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# 1. Preface

This document is to serve as a reference for card designs and rulings. With the main objective of quality control to ensure cards are balanced and consistent.

# 2. Setting

Anathema is a high fantasy world with a little bit of pseudo technology thrown in. We go with a logical approach over a fanciful one. If we have magic lights, why would you invent electricity. If I can enslave a fire elemental, why would I need an electric water heater? Fantasy Los Vegas, all magical neon lights, Anti magic zone to discourage cheating etc. Mass transportation ran on gravity magic (grav train) etc.

There are 11 Major sentient races on the planet Rinaria. In each of those races there is a saint, a widely acknowledged spiritual leader of their people carrying a powerful artifact (scroll), very similar in popularity to a pope. In addition to this, each race has members with the potential to be the catalyst. A person who through force of will, tenacity and conviction can and will make global changes that will affect the world of Rinaria and beyond. The catalyst prophecy is something that only survivors of the first Rinarian war will recall, they are few and far between. This catalyst will carry a spark of life from a long forgotten source.

Through a series of entwined events, these potential catalysts will set in motion a second Rinarian war, old allies and foes will awaken, lines will be crossed, alliances forged and broken. External forces desperately searching for the catalyst to have a hand in Rinaria’s salvation or doom. Your decisions will shape the world!

# 3. Objective

The players will move from location to location resolving quests. In doing so, they will earn experience and gold (rin). With these they can purchase new abilities, levels, equipment and units. As well as pay certain location based costs (use an Inn, safe passage through a location, etc). The locations that these quests take them to will have unique properties as well as shards of the overall story hidden inside.

## Gaining VP

The core game content will be broken into Acts. The base game will be relegated to only act 1 content. In each act there are major events that the catalyst are involved in. The objective of the game is to gain 5 VP by completing scenarios.

Each scenario has an objective that must be met and is stated on the scenario card. Each scenario grants a certain amount of VP. *See the Scenario section for further detail*.

# 4. Story

An original sentient (OS) being capable of creating life, happens upon a rock with promise. For unknown reasons, he creates five over-beings we refer to as Avatars (Primordials) (new name needed). These Avatars awaken only aware of each other (No knowledge of OS). Through learning of each other they find they are able to create life as well. So through a pact each Avatar creates two pairs of beings in their own image. This is the origin of the Avatars and the 10 original races.

Centuries pass as the Avatars teach their races how to live, during this peaceful time each race prospered and their numbers flourished. However soon emerged a new race, with numbers doubling that of any other race. From studying the other 10 races, they learned the survival skills and way of life. In what took the other races centuries, it took them years. Initially everyone was intrigued by this new race and their hybrid civilization. But the emergence of this new race meant that one of the Avatars had broken the treaty. None of the Avatars would confess to this breach of trust.

Eventually, humanity was able to create new original life themselves, through a mixture of magic and technology. This angered the Avatars greatly, with the ability to make new sentient beings themselves this elevated humanity to the same level as the avatars themselves. That event sparked the Great Rinarian war. Each avatar created new beings (they could not achieve full sentient creation again) as fast as they could, in order to bolster an army capable of destroying the other avatars and their creations (humans included).

Many drastic events happened during this war. The flooding of the Cyktar (the human metropolis). The de-moisturfication (-ization) of the Quelar Jungle. The blights laid upon the Dragoon populace. After what looked like a stalemate, the Avatars came to an agreement to just destroy humanity altogether since no one would claim them. When things looked most grim for the youngest race. A tear occurred in reality, out poured a throng of celestial creatures, Angels and Devils. Each assigned as a combat pair, breaking into the ranks of the 10 original races and the avatars other creations. Carnage ensued, until emerged a mighty being, saddened by the conflict he had created. Realizing what a mistake he had made, OS decided to eradicate all life. The avatars first where decimated, held deteriorating by the will of OS alone. This angered the 10 races, as their mentor / life giver suffered. They collaborated a full assault on OS. Humanity not able to standby and watch this combined suffering decided to join as well. In a moment of indifference the celestial host opted to not interfere. The energy OS used to unmake the Avatars proved stressful and weakened him greatly. The combined mortal alliance was to beat back this alien threat.

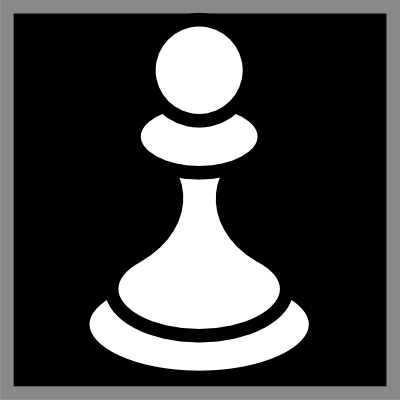
In his weakness OS made a final gambit. He spoke “Amongst thee I will set apart a catalyst who I task as enkindler of your end times. lo I will smell their pure fire and awaken”. He then wiped clean histories slate. All memories forgotten. 10 individuals on the brink of death remained unaffected, These would later be known as the saints. Prior to this the celestial host was pulled back through the rip.

With blank minds, and the only thing to behold was devastation. The saints tasked themselves to teach their races about life anew, omitting their original creators. Once their civilizations were secured they disappeared.

2,000 years later. The saints have returned as they felt the catalyst, looking for the reaction they will cause.

## Catalyst Stories

We have detailed stories for a potential catalyst of each race.

