ending the Foe's Turn.
    - **Invalid Actions:** If an Action listed in a Hex cannot be completed, the Foe skips that Action Hex.
  - **Types of Hexes:**
    - **Move Hex:** The Foe makes a Move Action, travelling up to the number of unoccupied Squares equal to the value listed in the Move Hex. Diagonal Squares count as 1.

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

    - **Special Ability Hex:** A Special Ability is a Foe's strongest power.

    - **Red Hex:** Red Hexes are new Action Chains that a Foe can learn after it has been promoted to Veteran status (p. 113).

- **Skirmishing or War? — Foe "Packs":** To expedite Combat Encounters (in exchange for variety), Storytellers (or Narrators) may have Foes operate in Packs, rolling 1d6 to control multiple Foes belonging at to the same Rank (e.g. Grunt) at once. The Storyteller may group 10 Grunt Foes into a single Pack, into three Packs, or any number they desire to balance the speed of Combat to the variety of Actions that Foes will take.

RESOLVING NON-MOVEMENT ACTIONS

1. Identify the Target(s) of the Foe's Action.
2. Determine whether the Foe's Action Hits its Target.

- Foes do not roll CAP Checks. Instead, Heroes roll a **Defense Check** or **Skill Check** when they are the Target of a Foe Action.
  - **Defense Check:** When a Hero is Targeted, the Hero rolls 1d20 and compares the result to their Defense Value that corresponds to the Defense Icon (Dodge: or Willpower:) listed directly after the name of the Action.
  - **Skill Check:** Rarely, the Foe's Action will Target a Skill Value instead. In that case, the Hero must make a Skill Check, rolling 1d20 and comparing the Roll Result to the matching Skill Value.

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

Example: Bite, the Beast-type Foe's Basic Attack Action, requires the Target Hero to make a Dodge Check.

Name	Effect
SPECIAL ABILITIES	
Disarming Lash *vs*	Deal 1d10 + 10 Damage vs . Hero suffers 5 Stacks of ***WEAKNESS VS*** .

Example: *Disarming Lash*, the Awakened Foe's Special Ability Action, requires the Target Hero to make a Willpower Check to avoid the attack.

A Hero successfully avoids the Foe's Action if their Roll Result is less than or equal to the Value the check was made against.

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

3. Resolve the Action's Effects: Actions have many Effects.

- **Damaging Effects:** If the Hero fails to avoid the Action, the Narrator or Storyteller rolls the Damage dice listed in the Foe's Action, then adds any additional modifiers (e.g. 2d10 + 5) to determine the Damage Value. The Hero reduces that Damage Value by the Barrier Value (Toughness: or Resistance:) that matches the Barrier Icon listed after the Damage in the Foe's Action Effect field, then subtracts the remaining amount from their HP.

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

Example: If the Atlanta is struck by the Beast-type Foe's Bite, she will take 1d10 + 10 Damage versus her . If the Storyteller (or Narrator) rolls a 2 on the 1d10, the Beast-type Foe deals 12 Damage to the Atlanta. She has 8 , which reduces the 12 Damage by 8, taking the remaining 4 points of Damage to her HP.

PIERCING* Actions:** Foe Actions that deal Damage with the ***PIERCING property ignore the Hero's Barrier Values and deal the full Damage Value rolled to the Hero's HP.

- **Other Effects:** Foe Actions may have additional Effects besides Damage. If the Hero fails to avoid the Action, they may be required to roll additional **Defense** or **Skill Checks** (see this page) to resist other Effects, like Conditions (p. 115 for a full list of **Conditions** and their Effects, or see the back of a Hero Card). Each Effect requires a separate Defense Check, listed directly after each Effect in the Foe's Action description.

Name	Effect
SPECIAL ABILITIES	
Disarming Lash *vs*	Deal 1d10 + 10 Damage vs . Hero suffers 5 Stacks of ***WEAKNESS VS*** .

Example: If a Hero is struck by *Disarming Lash*, the Houndmaster's Special Ability Action, the Target Hero will need to also make a Willpower Check to resist ***WEAKNESS***.

