



AA - ADVENT

"The Advent is a storied design, from legends land wars long forgotten. Tales of the white Astir vary, but it has never been on the losing side of a conflict... regardless of whether that side is right or wrong."

ASSOCIATION // DISCOVERY :
Armour Arcanists, Rebels, Ancient Ruins

STAT : FOCUS
DUR / FIN
TEAM : FOCUS
Tank : Effects
ELEMENTS
(A) - (W)

HELMET

ASTIR HELM

COST

15,000 C

FOCUS

Armour
Defense

[[STAT BOOST]] : +3 Armour
[[STAT BOOST]] : +4 Max Shields
[[STRATAGEM]] : Warding Plate

The Armour Arcanists have long run various mining operations in an attempts to unearth near-magical technology with which to fight the EDA. Among their discoveries is the mystical metal Adventium and its warding properties.

MANEUVER

REACTION ENHANCER

COST

15,000 C

FOCUS

Intervention
Elements

[[PASSIVE]] : When your [[Basic ATK]]s cause an Elemental Detonation they gain +2 Dice
[[STRATAGEM]] : Chromatic Focus

Some would say that Betyl's properties echo the magic of the Old World, the Arcanists would say that magic and Betyl are one in the same. Using esoteric symbols and forgotten verses, this magic can be even further intensified.

ARM

FORCEBLADE

COST

20,000 C

FOCUS

DUR/FIN
High DMG

[[BASIC ATK]] : DUR/FIN + (Neutral)
DMG : Range Side
< This Basic ATK Gains +2 Dice >
[[STRATAGEM]] : Avenger

A legendary blade whose fable has eroded with the history it once came from. Empowered by mystic radiation and sharpened on the steel of 100 MECs, the Froceblade will cleave any who stand between the Advent and victory.

CORE

ANCIENT CORE

COST

15,000 C

FOCUS

DUR/FIN
Defense

[[STAT BOOST]] : +1 FIN
[[STAT BOOST]] : +1 DUR
[[STAT BOOST]] : +4 Armour
[[STAT BOOST]] : +3 Max Shields
[[STAT BOOST]] : +2 Soak

The Arcanists call their reality-bending MECs "Astirs", the front line of their cause. The Ancient Core at the center of many of them predates any EDA records. Who knows what other secrets may be buried in with it.

OPTION

MAGIC-MISSILE ARRAY

COST

20,000 C

FOCUS

DUR/FIN
Elements

[[BASIC ATK]] : DUR/FIN + (A) DMG :
Range 4
[[STRATAGEM]] : Magic Missile
[[STRATAGEM]] : Chaos Revolver

Missiles guided by forgotten magics. Revolvers augmented by occult secrets. The Armour Arcanists' garages are often filled with these and other relics buried beneath books, candles and revolutionary pamphlets.

ARM

RAYRIFLE

COST

15,000 C

FOCUS

DUR/FIN
Range

[[BASIC ATK]] : DUR/FIN + (A) DMG :
Range ANY
[[ACTION]] : Apply [[Corroding]] :
Range 3T : ANY

The EDA War Machine may be vast, but it has limits. Limits broken by antediluvian arms the Arcanists have dug up from their deep graves. The infinite range and colorful radiation of the Advent's Rayrifle is one such weapon.

ELEMENTAL GLOSSARY

1 BURNING (blaze)
Unit takes 5 Direct DMG after each Action it takes.

3 CHARGED (shock)
Rolls Targeting this Unit Gain +3 Dice.

5 DAZED (honed)
Max Range is now Self/Side. Rolls with +2 Risk.

FRENZY (—)
Unit must ATK a Random Target or Self.

2 FREEZING (cryo)
Unit takes 2 Direct DMG per Space Moved.

4 CORRODING (acid)
Can't Soak or Shield. Roll +4 Risk on DMG Negates.

6 STUCK (mass)
Unit cannot be moved. Rolls with +2 Risk.

WYRD (—)
Roll a Random Status Effect and Element.

>>> COMMON RANGES

SIDE : Any one Target beside you
SIDE : # : Any Targets within # consecutive spaces beside you.
ALL-SIDE : All Targets beside you.
#x# : # : An Area of Effect (AoE) which affects a fixed span (#x#) of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.
#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

ADVENT - MOVES

WARDING PLATE

ROLL

DUR/FIN

RANGE

Self

[[EACH HIT]] = +1 Shields

N/A
element

V CHANCE V

HASTE

ROLL

N/A

RANGE

N/A

{ IF : You roll four 6s }
< Gain an Immediate Free Action >

N/A
element

RECHARGE 1 USE 8 USES 2

CHROMATIC FOCUS

ROLL

N/A

RANGE

Self+All-Side

< Choose an Element to imbue all you and your Targets' DMG with this Phase >

N/A
element

! INTERVENTION !

CHAOS KEY

ROLL

N/A

RANGE

Self

< Choose an Element to imbue all of your DMG with this Phase >

N/A
element

RECHARGE 1 USE 10 USES 3

MAGIC MISSILE

ROLL

DUR/FIN

RANGE

6

[[EACH HIT]] = 1 DMG
[[PER 3 DICE]] = +1 DMG
< Missiles can move around walls and do not require Line of Sight >

ACID
element

X ALTERNATE X

WEAVER'S STORM

ROLL

N/A

RANGE

5x5 : 6

< Apply [[Effect]] of your Choice >
< Gain +4 SYN >

N/A
element

RECHARGE 1 USE 8 USES 2

CHAOS REVOLVER

ROLL

DUR/FIN

RANGE

6

[[EACH HIT]] = 1 DMG
[[EACH 6]] = +1 DMG
< May Apply [[Wyrd]] Effect >

ACID
element

! INTERVENTION !

EMBRACE CHAOS

ROLL

DUR/FIN

RANGE

6

[[EACH DOUBLE]] = +1 DMG
< Apply an Effect of your Choice >

WYRD
element

RECHARGE 1 USE 8 USES 2

AVENGER

ROLL

DUR/FIN

RANGE

Side

[[EACH HIT]] = 1 DMG
[[EACH ADJACENT ALLY]] = +1 Dice

ACID
element

V CHANCE V

BANEFUL STRIKE

ROLL

N/A

RANGE

N/A

{ IF : Target is a Size Larger than you are }
< DMG is now Direct DMG >

N/A
element

RECHARGE 1 USE 12 USES 2