

## Chapter 6

# KITS

**T**he knight in shining armor. The warrior priest. The sniper. Sensors, furies, shadows, tacticians, and troubadours can tap into these and many more archetypal concepts using kits. A kit is a combination of weapons, armor, and fighting techniques that lets you personalize your martial hero for battle.

## Changing Your Kit

Your choice of kit is always flexible, and your hero is never locked into a specific kit. If you want to change your kit, you can do so as a respite activity (see [Respite](#) in [Chapter 1: The Basics](#)).

## Kit Equipment

Each kit's equipment entry details the armor and weapons the kit provides. It's important to know what equipment a kit uses, because that informs your hero's appearance and story. Equipment is part of what affects the math behind your kit's benefits, alongside the fighting techniques each kit provides. Equipment also determines the type of magic and psionic treasures your character can wield.

The description of equipment in your kit is limited to broad categories, leaving you free to decide the specifics that best align with your vision of your character. For instance, the [Guisarmier](#) kit provides medium armor and a polearm. One player using this kit could wear heavy layers of hide and wield a longspear, while another might wear a shining breastplate and carry a halberd into battle.

You can wear armor and wield weapons that aren't part of your kit, but if you do, you don't get your kit's bonuses.

### Customizing Equipment Appearances

You should absolutely feel free to describe your equipment in a way that makes sense for the story of your game and hero. For instance, if your hero uses a weapon in the whip category as part of their kit, they could use a leather whip, a spiked chain, or a dagger tied to a knotted rope. A hero who wears heavy armor might wear a suit of chain mail, plate armor, or heavy wooden planks tied together. Your choices for equipment aren't limited just to the examples in this book.

## Kit Armor Categories

The armor provided by each kit fits into one of five categories, indicating the kind of protection you have while using the kit.

### NONE

If a kit provides no armor, you can wear whatever clothing you like! Robes, a fashionable tunic and pants—or your character might just loincloth it. It's totally up to you.

### LIGHT ARMOR

If a kit features light armor, you might wear padded cloth, leather armor, or a chain shirt.

### MEDIUM ARMOR

If a kit has medium armor, you might wear layers of thick hides, a breastplate, or armor made of metal scales.

### HEAVY ARMOR

If a kit has heavy armor, then you're likely wearing metal from head to toe. Chain mail, ring mail, and suits of plate armor protect you better than any other mundane defense.

### SHIELD

If a kit has a shield, then you wield a shield that can be any shape and made of any mundane material you like. The best shields have a sweet insignia on them, so start thinking about yours!

## Kit Weapon Categories

The weapons provided by a kit fall into eight categories that indicate the types of weapons you wield while using the kit.

### BOW

Bows cover any weapon used to fire an arrow or bolt projectile, including crossbows, longbows, and shortbows. This weapon group also includes weapons that hurl bullets, stones, darts, or small spears, including slings and atlatls. You don't need to track mundane ammunition for these weapons unless the Director says otherwise.

### ENSNARING WEAPON

Ensnaring weapons include bolas, nets, and other weapons made to capture an enemy and hold them in place.

### LIGHT WEAPON

Light weapons are one-handed melee weapons that can be used to make several strikes in rapid succession. Many such weapons can be thrown or used as an off-hand defensive weapon. Daggers, shortswords, rapiers, handaxes, and throwing hammers are typical light weapons.

If your kit uses a light weapon, you can wield two light weapons at a time.

### MEDIUM WEAPON

Medium weapons are one-handed melee weapons that can be carried into battle while leaving one hand free, allowing you to use that hand to hold a shield or implement. Battleaxes, clubs, longswords, and warhammers are medium weapons.

### HEAVY WEAPON

Heavy weapons are two-handed melee weapons with weighty bladed or bludgeoning heads, made to seriously harm or kill enemies in a single mighty blow. Greatswords, greataxes, mauls, and morningstars are all examples of heavy weapons.

## POLEARM

Polearms are two-handed melee weapons with long hafts that increase the wielder's reach. They include glaives, halberds, longswords, and quarterstaves.

## UNARMED STRIKES

Any kit that uses unarmed strikes allows you to use your body as a weapon. Punches, kicks, eye gouges, and the like are your forte.

## WHIP

Whip weapons include the standard whip, spiked chains, flails, and any similarly long and flexible melee weapon.