EXAMPLE: AWAKENED FOE'S TURN

After the first Hero, all Grunt Foes, and the second Hero take their Turns, it is time for Awakened Foes to act. The Awakened Foe follows their Default Characteristics to move toward and attack the nearest Hero.

> **DEFAULT CHARACTERISTICS**
>
> **Tunnel Vision:** Moves toward nearest Hero.
>
> **Immediacy:** Attacks nearest Hero.

The Storyteller (or Narrator) rolls 1d6 to determine what the Awakened Foe is going to do. She rolls a 6, and consults the A.I. Hex Grid to determine the Action Chain he will perform. The Awakened Foe begins by moving 5 squares (the centre Hex), bringing him close enough to stab the Atlanta with his dagger (the next Hex in line, moving out toward the "6" die face), and then perform his *Disarming Lash* Special Ability.

Rolled Result

First, the Awakened Foe moves 5 Squares, which puts him adjacent to the Atlanta. He makes a Basic Attack, requiring the Atlanta to roll a Dodge Check to avoid his strike. Her is 6, and unfortunately rolls a 9. The Storyteller rolls 2d10 + 10 for Damage and gets a result of 29. The Atlanta shrugs off some of the Damage with her of 8, but still loses half of her HP from the attack.

However, the Awakened Foe isn't finished. He then spins around to follow-up his first strike with a lash of his whip. The Atlanta must make a Willpower Check this time to resist the Effect. She has a of 8, and unfortunately rolls a 9 again. The Atlanta suffers 1d10 + 10 Damage, and must make a second Willpower Check to resist the secondary Effect of 5 Stacks of ***WEAKNESS***.

ADVANCED FOE FUNCTIONS

- **Trigger Actions:** When a Foe's Action Chain includes a Special Ability with a Trigger Condition, the Foe waits one full Round to see if any Heroes trigger the Special Ability's Effect. Each Special Ability Hex with a Trigger Effect will activate only once, and only on the first Action that fulfills the Triggering Condition. Any unused Trigger Effects do not carry over to the Foe's next Turn.

- **Veteran Foes (Storyteller Only):** Before a Combat Encounter begins and if the Storyteller is using the Flow System (p. 96), the Storyteller may pay the cost listed at the top of a Foe Card to promote a Foe to their tougher Veteran status. Promoting a Foe will unlock the following benefits:

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

  - **Improved Statistics:** The Foe automatically replaces its old statistics with the new ones listed on its Veteran Foe Card variant.

  - **Learning A.I.:** At the start of each Round, the Storyteller unlocks 1 Red Action Hex for each type of Veteran Foe by marking that Hex's checkbox on the A.I. Hex Grid (e.g. All Veteran Bloodhounds learn the same Red Action Hex). (The Storyteller may spend additional Flow Points to unlock additional Red Action Hexes each Round to increase the rate at which the Veteran Foe "learns" and adapts to your Hero's strategies.)

TIP: Employing Veteran Foes will likely slow down your Combat Encounters. The Veteran version of each Foe can be found at **emberwindgame.com.**

- **Red Action Hexes and New Action Chains:** Storytellers may build alternate Action Chains using unlocked Red Action Hexes. Roll 1d6 to determine a direction for the Action Chain (p. 111). Then create an Action Chain from any sequence of Hexes in which each progressive Action is 1 Hex farther from the centre and still at least partially contained within the quadrant of the direction rolled.

  Example: The Storyteller spends 5 Flow Points to unlock an Veteran Elite Foe and an additional 4 Flow Points to unlock an additional 2 Red Action Hexes on its first Round of Combat. They unlock the 3 Red Action Hexes between the "1" and "2" die icons on the A.I. Hex Grid: Basic Attack, Special Ability D, and Special Ability E.

Now, whenever the Storyteller rolls a "1" or "2" on the A.I. die, they have more options.