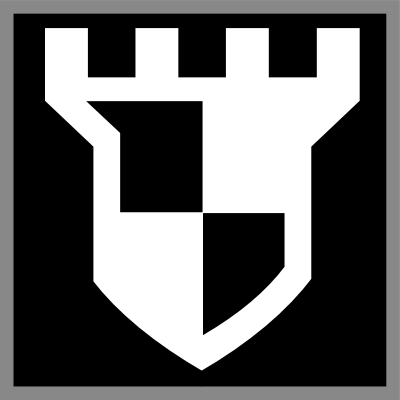
**Human** - Hunter Gatherer society on the outskirts of civilization. Going on a coming of age hunt, with the objective to get wild game for a big feast. One of his tribe members die during this hunt. They were successful in slaying a huge beast. By the time they give his slain tribesman a burial and haul the catch home, he sees fire in the distance. Racing towards the village, The human catalyst sees dust clouds despair into the far distance. One of his other two surviving tribesmen is struck with fear and decides to not pursue and start on a life of his own elsewhere. Main and other tribe member set off in pursuit. They come across a caravan being attacked and prevent the assault. The caravan leader hires them on as guards, he initially refuses until another two guards say they know where they can get information on the abductors (slavers).

The two other guards (elf male, dwarf female) join up with him once they reach their destination. They come across a retired Skarn mercenary who recognizes the tracks and patterns the main describe to him. He agrees to help if they run a few jobs for him, they will get paid in addition. During one of these jobs, based on previous decisions, the human main runs into chorus or suicide who has a brief chat with them. These jobs turn out to be an old debt the mercenary owes. If things go well he joins up and gives him the location of the skarn slavers nest. After fighting a colossal naked mole rat. Human main realizes he is too late as he sees the slaver ship leave port (the nest has an exit to the sea), he finds a necklace a little tribe girl was making for him. He gets furious and burns the place to the ground. ***Hieros gamos (origin) ?***

**Dragoon** - The Dragoon race has been stagnant since the Udrinn removed their ability to reproduce. In a last ditch effort the Progenitors (Oldest Dragoon from each of the five castes) contributed energy to instill a cycle of rebirth for their people) As one dies, they are reborn in another egg, hatching with all of their previous knowledge.

For the first time since their sundering during the Rinarian war, a new life is born. You emerge fresh from an egg, that of a green scale (Udrinn also cursed them, once mighty warriors and the best chance the dragoons had at stopping the Udrinn) a once mighty caste now tasked as beasts of labor. You retain their proper original form and intellect.

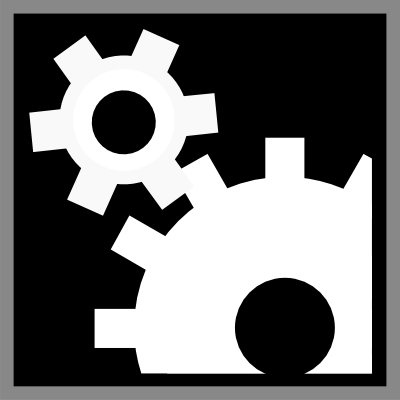
This of course stirs speculation and new hope, some want to keep you secret and study you. Others want to parade you around to strike fear in their enemies. After your education, you are tasked with rites of passage, a long forgotten rite only the progenitors remember. Each of the caste leaders assigns you a task which you must complete to satisfaction. Hexus, the blue caste leader and general supreme, puts you into a conundrum of a situation. Hoping that you will fail your task and as a result perish. Your only hope of survival is to use a breath weapon (which only Hexus and the progenitors are able to do). You succeed, Hexus being furious. The progenitors send you out into the world to investigate reports of the emergence of the Udrinn (thought to have been eradicated by a joint effort of elves and Dragoon).

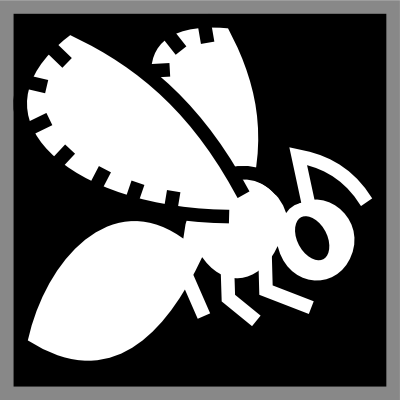
**Dwarf** - Part of a Security team sent on a low profile, high paying expedition to uncover an old world artifact. The location turns out to be the first human city. The artifact has to do with the creation of new sentient life (no one knows its capabilities, the person funding this expedition is unknown).

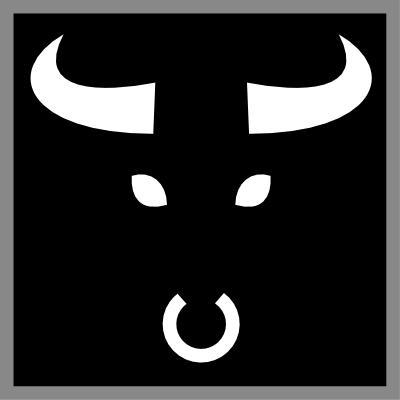
Part way through the head researcher unleashes an unknown horror from the first age, and absconds with the artifact in hand. You sacrifice yourself so that the rest of the team can escape an aquatic grave. You survive the fight and are now a long way from the original site, trying to find your way back to the dwarven city. Time has lapsed during the time you spent in that Cyktar.

This time lapse has given the head researcher time to develop and increase his understanding with said artifact. On top of that, this whole fiasco was placed on the dwarven main. The researcher being the only survivor. Now you have to clear your name, you have all three dwarven organizations after you. You take it upon yourself to right such a heinous betrayal.