## Kits and Treasures

When you find a supernatural treasure such as a magic sword, you can use the item as long as it's in one of your kit's equipment categories. A Blade of Quintessence is a medium weapon, so you can use it with the Ranger or Shining Armor kits. However, you can't use it with the Cloak and Dagger or Stick and Robe kits because those kits don't include medium weapons, meaning you haven't done the necessary preparations to use the weapon effectively. You can still swing a Blade of Quintessence around as an improvised weapon, but you don't get any of its bonuses or benefits.

If you find a piece of equipment you really want to use that isn't part of your kit, you can always change your kit as a respite activity.

## Kit Bonuses and Traits

A kit can grant a bonus to your Stamina, speed, and stability, as well as the damage and distance of your weapon abilities, including your free strikes. ([Abilities in Chapter 5: Classes](#) has information on abilities, ability keywords, and more.)

## Stamina Bonus

Your kit's Stamina bonus is added to your Stamina maximum and scales with your echelon.

## Speed Bonus

Your kit's speed bonus is added to your speed.

## Stability Bonus

Your kit's stability bonus is added to your stability.

## Damage Bonuses

Kits can grant you a bonus to damage with both melee and ranged weapon abilities. If a kit has a melee damage bonus, that bonus is added to the rolled damage of any damage-dealing ability with both the Melee and Weapon keywords. A kit's ranged damage bonus is added to the rolled damage of damage-dealing abilities with both the Ranged and Weapon keywords.

## BONUSES ACROSS TIERS

Kit damage bonuses increase based on the tier outcome of the power roll for a weapon ability, and are presented as "+X/+Y/+Z." The X bonus is added to a tier 1 outcome, the Y bonus is added to a tier 2 outcome, and the Z bonus is added to a tier 3 outcome.

For example, the Shining Armor kit has a +2/+2/+2 melee damage bonus, increasing the damage of melee weapon abilities across all tier outcomes. The Sniper kit has a +0/+0/+4 ranged damage bonus, having no effect on a tier 1 or tier 2 outcome on an ability roll, but increasing the damage of tier 3 outcomes by +4 for your ranged weapon abilities.

## Distance Bonus

A kit's melee distance bonus increases the distance of abilities with the Melee and Weapon keywords. A kit's ranged distance bonus increases the distance of abilities with the Ranged and Weapon keywords.

A distance bonus doesn't increase the size of any ability's area of effect.

## Disengage Bonus

A kit that has a disengage bonus increases the number of squares you can shift when you take the Disengage move action (see [Chapter 10: Combat](#)).

## Kit Signature Ability

Each kit grants a signature ability, **whose distance and damage already includes the kit's bonuses**. For instance, the Guisarmier kit's Forward Thrust, Backward Smash ability has a distance of melee 2 and deals 4, 7, or 9 damage depending on the tier outcome, with that distance and damage including the bonuses from the kit.

For details on the ability format, see [Abilities in Chapter 5: Classes](#).

## Kits A to Z

This section details each kit, whose bonuses and benefits are summarized in the Kits table.

### Improvised Weapons

Improvised weapons include rocks, bottles, plates, furniture, and anything else you pick up that can be bashed, hurled, or stabbed into an enemy. As well, any weapons that aren't part of your kit count as improvised weapons for you. If you're not using a kit with unarmed strikes, then your feet and fists are improvised weapons. If you're not using any kit and pick up a sword to use as part of a melee free strike, the sword counts as an improvised weapon.

Improvised weapons can be used with weapon abilities you gain from your class. For instance, many melee-focused heroes choose a kit that maximizes their melee capabilities, then make ranged free strikes with improvised weapons. However, you can't use improvised weapons with weapon abilities gained from your kit, and you add no special bonuses from your kit to a weapon ability used with an improvised weapon.

## Arcane Archer

The Arcane Archer kit allows you to combine magic and ranged weapon strikes. Your lack of armor keeps you mobile, and your magic makes your arrows explode to devastate your foes.

### EQUIPMENT

You wear no armor and wield a bow.

### KIT BONUSES

**Speed Bonus:** +1

**Ranged Damage Bonus:** +2/+2/+2

**Ranged Distance Bonus:** +10

**Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Exploding Arrow

*Your ammunition explodes with magical energy.*

**Magic, Ranged, Strike, Weapon**

**Main action**

Ranged 15

One creature or object

**Power Roll + Agility, Reason, Intuition, or Presence:**

5 + **A**, **R**, **I**, or **P** fire damage

7 + **A**, **R**, **I**, or **P** fire damage

10 + **A**, **R**, **I**, or **P** fire damage

**Effect:** One creature or object of your choice within 2 squares of the target takes fire damage equal to the characteristic score used for this ability's power roll.

