

CROOKED

NAME

DESCRIPTION



Starting Approaches: +1 Guile, +1 Haste

SETUP

Recall an innocent Individual or Faction to represent the group you stole from. What form does your fortune take?

BURDEN

Past Crimes. You amassed fortune at the expense of the innocent. You would have been caught and sentenced if the Evil didn't appear. If you fail, you will have to answer for your crimes. If you succeed, your heroism may be enough to absolve you.

When you Confront Your Burden, recall the Event where you hid your fortune.

POWERS



SWAP

Range: 3

Swap the position of two Heroes within range.

Recall an Event when your illegitimate skills and experience saved an Individual, Faction, or Location. Did those involved approve of your methods?



RED RIGHT HAND

Range: 1

Who are you to seek redemption? You've ruined this life for both yourself and others. Now, the least you can do is ruin the life of someone who deserves it. You mark the Evil with your final attack, exposing its blind spots or hindering it for the duration of the Final Fight. Every time a Hero deals Harm to the Evil or the Evil moves, the Evil takes 1 Harm. **Confront Your Burden.**

What form does this mark take?



MYTHICAL TREASURE

Cost: 5 Guile

Range: 3

Deal **GUILE** Harm. You may have been wrong in acquiring your fortune, but you can at least create a better future for someone else. **Preserve a Weakness** and **Confront Your Burden.** You hide the weakness within your treasure and reveal its existence for others to find.

What clue or puzzle do you leave behind for future generations to find your treasure?

UPGRADES

When you use Swap, you may now instead exchange up to **GUILE** Approaches with a Hero within range. Gain 1 of any Approach.

When you Seek a Weakness, subtract 1 from the roll. Gain 1 of any Approach.

LEGEND

LEGEND

DEVOUT

NAME

DESCRIPTION



Starting Approaches: +1 Bravery, +1 Guile

SETUP

Recall a Faction or Location that represents your principles. What is one thing you have vowed to never do?

BURDEN

Lingering Doubt. You've always held a steadfast belief in your teachings and principles. But the rise of the Evil causes a sliver of a crack in your conviction. Prove to yourself above all others that you still believe.

When you Confront Your Burden, recall the Event when you took your oaths.

POWERS



EMPOWER

Range: 1

You or one Hero within range may use one Maneuver without spending an Approach until the end of their next turn.

Recall an Event when an ancient power or magic was restored to its former glory. How was it used?



THE LIES WE TELL

Range: Special

Things don't have to be real to be true. You embolden your allies with the slim hope that with each Weakness found, victory is within grasp. Your words fool even the Evil, who immediately strikes you down. All other Heroes regain Health equal to the number of Weaknesses revealed and gain one Approach of their choice. **Confront Your Burden.**

What do you say to cause the Evil to doubt?



PROPHECY

Cost: 3 Bravery, 2 Guile

Range: 3

The strength of your faith is proven in your commitment to something greater than yourself. Your last words are infused with divine power, echoing to all followers. You speak a cryptic prophecy that future generations will memorize, awaiting the Chosen Ones. All other Heroes regain **GUILE** Health. **Preserve a Weakness** and **Confront Your Burden.**

In what existing Location is your prophecy immortalized?

UPGRADES

When you use Empower, the target Hero now also regains 1 Health. Gain 1 of any Approach.

When you Seek a Weakness, subtract 1 from the roll. Gain 1 of any Approach.

LEGEND

LEGEND

NOBLE

NAME

DESCRIPTION



Starting Approaches: +1 Bravery, +1 Guile

SETUP

Recall a Faction or Location to represent your noble lineage. Where do they draw their power from?

BURDEN

Preserve Prestige. You come from a long line of rulers. If you fail, your entire dynasty will be known for the downfall of the realm and all your ancestors have worked for will perish.

When you Confront Your Burden, recall the Event where you visited a monument of your ancestors.

POWERS



COMMAND

Range: **Guile**

A Hero within range may take one action. If that Hero uses a Power, that Hero does not recall an Event.

Recall an Event where a faction stood against the Evil's assault. What advantage did they believe they had?



LEAD THE CHARGE

Range: **Special**

You invoke your name and house words and charge headfirst to your death. Driven by your sacrifice, all Heroes other than you may take one action and Move 1. **Confront Your Burden.**

Describe how the realm now remembers your house's failure.



