Welcome

In this book, you will create your faction from which you can later create armies to play the game. Unlike most table top miniature games that have set factions decided upon by the game's designers, Genesys puts that control in your hands.

Species creation is creating your army or faction book yourself. You start by creating your species, followed by unit classes. This defines the forces of your faction and faction.

Later when you are ready to play a game, will you select the forces of your faction to field and create an army list.

The Next Age of Tabletop Miniature gaming is here. Welcome, enjoy, and above all else prepare to take control of your gaming experience.

THE GENESYS PROJECT

FIRST AGE   SECOND AGE   THIRD AGE

The Fey exist in Realms of Light and Darkness, their realms expanding and waning upon the tides of life and death. It was the first waves of death that brought the first of the Eternals to the Genesys Worlds out of the great depths of the Void.

The Creator Races had survived to reach Genesys, and when they arrived they discovered that a Great Serpent protected the worlds. The Serpent lashed out, destroying all that approached. In desperation and using forbidden knowledge, the wounded last remaining of the Creator Races reached out deep into the Ether, hoping for an answer, a call for salvation.

The tides of death around Genesys had caused the Eternals to stir to life. Theirs had been a long slumber and the tremendous loss of life was like a ripple across the cosmos that invigorated the Eternal Fey.

Suddenly a beacon shone through time and space, and at that moment the Fey were there, forevermore existing in all times, past, future, and present.

The call had been answered.

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1. The Eternal Fey

The Fey are Immortal and not of this world. They exist outside of reality, originating from beyond the Ethereal. Theirs's is a realm of magic, light and darkness, primordial and refined. For the Fey, Good and Evil are tangible and pure. Their eternal conflict and strife has brought the Fey to the Genesys Worlds.

For the other domains, they Fey are mysterious entities either guiding the mortal races, or are full of contempt, appearing as Angels or Demons, primal entities, and ghosts.

Interaction with the Fey is difficult, and attempts from the Fey often appear as omens and prophecies. The Fey communicate by other means, their words sounding like beautiful sirens, demonic tongues, or the sounds of the wind and fire. Their language is incompressible to mortals. To themselves, each word draws forth images to those that hear, perfectly relaying the intent and purpose of their words.

For the Fey, the magic of the ether is but an impulse, able to be controlled and altered within their focus.

The races of the Fey include many different variations, but include the Celestial, Infernal, Primal, Ethereal, Possessed, and Undead.

The mortal races, ever jealous of the Fey's Immortality and power, sometimes seek hidden and forbidden knowledge. Those that succeed, often become vassals of possession, or worse, destroy themselves in the process achieving Lichdom or being cursed with vampirism. These few have joined the Fey, forever to be separated from their mortal origins.

The First Age

The Fey exist outside of reality beyond the Ethereal in realms of darkness and light, drawn to the life and death of mortals. As the Genesys Worlds were seeded with life, the realms of the Fey once again stirred. The most primordial forces of the Universe invigorate the fey, and breathe new life into the conflicts that have existed since the first heartbeat of the Universe. This is a time of the eternal conflict renewed.

The Second Age

The advancement of the other Domains has torn the fabric of reality. Their push for more efficient and endless energy, has sapped the life from the ethereal. Energy is life, and life is energy, and now the ethereal bleeds and floods into reality. As mortals push their limits with reckless abandon, apocalyptic disasters tear the fabric of reality, and the blood of the heavens pour forth.

This is an Age of eternal death, as the ethereal bleeds into reality, so too does the threat of true death confront the fey that are destroyed in battle.

The Third Age

The ravages of the 2nd Age have taken their toll on the Fey. Now a new threat has emerged from beyond that none can survive. The End is here, and salvation has been torn asunder as another Universe is crashing through our own. Massive Magnetrons erupt as the two Universes collide, spending out massive waves ripping the Genesys Worlds and the realms of the fey asunder.

The Primordial forces that breathed life into the beginning of time, will once again see the light and darkness. In the shattered far future of the 3rd Age, everything will end.

1.1 Primal

The Primals live and breathe the elements that make up the Genesys Worlds. They care not for the conflicts of the Celestial and Infernal. They are as raw as the elements coursing through their bodies, Fire, Earth, Water, and Air. For the Primal, they are the element of their focus, there is no separation as they exist together.

Even more interesting among the Primal are the Fey that exist between two or more elements. Their breath the crackling of fire carried on heated currents of air.

1.2 Celestial

The Celestial are looked at as Angels, Saints, and even Gods to mortals. To the Celestials themselves, they are the Path of Light, and manifest as its most pure form. The Celestial often seek out the mortal races, to instill goodness and the light into their lives and prevent the darkness from overcoming reality.