## Cloak and Dagger

Providing throwable light weapons and light armor easily concealed by a cloak to confuse your enemies, the Cloak and Dagger kit makes you more mobile while increasing the effectiveness of your short-range strikes.

### EQUIPMENT

You wear light armor and wield one or two light weapons.

### KIT BONUSES

**Stamina Bonus:** +3 per echelon

**Speed Bonus:** +2

**Melee Damage Bonus:** +1/+1/+1

**Ranged Damage Bonus:** +1/+1/+1

**Ranged Distance Bonus:** +5

**Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Fade

*A stab, and a few quick, careful steps back.*

**Melee, Ranged, Strike, Weapon**

**Main action**

Melee 1 or ranged 10

One creature

**Power Roll + Might or Agility:**

3 + **M** or **A** damage; you can shift 1 square

6 + **M** or **A** damage; you can shift up to 2 squares

8 + **M** or **A** damage; you can shift up to 3 squares

## Battlemind

Who says lightly armored heroes can't also be hard to move? You just need to employ some psionics! The Battlemind kit harnesses the power of your mind to make you harder to move—and to make your foes easier to push around.

### EQUIPMENT

You wear light armor and wield a medium weapon.

### KIT BONUSES

**Stamina Bonus:** +3 per echelon

**Speed Bonus:** +2

**Stability Bonus:** +1

**Melee Damage Bonus:** +2/+2/+2

### SIGNATURE ABILITY

#### Unmooring

*Your weapon unleashes psionic energy that reduces your target's weight.*

**Melee, Psionic, Strike, Weapon**

**Main action**

Melee 1

One creature

**Power Roll + Might, Reason, Intuition, or Presence:**

5 + **M**, **R**, **I**, or **P** damage

8 + **M**, **R**, **I**, or **P** damage

11 + **M**, **R**, **I**, or **P** damage

**Effect:** Until the end of the target's next turn, any forced movement that affects the target has its distance increased by 2.



## Dual Wielder

The Dual Wielder kit is for folks who want to excel at using two weapons at the same time. Your fighting style maximizes the power of each weapon you have in hand, making you a whirling dealer of death.

### EQUIPMENT

You wear medium armor and wield a light weapon and a medium weapon.

### KIT BONUSES

**Stamina Bonus:** +6 per echelon

**Speed Bonus:** +2

**Melee Damage Bonus:** +2/+2/+2

**Disengage Bonus:** +1

### SIGNATURE ABILITY

**Double Strike**  
*Why strike once when you could do it twice?*

**Melee, Strike, Weapon**

**Main action**

Melee 1

Two creatures or objects

**Power Roll + Might or Agility:**

4 damage

6 damage

8 damage

**Effect:** If you use this ability on your turn, you can use it against one target, then use your maneuver and your move action for that turn before using the ability against a second target. You still use the same power roll for both targets.

## Guisarmier

The Guisarmier kit is for those who want to use a polearm for extended reach while remaining protected by sturdy armor. This is the kit that allows you to become the ultimate halberd, longsword, or glaive fighter.

### EQUIPMENT

You wear medium armor and wield a polearm.

### KIT BONUSES

**Stamina Bonus:** +6 per echelon

**Stability Bonus:** +1

**Melee Damage Bonus:** +2/+2/+2

**Melee Distance Bonus:** +1

### SIGNATURE ABILITY

**Forward Thrust, Backward Smash**  
*In your hands, the haft is as good as the head.*

**Melee, Strike, Weapon**

**Main action**

Melee 2

Two creatures or objects

**Power Roll + Might or Agility:**

4 damage

7 damage

9 damage

## Martial Artist

If you want to be fast in a fight, then Martial Artist is the kit for you. Unencumbered by weapons or armor, this fighting style rewards quick, focused unarmed strikes against opponents, and allows you to be the ultimate skirmisher.

### EQUIPMENT

You wear no armor and wield only your unarmed strikes.

