



Dervish



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Petadrakh d8+1 qs	*	*	5	3	3	d12



AGL	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Bladedancer	Leader
Missile Parry [1]	Parry [2]
Swordstorm [1]	

FACTION THEME RULE
Unchained



ABILITIES	EFFECTS
Bladedancer	Elusive[1]. Break Off = Maneuver after reactions.
Elusive [1]	Break Off: no attacks from [1] enemy.
Leader	Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes Shooth Them! - friends within 6": choose ranged target.
Missile Parry [1]	You may Parry [1] ranged nonspell attack/turn. No Riposte.
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Quick Strike (qs)	Counterattack. Unless target > DISC, +1d1 DISC for sequence.
Swordstorm [1]	You may make [1] additional attack per turn, each extra attack -2d1 MAR to the previous. No split or plus attack ability.



DERVISH



Zevriss



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Zerakrakhd8 te	*	*	4	4	2	d10



ABL	d8
Hero	

TALENTS & SKILLS	
Battler	
Fighting Spirit [2]	
Parry [1]	
Wayfinder	



ABILITIES	EFFECTS
Battler	Takes two enemies for each -1 DEF applied from Piling On..
Fighting Spirit [2]	You: dropped: after all concurrent attacks, pass SPR test 3: <u>not</u> dropped with 1 LP. [2] times/encounter.
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Two-ended (te)	DEF +1 or second melee attack at -2d1 MAR. [0]
Wayfinder	Arboreal and Alpine.



ZEVRISS



Vuan Pang Monk



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	2 x Strike d4	*	*	5	2	2	d8



AGL	d10
SPR	d10
ABL	d8
Hero/Pure Monk	

TALENTS & SKILLS
Focus [Vuan Pang Style] d10+1
Aura Wave
Dampening
Dodge [1]
Pure Monk

MANTRA (LEVEL)	VUAN PANG STYLE - EFFECT
World Listens (2) <i>Contemplation</i>	You may choose one of your Secondary Skills to use as a Free Action.
World Speaks (1) <i>Contemplation</i>	Gain +2dl for one Secondary Skill of your choice. If you don't have that skill, you gain a d8 rating in that skill.
Empower (1) <i>Self</i>	You gain +1dl Attribute of your choice. For each level of Crit, you gain an additional +1dl to the chosen Attribute
Insight (1) <i>Self</i>	You may add one to any one friendly die once.
Spirit Strike (2) <i>Self</i>	Your attacks use 4+the target's SPR bonus as the target's AV and add your SPR attribute bonus rather than your STR bonus to Damage tests.

VUAN PANG MONK

ABILITIES	EFFECTS
Focus [Vuan Pang Style] d10+1	Ready: Focus test to employ mantra of given [Style]. Focus test TN: 1+mantra level. Engaged: +2 modifier to TN. Fail by TH 3: Dazed. Mantra types: <ul style="list-style-type: none"> • <u>Contemplation</u> (pre-game ability, lasts encounter), • <u>Self</u> (Free Action, affects you to end of turn), • <u>Emanation</u> (Special Action with no Reaction Attacks, affects within 3" of your test, no LOS). Only one Self or one Emanation Mantra per turn.
Aura Wave	Replace Emanation range with cone.
Dampening	Spell effect/target within 9" of you: -3 to Cast.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Pure Monk	May combine 2 mantras of same mantra type in single Focus test. May not select same mantra twice. TN=1+sum of all mantra levels.

DGS MAR25

VUAN PANG MONK

MANTRA (LEVEL)	VUAN PANG STYLE - EFFECT
Spirit Burst (1) <i>Emanation</i>	Enemies take a SPR test 6. Pass: No effect, Fail: Dazed, Tarch: Stunned.
Distort Focus (2) <i>Emanation</i>	The TN of the next test taken by each enemy is +1.
Bolster Spirit (2) <i>Emanation</i>	Friends gain Bold and Steadfast [+1] .
Spirit Blast (3) <i>Emanation</i>	Enemies must succeed on a SPR test 6 or suffer damage d6+ your SPR Bonus vs TN 4+the target's SPR bonus.

