

Human



Humans can be found in every corner of Arydia. They explore, create, and seek knowledge eagerly. Humans are the predominate builders of towns and cities like the great city of Cerune, which was your home before you were exiled.



When you choose this character:
Take Character skill **SKL-HU**, Rules card **SKL-HU**,
Character token **PC-HU**, and matching portrait.

PC-HU

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	4	5	6	7	8	9	10	12	14	16	18
MP	2	3	4	4	5	5	6	6	7	7	8
SP	1	2	3	4	4	5	5	6	6	7	8
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Elf



Elves are the fewest of all the inhabitants of Arydia. Elves can often be found communing with animals and nature. Beauty and mirth used to surround you, before you were exiled from your forest home.



When you choose this character:
Take Character skill **SKL-EL**, Rules card **SKL-EL**,
Character token **PC-EL**, and matching portrait.

PC-EL

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	2	3	4	5	6	7	8	10	12	14	16
MP	3	4	5	6	7	7	8	8	9	10	10
SP	2	3	3	4	4	5	5	6	6	7	7
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Halfling



Halfling culture revolves around familial connections and shared meals. Most halflings hail from the sun-drenched isles, and as such, many take to the sea as sailors and captains. However, you come from Cerune City, or you did, before exile.



When you choose this character:
Take Character skill **SKL-HA**, Rules card **SKL-HA**,
Character token **PC-HA**, and matching portrait.

PC-HA

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	3	4	5	6	7	8	9	11	13	15	17
MP	2	3	4	5	5	6	6	7	7	8	9
SP	2	3	4	4	5	5	6	6	7	7	8
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Dwarf



The heart of the dwarves is in the mountains, and all their great cities are built within. Most dwarves belong to one of the five clans. The importance of tradition, honesty, and family are central in the mountains you once called home.



When you choose this character:
Take Character skill **SKL-DW**, Rules card **SKL-DW**,
Character token **PC-DW**, and matching portrait.

PC-DW

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	4	5	7	8	9	10	11	13	15	17	19
MP	1	2	3	4	4	5	5	6	7	7	8
SP	2	3	3	4	4	5	5	6	6	7	7
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Lunari



The twilight people, Lunari are said to be ancient cousins of the Elves. The Lunari homeland is in the frozen west; a cold and unforgiving region. The Lunari settlement you were thrown out of was loud, raucous and full of life.



When you choose this character:
Take Character skill **SKL-LU**, Rules card **SKL-LU**,
Character token **PC-LU**, and matching portrait.

PC-LU

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	3	4	5	6	7	8	10	11	13	15	18
MP	3	4	5	5	6	7	7	8	8	9	9
SP	1	2	3	3	4	4	5	6	6	7	7
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Orc



Orcs of the eastern fens have a strong tradition of competition and all manner of fair sport. In the east, Orcs shun ridden mounts. You are no stranger to traveling by foot, as was the rest of your village from whence you came.



When you choose this character:
Take Character skill **SKL-OR**, Rules card **SKL-OR**,
Character token **PC-OR**, and matching portrait.

PC-OR

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	3	4	6	7	8	9	10	12	14	16	18
MP	1	2	3	4	5	5	6	6	7	7	8
SP	3	4	4	5	5	6	6	7	7	8	8
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Felish



The most diverse people of Arydia, Felish can be large or small, dark or light, and everything in-between. Amongst Felish, your family and size often determine your station. As a small lowborn Felish, things haven't changed much now that you're an exile.



When you choose this character:
Take Character skill **SKL-FE**, Rules card **SKL-FE**,
Character token **PC-FE**, and matching portrait.

PC-FE

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	2	3	5	6	7	8	10	11	13	15	16
MP	2	3	4	4	5	5	6	7	8	9	9
SP	3	4	4	5	5	6	6	7	7	8	8
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Slynn



Slynn culture is built on pride, cunning, and intrigue. The Slynn hold their ancestors in high regard, perhaps because at their final rest they do not decay, but instead, petrify into once-living statues. Unlike you, most seldom leave the heat of the southern deserts.