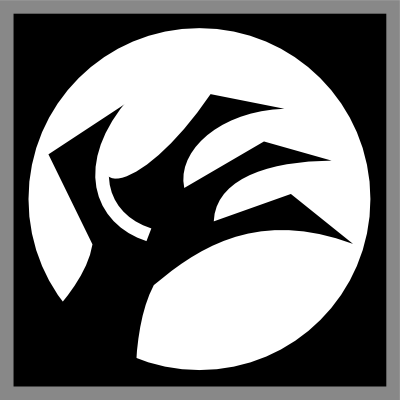
**Elves** - Let the human main live over 2 decades ago. Investigating happenings of an anomaly elven Augurs found. The Old team assembles again.

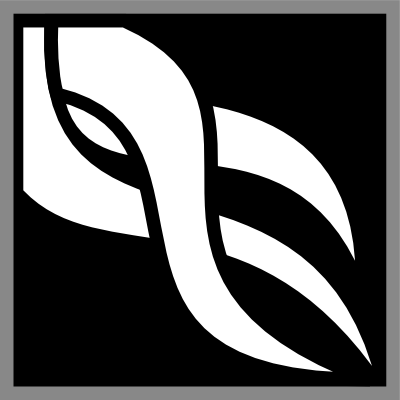
**Gnomes** - Private investigator. Uncle goes missing, tied into Udrinn. Tracking reported sightings and dealing with the aftermath. X-files, extraplanar beings.

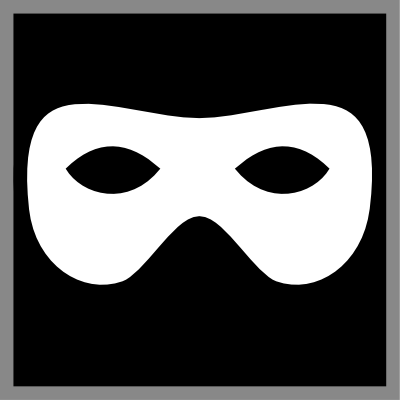
**Kyrr** - The Human ++ Prototype. Set into the wild as a human human looking baby, found next to the corpse of a bear. Through a series of events he has drastic growth spurts. Eventually kicked out of the village and learns about mortal life. Kills pretender frees from Queens control . Queen Releases Beta versions.

**Minotaur** - Small time mercenary leader. Creating a reputation.

**Quellar** - As a final step in Quelar society, each member must seek something new to enrich her peoples lives. In this case a new food source.

**Skarn** - Part of slavers. Putting food on the table. Starts growing a heart.

**Udrinn** - Alpha Strike, takes out a costal village. Establishes Udrinn land foothold.

**Varim** - Kidney thieves. highborn girlfriend. Rags to riches, while dealing with the aftermath of a seedy past.

## Key NPCs

**The Pretender -** Human “saint”. Part of the Magi. Claims to carry a scroll. Wants to bring back the Avatars. Human supremist. Kyrr main kills him for his queen thinking he has a scroll. After death gives Kyrr main the option of choice, freeing him from the queen.

**Praetor Laurence -** Cornered in an alley by a couple of kidney thieves. He feigns weakness, just before he is about to deal with his would be assailants, Varim main shows up and dispatches his former partners in crime. Sensing the “spark” Laurence takes him under his wing.

**Ruthless -** Proprietor of a decent size Slave trade organization.

**Hexus -** Dragoon General. Shogun.

**Judge Follo -** Chief Elven Inquisitor.

# 5. Game Components

**Deck –** Your main deck, It is made up of the following card types, Quests, Units, and Equipment. The minimum deck size is 80 (60) cards. You can have no more than 3 of a single card.

**Location cards –** This forms a separate deck from you deck (different card backing). It consists of the locals you can visit in Anathema. You may freely browse this deck at any time. It is recommended that you posses all location cards up to the most recent expansion. This deck can be any size.

**Token cards -** Some quests, units, equipment, scenarios will ask for you to put specific tokens into play. These should remain in a freely browsable pile when not in use.

**Dice –** 2D6 used in combat and various card mechanics. The probability on a 2D6 is as follows:

2 – 2.77

3 – 5.55

4 – 8.33

5 – 11.11

6 – 13.88

7 – 16.66

8 – 13.88

9 – 11.11

10 – 8.33

11 – 5.55

12 – 2.77

The sweet spot where people want to get their rolls is at least a 7 to succeed.

**Counters –** It is mandatory that you have a way to visually track a Units HP and AP. It is recommended that you have tokens that stand for different intervals (Penny = 1, Nickel = 5, Quarter = 25)

# 6. Card Types

**Scenario –** At the start of the game all scenarios and associated tokens are set aside. During the pregame phase each player chooses 1 scenario and places it face down. According to turn order each player reveals their scenario and leaves it face up. Once the conditions stated on the Scenario are met, it is considered completed. Follow the instructions on the card and gain the Victory Points (VP) listed. Choose your next scenario and reveal it to all players (Next scenario can be any other aside from your most recently completed one). Scenario effects are always game changing (think WoG and Armageddon, Stasis even).