### KIT BONUSES

**Stamina Bonus:** +3 per echelon

**Speed Bonus:** +3

**Melee Damage Bonus:** +2/+2/+2

**Disengage Bonus:** +1

### SIGNATURE ABILITY

**Battle Grace**  
*You feint to move your enemies into perfect position.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature

**Power Roll + Might or Agility:**

5 + **M** or **A** damage

8 + **M** or **A** damage; you can swap places with the target

11 + **M** or **A** damage; you can swap places with the target

**Effect:** If you obtain a tier 2 or tier 3 outcome and can't swap places with the target because one or both of you is too big to fit into the swapped space, you both remain in your original spaces and the target takes 1 extra damage.

## Mountain

The Mountain kit does exactly what it says on the tin. You don heavy armor and raise a heavy weapon to stand strong against your foes, quickly demolishing them when it's your turn to strike.

### EQUIPMENT

You wear heavy armor and wield a heavy weapon.

### KIT BONUSES

**Stamina Bonus:** +9 per echelon

**Stability Bonus:** +2

**Melee Damage Bonus:** +0/+0/+4

### SIGNATURE ABILITY

**Pain for Pain**  
*An enemy who tagged you will pay for that.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature

**Power Roll + Might or Agility:**

3 + **M** or **A** damage

5 + **M** or **A** damage

13 + **M** or **A** damage

**Effect:** If the target dealt damage to you since the end of your last turn, this strike deals additional damage equal to your Might or Agility score (your choice).

## Panther

If you want a good balance of protection, speed, and damage, the Panther kit is for you. This kit increases your Stamina not by wearing armor, but through the focused battle preparation of body and mind, letting you be fast and mobile while swinging a heavy weapon at your foes.

### EQUIPMENT

You wear no armor and wield a heavy weapon.

### KIT BONUSES

**Stamina Bonus:** +6 per echelon

**Speed Bonus:** +1

**Stability Bonus:** +1

**Melee Damage Bonus:** +0/+0/+4

### SIGNATURE ABILITY

**Devastating Rush**  
*The faster you move, the harder you hit.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature or object

**Power Roll + Might or Agility:**

3 + **M** or **A** damage

6 + **M** or **A** damage

13 + **M** or **A** damage

**Effect:** You can move up to 3 squares straight toward the target before this strike, which deals extra damage equal to the number of squares you move this way.

## Pugilist

Meant for brawlers and boxers, the Pugilist kit gives you access to a melee fighting style that grants a boost to Stamina and damage while allowing you to float like a butterfly. If you want to be a tough, strong hero who does out punishment with your fists, then this kit is for you.

### EQUIPMENT

You wear no armor and wield only your unarmed strikes.

### KIT BONUSES

**Stamina Bonus:** +6 per echelon

**Speed Bonus:** +2

**Stability Bonus:** +1

**Melee Damage Bonus:** +1/+1/+1

### SIGNATURE ABILITY

**Let's Dance**  
*Keeping your enemies stumbling around the battlefield is second nature to you.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature

**Power Roll + Might or Agility:**

3 + **M** or **A** damage

6 + **M** or **A** damage; slide 1

8 + **M** or **A** damage; slide 2

**Effect:** You can shift into any square the target leaves after you slide them.

## Raider

The Raider kit keeps you protected while granting you full mobility, providing a boost to speed and distance that lets you run around the battlefield like a Viking warrior.

### EQUIPMENT

You wear light armor and wield a shield and a light weapon.

### KIT BONUSES

**Stamina Bonus:** +6 per echelon

**Speed Bonus:** +1

**Melee Damage Bonus:** +1/+1/+1

**Ranged Damage Bonus:** +1/+1/+1

**Ranged Distance Bonus:** +5

**Disengage Bonus:** +1

### SIGNATURE ABILITY

**Raider's Awe**  
*You execute a brutal strike that leaves your foe reeling.*

**Melee, Ranged, Strike, Weapon**

**Main action**

Melee 1 or ranged 10

One creature

**Power Roll + Might or Agility:**

3 + **M** or **A** damage

6 + **M** or **A** damage

8 + **M** or **A** damage

**Effect:** The target takes a bane on their next power roll made before the end of their next turn.

## Ranger

The Ranger kit outfits you with medium armor and weapons for every challenge, letting you easily switch between melee and ranged combat. This kit provides a good balance of bonuses to defense and offense to create a hero who is a jack-of-all-trades.

### EQUIPMENT

You wear medium armor and wield a bow and a medium weapon.