1.3 Infernal

The Infernal see the mortal worlds of reality as their feeding grounds to expand their realms. The souls of the mortal are theirs to exploit, enslave, and fill their ranks against the ever-encroaching light. Entire realms have fallen to the Infernal, forevermore in darkness. The Infernal Fey are often seen as demons, fiends, and evil spirits, are even sometimes worshiped by mortals seeking their powers.

1.4 Undead

The Undead are masters of death, leading the dead back into service for their masters. While the undead are Fey, it is possible for Humanoids to cross over and take Undead traits, becoming powerful Liches who exist now between Life and Death.

1.5 Outcast

Outside of the Paths of Light and Darkness there are those that have been banished from the heavens and hell, thrust into Reality. These are the Outcasts who live their lives among us, or as permanent wanders. They are forever lost to the realms beyond.

1.6 Primordial

In the beginning, there was simply Chaos and Order existing in the nothingness that was to become everything. Pulled together by their opposite natures, the two collided in a massive burst of energy creating the first moments of existence. Within those moments, the primordial force of time began, and the universe began to evolve and expand outwards.

While there are no species variants dedicated to the Primordial forces, the Fey can tap into forces that drive the universe. However, no single being can survive being able to harness more than a single chosen force, whether it be Chaos, Order, or Time.

2 The Eternal Realms

The Eternal Realms are bathed in Light, or cast down into darkness. In between these exists the realms of Twilight and each Species of Fey must choose which direction their race will follow.

The Path of Light: To those that walk the path of light there is only the light. The absence of Light, is Darkness. The morality of the light comes from courage, justice, Truth, and Heroism. The Realms of Light grow under their precepts, flourishing, but are constantly under the threats of Darkness.

The Lure of Darkness promises absolute power and control. Its abilities are grand, and many who would seek its powers find themselves corrupted and or worse. The Realms of Darkness are always in as state of dying without the light. Their push and destruction of the Light is the only thing that saves them from their path.

The Twilight Realms are the most closely related to reality and the most basic elements that are its foundation. These include Earth, Air, Fire, Water, and the fifth element the Ethereal. Outside of the Elements, there are the Primordial forces that first came together to create all that exists, these are the forces of Chaos, Order, and of Time.

2.1 Definitions

Domains: There are 5 Domains of Life in the Genesys Project. These include Humanoids, Reptilia, Fey, Inseckt, and Biests.

Each Domain includes many different factions that can be wildly different from each other and has its own rules, traits, and paths through the future and are defined in their own book/ pdf.

Species/ Faction: Creating your own faction from the traits will help evolve and create your own Species. Your Species will determine what abilities and skills everyone in your army will have. The word race is also synonymous with either word, species or faction.

Path of the Fey: To Fey right and wrong are tangible and are a very real part of their essence. Every Species must choose their path, to walk in the light, dwell in the Eternal Twilight, or go down the path of Darkness. When you create your species, you must choose the path of your faction; Light, Twilight, or Darkness.

Traits: Traits for the Fey are gathered through spheres and contain abilities that apply to your models. There is a mandatory range of traits that you must select from.

Abilities: These are your special rules. Selecting your traits grants the abilities they contain for both your army and classes.

Characteristics:

Strength: Strength is used to determine the power of a melee attack. The stronger the

attack, the higher the chance to cause critical damage when striking your opponent.

Toughness: Toughness determines how resilient a model is to being attacked.

Movement: a model may move up to 3x its movement and still perform an action. A model staying within its base movement range is considered to not be moving.

Martial: Martial is the melee combat skill of the model. This number here is added to the die roll when attacking in melee combat.

Ranged: This is the Ranged Combat skill of the model. This number here is added to the die roll when attacking in ranged combat.

Defense: Defense is how well a model can avoid being hit by opponents.

Discipline: The Discipline not only helps determine squad sizes for your classes, but helps the morale and determination of your models.

Willpower: The strength of Willpower directly correlates to the strength of Powers, as well as defending against Ethereal attacks. Willpower also helps determine morale.

Command: Command determines your leaders control over the battlefield, how many units can be activated per turn, and Initiative on the field.

Mtn- Martial Target Number: This is the number required for your opponent to hit you in melee combat. Martial + Defense= Mtn

Rtn- Ranged Target Number: this is the number required for your opponent to hit you with a ranged weapon. Movement + Defense= Rtn

Morale: This determines a target number for your squad to stay within to avoid fleeing the field. Morale is determined by Discipline + Willpower= Morale

Unit Classes

These unit classes are built off of your faction. Unlike other Life Domains, the Fey have only 3 unit class types; Disciples, ArchLords, and Paragons. Factions that take on the Primordial force of Order, also gain a 4th Unit Class type, the Exalted, while the forces of Chaos tear apart these distinctions on the battlefield.