###### Name:

###### Conditions for completion:

###### Completion Effect:

###### Awarded VP:

###### Flavor text:

**Catalyst –** At the start of the game you choose 1 of 11 catalysts. This unit serves as the backbone to your party. They can increase in level, gain new abilities, and switch classes (1 class per tier). For each level your catalyst gains Increase your maximum party size by 2 levels as well as multiply its base stats by its level (if Its base stats are 5HP 2 INI 3 AP and the catalyst is now level 3, then there current stats before modifiers is 15HP 6 INI and 9 AP). If your catalyst is killed during combat (being reduced to 0 HP or otherwise) Place it at a starter location (marked with a star). Search your deck for 5 levels in units (do not count your catalyst level into your maximum party size).Lose half your remaining gold rounded up (turn the quests sideways as if spent). Shuffle your former party and their equipment back into your deck. They have disbanded and ran through your pockets!

###### Name:

###### Race:

###### Abilities:

###### Stat distribution:

###### Quote (Flavor text):

###### Starting stats: combine with stat distribution totals. So eliminate this stat.

**Unit –** At the start of the game you will choose 7 levels worth of units (5 + 2 for you catalyst being level 1) and put them into formation. You will then spend your starting gold (500) (use it or lose it) to equip your party (you may search your library for this equipment. You can play additional Units by going to locations and paying the associated recruitment costs. When a Unit is reduced to 0 HP put it into your discard pile along with any equipment attached to the unit.

###### Name:

###### Race and affiliations:

###### Abilities:

###### Stat distribution:

###### Quote (Flavor text):

###### Stats:

###### Level:

###### Class:

**Quest –** Your short term objectives. This is how you earn gold and XP. You travel to a location where you can play the quest and follow the terms and conditions listed on the card. Once you complete a quest you move it to you completed pile. You may shuffle quests from your completed pile with xp of an equal or higher value than the printed level cost on your class card(s). You add the quest level to the ER of the fight it specifies.

###### Name:

###### Level:

###### Conditions:

###### Additional rewards:

###### Flavor text:

###### Completion XP: eliminate and use quest levels instead for leveling

###### Awarded Gold:

**Location –** The places you travel to and from during gameplay. This is what dictates a lot of gameplay (How much a unit costs to higher, buying equipment, where you can play a quest etc)

###### Name:

###### Region Markers:

###### Abilities:

###### Location Type:

###### Flavor text:

###### Hazard rating:

**Equipment –** Cards that you must attach to a valid target when played (Unit or catalyst). Improves the attached cards stats. Also has abilities with associated costs.

###### Name:

###### Quality Level:

###### Type:

###### Slot:

###### Flavor text:

###### Abilities and effects:

###### Stats:

###### Awarded Gold:

**Class –** Choose one class at start of the game that you meet the requirements for. Dictates the abilities a catalyst has access to as well as the cost to purchase a level. When you purchase a level select an ability on the class card to obtain (place a marker on it denoting the abilities you have earned as well as your catalysts level).

###### Name:

###### Cost per Level:

###### Abilities:

###### Stat boost per level:

###### Flavor text:

###### Tier:

# Gameplay

**Deck Design –** Decks are to consist of no less than 60 cards. Consisting of no more than 2 of any one card.

**Starting a game –** Game play starts by setting aside 7 levels worth of Unit cards. In addition to your "Catalyst" hero card. Also set aside your Hero's chosen class card. Place a marker on the class card to select your starting class ability. This also represents your hero's level (you gain one ability of your choice per level). Each player also sets aside their scenario card and places it face down in front of their deck.   
      
    Players each roll 2D6. The player with the highest roll plays first. The player who plays second chooses a location that is marked with the starter Icon "star" and places their units in a formation (see formation section) of their own choosing at that location. This continues counter clockwise until the player who goes first does the same (Note: players cannot choose the same location). All Players now flip their scenario cards face up.

**Turn phases –** A players turn progresses in the following phase order:

1.    **Recovery Phase**  
    Each unit recovers 1HP and 1 AP. Token Units do not.  
  
 2.    **Travel Phase**  
    You may travel to another location that shares the same region symbol as your current location. You may NOT travel if there are opposing units or monsters at your current location. You may choose to "Run". If so every opposing unit or monster gets to   
take a single combat action. After these actions are taken, you may move  
as normal. Since they were not defeated your opponent then shuffles any units or monsters that were played due to you moving (random encounter) or playing a quest back into their deck Then draws that many cards immediately (running is a bad thing certain cards can enhance / change this rule / increase its severity).  
  
3.    **Random Encounter Phase >**  
    After moving, The closest opponent to your right may play Units and equipment equal in total level to the hazard rating of your current location (Random Encounter). Resolve combat as you would normally.  
  
   *Most locations will reduce the cost of certain types of units when played as hazards (random and quest).*  
  
    Shuffle all cards played as a hazard into their owner's deck.  
  
4.   **Encounter and Quest phase <**  
    If there are no enemy units at the active parties current location, the active player may play a quest card that is equal to or less than the hazard rating of the location in level. The closest opposing player on your left (Quest Handler) plays units and equipment equal to or less in level to the level printed on the quest card. Resolve combat as you would normally. If you chose to resolve your active scenario instead, then follow the directions printed on the Scenario card.

Shuffle all cards played as a hazard into their owner's deck.  
  
 5.    **Provision Phase**  
    During this phase, the active player can use non-combat unit abilities and abilities based on location. This includes abilities placed on location cards.  
  
6.    **End phase**  
    Resolve any remaining effects in play. The active player may choose to discard one card and then all players draw up to their maximum hand size of 8.

**Combat –** Combat starts with the unit with the highest initiative value. It's owner may select 1 action on the card and then the targets owner may choose a valid defensive action from amongst his party, in defence of the offensive actions target. Both players then resolve the defensive action and then the attackers action. Proceed down in order based on initiative, until neither active monster or unit has AP left, and/or all monsters and units are exhausted. At the end of a combat round after all remaining units have acted the hazard player may move 1 unit forward or back a rank and then the active player does the same.