DGS MAR25

VUAN PANG MONK



Jade Changers



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10+1	Agukrich d6 de	*	*	5	2	2	d10



28

DEX	d10
AGL	d12
ABL	d8
Hero/Monk	

TALENTS & SKILLS
Focus [Mul Sat Style] d6
Dodge [1]
Dodging Strike
Freerunner
Pouncer
Stealth d8



Jade Changers Reference



ABILITIES	EFFECTS
Focus [Mul Sat Style] d6	<p>Ready: Focus test to employ mantra of given [Style].</p> <p>Focus test TN: 1+mantra level. Engaged: +2 modifier to TN.</p> <p>Fail by TH 3: Dazed. Mantra types:</p> <ul style="list-style-type: none"> • <u>Contemplation</u> (pre-game ability, lasts encounter), • <u>Self</u> (Free Action, affects you to end of turn), • <u>Emanation</u> (Special Action with no Reaction Attacks, affects within 3" of your test, no LOS). <p>Only one Self or one Emanation Mantra per turn.</p>

ABILITIES	EFFECTS
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Dodging Strike	Your Dodge Crit Success vs enemy in contact: 1 extra attack per Crit, no Fatestone.
Freerunner	Doors, Windows, Walls and Hedges are Easy .
Pouncer	Stealth token, Charge: all attacks against you -2dl.
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token. Trained.

MANTRA (LEVEL)	MUL SAT STYLE - EFFECT
Perfect Balance (1) Contemplation	When you hit with an attack, you may treat your opponent's AV as 4.
Balance's Edge (1) Self	One of your attacks gains the Two-Ended Weapon Ability.
Chosen Ground (1) Emanation	Choose Easy or Rough , the area within your emanation is treated as the chosen terrain type. Aura .



MAR25

JADE CHANGEESEEKER



MAR25

JADE CHANGEESEEKER



Jade Truthseeker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x Sanghara d6	*	*	6	2	2	d10



37

AGL	d14
KNW	d10
ABL	d8
Hero/Monk	

TALENTS & SKILLS
Focus [Shah Zah Style] d6
Accurate Strike [1]
Bladedancer
Dodge [2]
Find d10

ABILITIES	EFFECTS
Focus [Shah Zah Style] d6	Ready: Focus test to employ mantra of given [Style]. Focus test TN: 1+mantra level. Engaged: +2 modifier to TN. Fail by TH 3: Dazed. Mantra types: <ul style="list-style-type: none"> • <u>Contemplation</u> (pre-game ability, lasts encounter), • <u>Self</u> (Free Action, affects you to end of turn), • <u>Emanation</u> (Special Action with no Reaction Attacks, affects within 3" of your test, no LOS). Only one Self or one Emanation Mantra per turn.
Accurate Strike [1]	TH 3 melee attack: target is AV4.
Bladedancer	Elusive[1]. Break Off = Maneuver after reactions.
Elusive [1]	Break Off: no attacks from [1] enemy.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Find d10	May use this rating instead of ABL when making a Find test.

DGS MAR25

JADE TRUTHSEEKER



Jade Truthseeker Reference



MANTRA (LEVEL)	SHAH ZAH STYLE - EFFECT
Flow of the Land (1) <i>Contemplation</i>	Gain one of the following: Arboreal, Frostfoot, Freerunner, Mountaineer, Amphibious. -or- Pass all Mobility tests with a Critical Success; this effect does not generate a Fatestone.
Block Flow (1) <i>Self</i>	Your attacks gain: Anyone hit must succeed on a SPR test 6 or gain a Spirit Block [Attribute] token of your choice.
Quickening (1) <i>Emanation</i>	Ready, unengaged friends may make a 3" Free Move.

REFERENCE	EFFECTS
Spirit Block [Attribute] Token	You are -1dI [Attribute] for each Spirit Block [Attribute] token you possess. (This may alter your stat line.) You remove all Spirit Block [Attribute] Tokens when: <ul style="list-style-type: none"> • You are the target of an effect that heals an LP. • You pass a SPR test as a Special Action. The TN is +1 for each Spirit Block [Attribute] Token you possess after the first.



MAR25

JADE TRUTHSEEKER



Dread Hunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Dreadspear d8+1 pin	d10	Composite Bow d8 10"-20"-30"	5	3	2	d10

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	Heroic Attack
Hunting Partner [Hunting Cat]	
Hunt d8	Raven Stance [1]
Scout	Wayfinder



35



ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Heroic Attack	You may become -2 DEF to gain melee attack Crit Hit TH 5 against target on larger base. [O]
Hunting Partner [Hunting Cat]	Your ranged attack target engaged only with one or more [Hunting Cat]: ignore engaged. You gain +1 to melee tests per [Hunting Cat] engaged with target.
Hunt d8	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Pin (pin)	Target hit is Dazed. TH5: Stunned, Crit: Restrained.
Raven Stance [1]	Not charging: attacks are +1d1 DISC for combat sequence.
Scout	Infiltrate SPD after deployment. +2 scout points.
Wayfinder	Arboreal and Alpine.