### KIT BONUSES

**Stamina Bonus:** +6 per echelon

**Speed Bonus:** +1

**Melee Damage Bonus:** +1/+1/+1

**Ranged Damage Bonus:** +1/+1/+1

**Ranged Distance Bonus:** +5

**Disengage Bonus:** +1

### SIGNATURE ABILITY

**Hamstring Shot**  
*A well-placed shot leaves your enemy struggling to move.*

**Ranged, Strike, Weapon**

**Main action**

Ranged 10

One creature

**Power Roll + Might or Agility:**

3 + **M** or **A** damage; **A < WEAK**, slowed (save ends)

5 + **M** or **A** damage; **A < AVERAGE**, slowed (save ends)

7 + **M** or **A** damage; **A < STRONG**, slowed (save ends)

## Rapid-Fire

The Rapid-Fire kit is for archers who want to deal maximum damage by shooting as many arrows as possible into nearby enemies. With this kit, your fighting technique focuses on peppering foes before they can get close enough to counterattack.

### EQUIPMENT

You wear light armor and wield a bow.

### KIT BONUSES

**Stamina Bonus:** +3 per echelon

**Speed Bonus:** +1

**Ranged Damage Bonus:** +2/+2/+2

**Ranged Distance Bonus:** +7

**Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Two Shot

*When you fire two arrows back-to-back, both hit their mark.*

**Ranged, Strike, Weapon**

Ranged 12

**Main action**

Two creatures or objects

**Power Roll + Might or Agility:**

4 damage

6 damage

8 damage



## Retiarius

The retiarius is often depicted as a lightly armored warrior with a net in one hand and a trident in the other, and this kit gives you the equipment and fighting technique to make that happen. Tie up your foe with a net and then poke them to death!

### EQUIPMENT

You wear light armor and wield several ensnaring weapons and a polearm.

### KIT BONUSES

**Stamina Bonus:** +3 per echelon

**Speed Bonus:** +1

**Melee Damage Bonus:** +2/+2/+2

**Melee Distance Bonus:** +1

**Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Net and Stab

*The well-thrown net that follows your main attack leaves your foes right where you want them.*

**Melee, Strike, Weapon**

Melee 2

**Main action**

One creature

**Power Roll + Might or Agility:**

4 + **M** or **A** damage; **A < WEAK**, slowed (EoT)

6 + **M** or **A** damage; **A < AVERAGE**, slowed (EoT)

8 + **M** or **A** damage; **A < STRONG**, restrained (EoT)

## Shining Armor

The Shining Armor kit provides the most protection a kit can afford, providing you with the sword, shield, and armor necessary to play the prototypical knight.

### EQUIPMENT

You wear heavy armor and wield a shield and a medium weapon.

### KIT BONUSES

**Stamina Bonus:** +12 per echelon

**Stability Bonus:** +1

**Melee Damage Bonus:** +2/+2/+2

### SIGNATURE ABILITY

#### Protective Attack

*The strength of your assault makes it impossible for your foe to ignore you.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature

**Power Roll + Might or Agility:**

5 + **M** or **A** damage

8 + **M** or **A** damage

11 + **M** or **A** damage

**Effect:** The target is taunted until the end of their next turn.



## Sniper

The Sniper kit gives you the tools and techniques to take down enemies from afar. This kit can help you become the archer who lurks behind trees or down tunnels, picking off enemies with a bow or crossbow as they approach.

### EQUIPMENT

You wear no armor and wield a bow.

### KIT BONUSES

**Speed Bonus:** +1

**Ranged Damage Bonus:** +0/+0/+4

**Ranged Distance Bonus:** +10

**Disengage Bonus:** +1

### SIGNATURE ABILITY

**Patient Shot**  
*Breathe ... aim ... wait ... then strike!*

**Ranged, Strike, Weapon**

Ranged 15

**Main action**

One creature

**Power Roll + Might or Agility:**

3 + **M** or **A** damage

6 + **M** or **A** damage

13 + **M** or **A** damage

**Effect:** If you don't take a move action this turn, this strike deals extra damage equal to your Might or Agility score (your choice).

## Spellsword

The Spellsword kit combines melee strikes and a little bit of magic, letting you create a warrior who doesn't have to choose between the incantation and the blade.

### EQUIPMENT

You wear light armor and wield a shield and a medium weapon.