##### Formation – A party consists of up to 3 rows of units (Front row, Mid row, Back row). You must have at least 1 unit in your Front row in order to place a unit in your Mid row, you must have a unit in your Mid row in order to place a unit in your Back row. Equipment and abilities dictate what cards can be declared as a target based on unit row placement. Generally Units in your Back row are safer than units in your Front row.

##### Ability types and usage – There are 3 ability types that determine when an ability can be played or if it is persistent.

###### Passive – Always active, always check if it applies to the current situation

###### Aggressive – Must have a valid target, pay the cost and then resolve any valid defensive action the defensive player chooses as a response. After the defensive action is resolved (if there is any at all) then resolve the Aggressive action.

###### Defensive – Used in response to an Aggressive action. Resolve the Defensive action first and then the Aggressive action last.

##### Movement – At the end of a combat round the Hazard player moves one unit forward or back a rank. The active player then does the same. Movement (voluntary or otherwise) can happen outside of the end of combat. Play as the card describes.

##### Initiative – Determines combat turn order. Some Items will use it as a modifier.

##### Range – How far into a formations depth can an ability target. Range is counted starting with row in front of the acting unit onward.

##### AOE – How many units does the ability target, single, row, column (1 from each row), all opposing, all friendly, or all units.

##### Melee Attack – To resolve a melee ability roll 2D6 and add the acting units level as well as additional modifiers. Compare this total to the targets total Armor Rating (AR) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the next highest initiative acts next.

##### Ranged Attack – To resolve a ranged ability roll 2D6 and add the acting units level as well as any additional modifiers. Compare this total to the targets total Armor Rating (AR) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the next highest initiative acts next.

##### Magic Attack – To resolve a magic attack roll 2D6 and add the acting units level as well as any additional modifiers. Compare this total to the targets remaining Action Points (AP) + the targets level. If the result is equal to or greater the attack is a success. Resolve the action as normal. Otherwise it is a miss, the unit with the next highest initiative acts next.

##### Unit Death – If a units is reduced to 0 HP and it has the unique tag, remove it from the game. Otherwise put it into your discard pile. Discard all its attached equipment as well.

##### Catalyst Death – If your catalyst is killed during combat (being reduced to 0 HP or otherwise) Place it at a starter location (marked with a star). Search your deck for 5 levels in units (do not count your catalyst level into your maximum party size).Loose all half your remaining gold (turn the quests sideways as if spent). Shuffle your former party and their equipment back into your deck. They have disbanded and ran through your pockets!

**Gaining and spending XP –** Whenever you complete a quest move it to your completed pile. At the end of your turn you may shuffle quests from your completed pile back into your deck with XP equal or over the XP listed on your class card to level. Place a level marker on your new class ability to note this gain.

**Gaining and spending Gold –** Exhaust quest cards from your completed pile equal to or over than the amount of gold you wish to spend, resolve the ability or purchase.

# Location Types

**Town –** Civilized locations with no hazard rating. A lot of purchases will be made at these locations.

**Dungeon –** Subterranean, location modifiers to reflect low light, cramped quarters, Increased Item gain (when completing a quest at this location search your deck for an X level item, attach it to a unit) etc. Traps also.

**Wilderness –** Outdoor areas with natural vegetation, varied mild effects.

**Ruins –** Locations from the first era, Old and powerful. Strange unique effects.

**Hostile camp –** Rougher civilized locations. Hazard ratings w/ better focused effects than towns.

**Crossroads –** Used to cross between regions, highway men, faster travel effects.

**Movement –** When choosing another location to move to it must share at least region type (Icon) with your current location.

**Regions –** Location hubs, certain units are more effective when played as hazards within certain regions. Should have a level range. Barrens in scale not kalimdor.

# Stats

**Health Points (HP) –** Determines how much damage a unit can take. A unit is considered killed as soon as it reached 0hp.

**Action Points (AP) –** Pays costs associated with most abilities. An ability can only be used if you have the resources to pay for it. It is also used for determining magic resistance.

**Initiative (INI) –** Determines combat turn order. Abilities may use INI as a modifier.

**Level (LVL) –** Determines overall resistance and chance to hit as well as catalyst stats.

**Armor Rating –** Used for determining if an ability successfully resolves against its target.

# Catalysts

**Purpose –** Catalysts serve as the anchor to your party and gameplay. They are the only unit you can rely on to constantly be in play. Your goal is to complete quest to increase your catalyst power by spending gold for equipment and XP for levels and abilities. With this power you will use the catalyst and their party to complete Scenarios and earn VP as a direct result.

**Class usage –** A catalyst can have one attached class per class tier. You may purchase abilities from each in any order. Each Tier of class has a different cost to purchase a level/ gain one of the classes abilities. These abilities are composed of passive, aggressive and defensive abilities of varying sort. They should all scale remotely well.

**Growth –** For each level a Catalyst gains, multiple its attributes (HP,AP and INI) by that much. This is their maximum ratings.

# Units

**Race –** Determines stat distribution based on level as well as Racial keywords. Stats are based on 1 – 5, with a 10 point pool. Being a combination of 5 racial points, and 5 class points, alternating stat gains every level.

