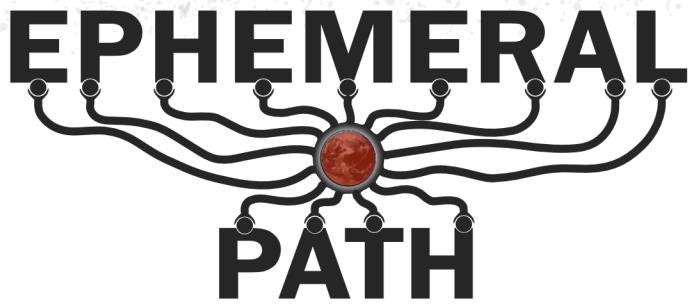


# EPHEMERAL PATH



## Ability Guide Wave 0.35

This document provides a list of abilities that can be added to Ephemeral Path figures by class. The abilities listed here can also be found in the figure builder at [www.ephemeralpath.com](http://www.ephemeralpath.com).

### Foraged Dice Reference Key

The markings below are used as a reference to how foraged dice are used in a particular ability. These same markings are used in the figure builder.

- ( ) = Rolled die
- [ ] = Foraged die
- [0] = Roll foraged die
- { } = Foraged and discarded

## **DISRUPTOR ABILITIES**

D1 6 Points - Attack, Targets 2, Range 5cm, Damage: Force + [D4]

D2 3 Points - 2 Spray Damage after standard attack, Spray Range 5cm [D4]

Ref: "Spray Range 5cm" indicates that all figures within a 5cm range of the target will suffer spray damage

D3 5 Points - Attack, Damage: [D4], Range 5cm, Rush

D4 4 Points- Attack, Target 1, Range +10cm , Damage: Force + [D6]

D5 6 Points - Attack, Range +30cm, Damage: [(D6)]

D6 3 Points - Prep, Use 1 prep token to increase this figure's force by 4 for it's next attack, Recurring

D7 7 Points - Melee, Damage: [(D8)], Rush

D8 5 Points - Attack, Target 1, Range +10cm , Damage: Force + [D8]

D9 5 Points- Attack, Target 1, Damage: Force + [D10]

D10 6 Points - Attack, Damage: 0, Immobilize, Add 2 spray damage for each prep token discarded [D10]

D11 6 Points - Melee, Damage [D12], Resistible + 2

D12 8 Points- Attack, Damage: [D12] + 2, Immobile, Gain 1 Prep token

## **TACTICIAN ABILITIES**

- T1 3 Points - Mine, Active, Deploy within 5 cm range, Damage: [D4]. Rush
- T2 2 Points - Defend, Reduce attack damage by [(D4)] or [D4] . Limit 1
- T3 2 Points - Target 1, push or pull another figure within 10cm range [D4]
- T4 4 Points - Mine, Passive, Deploy base contact, Damage: [D6]
- T5 4 Points - Target 1, push or pull another figure within 10cm range [D6]
- T6 5 Points - Mine, Active, Deploy base contact, Damage: [D8]. Rush
- T7 5 Points - Defend, Reduce attack damage by [(D8)] or [D8]. Limit 1
- T8 6 Points - Target 1, push or pull another figure within range by [D8]
- T9 6 Points - Mine, Passive, Deploy base contact, Damage: [D10]
- T10 5 Points - Reduce a [D10] by 2, Increase any other foraged die by 2, Recurring
- T11 7 Points - Defend, Reduce attack damage by [(D12)] or [D12]. Limit 1
- T12 8 Points - Remove 1 action from target figure, Range - 1, [5/6/7] Resistible, Limit 1
- T13 3 Points - Sneak

## **LEADER ABILITIES**

L1 12 Points - Attack, Target 3, Range + 10cm, Form up to 3 attack dice pools with any foraged dice. Ignore foraged value and re-roll dice for each attack, Immobile, Limit 1.

L2 10 Points - Heal, Full Health, All [8/9/10].

L3 10 Points - Push or pull the gate by [D4] cm.

Ref: All figures and terrain remain in their positions. In doing this, figures can enter or leave the gate and terrain can overlap the gate.

L4 2 Points - Defend, Reduce attack damage by [(D4)] or [D4]. Limit 1

L5 10 Points - Push or pull up to two figures within range by [D6].

L6 4 Points - [D6] Reduce a foraged D6 on this figure by 2, increase any other foraged die by 2, Recurring.

L7 4 Points - If any friendly figure within this figure's range takes damage. A [D8] may be reduced by any amount to negate the same amount of damage.

L8 5 Points - Defend, Reduce attack damage by [(D8)] or [D8]. Limit 1

L9 8 Points - Give another figure that hasn't been activated 1 additional action. Rush. Limit 1. [5/8]

L10 5 Points - Start the game with two additional prep tokens.

L11 7 Points - Whenever an opponent figure takes an attack action or uses an attack ability, at the end of that action this figure may be moved up to 4 cm.

L12 9 Points - Attack, Damage: Force + [D12]. No defense abilities can be used against this attack.

## **RUNNER ABILITIES**

- R1 2 Points, Move, Movement + [D4] x2 cm
- R2 3 Points, Counter Attack [D4], Perform this attack after this figure is not defeated by an opponent's attack.
- R3 2 Points - Melee, Damage: Take one prep token from opponent. Chain Rush [D6]
- R4 3 Points, Attack, Melee, Rush Damage: [(D6)]
- R5 4 Points, Move, Movement + [D8] x2 cm
- R6 5 Points, Counter Attack, Damage: [D8], Perform this attack after this figure is not defeated by an opponent's attack.
- R7 7 Points, Melee, Chain Rush Damage: [(D8)]
- R8 6 Points, Move, Movement + [D12] x2 cm
- R9 6 Points, Attack, Melee, Damage: [D12]
- R10 3 Points - Sneak
- R11 2 Points - Prep tokens spent to move this figure may move it 3cm instead of 2.