### KIT BONUSES

**Stamina Bonus:** +6 per echelon

**Speed Bonus:** +1

**Stability Bonus:** +1

**Melee Damage Bonus:** +2/+2/+2

### SIGNATURE ABILITY

**Leaping Lightning**  
*Lightning jumps from your weapon as you strike to harm a nearby foe.*

**Magic, Melee, Strike, Weapon**

Melee 1

**Main action**

One creature or object

**Power Roll + Might, Reason, Intuition, or Presence:**

5 + **M**, **R**, **I**, or **P** lightning damage

8 + **M**, **R**, **I**, or **P** lightning damage

11 + **M**, **R**, **I**, or **P** lightning damage

**Effect:** A creature or object of your choice within 2 squares of the target takes lightning damage equal to the character's score used for this ability's power roll.

## Stick and Robe

Armed with a simple reach weapon, often a quarterstaff, a character using the Stick and Robe kit is highly mobile thanks to their light armor. This allows your hero to make maximum use of their weapon's length.

### EQUIPMENT

You wear light armor and wield a polearm.

### KIT BONUSES

**Stamina Bonus:** +3 per echelon

**Speed Bonus:** +2

**Melee Damage Bonus:** +1/+1/+1

**Melee Distance Bonus:** +1

**Disengage Bonus:** +1

### SIGNATURE ABILITY

**Where I Want You**  
*When your stick speaks, your enemy moves.*

**Melee, Strike, Weapon**

Melee 2

**Main action**

One creature

**Power Roll + Might or Agility:**

4 + **M** or **A** damage

7 + **M** or **A** damage; slide 1

10 + **M** or **A** damage; slide 3

## Swashbuckler

If you want to be mobile and deal a lot of damage with melee strikes, then you should reach for the Swashbuckler kit. This is a great kit for heroes who want to be master duelists.

### EQUIPMENT

You wear light armor and wield a medium weapon.

### KIT BONUSES

**Stamina Bonus:** +3 per echelon

**Speed Bonus:** +3

**Melee Damage Bonus:** +2/+2/+2

**Disengage Bonus:** +1

### SIGNATURE ABILITY

**Fancy Footwork**  
*All combat is a dance—and you'll be the one leading.*

**Melee, Strike, Weapon**

Melee 1

**Main action**

One creature

**Power Roll + Might or Agility:**

5 + **M** or **A** damage

7 + **M** or **A** damage; push 1

10 + **M** or **A** damage; push 2

**Effect:** You can shift into any square the target leaves after you push them.

## Sword and Board

The Sword and Board kit doesn't just give you a shield—it makes the shield part of your offensive arsenal. With a medium weapon in one hand and a block of steel or solid oak in the other, you protect yourself while you control the battlefield.

### EQUIPMENT

You wear medium armor and wield a shield and a medium weapon.

### KIT BONUSES

**Stamina Bonus:** +9 per echelon

**Stability Bonus:** +1

**Melee Damage Bonus:** +2/+2/+2

**Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Shield Bash

*In your hands, a shield isn't just for protection.*

**Melee, Strike, Weapon**

**Main action**

Melee 1

One creature

**Power Roll + Might or Agility:**

4 + **M** or **A** damage; push 1

7 + **M** or **A** damage; push 2

9 + **M** or **A** damage; push 3; **M < STRONG**, prone

## Whirlwind

The Whirlwind kit makes effective use of whips, granting you mobility, damage, and reach. If you want to be a fast-moving warrior who lashes foes with a chain or whip, then this is the kit for you.

### EQUIPMENT

You wear no armor and wield a whip.

### KIT BONUSES

**Speed Bonus:** +3

**Melee Damage Bonus:** +1/+1/+1

**Melee Distance Bonus:** +1

**Disengage Bonus:** +1

### SIGNATURE ABILITY

#### Extension of My Arm

*When you draw your whip back after an attack, your enemy is drawn ever closer.*

**Melee, Strike, Weapon**

**Main action**

Melee 3

One creature

**Power Roll + Might or Agility:**

4 + **M** or **A** damage; vertical pull 1

7 + **M** or **A** damage; vertical pull 2

10 + **M** or **A** damage; vertical pull 3

## Warrior Priest

The Warrior Priest kit imbues the power of the gods into your weapon, making it a smiting instrument. You wade into the fray without fear, thanks to the power of the divine ... and the heavy armor you wear.

### EQUIPMENT

You wear heavy armor and wield a light weapon.