WEAPON OF LEGEND

Cost: 5 Bravery Range: 3

You charge at the Evil, ignoring any dangers. Deal **Bravery** Harm. As your soul leaves your body, a part of it is imbued into your weapon such that the next Hero who wields the weapon possesses knowledge of one Weakness. **Preserve a Weakness** and **Confront Your Burden.**

Choose an existing Individual whose descendant may one day reclaim this weapon or your house's throne. How does your weapon transform as your spirit inhabits it?

UPGRADES

When you use Command on a Hero, that Hero now also regains 1 Health. Gain 1 of any Approach.

When you Seek a Weakness, subtract 1 from the roll. Gain 1 of any Approach.

LEGEND

LEGEND

RELUCTANT

NAME

DESCRIPTION



Starting Approaches: +1 Guile, +1 Haste

SETUP

Recall a Location that represents your home. What do you miss the most about it? What finally convinced you to leave?

BURDEN

A Taste of Home. All you want to do is be comfortable and at peace, you did not ask for this. Yet something drives you forward.

When you Confront Your Burden, recall an Event where you felt most at home.

POWERS



SYMPATHY

Range: 3

All allies or enemies (your choice) Move 1 closer to you if able.

Recall an Event when you connected with another Individual or Faction in order to gain new information or succeed at a task.



CARRY THE LOAD

Range: **Special**

You've accepted that your fate is not a peaceful one. But your allies may still have some hope of seeing blue skies if you can give them a moment of relief. Move **Haste**. Until the end of the round, you cannot take any additional actions and the Evil must target you with all Powers, even if you drop to 0 Health. At the end of the round, you die. **Confront Your Burden.**

How do you attract the Evil's attention by representing all that it despises?



HUMBLE HOPE

Cost: 2 Guile, 3 Haste Range: 3

You may never have dreamed of a life of recognition, but every action you've taken thus far has had profound effects on those around you. You inspire your allies with soft and grounded words that the Evil cannot let stand. All allies immediately Move **Guile**. **Preserve a Weakness** and **Confront Your Burden.**

An existing Individual that you helped on the Quest has been watching the Final Fight from the sidelines, ready to share the tale of your sacrifice and what you have uncovered, who is it?

UPGRADES

All allies under the effect of Sympathy now also regain 1 Health. Gain 1 of any Approach.

When you Seek a Weakness, subtract 1 from the roll. Gain 1 of any Approach.

LEGEND

LEGEND

VENGEFUL

NAME

DESCRIPTION



Starting Approaches: +1 Bravery, +1 Haste

SETUP

Recall a Faction, Individual, or Location to represent what the Evil took from you. What was your mistake that allowed the Evil to take it from you?

BURDEN

Enact Vengeance. The Evil took something from you. Something precious and unrecoverable. The only way to heal your pain is to inflict an equal or greater pain on them.

When you Confront Your Burden, recall the Event where it was taken from you.

POWERS



PUNISH

Range: 2

Deal Harm equal to the amount of Harm received this round by all Heroes within range.

Recall an Event where a Faction, Individual, or Location was destroyed by the Evil. What remains of them now?



MOURNFUL RAGE

Range: 1

You understand you will never get back what was taken from you, and your path has only led to destruction. At least you can attempt to hurt the Evil as much as it hurt you before the end. As you are struck down, deal **BRAVERY** Harm to one enemy within range. Deal an additional 1 Harm to enemies within Range **HASTE**. **Confront Your Burden.**

What permanent scar does your rage carve into the Evil?



SPIRIT GUARDIAN

Cost: 5 Haste

Range: 3

You come to a revelation and transcend the need to avenge what was lost. Instead, you will protect those now and to come. Deal **HASTE** Harm in a final attack. When you die, your spirit lives on, protecting or guiding your allies. **Preserve a Weakness and Confront Your Burden.**

What existing Individual or Location will your spirit protect in place of what you lost?

UPGRADES

Punish now has Range 3.
Gain 1 of any Approach.

When you Seek a Weakness,
subtract 1 from the roll.
Gain 1 of any Approach.