##### Dragoon – 2 HP, 1 INI, 2 AP. Elemental skills. Natural Armor boost.

##### Dwarf – 3 HP, 0 INI, 2 AP. Immovable (another dice roll to involuntarily move). Equipment cost reduction.

##### Elf – 1 HP, 2 INI, 2 AP, Bonus when in wilderness. AP regen.

##### Gnome – 0 HP, 1 INI, 4 AP. Count as being 1 row further back than they are.

##### Human – 2 HP, 2 INI, 2 HP. Cross class abilities. 1 extra stat per racial stat gain. Jack of all trades.

##### Kyrr – 2 HP, 2 INI, 1 AP. Venom that causes item corrosion.

##### Minotaur – 5 HP, 0 INI, 0 AP. Reach one row further in.

##### Quelar – 1 HP, 3 INI, 1 AP. Metabolism (heals for additional amounts).

##### Skarn – 0 HP, 3 INI, 2 AP. Mob Mentallity (+X damage to each unit that hits a target it attacked thats of the same level)

##### Udrinn – 2 HP, 0 INI, 3 AP. Shuffle into library on death, with X equipped gear. Mortal Strike X (reduces healing by X amount)

##### Varim – 1 HP, 4 INI, 0 AP. Arrogant, Considered 1 level higher (other stats remain the same)

**Class –** Theme and stat distribution.

##### Soldier – 3 HP, 1 INI, 1 AP, Defensive protector, Formation based abilities (Units behind it get +3 AC etc)

##### Chaplain – 2 HP, 1 INI, 2 AP. Healer, Buffs, Holy damage.

##### Rogue – 1 HP, 3 INI, 1 AP. Stealth, Critical Bonus. Pilfer.

##### Mage – 1 HP, 1 AP, 3 AP. AOE, Active Control

##### Marksman – 1 HP, 2 INI, 2 AP. Reach, Target marking, traps (passive control)

##### Brawler – 2 HP, 2 INI, 1 AP. Movement based, Ignore armor grapples.

**Improving Units –** Buy them equipment. Units marked with the monster keyword cannot equip items or regen AP/HP on their own. They have a good level to cost ratio and interesting abilities.

**Potential T2 Classes –** Sniper, Haymaker, Druid, Prophet, Paladin, Barbarian, Monk, Bruiser, Assassin, Scout, Pyromancer, Geomancer, Bard, Calculator.

# Classes

**Overview –** Each class card will consists of 6 abilities that a player can build a party around. Each level gained grants the listed stats as well as an ability of the players choice. Tier 1 (T1) class abilities cost twice your current level x 1000. Listed on the class card. (tier based)

2,000XP (4 lvls in quests)

4,000XP (8 lvls in quests)

8,000XP (16 lvls in quests)

16,000XP (32 lvls in quests)

32,000XP (64 lvls in quests)

Quests grant lvl x 10 xp

(Mirrors Unit distribution. Catalysts stand out because the start with 2x racial stats and 1x class stat) (0 become 1 with an equal subtraction from the catalysts main stat)

**Soldier –** +3 HP +1 INI +1 AP

**Chaplain –** +2 HP +1 INI +2 AP

**Rogue –** +1 HP +3 INI +1 AP

**Mage –** +1 HP +1 INI +3 AP

**Marksman –** +1 HP +2 INI +2 AP

**Scrapper -** +2 HP +2 INI +1 AP

# Equipment

**Slots –** Each unit can only have a certain amount of equipment on at the same time. We use slot to designate what they can have equipped. You must sell or swap gear between units when outside of combat.

##### Head (1) – Provides minimum Resistances, Reduces cost of certain abilities, Stats, Passive abilities

##### Body (1) – Provides the bulk of your AR. Soaks more damage based on type. Passive abilities

##### Rings (2) – Augments ability / equipment usage. Very specific effects. Passive / Active

##### Main hand (1) – Weapon, most have a low AP aggressive and a special secondary ability

##### Off hand (1) – Defensive slot, each comes with a Defensive ability, also stat increase

##### Neck (1) – Regen (HP or AP) and Resistances, Stats

##### Feet (1) – Movement based abilities, reactive.

**Weapon Types –** Each weapon type has a niche that it tries to fill without being a 1 trick pony. Can get passed certain play styles. Each weapon type has a general critical hit range and multiplier.

##### Slashing – Good raw AP to damage cost, not overly specialized. 11-12 crit range x2 damage

##### Piercing – Grant INI bonuses, Crit 10-12, x3, lower damage

##### Cleaving – Armor Penetration, Causes bleeding and Do Not Act

##### Bashing – Movement Impair, Soak negation, INI lowering

**Armor Types –** Each armor type is more likely to grant certain stats and resistances.

##### Cloth – AP boost, minor HP boost, AP regen, Small INI boost

##### Leather – Good INI boost, balanced resists, low soak

##### Chain – Magic Resists, good AR, Minor INI penalty

##### Plate – High AC, Soak, Ini penalty

**Off hand –** Defensive slot Accessories

##### Buckler – Poor ac boost, Parry abilities (on Miss, harder to hit), no INI penalty

##### Heater – Magic Resists, Block (soak on hit), decent AR boost, small INI penalty

##### Tower – Shield Bash, Good vs range (2 rows back?), Great AC, some soak, massive INI penalty

##### Wand – Weaker aggressive abilities for cheap AP, Passive magic penetration

##### Focus – Stat stick

**Consumables –** Items with limited number of uses, once used place a token on it, once there are tokens equal to the number of uses discard the item (if played as a hazard shuffle it in at the end of combat).