Designing your unit classes allows for you to add additional traits to the specific classes of units, and the more advanced Classes can be built off of existing classes, creating even more powerful classes, leading up to the almost God-Like Paragons.

Armory

The armory is where weapons and equipment are listed for your faction. No unit classes come ready to field with weapons or equipment as standard. What they take is your choice. When making your army list for the game, you can decide what equipment they will take from what is available to each unit class. Primitive and Common Weapons and Equipment are available to everyone, while other Advanced Weapons or new Weapon types are restricted to units that know how to use them.

When it comes to Advanced Weapons and Equipment, specific traits allow their use for Unit classes.

2.2 The Steps for Creation of your Species

1. Select your Path

2. Choose Traits and powers to create your species or faction

3. Create your Unit Classes

4. Create your Armory

The First step starts by selecting your path; Light or Darkness, or to deny both and dwell within the shadows of Twilight.

There are three areas from which to select your traits. These three areas are as follows:

1. Path of Light

2. Shadows of Twilight

3. Path of Darkness

2.3 Spheres of Influence: A Sphere of Influence contain both Traits and Powers. The Traits in each sphere of influence is divided into lesser or greater traits. While lesser traits are available to all, to take a greater trait within a sphere of influence, you must have a lesser trait within the same Sphere.

Each trait comes with a point cost for taking, as well as the special ability the trait grants for taking it. No trait may be selected twice.

To unlock powers within a sphere of influence, you must have a lesser trait to take lesser powers, and a greater trait to unlock greater powers.

Example Sphere of Influence

Spheres of Influence_____

***Truth** Opposed to Deceit*

Lesser Traits

True Sight 5pts: Night Vision, Ethereal sight

Perception 5pts: Increased Range 1

Combat Awareness 3pts: All Around Sight

Greater Traits

The Truth of the Situation 10pts: Enhance Willpower 2

True Aim 20pts: Foresight α, Exclusive

Strategic Clarity 10pts: Mission Directive α (Primary)

Lesser Powers

Precision (Armory) 5pts: Imbued Weapons, Enhanced Ranged 1

Greater Powers

Seeker of Truth (Armory) 20pts, Imbued Weapon, Enhancement Ranged α, Once per Game (automatic die result of a 6 to hit when shooting with a Ranged Weapon.)

2.4 Point Costs of Traits: Every trait selection that you select comes with a point cost associated with it. Fey start at 0 points, and every trait or ability will add to that number. The total point cost of the traits you select will be the base point cost per model of your faction.

A more-advanced species will cost more in point costs, but will also have additional traits making them more formidable in some way.

Ideally, standing somewhere in-between will give the most benefits and flexibility as you continue to create different unit classes.

2.5 Stacking Abilities: Stacking combines multiple ability bonuses together. There are a couple things to consider.

Increases and Decreases are only used when creating your species of advancing them. Both increases and Decreases apply to combined characteristics during species and unit class creation. Both Characteristics and non-characteristic increases and decreases are handled the same regarding stacking abilities.

An Increase is a permanent adjustment to your characteristics and are only used when creating your species/classes or advancing them. These only stacks within the same Sphere of Influence

A Decrease is a permanent penalty to your characteristics. These penalties are combined across evolutionary branches. This can result in a trait not being eligible to be taken if a characteristic is reduced below 1.

Enhancements are in game bonuses that are applied to a die roll. Enhancements only effect the characteristic listed and do not effect combined characteristics like Mtn, Rtn, and Morale. Examples are Rage, Equipping a Weapon, Powers (spells etc). So a martial enhancement would not affect Mtn.

These do stack from evolutionary branches and other sources, but are limited to the Maximum Age Bonus.

Maximum Bonus according to which Age your species is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

The Maximum Bonus applies to a single model's maximum bonus during each age. For each die roll, no bonus may exceed the Maximum bonus for a single model.

Alpha and Omega Traits and Powers:

Represent the beginning and the end of all things. Alpha and Omega Traits and Powers do not have a numerical value, but instead are determined by the total number of traits taken within the spheres of influence.

Alpha Traits and powers can be recognized by the Alpha symbol α and are available starting with the first Age of Genesys

Omega Traits and powers have the symbol Ω and do not become available until the Third Age

Increase α: Unique to the Fey are Increase α abilities. These are often Greater Traits or Powers that break the rules of reality, granting unlimited growth potential for the characteristic they are for. Like other Increases, these only stacks with other increases for the characteristic if they are in the same Sphere of Influence.