LEGEND

LEGEND



BRAVERY	HASTE	GUILE	HEALTH
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BULWARK

Starting Approaches: +1 Bravery

Maximum Health: 9

SETUP

Recall a Location of a great disaster or conflict. How did it inspire you to protect others? How has it changed since then?

POWERS

CHARGE Range: Special

Move in a straight line to a space adjacent to an enemy in the row or column you currently occupy. Deal Harm equal to the number of spaces you moved.

Recall an Event when an Individual or Faction enacted a reckless plan. What did they lose in exchange for victory? What did they gain?

SHIELD Range: 1

Reduce up to a total of **BRAVERY** Harm to you or one adjacent ally until the start of your next turn.

Recall an Event when the Evil's forces attacked. How did you protect the innocent involved?

FORCE THEM BACK Cost: 3 Bravery Range: 1

Push 3. If your target is an enemy and the target collides with another enemy or the edge of the battlefield, they both take Harm equal to the amount of spaces moved. **Seek a Weakness.**

Recall an Event when you targeted an ally of the Evil. How did you destroy, disarm, or convince them to join your side?

TAKE A STAND Cost: 3 Bravery Range: 1

Taunt the Evil causing them to target you until the start of your next turn. **Seek a Weakness.**

Recall an Event when the Evil unleashed their full power. How did you protect against complete destruction? What were you able to save?

UPGRADES

You may now use Shield to reduce Harm to you and one adjacent ally. Gain 1 of any Approach.

When you use Charge, you may now Push 1 when you reach the target. Gain 1 of any Approach.

LEGEND

LEGEND



BRAVERY	HASTE	GUILE	HEALTH
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SHARPSHOOTER

Starting Approaches: +1 Guile or +1 Haste

Maximum Health: 5

SETUP

Recall a remote Location that holds crucial knowledge about the Evil. What protects this location?

POWERS

LOOSE Range: 3

Shoot a missile in a straight line. The first creature it hits takes 1 Harm.

Recall an Event where you outmaneuvered the Evil using stealth or subterfuge. What did the Evil believe you were doing? What actually happened?

PINPOINT Range: 0

The next time you deal Harm, deal an additional **HASTE** Harm to one target.

Recall an Event where you discovered a secret hidden by the Evil or their allies. How did this information help or hinder your plans?

SHRAPNEL Cost: 3 Guile Range: 1

You equip a Hero with an explosive rune. The next time they use a Power, they deal 1 additional Harm and 1 Harm to all creatures adjacent to the target. **Seek a Weakness.**

Recall an Event shortly after another event where you succeeded against the Evil, but produced painful consequences or fallout as a result. Was this done consciously?

STAKE Cost: 3 Guile Range: 3

You fire a missile which pierces the target, dealing 1 Harm and preventing the target from moving for the rest of the round. **Seek a Weakness.**

Recall an Event where you felt alone or hopeless due to the Evil's actions. How did you find the strength to go on?

UPGRADES

Loose now has Range 4. Gain 1 of any Approach.

Loose now lets you target an additional enemy in the same or a different straight line. Gain 1 of any Approach.

LEGEND

LEGEND



BRAVERY	HASTE	GUILE	HEALTH
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SONGSMITH

Starting Approaches: +1 Bravery or +1 Guile Maximum Health: 5

SETUP

Recall an Individual or Faction that serves as an inspiration for your art. How does your craft manifest?

POWERS

HEX Range: **GUILE**

The target takes 1 Harm each time they deal Harm or move on their next turn.
Recall an Event where you convinced others to lend their support or resources against the Evil. What motivation or loophole did you leverage to sway them?

INFLUENCE Range: **BRAVERY**

Heroes within range deal 1 additional Harm every time they deal Harm this round.
Recall an Event when fighting the Evil caused people to come together in triumph or sorrow. What art or tradition did this gathering inspire?

PIERCING VOICE Cost: 3 Bravery Range: Special

You must be in a straight line from the Evil. Every enemy along the line takes 1 Harm. **Seek a Weakness.**
Recall an Event where you rose above the debate to lead others to decisive action.

SUBLIMINAL LEAK Cost: 3 Guile Range: Special

Your words cut into the mind of the Evil, revealing a glimpse of their plans. Learn all of the Evil's current Powers and choose two. The Evil can only use those Powers until the end of the round. **Seek a Weakness.**
Recall an Event where you tricked an enemy into revealing more than they wanted.