### KIT BONUSES

**Stamina Bonus:** +9 per echelon

**Speed Bonus:** +1

**Stability Bonus:** +1

**Melee Damage Bonus:** +1/+1/+1

### SIGNATURE ABILITY

#### Weakening Brand

*The impact of your weapon brands your target for destruction.*

**Magic, Melee, Strike, Weapon**

**Main action**

Melee 1

One creature or object

**Power Roll + Might, Reason, Intuition, or Presence:**

3 + **M**, **R**, **I**, or **P** holy damage

5 + **M**, **R**, **I**, or **P** holy damage

8 + **M**, **R**, **I**, or **P** holy damage

**Effect:** Until the end of the target's next turn, they have damage weakness equal to the characteristic score used for this ability's power roll.

### Optional Rule: Losing Equipment

The rules of the game expect that heroes always have access to their equipment. That's because for most of the time in the game, heroes aren't worried about surviving for days on end in a dungeon and tracking every piece of gear they carry. However, there might be times where your group wants to tell a story of heroes who are captured and stripped of their equipment, or who find themselves at a masquerade where weapons need to be checked at the door. For those kinds of scenarios, you can use the following rules:

- If your kit has armor and you aren't wearing it or wielding it (in the case of a shield), you lose your kit's Stamina bonus and stability bonus. If you lose your shield but keep the rest of your armor, your Stamina decreases by 3 per echelon. As long as you are carrying your shield, you don't lose its Stamina bonus, even if you aren't actively wielding it.
- If your kit has a medium or heavy weapon you aren't wielding, you lose the kit's melee damage bonus.
- If your kit has a light weapon you aren't wielding, you lose the kit's melee damage bonus, ranged damage bonus, and distance bonus for a weapon you throw. If your kit also has a bow, you don't lose those benefits for the bow.
- If your kit has a polearm or whip you aren't wielding, you lose the kit's melee damage bonus and melee distance bonus.
- If your kit has an ensnaring weapon you aren't wielding, you lose the kit's signature ability.
- If your kit has a bow weapon you aren't wielding, you lose the kit's ranged damage bonus and distance bonus.



## Kits

Kit	Armor	Weapon	Stamina per Echelon	Speed	Stability	Melee Damage	Ranged Damage	Melee Distance	Ranged Distance	Disengage
Arcane Archer	None	Bow	—	+1	—	—	+2/+2/+2	—	+10	+1
Battlemind	Light	Medium	+3	+2	+1	+2/+2/+2	—	—	—	—
Cloak and Dagger	Light	Light	+3	+2	—	+1/+1/+1	+1/+1/+1	—	+5	+1
Dual Wielder	Medium	Light, medium	+6	+2	—	+2/+2/+2	—	—	—	+1
Guisarmier	Medium	Polearm	+6	—	+1	+2/+2/+2	—	+1	—	—
Martial Artist	None	Unarmed strikes	+3	+3	—	+2/+2/+2	—	—	—	+1
Mountain	Heavy	Heavy	+9	—	+2	+0/+0/+4	—	—	—	—
Panther	None	Heavy	+6	+1	+1	+0/+0/+4	—	—	—	—
Pugilist	None	Unarmed strikes	+6	+2	+1	+1/+1/+1	—	—	—	—
Raider	Light, shield	Light	+6	+1	—	+1/+1/+1	+1/+1/+1	—	+5	+1
Ranger	Medium	Bow, medium	+6	+1	—	+1/+1/+1	+1/+1/+1	—	+5	+1
Rapid-Fire	Light	Bow	+3	+1	—	—	+2/+2/+2	—	+7	+1
Retiarius	Light	Ensnaring, polearm	+3	+1	—	+2/+2/+2	—	+1	—	+1
Shining Armor	Heavy, shield	Medium	+12	—	+1	+2/+2/+2	—	—	—	—
Sniper	None	Bow	—	+1	—	—	+0/+0/+4	—	+10	+1
Spellsword	Light, shield	Medium	+6	+1	+1	+2/+2/+2	—	—	—	—
Stick and Robe	Light	Polearm	+3	+2	—	+1/+1/+1	—	+1	—	+1
Swashbuckler	Light	Medium	+3	+3	—	+2/+2/+2	—	—	—	+1
Sword and Board	Medium, shield	Medium	+9	—	+1	+2/+2/+2	—	—	—	+1
Warrior Priest	Heavy	Light	+9	+1	+1	+1/+1/+1	—	—	—	—
Whirlwind	None	Whip	—	+3	—	+1/+1/+1	—	+1	—	+1