α is determined by the number of Traits the Class has in that Sphere of Influence.

Enhancement α: These are ingame bonuses where α is determined by the number of traits the model has within the single sphere of influence as the power that granted the Enhancement. These Enhancements are still limited to the Maximum Age Bonus.

All other types of abilities stack without restriction, with few restrictions.

For Example two traits from different spheres

Strength Increase 2

Strength Increase 1

Result is a +2 to Strength, not +3 since the second bonus comes from a different spheres.

Another Example of two traits from different branches

Strength Increase 2

Strength Decrease 1

Result is a +1 to strength because increases and decreases are separate abilities

2.6 Species Variants are traits that can be selected as normal. These can be mixed and combined.

For example, taking Celestial and Primal together. Both of these traits would then apply to your overall faction.

During species creation you may select your species variants, and when you do, these apply to your entire faction.

Once you are done creating your species, you may select a species variant as a unit class trait. This would only apply the species variants to that unit class. These could be small subsections of your populations, or they could be allies that are related but a part of your Species.

For example: You take Feral when creating your species. Later on when creating your unit classes you want an elite giant version of your warriors, so the unit class takes Giantism as their trait selection. This would affect only this particular unit class and not your entire faction.

2.7 Armory Traits: Armory Traits are noted with a (Armory) notation. Many Armory Traits are imbuements, Weapons, armor, or items that are enchanted simply by equipping them to your models by the powers of the Fey. Imbued equipment may only carry a single lesser and single greater imbuement. Artifacts created through campaign play are an exception to this rule.

Imbued items have a point value that looks like this -/5pts. This tells you that the power has no point value until you are equipping your models for a game. If you choose to imbue the item for that model, it would cost 5pts.

2.8 Class Only Traits

Some Traits are listed as Class Only

Class traits cannot be taken during species creation. Instead they can only be taken when you are creating your individual classes.

There are also some traits restricted to specific class types, Standard, Elite, Leader, or Unique.

2.9 Fey Start Here

It's time to create your Species and this is where you start. To do this, you have a selection of mandatory traits and starting characteristics.

To help you along your journey, we will be creating a faction of Feral Orcs ruled by living incarnations of their Wild Gods.

Starting Characteristics

All Fey Species have starting characteristics that can be adjusted through the selection of traits. Record these, and adjust them as you create your species.

Fey Starting Characteristics

Wounds: 1

Strength: 2	Toughness: 2	Movement 3
Martial: 3	Ranged: 3	Defense: 3
Discipline: 2	Willpower: 3	Command: 2

You may not take a trait that will reduce a characteristic below 1

Mandatory Traits and Powers: There are mandatory trait selections that must be chosen. The number of traits and/or powers that must be selected are often shown in a range of numbers. For example 0-2 would give you options of taking 0, 1, or 2 traits from that category.

- You may not take a lesser power in a sphere of influence unless you have a lesser trait in the same spheres.
- You may not take a greater power in a sphere of influence unless you have already greater traits in that sphere of influence.
- Greater Traits and their point costs only apply to Archlords and Paragons Classes.
- When selecting your Traits, you may choose from both Traits and Powers.
- Imbued Weapons may only possess a single lesser power and single greater power.

Fey Mandatory Traits and Powers:

The Path of Light

- Lesser Traits and Powers of Light: 3
- Lesser/Greater Traits and Powers of Light: 0-2
- Lesser Traits and Powers of Twilight: 0-2
- Traits and Powers of Darkness: 0

The Path of Darkness

- Lesser Traits and Powers of Darkness: 3
- Lesser/Greater Traits and Powers of Darkness: 0-2
- Lesser Traits and Powers of Twilight: 0-2
- Traits and Powers of Light: 0

The Shadows of Twilight

- Lesser Traits and Powers of Twilight: 3
- Lesser/Greater Traits and Powers of Twilight: 0-2
- Lesser Traits and Powers of either Light or Darkness*: 0-2

* *Either light or Darkness lesser traits may be take, not both*

This gives you a choice of 3-7 traits to design and create your Fey species from.

Why the range of few to several traits?

