

# Character Abilities

## Aerobic (X)

This character may re-roll (x) number of dice when making a DEXTERITY roll as part of any Move or Jump action, or when Falling.

## Berserk

If this character has 5 or fewer Life Points remaining when it is activated, it gains a +1 bonus to its Action Points and +1 ATT.

## Brave

This character may re-roll failed dice rolls when making a Basic MIND roll from the Fear special rule, and ignores modifiers to their MIND value from the Fear special rule.

## Brawler (X)

This character modifies its ATTACK by (x) when in base contact with 2 or more opponents.

## Bodyguard (X)

If an enemy character moves into base contact with (x), this character may immediately make an out of sequence Move action provided it moves into base contact with that enemy. This action causes an Attack of Opportunity and takes place before the opponent's Attack of Opportunity. For this special rule, (x) may be a character name or a character with a certain keyword.

## Companion (X)

This character always uses the MIND value of (x) as long as they are on the board. For this special rule, (x) may be a character name or a character with a certain keyword.

## Concealment (X)

While in cover and **not in base contact**, this character modifies its PROTECTION by (x).

## Engage (X)

When an enemy character disengages from this character, this character may re-roll up to (x) dice for the Opposed DEXTERITY Roll, and gains +1 ATTACK for the Attack of Opportunity if successful.

## Ethereal

This character may ignore all terrain while moving, but must end its movement on solid ground.

## Expert Marksman (X)

When this character makes a Combat action **while not in base contact with the target**, it may re-roll up to (x) dice in the Attack roll.

## Expert Offence (X)

When this character makes a Combat action **while in base contact with the target**, it may re-roll up to (x) dice in the Attack roll.

## Expert Protection (X)

When this character makes a Protection Roll, it may re-roll up to (x) dice.

## Expert Sorcerer (X)

When this character makes a Magic Roll or attempts to Dispel a magic spell, it may re-roll up to (x) dice. In addition, this character knows (x) additional magic spells.

## Fast Swimmer (X)

If this character starts a Move action in water, it adds (x) number of inches to its MOVE for that action.

## Fear (X)

When this character makes a Combat action, the target must first make a basic Mind roll, with their Mind value modified by (x) to a minimum of 1. If they roll at least 1 Ace, there is no effect, but if they roll no Aces, this character may re-roll any failed dice rolls for the Combat action.

## First Strike (X)

This character modifies its ATTACK by (x) when making an Attack of Opportunity from charging.

## Flight

This character can fly. When making Move actions, simply measure from the character to any other point (whether horizontally, vertically or diagonally) and move it without making a DEXTERITY roll. It must end its activation on solid ground. It may not make Jump actions and doesn't suffer Damage from Falling.

## Frenzied

This character may use its Life Points as if they were Will Points.

## Hunter

This character gains Penetration -3 on its weapons (but not on Unarmed attacks) when targeting an enemy with a larger base size.

## Infiltration

This character may be deployed more than 3" above or below ground level (but not in water unless specified) at the start of the game.

## Limited Movement

This character may only move upwards vertically up to 1" in a single action (unless falling!).

## Mage (X)

This character is a Mage and knows (x) number of magic spells. See the Magic section for more details. A character with Mage (0) still knows a Cantrip.

## Mindless

This character may interact with Objectives (such as carrying, revealing, claiming, or destroying), but is ignored when scoring Victory Points for them at the end of the game. It can still score Victory Points from other win conditions (such as killing enemies).



# Character Abilities

## Parry (X)

When this character becomes the target of a Combat action **while in base contact with the attacker**, you may force your opponent to re-roll up to (x) dice in the Attack roll. Note that some attackers may choose to re-roll their dice too. In this situation, don't forget that you may never re-roll a dice more than once.

## Pickpocket

If this character successfully disengages, its opponent loses 1 Will Point. At the end of the action, either this character or any friendly character within 3" replenishes 1 Will Point.

## Primitive

When this character is activated, it must roll a Basic MIND Roll and consult the table below.

Success	No effect.
Fail	The character receives a Stunned counter.
Critical	The character gains +1 ATTACK for this activation.
Fumble	The character receives a Stunned counter and counts all characters on the board as enemy characters for its activation. It must immediately make a Move action towards the closest character, using 1AP and initiating Attacks of Opportunity as normal.

## Slippery (X)

When this character disengages, it may re-roll up to (x) dice for the Opposed DEXTERITY Roll, and gains +1 MOVE for the action if successful.

## Stunned

A character with a Stunned counter reduces its MOV, ATT, DEX, and MIND by 1 (to a minimum of 1). A character automatically removes its Stunned counter at the end of its next activation.

A character can only have one Stunned counter at a time.

**If a character starts its activation in water and has a Stunned counter, it loses 2 Life Points.**

## Universal Shielding (X)

This character always has a minimum PROTECTION of (x), after all modifiers. This special rule can stack higher than 3, but cannot take a character's PROTECTION value above its starting number.

## Vampiric Attack (X)

When this character makes a Combat action in base contact with its target and causes the target to lose at least 1 Life Point, it replenishes (x) of its own Life Points.

## Water Creature

This character may be set up in water at the start of the game. Additionally, it moves its full MOVE in water, may move up to 8" as part of a Dive action, and cannot be Drowned.

# Weapon Abilities

## Aquatic

This weapon can be used while the attacker is in water.

## Black Powder

This weapon cannot be used during an activation if the character started that activation in water. In addition, a character using this weapon loses 1 additional Life Point when rolling a Fumble during an Attack Roll.

## Blast

This weapon uses the round blast marker. Place the blast marker centred over the target. Roll once for your Attack Roll and apply the roll to every individual character (friendly and enemy) under the template.

## Harmless

This weapon always causes no Damage, but still follows normal rules for making Combat actions.

## Reload

This weapon can only be used for (x) Attack actions before needing to be reloaded. The character must spend 1AP to make a Reload action on the weapon before being able to use it again. **A character cannot make a Reload action while in base contact with an enemy or in water.**

## Smoke

Any character hit by this weapon cannot have line of sight drawn to it or from it until it either moves or until the end of its next activation. If this weapon also has the Blast ability, Characters cannot draw line of sight through the marker. Remove the marker at the end of the round.

## Stun

Any character that takes Damage from this weapon receives a Stunned counter (whether they lose Life Points or not).

## Template

This weapon uses the tear drop shaped template. Trace a line between the attacker and the target. Place the small end of the template in range of the weapon (base contact with the attacker if the range is 0"), and the large end further away from the attacker, still following the line. Any character at least partly touched by the template (friendly or enemy) is affected by the attack. Roll once for your Attack Roll and apply the roll to every individual character hit.

## Two-handed

This weapon increases its Evasion by +1 when making an Attack of Opportunity. A weapon with this special rule increases its Evasion by +1 when making an Attack of Opportunity.