On a roll of "1," the Storyteller would start the Elite Foe's Action Chain in the centre Hex as usual, moving 5 Spaces, and then moving 5 more Spaces. But for the Foe's third Action, the Storyteller would choose between Special Ability A (purple) or Basic Attack (red), based on whatever Action they felt was most appropriate to take.

- **Special Ability A (purple) or Basic Attack (red).**

If they select Special Ability A, the Storyteller can finish the Foe's Action Chain with either the last Basic Attack (purple) or Special Ability D (red) (yellow arrows). Or, if they select Basic Attack (red) as the Foe's third Action, the Storyteller must finish the Foe's Action Chain with Special Ability D (green arrow).

- **Manual Control:** The Storyteller may take manual control of a (Veteran) Foe at any point during the Combat Encounter. The Storyteller can then determine every Action the Foe uses on its Turn, with the maximum amount of Actions it takes determined by the "Actions per Turn" field (see graphic below), rather than the A.I. Hex Grid. Taking manual control of a Veteran Foe unlocks all of its Learning A.I. Special Abilities. If the Storyteller is using the Flow System, they may subtract Flow Points from their pool to adjust for the added difficulty.

Effect
[Storyteller only] Actions per Turn: 4
Deal 2d10 + 15 *vs* 🛡.

Condition Reference Table

☐ ***DAZE***
- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

☐ ***OFF-GUARD****
- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

☐ ***PRONE***
- Hero: ***OFF-GUARD*** and cannot take Actions until they expend a Fast Action to remove ***PRONE***.
- Foe: ***OFF-GUARD*** and removes ***PRONE*** by skipping the first Action of their Action Chain.

☐ ***SILENCE***
- Hero: Cannot use Spell or Tide-Turner Actions. Silence is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. ***SILENCE*** is removed at the end of the Foe's next Turn.

☐ ***SLEEP***
- Combatant cannot take Actions on their next Turn. ***SLEEP*** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target Sleeping Combatant gain the ***AUTO-CRIT*** property.

☐ ***POISON [PIERCING]***
Max 5
- Combatant takes 1d6 Damage per Stack at the start of their Turn.

☐ ***BURNING [PIERCING]***
Max 2
- Combatant takes 1d20 Damage per Stack at the start of their Turn.

☐ ***FRAGILITY***
- Actions Targeting Combatant gain the ***PIERCING*** property. ***FRAGILITY*** is removed at the end of Combatant's next Turn.

☐ ***VULNERABILITY***
Max ∞
- -1 to Barrier Values per Stack.

☐ ***WEAKNESS***
Max ∞
- -1 to Action Damage per Stack.

☐ ***CHILL***
Max 1
- Hero: -1 Action Point each Round.
- Foe: Skips the last Action in their Action Chain.

☐ ***PARALYSIS***
- Combatant takes 1 Action during their next Turn. ***PARALYSIS*** is removed at the end of that Turn.

*Flanking (p. 89) is a common source of the Condition ***OFF-GUARD***. See the below diagram for an example:

Frequently Asked Questions

Game-breaking combos

If you discover a "game-breaking" combo, please report it to **support@nomnivoregames.com** so that we can update the game to improve it for everyone. However, we also have a "rule-of-fun" that takes precedence over all other rules, where you can choose to keep or remove the "game-breaking" combination depending on what your group finds most entertaining.

Other Action Interactions can be found at emberwindgame.com.

Q: Can Barrier Values drop below 0?

A: No.

Q: Can HP drop below 0?

A: No. At 0 HP, a Hero become ***FALLEN***, and cannot lose further Hit Points.

Q: What is the definition of a valid Push or Pull Movement? Do occupied Squares (cover, other Combatants, etc.) and Battlefield boundaries (Elevation, edge of Battlefield) stop a Push or Pull, or redirect the Forced Movement in a different direction?

A: A valid Push or Pull movement has the Combatant who is being Pushed or Pulled move in a straight line away or toward the force that is Pushing or Pulling them. That Combatant must move at least 1 Square for it to count as a successful Push or Pull. Once a Combatant reaches a boundary (e.g. a Square of Cover or another Combatant), the Forced Movement stops unless the Effect states otherwise.