##### Potions – Restore HP or AP, cleanse

##### Poisons – Apply to a weapon to Inflict damage or negative status on hit. (Scrapped, unit and weapon ability now)

##### Food – Temporary Buff (based on times moved) (X pac) Act 2 (scrapped, too much micromanage too soon)

##### Thrown – Ranged weapon with limited uses (Scrapped, Unit ability, undermines the need to have ranged units)

##### Traps? – Conditional Items that trigger once certain actions are taken (scrapped, Unit abilities)

# Tournament Play

The first player to 5 VP wins. At the end of the round (1 hour) the player with the most VP wins that game. If both players have the same VP total than it is a draw.

# Multiplayer

**Two headed giant** – Players play as a team of catalyst working together. Each Catalyst and their party can move freely as they normally would (does not have to be at the same location). When they are at the same location at the start of the combat before hazards are play they can fight as a team, if this is the case then combine formations. Play through combat as you normally would. Players may trade Equipment when at the same location.

**Free for all** – The rules already incorporate this play style. When multiple parties are at the same location you can attack any other party there as you see fit.

**Dota Mode (2 Players (add on))** - Choose 5 Units and assign each a class card (if they are a catalyst or otherwise). Every 3 turns each player draws 4 units from a unit (specific tokens?) deck and places them into formation. Place a tower token into each lanes 3rd row. If you destroy a tower, your random unit total increases by 1. Every turn a unit is in a lane place a lvl token on them. Remove 5 lvl tokens to gain a level. Killing an enemy unit grants 3 lvl tokens. After a player loses 2 towers in a lane, that lane may now attack their base. Center lane grants more xp. Last hitting and deny. Costs 2 AP to switch 1 lane.

**Gladiator Mode (Are you not entertained)** - 4 way combat.

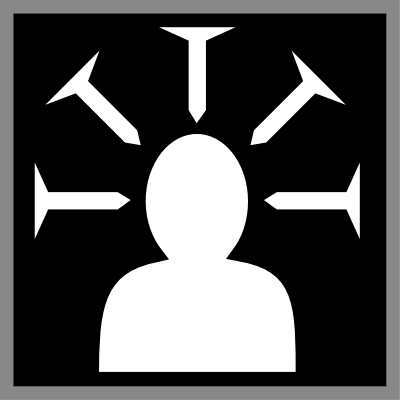
**Solo** - Solo Game.

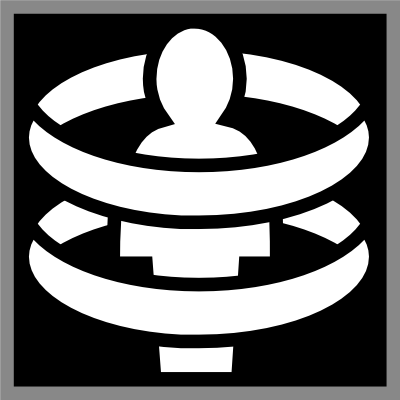
**Campaign Mode** - Week long game.

# Projected Releases

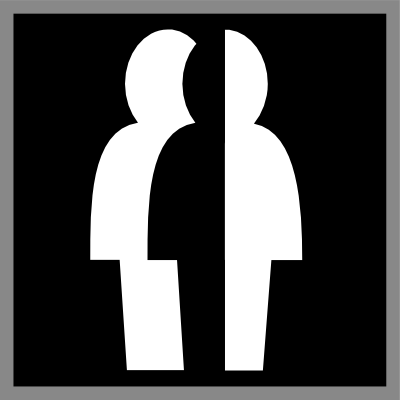
**Act 2** – With the assassination of the pretender war seems all but inevitable. The Magi has started to move. A new AI is in development. Old powers stir.

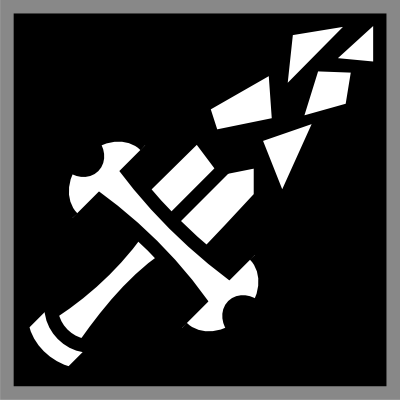
# 11. Keywords

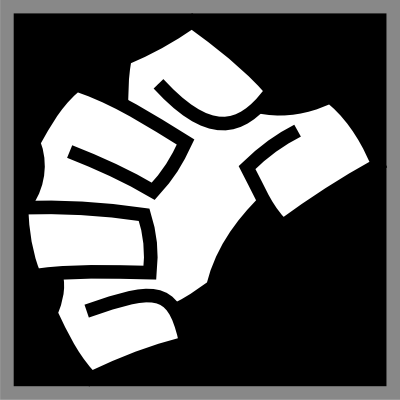
**Tough** **# -** subtract this number from damage after equipment modifiers are added. Soak. Damage Reduction. DR.

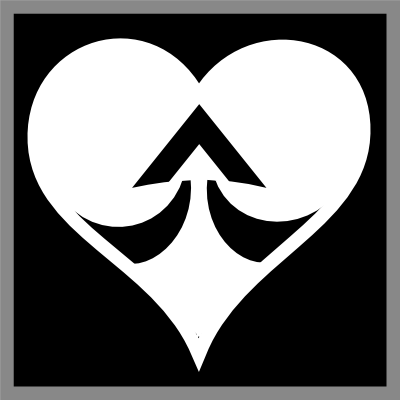
**Steady** **# -** If an ability would involuntarily move this unit, subtract its steady value and move it that many space according to that total.

**Serenity** **# -** While at a wilderness location this unit regains their serenity value in AP at the beginning of each round.