DGS MAR25

DREAD HUNTER



Hunting Cat



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d8	Claw d8	*	*	4	2	1	d6

AGL	d8
ABL	d6
Follower	

TALENTS & SKILLS	
Bonded [Dread Hunter]	
Dodge [1]	
Fast	
Wayfinder	
Warbeast	



15



ABILITIES	EFFECTS
Bonded [Dread Hunter]	Bonded within 6": Both +1 to DEF, Bonded model uses the [Dread Hunter]'s DISC for all purposes, Bonded talents shared.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Fast	Variable moves: +d6".
Wayfinder	Arboreal and Alpine.
Warbeast	Feral, except for Fatestones, campaign related (see full rules).

DGS MAR25

HUNTING CAT



State Archer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	d6	Composite Bow d8 10"-20"-30"	4	2	1	d6



9



ABL	d6
Follower	

TALENTS & SKILLS
None



State Spearman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Longspear d8 so	*	*	5s	3	1	d6



13



ABL	d6
Follower	

TALENTS & SKILLS
Shieldmate

ABILITIES	EFFECTS
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Shield (s)	DEF +1 through front arc (already included).
Shieldmate	+1 DEF when in contact w/friend w/Shieldmate.
Standoff (so)	Counterattack. May fight in support contact.



MAR25

STATE ARCHER



MAR25

STATE SPEARMAN



Bounty Hunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Spikedrakh d8 de	*	*	5	3	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [2]	Hunt d10
Pouncer	Scout
Stealth d8	Subdue
Wayfinder	



33

ABILITIES	EFFECTS
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Hunt d10	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Pouncer	Stealth token, Charge: all attacks against you -2dl.
Scout	Infiltrate SPD after deployment. +2 scout points.
Stealth d8	Special action: Stealth test: gain Stealth token. -4 if not concealed. May start with Stealth token. Trained.
Subdue	Special Action: engaged enemy END Test. Crit: No Effect, Pass: Dazed, Fail: Stunned, Tarch: Knocked Down.
Wayfinder	Arboreal and Alpine.



MAR25

BOUNTY HUNTER





Varkraalan Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
Leader	A freeband must include one and only one Leader. This may be the result of the Alternate Leader rule, see the Living Rulebook.
Caster	Freeband cannot recruit a Caster or model with Wild Magic. Can recruit a Pure Monk in the same way other freebands recruit Casters.
Hero	May include up to 4 if 250 gold or less base cost. No more than 2 of any non-unique type. Freebands over 250 gold in base cost are permitted additional Heroes, for each full increment of 50 gold. 251-300 +1 Hero, 301-350 +2 Heroes, 351-400 +3 Heroes, Etc. Additional Heroes may not be Leaders or Casters. A freeband in which the Leader and Caster is the same model may have up to five additional Heroes.
Follower	Your freeband may also include any number of Followers as long as the total model count does not exceed 18.

MODEL TYPE	FREEBAND ASSEMBLY RULES
Allies	One Ally may be included for every two of the same type model (Hero or Follower). No more than one of any given Ally. See the Allies section of the Living Rulebook for additional restrictions and Allies available for this faction.
Varkraalan Faction	A Varkraalan Unchained freeband may not recruit a Caster or Wild Magic user. One Pure Monk may be taken as a replacement for the freeband's Caster. You may have no more than 2 additional Monks. The Bounty Hunter and Truthseeker are Varkraalan Heroes and may be recruited as normal. You may have no more than 2 Truthseekers of any type either normal or Jade.
FACTION THEME RULE	EFFECTS
Unchained	Once per encounter you may remove all Tokens and Conditions of your choice from a single friendly faction model.



Varkraalan Rules Reference



REFERENCE	EFFECTS
Alpine	Frostfoot and Mountaineer . Cannot gain an Ice Token.
Amphibious	Deep/Very Rough Watery = Rough , Watery = Easy , Conceals.
Arboreal	Woods terrain: No penalty.
Bold	No Fear tests. Terrifying tests = Fear tests instead.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Freerunner	Doors, Windows, Walls and Hedges are Easy .
Frostfoot	Icy Terrain : No penalty.

REFERENCE	EFFECTS
Mountaineer	Rocky terrain: No penalty. +1d1 to Climb tests.
Steadfast [X]	Pass 1st [X] Morale tests for losing combat.
Stealth and Camouflage Tokens	Stealth and Camouflage Tokens: A model possessing one is not considered to be in the LOS of any enemy model beyond 3" (or 6" from a model with the Scout talent) and does not block LOS. Can only have one. Stealth Token lost: within 3" of an enemy (6" with Scout), exceeds SPD not Concealed, employs Fly , makes an attack or casts a spell. Camouflage Token lost: move in any way, ranged attack/spell: fail a Camouflage test 2 (+1 TN for each enemy in LOS within 6")