It will allow you to have a more-evolved or less-evolved species of your choice. A more advanced species costs

Lesser Faction/Species: is made up from the total number of lesser traits and powers you select. **Lesser Classes begin with a single wound.**

Greater Faction/Species: is made up from the total of all the lesser traits and powers, plus any greater traits and powers you selected during creating your faction. **Greater Classes begin with 2 wounds**

3. Spheres of Influence

Path of Light

Spheres of Influence

Celestial

You may only take Celestial if you follow the Path of Light

Lesser Traits

Celestial Radiance 15pts: Species Variant, Increase Willpower 1, Increase Martial 1

The Eternal War 10pts: War Veterans

Greater Traits: Unlocked with a lesser sphere trait

Angelic Command 25pts: Portal (Celestial α), Increase Command α, Exclusive

Greater Celestial Aura 15pts: Enhancement Mtn 1 (models within 12" radius)

Revered 15pts: Increase Wounds 1

Wings 10pts: Flight (High)

Lesser Powers: unlocked with a lesser sphere trait

Holy Weapon (Armory) -/5pts: Imbued Weapon, Armor reduction 1

Embolden 10pts: Lesser Celestial Power

Planar Aid 10pts: Lesser Celestial Power

Greater Powers: unlocked by a greater sphere trait

Purifying Light (Armory) -/45pts: Imbued Weapons, Enhancement Radiation α, Instant death (Critical)

Purifying Flames 25pts: Greater Celestial Power

Spheres of Influence

Justice *Opposed to Corruption*

Lesser Traits

Righteous Might 8pts: Increase Command 1, Increase Strength 1

In the Face of Evil 5pts: Resistance Extremes 1 (All)

The Hand of Justice 3pts: Quick Deployment 1

Greater Traits: unlocked with a lesser sphere trait

Resist Extremis 10pts: Resistance extremes α (All)

Commanding Justice 20pts: Increase Command α

Sundering Attack 10pts: Sundering Attack 2

Lesser Powers: Unlocked with a lesser sphere trait

Gilded Chain (Armory) -/10pts: Imbued Armor Enhancement Deflection 1

Hammer of Righteousness 10pts: Lesser Power

Strength of Justice 15pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Gilded Armor (Armory) -/30pts: Imbued Armor, Enhancement Ethereal Armor α, Once per Game (a save against a hit can have its die result changed to a 6 when saving against an attack.*)*

Avenging Justice 20pts: Greater Power

Spheres of Influence

Truth *Opposed to Deceit*

Lesser Traits

True Sight 3pts: Night Vision, Ethereal sight

Perception 12pts: Increased Range 1

Combat Awareness 3pts: All Around Sight

Greater Traits: unlocked with a lesser sphere trait

The Truth of the Situation 20pts: Enhance Willpower 2

True Aim 50pts: Foresight α, Exclusive

Strategic Clarity 10pts: Mission Directive α (Primary)

Lesser Powers: unlocked with a lesser sphere trait

Precision (Armory) -/7pts: Imbued Weapons, Enhanced Ranged 1

Banishement 8pts: Lesser Power

Unerring Bolt 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Seeker of Truth (Armory) -/45pts, Imbued Weapon, Enhancement Ranged α, Once per Game (automatic die result of a 6 to hit when shooting with a Ranged Weapon.)

Holy Word 25pts: *Greater Power*

Spheres of Influence

Heroism *Opposed to Madness*

Lesser Traits

Heroic Warrior 7pts: Increase Martial 1

Heroic Valor 4pts: Increase Discipline 1 or Increase Morale 1

Greater Traits: unlocked with a lesser sphere trait

Incalculable Reflexes 30pts: Increase Quickness α

Indomitable Will 20pts: Increase Willpower 2

Combat Mastery 30pts: Increase attack 2 (Melee only)

Indestructible Combatant 50pts: Precognition α, Exclusive

Lesser Powers: unlocked with a lesser sphere trait

Superior Weapon (Armory) -/10pts: Imbued Weapon, Enhancement Martial 1

Shield 8pts: Lesser Power

Heroic Evasion 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Legendary Armor (Armory) -/40pts: Imbued Armor, Enhancement Armor α, Once per Game (Reduce Strength α for all hits during a single activation)

Heroic Inspiration 15pts: Greater Power

Spheres of Influence

Healing *Opposed to Pain*

Lesser Traits

Withdraw 3pts: Withdraw From Combat

Inner Strength 8pts: Increase Willpower 1

Greater Traits: unlocked with a lesser sphere trait

Wisdom 8pts: Increase Willpower 1.

