























































































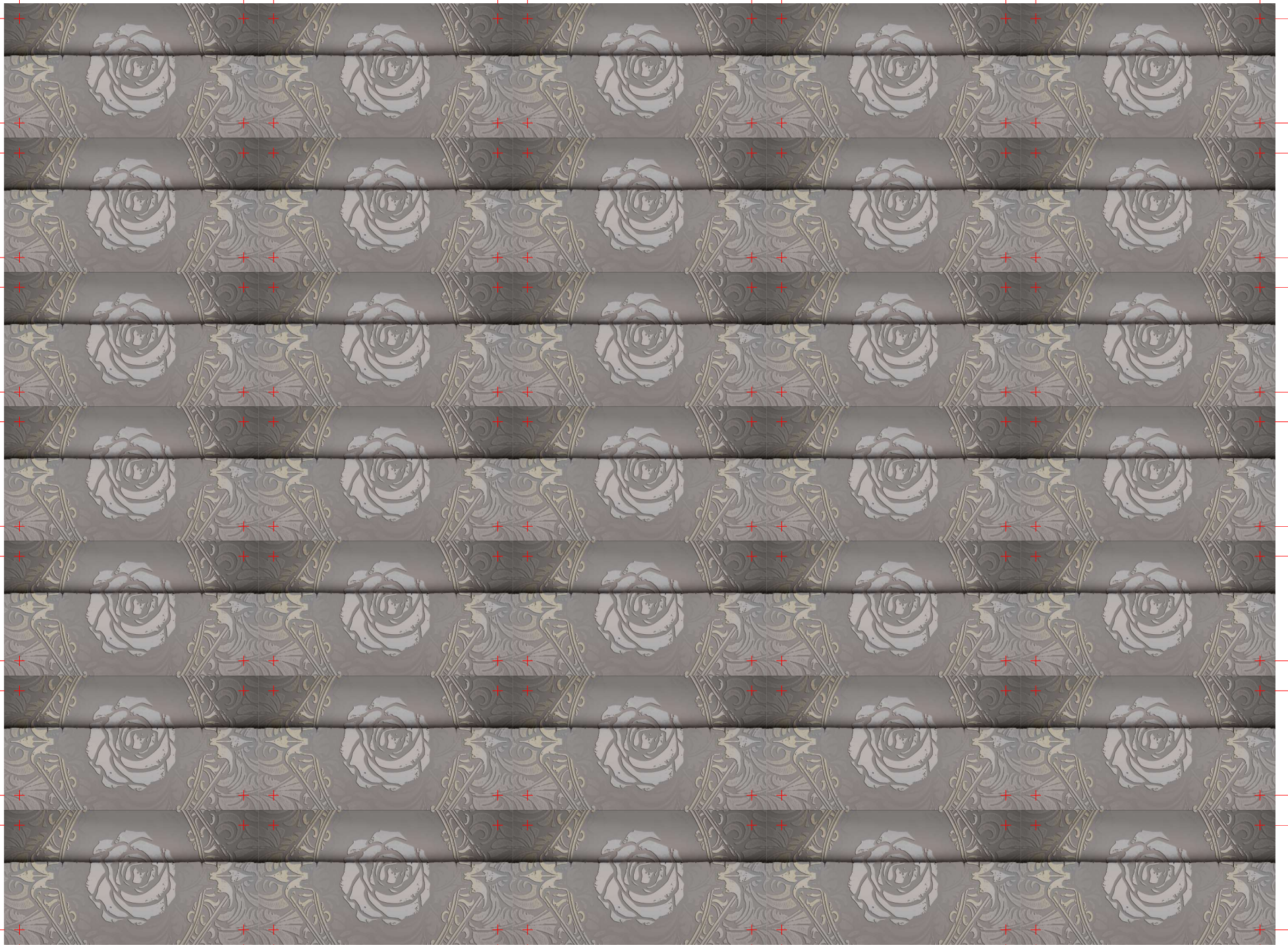


<p>- Instructions -</p> <p>Group drafts 1 to 2 of these Feats. Place them on the Mage Sheet. Modify mage's ♥ value accordingly.</p>	<p>- Apocalypse Feats -</p> <p>Feats from or based on the tournament mode from BRW-R Apocalypse expansion.</p>	<p>- Channelling + -</p> <p>1 ♥</p> <p>You may ♣. Place 1 ♣ in (0). Place 1 ♣ in (1) but not (0).</p>	<p>- Charge + -</p> <p>1 ♥</p> <p>You may ♣. You may ♣.</p>	<p>- Study + -</p> <p>1 ♥</p> <p>Draw 1 ♣. Activate (0).</p>
<p>- Dominion + -</p> <p>1 ♥</p> <p>Activate one of your ♣* with ♣+1. At the end of the activation the ♣ inflicts 1 ♥ to it.</p>	<p>- Horde + -</p> <p>1 ♥</p> <p>At the beginning of the clean up phase, heal all ♥ suffered by your ♣.</p>	<p>- Teleportation + -</p> <p>3 ♥</p> <p>Place yourself in (♣). Activate (0).</p>	<p>- Speed up -</p> <p>1 ♥</p> <p>Your ♣ is 3.</p>	<p>- Quest up -</p> <p>1 ♥</p> <p>Your quest limit ♣ is 3.</p>
<p>- SATOR Feats -</p> <p>Feats from or based on the asymmetric Mages from the original BRW.</p>	<p>- Job -</p> <p>As an action, discard 1 Ready ♣. If you do, ♣ a ♣0.</p>	<p>- Dodge -</p> <p>As an action, discard 1 Ready ♣. If you do, ♣.</p>	<p>- Unstable -</p> <p>Whenever you can ♣, you place 1 ♣ in your room instead.</p>	<p>- Ruler -</p> <p>If you possess the ♣ at the end of the game, you gain 3 ♣ instead of 1 ♣.</p>
<p>- Peasant -</p> <p>+1 ♥</p> <p>You cannot possess the ♣. If you earn it, you must immediately give it to another player.</p>	<p>- Trophy Hunter -</p> <p>1 ♥</p> <p>During end game, you are awarded 1 ♣ for every 2 ♣ tokens in your possession.</p>	<p>- Regenerate + -</p> <p>1 ♥</p> <p>Heal yourself for 3 ♥. Activate a (0).</p>	<p>- Questor -</p> <p>1 ♥</p> <p>During end game, you are awarded 1 ♣ for every 2 solved quest cards ♣ in your possession.</p>	<p>- Hunted -</p> <p>+1 ♥</p> <p>During end game, you lose 1 ♣ for each ♣ token in your possession.</p>
<p>- Summoner -</p> <p>2 ♥</p> <p>Your ♣ have +1 ♥. For remove effects they count as having 3 ♥.</p>	<p>- Beastmaster -</p> <p>2 ♥</p> <p>Your <i>beasts</i> can ♣ for +1 ♥.</p>	<p>- Demonologist -</p> <p>2 ♥</p> <p>Your <i>demons</i> can ♣ for +1 ♥.</p>	<p>- Lich -</p> <p>2 ♥</p> <p>Your <i>undead</i> can ♣ for +1 ♥.</p>	<p>- Elementalist -</p> <p>2 ♥</p> <p>Your <i>constructs</i> can ♣ for +1 ♥.</p>