UPGRADES

Influence now affects all Heroes regardless of range. Gain 1 of any Approach.

Hex now lasts until the end of the round. Gain 1 of any Approach.

LEGEND

LEGEND



BRAVERY	HASTE	GUILE	HEALTH
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SWIFTBLADE

Starting Approaches: +1 Haste Maximum Health: 7

SETUP

Recall an Individual or Faction you received your martial training from. What is a signature mantra from your school?

POWERS

ACCELERATE Range: Special

You Move **HASTE** through characters and obstacles and you regain 1 Health.
Recall an Event when at least two Factions or Individuals formed an alliance against the Evil. What did each want in return?

SLASH Range: Special

Deal 1 Harm. Deal an additional 1 Harm for each space you moved this round up to your **HASTE**.
Recall an Event where you discovered a secret hidden by the Evil or their allies. How did this information help or hinder your plans?

CHANGE PERSPECTIVE Cost: 3 Guile Range: Special

Move to any open space on the battlefield. At any time before the end of the round, you may return to your original position along with any Hero within Range 1. **Seek a Weakness.**
Recall an Event shortly before another Event. What did you secretly change to gain an advantage over the Evil?

WHIRLWIND STRIKE Cost: 3 Haste Range: 1

Move 2 and deal 1 Harm for each space you moved this round. **Seek a Weakness.**
Recall an Event when you directly faced the Evil. What lasting mark did the encounter leave?

UPGRADES

When you use Accelerate, you may now choose an adjacent Hero. If there is an open space adjacent to your destination, you may move them to that space. Gain 1 of any Approach.

Slash no longer has a limit to its additional Harm dealt. Gain 1 of any Approach.

LEGEND

LEGEND



BRAVERY	HASTE	GUILE	HEALTH
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SPELLSHAPER

Starting Approaches: +1 Guile

Maximum Health: 5

SETUP

Recall a natural Location with which you have a deep connection. Why does the Evil seek to destroy or control it?

POWERS

Invoke Element

Range: Guile

Choose an element to produce its effect.

Air: Choose an ally. They may immediately Move 1.

Recall an Event where a Faction successfully used a stronghold against the Evil's advances.

Earth: Choose an ally. Until the start of your next turn, you may reduce 1 Harm to that ally.

Recall an Event where a Location's rich natural resources were extracted as part of the conflict. What is this place like now?

Fire: Choose an enemy. Deal 1 Harm.

Recall an Event where a battle took place. What landmarks or remnants remain as a reminder?

Water: Choose an ally. They regain 1 Health.

Recall an Event where a magical creature or artifact was discovered. How did it aid in the Quest?

Wrath of Nature

Cost: 3 Guile **Range:** 5

Deal 2 Harm to every creature within Range 3 of the target. **Seek a Weakness.**

Recall an Event where the Evil was in conflict with a Faction. What outside Event caused both sides to lose?

POWERS

Combine Elements

Range: Special

You may only use this Power if you have used Invoke Element last turn. Choose any element to produce a second effect centered on your last target.

Air: Choose an ally within Range 2 of your last target. They may immediately take 1 action.

Choose two Factions, Individuals, or the Evil. Recall a time they accomplished a shared goal.

Earth: Deal 1 Harm to every enemy within Range 2 of your last target.

Choose two Factions, Individuals, or the Evil. Recall a time these groups deepened their alliance.

Fire: Choose an enemy within Range 1 of your last target. Deal Harm 2.

Choose two Factions, Individuals, or the Evil. Recall a time these groups were in direct conflict.

Water: Choose an ally within Range 2 of your last target to regain 1 Health.

Choose two Factions, Individuals, or the Evil. Recall a time these groups reconciled their differences.

Pierce the World's Veil

Cost: 3 Haste **Range:** 3

Subtract 1 from all future rolls when you Seek a Weakness. **Seek a Weakness.**

Recall an Event where you beseeched a primal force for the power to destroy the Evil. Who or what did you promise to doom in exchange?

UPGRADES

When you use Invoke Element and target an ally, you now also gain the effect. Gain 1 of any Approach.

When you use Combine Elements and target an ally, you now also gain the effect. Gain 1 of any Approach.

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