Healing Touch 15pts: Return 1, Heal Touch α

Saving Grace 10pts: Avoid Wounds 2

Subdue Effects 12pts: Cancel Effects

Lesser Powers: unlocked with a lesser sphere trait

Icon of Healing (Armory) -/3pts: Imbued Item, First Aid

Blessing 7pts: Lesser Power

Enhanced Wisdom 5pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Cloak of the Unseen (Armory) -/15pts: Imbued Item, Unseen

Healing 20pts: Greater Power

Spheres of Influence

Courage *Opposed to Fear*

Lesser Traits

Fortitude 12pts: Increase Morale 2, Toughness 1

Aura of Valor 10pts: Increase Discipline 2

Greater Traits: unlocked with a lesser sphere trait

Pushing the Limits 8pts: End Game Bonus α

No Fear 10pts: Increase Morale α (squad)

Impervious Courage 30pts: Avoid Wound α, Exclusive

Inspire 45pts: War Veterans (only models with Courage Traits within Command Radius), Exclusive

Lesser Powers: unlocked with a lesser sphere trait

Shield of Valor -/5pts: Imbued Shield, Increase Morale 1

Unbreakable Command 10pts: Lesser Power

Hold the Line 12pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Invincible Armor (Armory) -/25pts: Imbued Armor, Invincible 5

Greater Adversary 35pts: Greater Power

Spheres of Influence

Ascended *Opposed to Death*

Lesser Traits

Ascendance 12pts: Ascendant

Reverence 2pts: Reverent (Disciple Class Only)

Greater Traits: unlocked with a lesser sphere trait

Transcendence 50pts: Transcendence (pre-requisite Ascendance), Increase Willpower α, Exclusive

Ascendant Divinity 30pts: Ascendant Divinity (Class trait only)

The Divine Word 25pts: Enhancement Command α,

Lesser Powers: unlocked with a lesser sphere trait

Energy Weapons (Armory) -/5pts: Imbued Weapon, Enhancement Radiation 1.

Radiance 15pts: Lesser Power

Charged Weapon 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Holy Might (Armory) -/20pts: Imbued Melee Weapon, Smite

Energized Aura 35pts: Greater Power

Spheres of Influence

Protection *Opposed to Destruction*

Lesser Traits

Agility 7pts: Enhancement Evasion 1

Advanced Parrying 7pts: Enhancement Parrying 2

Greater Traits: unlocked with a lesser sphere trait

Defensive Posture 12pts: Defensive Posture 1

Perfect Defense 15pts*:* Parrying α, Exclusive, Increase defense 1

Perfect defense is a strong offence 10pts: Peerless Defender

Lesser Powers: unlocked with a lesser sphere trait

Protective Shield -/10pts: Imbued Shield, Enhancement Deflection 1

Protective Armor 10pts: Lesser Power

Counter Spell 7pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Ethereal Armor -/15pts: Imbued Armor, Fey Armor 2

Sphere of Protection 35pts: Greater Power

Twilight Spheres

Primal

Primals are aligned to the Path of Twilight only. You may only take Primal if you follow the Paths of Twilight

Lesser Traits

Elemental Affinity 8pts: Elemental Land Affinity**,** Species Variant (This bonus trait must be from Air, Earth, Fire, or Water Spheres

Primal Elements 12pts: Increase Wounds 1

Greater Traits: unlocked with a lesser sphere trait

Greater Elemental Portals 10pts: Greater Elemental Portal

Primal Command 35pts: Increase Command α, exclusive

Terrain Transformation 10pts: Terrain Transformation

Lesser Powers: unlocked with a lesser sphere trait

Primal Armor -/15pts: Imbued Armor, Enhancement Armor 2, reduce Movement 1, Reduce Mtn and Rtn 1

Conjure Elemental Variable Point Cost: see Powers description for point cost, Lesser Power

Primal Combat 15pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Primal Weapon -/45pts: Enhancement Damage α

Conjure Greater Elemental: see Powers description for point cost, Greater Power

Fire Opposed to Water

Lesser Traits: unlocked with a lesser sphere trait

Strength Through Fire 5pts: Increase Strength 1, Decrease Willpower 1

Flames of Battle 12pts: Increase Martial 1, Enhancement Fire 1 (for all melee attacks)

Greater Traits: unlocked with a lesser sphere trait

Immense Elemental 30pts: Increase Size 1, Enhancement Fire 1

Fiery Power: Power Increase 2 (Fire Greater Powers Only)

Fire Arc 10pts: Arc attack

Pyrokinesis 10pts: Portal Pyrokinesis

Lesser Powers: unlocked with a lesser sphere trait

Flame Weapons (Armory) -/8pts: Imbued Weapon**,** Enhancement Fire 1

Billowing Smoke 5pts: Lesser Power

Molten Earth 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Conflagration (Armory) -/20pts: Imbued Armor, Conflagration 3