Q: When a Hero takes Forced Movement, can they still be moved through friendly Combatants?

A: When a Hero is forced to move, Other Heroes count as non-friendly and impede Push and Pull Effects.

Q: How do you resolve more than 1 "First [Action Type] Action(s) are Free" bonuses and/or Effects?

A: When multiple bonuses or Effects provide you with more than 1 "First Amplify/Trigger/Sustain/Spell/etc. Actions is Free," they stack additively. For example, if you have one bonus and one Effect that each grant 2 Free Spell Actions and 1 Free Spell Action respectively, they combine together and let you cast the first 3 Spells as Free Actions.

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

A: "Free" Actions refer to the Speed of an Action, not when it can be used. The only type of Action that can be used when it is not your Turn is a Trigger Action, and they can only be used when their Trigger Condition is fulfilled. You may apply Amplify Effects to your Trigger Action, though, if you have enough Action Pool and Amplify Limit remaining.

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

A: Yes. When a Combatant is Off-Guard, they are Off-Guard to all other Combatants they are within Range of, regardless of how the Condition is inflicted (Flanking, Prone, etc.).

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

A: If two Effects contradict one another, the negative Effect supercedes the positive one. For example, if a bonus or Effect would provide you with +1 Trigger Limit while another would set your Trigger Limit to 0, your Trigger Limit is 0.

Q: Can Combatants decide not to be the Target of a friendly Action or Effect?

A: Most Actions or Effects that Target friendly Combatants are purely beneficial, but some (such as Shadowsteel Step, which allows a Rogue to forcibly Teleport 1 Other Hero) may have undesirable Effects.

In general, we recommend that these Effects be non-optional. However, we encourage players to communicate with each other before using Actions that might be unwanted, and if such Actions make it difficult for all players to enjoy the game, it may be beneficial to switch to a consent-based system.

Q: Do Sustain Actions and Effects require additional Actions, CAP Checks, or Tide-Turner Chargers on future Turns?

A: No. Once a Sustain Action has Hit its Target, its Sustain Effect continues as long as the Hero opts to Sustain it, with the only restriction being their Sustain Limit.

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

A: Yes.

Q: Can I stack Sustain Effects?

A: Yes. However, each instance of the Sustain Effect must be initiated by a separate use of the Sustain Action. Each individual use of that Sustain Effect will require an additional Sustain Limit as well.

Q: Can I transfer a Sustain Effect to a new Target?

A: Unless otherwise stated, a Sustain Effect requires you to use the Action again (and pay any associated costs, such as Tide-Turner Charges) on a new Target.

Q: Does a Sustain Effect that has a dice roll require rerolling each Turn it is Sustained?

A: Sustain Effects that deal repeated Damage or healing can be rerolled with each Turn or locked to the initial result, depending on which system your playing group prefers. In addition, Sustain Effects that have had the Die Type or Die amount modified during the originating Turn continue to have those Effects applied to every subsequent Turn they are Sustained. Other Sustain Effects require rerolling every Turn, however.

Q: When a Spell Action's Sustain Effect is resolved against a Foe, are they considered to have been the Target of a Spell for the purposes of activating Trigger Actions and special Effects (such as the Effect of Chains of Calamity)?

A: No. Maintaining a Sustain Effect is not the same thing as Targeting a Foe with an Action. That's also why maintaining a Sustain Effect does not require a new CAP Check.

Q: Do I roll multiple CAP Checks and Damage Rolls for Actions with multiple Targets? Do I roll multiple CAP Checks and Healing Rolls for Actions with multiple Targets?

A: No. If a Damage-dealing Action has multiple Targets, roll 1 **CAP** Check and 1 Damage Roll and apply it to all Targets. If a Healing Action has multiple Targets, do not roll any **CAP** Checks and only roll 1 Healing Roll and apply it to all Targets.

