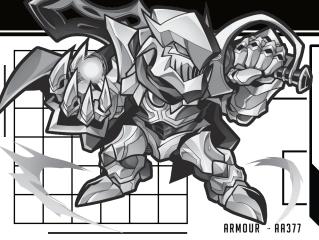
# [AA - ADVENT]



"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**  $\overline{(A)} - \overline{(W)}$ 

# **ASTIR HELM**

**ETZOOB** TATZI : +3 Armour COST ESTAT B00ST1 : +4 Max Shields 15.000 C **■STRATAGEM■**: Warding Plate

**FOCUS** 

Armour

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

#### CORE ANCIENT CORE

ETAT BOOST ■ : + L FIN COST RUTAT BOOSTI : +1 DUR

15.000 C ESTAT B00STJ : +4 Armour

E+ : LTZ008 TAT2I **FOCUS** ETZTAT B002T1 : +2 Soak

DUR/FIN

Defense

The Arcanists call their reality-bending MECs predates any EDA records. Who knows what

#### MANEUVER REACTION ENHANCER

EPASSIVE1 : When your EBasic ATK1s cause an Elemental Detonation they 15.000 C qain +2 Dice

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.

**ESTRATAGEM3**: Chromatic Focus

**FOCUS** Intervention

COST

Elements

## MAGIC-MISSILE ARRAY

EBASIC ATK1 : DUR/FIN + (A) DMG : COST

Range 4

20.000 C ESTRATAGEME: Magic Missile **ESTRATAGEM1**: Chaos Revolver

**FOCUS** 

DUR/FIN Elements 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 FORCEBLADE

EBASIC ATK1 : DUR/FIN + (Neutral) COST

DMG : Range Side

20.000 C

< This Basic ATK Gains +2 Dice >

**ESTRATAGEM**: Avenger **FOCUS** 

DUR/FIN

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

## ARM

## RAYRIFLE

COST Range ANY

15.000 C EACTIOND : Apply ECorrodingD :

**FOCUS** 

DUR/FIN

Range

Arcanists have dug up from their deep graves. The infinite range and colorful radiation of the Advent's Rayrifle is one such weapon.

EBASIC ATK1 : DUR/FIN + (A) DMG :

Range 3T : ANY

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

FREEZING (cryo)

Unit takes 2 Direct DMG per Space Moved.

ROLL DUR/FIN RANGE

3 CHARGED (shock) 5 DAZED (honed) Rolls Targeting this Unit Gain +3 Dice. Max Range is now Self, Side. Rolls with +2 Risk.

4 CORRODING (acid) Can't Soak or Shield. Roll

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

Roll a Random Status Effect and Element.

Unit must ATK a Random Target or Self.

FRENZY (—)

SIDE: Any one Target beside you SIDE: #: Any Targets within # 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 Lin 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 ]



[[EACH HIT]] = +] Shields < Choose an Element to imbue all

Self

V CHANCE

### HASTE

N/A RANGE

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

element

element

RECHARGE 1 USE 8 USES

RANGE Self+All-Side

you and your Targets' DMG with this Phase >

■! INTERVENTION

### **CHAOS KEY**

**ROLL** N/A RANGE Self

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

element

element

RECHARGE 1 USE 10 USES

## **MAGIC MISSILE** ROLL DUR/FIN RANGE

**EEACH HIT** = 1 DMG EPER 3 DICE1 = +1 DMG

> < Missiles can move around walls and do not require element | Line of Sight >

■X ALTERNATE X■

### **WEAVER'S STORM**

ROLL N/A RANGE 5x5 : 6

< Apply <pre>EEffect of vour Choice > < Gain +4 SYN >

element

RECHARGE 1 USE 8 USES

## **CHAOS REVOLVER**

ROLL DUR/FIN RANGE

**EEACH HITI = 1 DMG** EEACH Ы□ = +1 DMG

< May Apply [Wyrd] Effect >

element

### ---! INTERVENTION !---

## **EMBRACE CHAOS**

ROLL DUR/FIN RANGE

TEACH DOUBLET = +1 DMG < Apply an Effect of your Choice >

WYRD element

RECHARGE 1 USE 8 USES

## **AVENGER**

ROLL DUR/FIN RANGE

EEACH ADJACENT ALLY
■ = +
■ Dice

**EEACH HIT** = 1 DMG

── V CHANCE V ──

N/A RANGE

{ IF : Target is a Size Larger than

element

Side

element

## BANEFUL STRIKE

< DMG is now Direct DMG >

RECHARGE 1 USE 12 USES