Fire 20pts: Greater Power

Air Opposed to Earth

Lesser Traits

Aerial Speed 7pts: Increase Movement 1, Decrease Discipline 1

Knowledge of Air 12pts: Increase Ranged 1

Levitate 10pts: Aerial Combat Medium

Greater Traits: unlocked with a lesser sphere trait

Air Currents 25pts: Increase Movement 2

Wind Movement 30pts: Aerial Combat High, High Winds, Exclusive

Aerial Portal 10pts: Aerial Portal α

Lesser Powers: unlocked with a lesser sphere trait

Electric Arc -/8pts: Imbued Weapon, Enhancement Electricity 1

Create Fog 5pts: Lesser Power

Forceful Deflection 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Thunder Clap -/20pts: Imbued Ranged Weapon, Enhancement Resonance 3

Lightning 20pts: Greater Power

Spheres of Influence

Earth *Opposed to Air*

Lesser Traits

Rock Skin 10pts: Enhance Armor 1, reduce Mtn1, Reduce rtn 1

Immense Elemental 10pts: Increase Size 1

Stone Body 25pts: Increase Toughness 1, Increase Strength 1, Decrease Movement 1

Greater Traits: unlocked with a lesser sphere trait

Earthen Strength 90pts: Enhancement Toughness α Exclusive, increase Strength 2

Greater Element 30pts: Increase Size 1, Increase Willpower 2

Earthen Portal 10pts: Increase Portal Toughness α

Lesser Powers: unlocked with a lesser sphere trait

Resistant Armor (Armory) -/8pts: Imbued Armor, Reduce Armor Reducing Weapons 2

Wall of Stone 8pts: Lesser power

Tremors 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Deep Earth Steel (Armory) -/25pts: Imbued Melee Weapon, Enhancement Radiated 3,

Meteor 20pts: Greater Power

Spheres of Influence

Water *Opposed to Fire*

Lesser Traits

Flowing Defense 5pts: Reduce Strength of Enemy hits 1

Water Mobility 10pts: Movement 1, Decrease Command 1

Greater Traits: unlocked with a lesser sphere trait

Regenerative Properties 50pts: Regeneration 2, Exclusive

Water Portals 18pts: Water Portal

Greater Element 12pts: Increase Size 1

Fluid Combat 35pts: Increase Mtn 2, Reduce Strength of all Enemy hits 1

Lesser Powers: unlocked with a lesser sphere trait

Water Skin (Armory) -/8pts: Imbued Armor, Water Passage

Drench Ground 5pts: Lesser Power

Drown 15pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Acidic Weapons (Armory) -/25pts: Imbued Melee Weapon, Enhanced Corrosive 3

Acid 20pts: Greater Power

Spheres of Influence

Ethereal

Lesser Traits

Ethereal Shift 8pts: Ethereal Shift 3, Ethereal Sight

Phased Form 5pts: Ethereal Form 1

Greater Traits: unlocked with a lesser sphere trait

Ethereal Jump 18pts: Ethereal Jump 6

Possession 40pts: Possession α, Exclusive

Ethereal Form 18pts: Ethereal Form 1

Phantasm 55pts: Phantasm Assault α, Exclusive

Lesser Powers: unlocked with a lesser sphere trait

Energy Weapon (Armory) -/5pts: Imbued Weapon, Reduce Armor 1

Invisibility 15pts: Lesser Power

Dimension Walk: 12pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Phased Weapons (Armory) -/25pts: Imbued Melee Weapon, Ethereal Weapon

Cold 20pts: Greater Power

Primordial Forces

The Primordial are the deepest and most fundamental forces of the cosmos. There are no known variants existing from past the beginning of the Universe.

No faction may hold traits from more than one Primordial Force.

Primordial Force Traits can only be selected when creating a faction as either faction traits or class traits.

Spheres of Influence

Chaos

Lesser Traits

Planar Horde 3pts: Unlimited Group size

Chaos Squads 5pts: Chaos Squad

Greater Traits: unlocked with a lesser sphere trait

Voice of Chaos 15pts: Voice of Chaos

Warlords of Chaos 15pts + cost of bonus Traits: Warlord of Chaos α, Enhancement Strength α (Archlord Only)

Chaos Sorcerer 12pts: Increase Willpower 2

Lesser Powers: unlocked with a lesser sphere trait

Talisman of Chaos (Armory) -/6pts: Imbued Item, Chaos Boon 1

Greater Powers: unlocked by a greater sphere trait

Symbol of Chaos (Armory) -/20pts: Imbued Item, Chaotic Domain α

Spheres of Influence

Order

Lesser Traits

Devout 2pts: Gain 2 Additional Sub-Classes, Species Trait

Disciplined Squads 6pts: Enhancement Martial Target Number 1 (for squads with maximum number of models), Increase Command 1