Q: If an Action Hits (or Misses) multiple Targets, is that considered to be multiple Hits (or Misses) when activating multiple Trigger Actions or instances of special Effects?

A: No. 1 **CAP** Check is made, and the Action is considered to have Hit (or Missed) once. Likewise, any Effect that states "When a Foe/Hero/Combatant is Targeted" is considered to be activated only once, regardless of the number of actual Targets. The same is true when applied to Foe Actions.

Q: Can Heroes outside of Combat constantly be Sustaining "buff" Actions' Sustain Effects so they're always ready for combat?

A: We recommend not allowing Heroes to maintain Sustain Effects on themselves outside of Combat Encounters, but the Storyteller or playing group can overrule this if they choose, or provide it as a reward if the players have earned a Surprise Round on their Foes.

Q: Can you maintain Sustain Effects through *SILENCE*?

A: Yes! ***SILENCE*** merely prevents you from casting Spells and Tide-Turners, not continuing to Sustain Effects.

Q: When do I apply Damage Multipliers?

A: Damage Multipliers are always applied at the very end of a calculation, but before Barrier Values are applied. For example, if an Archer used Squad Sight and Howling Hail together on a Bloodhound (4 Toughness), it would deal 3d8 + 9) x 0.5 - 4 (if the Archer fails to Penetrate with their Action).

Q: When in the resolution of an Action do I use an Amplify Effect?

A: You declare you are using an Amplify Effect after both the CAP Check and Damage Rolls have been made, but before they have been applied. That way, you do not expend the Amplify Effect or the resources required to use it (such as Action Point(s) and/or Amplify Limit) if the Action you were going to Amplify Misses or is Cancelled.

Q: Do I roll CAP Checks for Trigger Actions?

A: Roll 1 **CAP** Check for any Action (Trigger or otherwise) that includes 1 or more Foes as Targets (unless otherwise specified). However, your playing group may opt for an easier variant in which all Trigger Actions have the ***AUTO-HIT*** property.

Q: Should *FALLEN* Combatants be left on the Battlefield?

A: Yes. Some Actions interact with ***FALLEN*** Combatants, so they should be left on the Battlefield (usually turned upside or marked ***FALLEN*** in some other way). ***FALLEN*** Combatants are not considered to occupy Squares or provide Cover. However, if no Combatant has any method of interacting with ***FALLEN*** Combatants in any way, you may opt to remove ***FALLEN*** Foes to reduce clutter on the Battlefield.

Q: If a Foe's Default Characteristics or Optional Modifiers provide it with multiple viable Targets, or it happens to be equidistant from two Heroes, how does it decide which one to Target?

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

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

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

Q: If the same Action provokes multiple Trigger Actions, what order are they resolved in?

A: If an Action provokes multiple Trigger Actions, try to resolve them simultaneously. If they cannot be resolved simultaneously, select an order of resolution that makes the most sense for the scenario.

Our Development Philosophy

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

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

We've also tried to challenge genre tropes and raise the level of discourse in tabletop design while treading carefully and respectfully around sensitive topics and making sure that the gaming table remains an inclusive space. Our goal isn't to focus on divisive issues or push a particular agenda, but to provide a safe space to talk about and roleplay complex moral and societal situations.

That's part of why we're publishing all of our resources under a live development model. We'll be updating your PDF copy of the *Hero Manual* as we roll out changes to the game balance and content, making sure you're always playing the best version of the game as we learn, tinker, and improve.

We're asking in advance for your patience when we get things wrong, and for your help in shaping a better game as our community grows.

If you have feedback on the systems or content in the *Hero Manual*, please feel free to contact support@nomnivoregames.com or join us in the *EMBERWIND* community forums at **emberwindgame.com/community**.

In addition to updates to the *Hero Manual*, we'll release regular updates to our website too, adding new rule sets, modules, Foes, and so much more for you to expand your *EMBERWIND* game.

So whether you're creating Heroes to explore the vast mysteries of Axia, or creating your own game world from scratch, we wish you all the best on your adventures. See you on the gaming shelf!

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