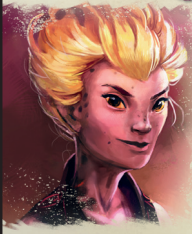


When you choose this character:
Take Character skill **SKL-SL**, Rules card **SKL-SL**,
Character token **PC-SL**, and matching portrait.

PC-SL

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	5	6	7	8	9	11	12	14	16	18	20
MP	1	2	3	4	4	5	5	6	6	7	8
SP	1	2	3	3	4	4	5	6	6	7	7
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

Fae



The Fae call themselves kin to fire and spark. Perhaps, long ago, they had a homeland as some still claim; alas, none living have seen it. As part of this scattered people, trying to preserve what remains of their lost culture, you are no stranger to exile.



When you choose this character:
 Take Character skill **SKL-FA**, Rules card **SKL-FA**,
 Character token **PC-FA**, and matching portrait.

PC-FA

XP Cost:	3	5	7	10	15	20	25	36	45	50	
LVL	0	1	2	3	4	5	6	7	8	9	10
Check 1 Stat each Level											
HP	1	2	4	5	6	7	8	9	11	13	15
MP	4	5	6	7	7	8	8	9	9	10	10
SP	2	3	4	4	5	5	6	7	7	8	8
Check 1 Attribute each Level											
STR	1	2	3	4	5	6	7	8	9	10	10
DEX	1	2	3	4	5	6	7	8	9	10	10
INT	1	2	3	4	5	6	7	8	9	10	10
WIS	1	2	3	4	5	6	7	8	9	10	10
CHA	1	2	3	4	5	6	7	8	9	10	10
END	1	2	3	4	5	6	7	8	9	10	10

PATH OF VALOR

These hardy combatants are no strangers to battle, having lived their lives in pursuit of perfecting their martial prowess and tactics. A single shout from a Warrior can turn the tide of a battle. With a shield in hand and armor on their backs, Warriors excel at being in the center of combat.

The sword and spear are used for devastating melee attacks.

Warriors can absorb damage as well as dish it out.

Powerful shouts that alter the course of battle.

Physical and mental training is of great value.

Stances allow the warrior to gain various advantages.

- Weapon**
- Shield**
- Shout**
- Martial**
- Stance**

- Discipline** (WAR-6)
- Weapon Master** (WAR-7)
- Ox / Tail Guard** (WAR-8)
- Spin Attack** (WAR-4)
- Smite** (WAR-9)
- Cleave** (WAR-10)
- Cross Slash** (WAR-11)
- Shield Charge** (WAR-5)
- Taunt** (WAR-12)
- Protect** (WAR-13)
- Counter** (WAR-14)
- Field Repairs** (WAR-15)
- Warning** (WAR-16)
- Proud / Iron Guard** (WAR-17)

PATH OF SHADOW

Never heard and rarely seen, these masters of stealth are ruthless in combat. Equipped with a variety of traps and tools, Rogues never shy away from using devious tricks. While hidden, Rogues look for openings to strike fatal blows, then sink back to the shadows.

Silence is the language of shadow, speak it well and you will thrive.

Cold steel, sharp and flashing in the darkness.

No mystical force, just simple tricks and nonsense.

You care not for honor, but seek the quickest path to victory.

Implements that elevate us beyond the measure of mortal beasts.

- Stealth**
- Blades**
- Tricks**
- Vials**
- Tools**

- Shadow Step** (ROG-6)
- Acrobatics** (ROG-7)
- Evade** (ROG-8)
- Sneak** (ROG-4)
- Vicious Blade** (ROG-9)
- Impale** (ROG-10)
- Eviscerate** (ROG-11)
- Backstab** (ROG-5)
- Poison** (ROG-12)
- Misdirect** (ROG-13)
- Catalyst** (ROG-14)
- Pickpocket** (ROG-15)
- Bandolier** (ROG-16)
- Trap Expert** (ROG-17)

PATH OF LIGHT

When darkness looks to gain a foothold, Clerics are there with staff in hand to illuminate the world. With a mastery over the healing arts, allies can feel safe should they suffer any injury. A Cleric's understanding of tactics makes them well suited for any position on the battlefield.