<p>- Indestructible -</p> <p>3 ♥</p> <p>You do not take ♥ from spells targeting (0).</p>	<p>- Unbreakable -</p> <p>3 ♥</p> <p>You do not take ♥ from spells targeting ♣.</p>	<p>- Destructor -</p> <p>1 ♥</p> <p>When you rank first on rebuilding a room, you gain +1 ♣.</p>	<p>- Squatter -</p> <p>+1 ♥</p> <p>When you rank first on rebuilding a room, you gain -1 ♣.</p>	<p>- Layabout -</p> <p>+1 ♥</p> <p>During end game, you lose 1 ♣ for each solved quest card ♣ in your possession.</p>
<p>- Champion -</p> <p>1 ♥</p> <p>When you are defeated, you do not award a ♣ token to the Mage that defeated you.</p>	<p>- Elusive -</p> <p>1 ♥</p> <p>When you are defeated, you may place yourself in any Room in the Lodge or in your opponents' cell.</p>	<p>- Brute + -</p> <p>2 ♥</p> <p>♣ a ♣0. You may discard a ♣. If you do, ♣ a ♣0.</p>	<p>- Adaptable -</p> <p>1 ♥</p> <p>As an action, you may lose 1 ♣ to rotate one of your readied spells to the opposite side.</p>	<p>- Priest -</p> <p>1 ♥</p> <p>Your <i>altars</i> have +1 ♥. For remove effects they count as having 3 ♥.</p>



<p>- <b>Weaponmaster</b> -  -1</p> <p>Your <i>equipments</i> have +1 . For remove effects they count as having 3 .</p>	<p>- <b>Pet Trainer</b> -  -1</p> <p>Your <i>familiars</i> can  for +1 .</p>	<p>- <b>Custom Feats</b> - </p> <p>Feats created by myself for larger variety and fun.</p>	<p>- <b>Mindlayer</b> -  -2</p> <p>Nightmares you control  for +1 .</p>	<p>- <b>Overarchiever</b> -  -2</p> <p>If you would place a token on * or in a , you may place 1 more token of the same type.</p>
<p>- <b>Hesitant Evoker</b> -  +1</p> <p>At the start of the evocation phase,  inflicts a number of  to you equal to the number of your .</p>	<p>- <b>Wounded Leg</b> -  +1</p> <p>Every time you take a physical action to  or you use momentum,  inflicts 1  to you.</p>	<p>- <b>Curse of the Rose</b> -  +1</p> <p>To activate the Black Rose Room, you must discard 1 extra  from your hand.</p>	<p>- <b>Rotten Flesh</b> -  +1</p> <p>Any time an effect heals you or an  you control, heal 1  less. When you ignore , ignore 1 less.</p>	<p>- <b>Scurvy</b> -  +1</p> <p>Any time an effect heals you, heal 1  less.</p>