**Elusive** **# -** This unit counts as being # rows back for defensive purposes. With the maximum of the back row.

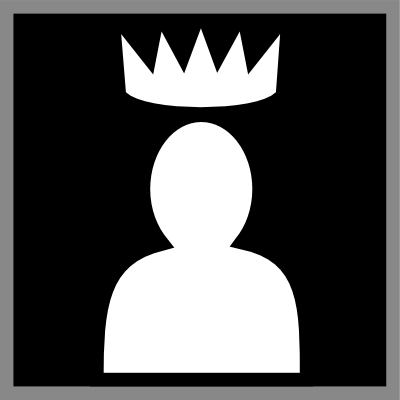
**Corrosion** **# -** On a successful attack , place # of corrosion tokens on a piece of equipment the target is carrying. If an item has >= corrosion tokens to its item level then destroy it. Remove the tokens after combat.

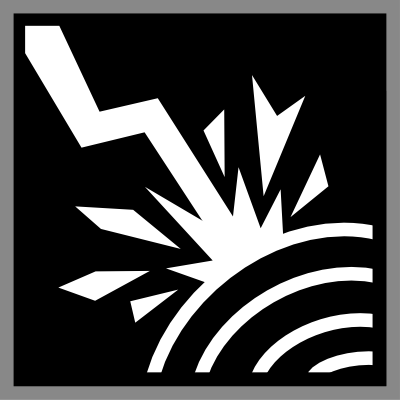
**Reach** **# -**  This units can target units # spaces away. Rowdy , Damage boost instead.

**Regen** **# -** At the beginning of a round heal # damage from this unit.

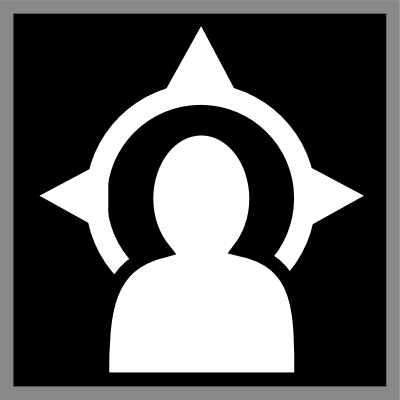
**Pathfinder # -** When traveling subtract the highest pathfinding total in your party from the Hazard rating of the location. Your opponents will use this new total when playing random encounters. (need to change for aura, maybe a to hit buff) Mortal strike (Disease), mob mentality (bonus for each skarn (or unit that shares a level with it) to hit and or damage).

**Undying # -** When this unit is destroyed, shuffle it back into your deck with # number of attached equipment. (Give them mortal strike instead?)

**Arrogant** **# -** Subtract # levels from anyone defending against or attacking this unit for combat purposes. Change to poisoner ?

**Resistant** **# -** For Magic checks this unit uses its Max AP instead of current.

**Hidden** **-** This unit cannot be targeted by a unit with lower INI. End if this unit moves or performs any action.

**Critical** **# -** Deal an additional # times the listed damage.

**Miss -** An attack that is not successful.

**Hit -** A successful attack.

**Enfeeble # -** Reduces dealt damage until after the targets next turn.

**Haze # -** Reduces targets range

**Pinned -** Don't move !

**Slow # -** Minus target’s INI until their next turn !

**Haste # -** Increases Targets INI !

**Push # -** Moves target away from user !

**Pull # -** Moves the target closer to the user !

**Daze # -** Increases the AP cost of the target’s abilities until after their next turn. !

**Debilitate #** - minus all stats

**Marker # -** + to hit

**Shield # -** Buffer against x type of damage

**Precision # -** Crit range

**Aura # -** grants this benefit/debuff to affected units

**Escavate # -** Roll 2d6, on the result of the number listed complete the effect.

**Native # -** Units of X type are considered **#** levels lower for meeting Hazard limits.

Activation (a units turn)

Hazard = change to encounter

**Quest Types**

**Fetch -** Go and retrieve something specific. Will usually have to balance costs to aquire the object vs what the reward actually pays out and the travel time to obtain and deliver the item. Ruins being a frequent target. Cause party to be the most cost effective.

**Escort -** Take a specific unit from on place to on another. Most will only ask that the unit is alive, some will ask that the unit is unharmed. Most of the vips will make juicy targets. Cause party to be defensive and movememt conscious

**Defeat -** Go to a location and face a specific encounter. Will allow your opponemt to search for units / equipment for hazard purposes. Cause party to be offensive and build ap regeneration.

**Collect -**

**Protect -**

Ability Key

R #= Range

W = Row

X = All

S = Single

B = Buff

F = Friendly

P = Passive

A = Aggressive

D = Defensive

A majority of quests made for player interaction (through hazard party / quest party)

Poison the supply, destroy a consumable target opponent controls, during their next combat each unit in the same row of the destroyed consumable takes 2 damage at the start of combat.

All quest conditions do not have to be super unique. A majority of them should just be combat modifiers / conditions. The reward can give the flavor.

Items are allowed to just be stat sticks. raw stats translate well here.

1 Aghanims Scepter per race.

Effects vs a region

Effects during an instance of comabat ( The first agressive ability played during the next combat deals an additional 4 damage)

Effects on a dice roll (escavate, combat etc)

with only 2 of any one card, multiple simular abilities are choice. (will go with lcg box distribution, buy 2 boxes or trade with friends.) specific boosters? Themed Decks.

VIP card with 20 hp in your or opponents 2nd row

http://www.youtube.com/watch?v=bJV6ug1npyQ&noredirect=1