Contend with decay through the healing arts.

Fight back the darkness and illuminate all.

Thy staff, which guides and corrects the bent and broken.

The mind is a formidable weapon, wield it with wisdom.

Some days can be dark, pursue wisdom and seek the light.

- Healing**
- Luminosity**
- Staff**
- Tactics**
- Study**

- Form Up** (CLR-6)
- Stratagem** (CLR-7)
- Bestiary** (CLR-8)
- Pummel** (CLR-4)
- Balm** (CLR-9)
- Bind Wounds** (CLR-10)
- Luminaire** (CLR-11)
- Prepare Bandages** (CLR-5)
- Light** (CLR-12)
- Imbue Armor** (CLR-13)
- Brilliance** (CLR-14)
- Smash** (CLR-15)
- Ray of Destiny** (CLR-16)
- Pillar of Dawn** (CLR-17)


PATH OF INSPIRATION



Be it a rowdy dirge or soothing hymn, Bards are always ready to perform. If their quick wit falls short, they resort to causing a ruckus on the battlefield. Believing a band is better than a solo show, Bards look to offer support to allies and disrupt foes with both lyric and chord.

- Hymn** Soothing melodies that bring health and energy.
- Ruckus** Battle-knowhow, for when you aim to misbehave.
- Dirge** Set fire in your allies, and fear in your foes with music for battle.
- Hustle** Make an entrance, then get out before you're missed.
- Wit** The tongue can make peace or start a war.


PATH OF ARCANA



Tines in hand, Mages attuned to the arcane can strike from a distance using elemental powers. Mages slash with magically enhanced estocs while drawing mana from their ledgers. Unrivaled at battlefield control, they displace creatures, and even manipulate reality itself.

- Tines** A mage is never without their forked wands.
- Element** Bring forth the very elements to do your bidding.
- Chrono** Time and place can be manipulated, for those who can perceive.
- Research** All manner of learning can be gained through tomes and dedication.
- Estoc** Combining the arcane with the mundane for incredible effect.

PATH OF WANDERING



Rangers of the wilds stride with knife in hand, letting no terrain slow them. With an arrow nocked in their bow, these hunters are unrivaled at long distance combat. Survivalists at heart, Rangers have learned from bird and beast how to live in harmony with nature.

- Bow** A keen eye and a steady hand give rangers incredible feats of accuracy.
- Hunting** As the wolf hunts its prey, the agile ranger stalks their quarry.
- Survival** At home in the wilds, a ranger learns the ways of the land.
- Knife** A predator has need of teeth, sharp and lethal.
- Stride** The animals that tread this land have much to teach those willing to listen.



Anthem of Vigor BRD-5	Battle Riff BRD-6	Improvisation BRD-7	Embellishment BRD-8
Gutsy Dash BRD-4	Clashing Chorus BRD-9	Ready to Rock! BRD-10	Shredding Licks BRD-11
Lickety Split BRD-15	Care to Dance? BRD-12	Stinging Insult BRD-13	Dramatic Dodge BRD-14
Double Time! BRD-16			Upbeat Beatdown BRD-17



Lightning Bolt MAG-5	Blink MAG-6	Transposition MAG-7	Portals MAG-8
Twin Missile MAG-4	Elixirs MAG-9	Temporal Talons MAG-10	Wall of Stone MAG-11
Ledgermancy MAG-12	Flash Freeze MAG-13	Fireball MAG-14	
Swirling Winds MAG-15	Wind Slash MAG-16	Tempest Blade MAG-17	



Snipe RNG-5	Poultice RNG-6	Sharpen RNG-7	Make Camp RNG-8
Mark RNG-4	Pathfinding RNG-9	Sure as the Goat RNG-10	Flashing Steel RNG-11
Staggering Shot RNG-15	Swift as the Wolf RNG-12	Snake Strike RNG-13	Harpoon Arrow RNG-14
	Ricochet RNG-16	Fire Arrow RNG-17	