<p>- <b>Summoners' Sickness</b> -  +1</p> <p>Every time you start to resolve an effect containing the <i>summon</i> keyword,  inflicts 1  to you.</p>	<p>- <b>Introvert</b> -  +1</p> <p>When your Mage enter a room,  inflicts 1  to you.</p>	<p>- <b>Broken Fists</b> -  +1</p> <p>You  for -1 .</p>	<p>- <b>Foreign Language</b> -  +1</p> <p>During end game, your award for solved quest cards  is reduced by 2  (to a minimum of 0).</p>	<p>- <b>Lazy</b> -  +1</p> <p>When receiving  for rebuilding a room, gain 1 less .</p>
<p>- <b>DrunK</b> -  +1</p> <p>Inflict 1 less  when inflicting  to targets in .</p>	<p>- <b>Foreteller</b> -  -2</p> <p>When you draw one or more Forgotten , draw 1 more. Put one of them under the deck.</p>	<p>- <b>Seeker</b> -  -1</p> <p>When you draw a Quest, draw 1 more. Put one of them under the deck.</p>	<p>- <b>Grimorian</b> -  -1</p> <p>When you draw one or more  from your , draw 1 more. Put one of them under the deck.</p>	<p>- <b>Remembrand</b> -  -1</p> <p>When you draw one or more  from your , draw 1 more. Put one of them under the deck.</p>
<p>- <b>Instigator</b> -  -1</p> <p>In the action phase, before the first player activates, you may resolve a Ready  .</p>	<p>- <b>Shapcaster</b> -  -1</p> <p>In the action phase, before the first player activates, you may activate a Ready  .</p>	<p>- <b>Preserver</b> -  -1</p> <p>In the action phase, before the first player activates, you may activate a Ready  .</p>	<p>- <b>Forerunner</b> -  -1</p> <p>In the evocation phase, before the first player activates their first , you may activate one of your .</p>	<p>- <b>Scapeslayer</b> -  -1</p> <p>After you have suffered , you may move 1.</p>
<p>- <b>Pathseeker</b> -  -1</p> <p>After you put an advancement cube on a Quest, you may move 1.</p>	<p>- <b>Bladewalker</b> -  -1</p> <p>After you , you may move 1.</p>	<p>- <b>Flashblade</b>  -1</p> <p>You may  or . One of your non-forgotten * may do the other of the two actions.</p>	<p>- <b>Conductor</b>  -1</p> <p>You may  or activate  . One of your * may do the other of the two actions.</p>	<p>- <b>Warden</b>  -1</p> <p>You may  or activate  . One of your non-forgotten * may do the other of the two actions.</p>







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