Exalted Champion 3pts: Exalted Champion, Increase Discipline 2, Class Trait

Greater Traits: unlocked with a lesser sphere trait

Exalted Lord 5pts: Exalted Lord, Increase Discipline 2, Class Trait

Laws of Magic 12pts: Increase Willpower 2

Lesser Powers: unlocked with a lesser sphere trait

Talisman of Order (Armory) -/10pts: Imbued Weapon, Enhancement Martial 1 or Enhance Ranged 1. (All Talismans of Order must select the same bonus for the game)

Greater Powers: unlocked by a greater sphere trait

Symbol of Order (Armory) -/30pts: Imbued Item, Order Domain α

Spheres of Influence

Time

Lesser Traits

Skip Time 9pts: Move without being Seen

Lessons of the Future 3pts: Bonus Sub-Class 2, Bonus Archlord class 1, species trait

Greater Traits: unlocked with a lesser sphere trait

Bend Time 45pts: Increase Action 1, Exclusive

Possible Futures 10pts: Modify Result 3

Lesser Powers: unlocked with a lesser sphere trait

Temporal Weapon (Armory) -/**5pts:** Imbued Weapon, Modify Result 1

Greater Powers: unlocked by a greater sphere trait

Greater Temporal Weapon (Armory) -/25pts: Imbued Weapon, Reduce Mtn 2 or Rtn 2 (targets for this models' attacks)

Path of Darkness

Spheres of Influence

Infernal

Infernals are dedicated to the Path of Darkness only. You may only take Infernal if you follow the Path of Darkness

Lesser Traits: unlocked with a lesser sphere trait

Demonic Strength 8pts: Increase Strength 1, Species Variant, Night Sight

The Eternal War 12pts: War Veterans

Greater Traits: unlocked with a lesser sphere trait

Demon Spawn 3pts: Demonic Spawn (Species Trait Only)

Greater Demon 45pts: Increase Command 2, Increase Size 1**,** Increase Strength α, Increase Wounds 1, Exclusive

Nether Gates 15pts: Dominate Portal, Portal α (Infernal)

Wings 12pts: Flight (High)

Lesser Powers: unlocked with a lesser sphere trait

Demon Weapon -/5pts: Imbued Melee Weapon, Enhancement Fire 1

Darkness 8pts: Lesser Power

Infernal Hordes 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Demon Armor (Armory) -/45pts: Imbued Armor, Enhancement Fey Armor α

Damnation: see Powers description for point cost, Greater Power

Spheres of Influence

Corruption Opposed to Justice

Lesser Traits: unlocked with a lesser sphere trait

Immunity to Corruption 3pts: Immunity to Poison, Infected Blight

Mutated Blight 8pts: Increase Toughness 1, reduce movement 1

Greater Traits: unlocked with a lesser sphere trait

Blight 15pts: Blight

Corruptive touch 40pts: Corruptive Touch, Exclusive

Toxic Aura 25pts: Toxic Aura,

Poison Bile 10pts: Infectious Blood and Mucus

Mutated Appendage 10pts: Increase Attack 1

Lesser Powers: unlocked with a lesser sphere trait

Poison Weapon (Armory) -/5pts: Imbued Melee Weapon, Poison 1 Weapons

Poison 12pts: Lesser Power

Scourge 12pts : Lesser Power

Greater Powers: unlocked by a greater sphere trait

Infectious Blood (Armory) -/25pts: Imbued Weapon, Poison α Weapons

Weaken 20pts: Greater Power

Spheres of Influence

Deceit *Opposed to Truth*

Lesser Traits: unlocked with a lesser sphere trait

Feint 9pts: Feint 2

Deceptive Combat 15pts: Increase Martial 1, Increase Attack 1

Greater Traits: unlocked with a lesser sphere trait

False Terrain 15pts: False Terrain 3

Not there 45pts: Dodge α, Exclusive

Illusionary Deployment 15pts: Redeploy 1

Shapeshifters 25pts: Shapeshifter 1

Lesser Powers: unlocked with a lesser sphere trait

Cunning Blades (Armory) -/8pts: Imbued Melee Weapon, Enhancement Martial 1

Duplicity 10pts: Lesser Power

Shroud 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

The Deceiver (Armory) -/35pts: Imbued Weapon Enhancement Attack 2

Unseen 15pts: Greater Power

Spheres of Influence

Madness *Opposed to Heroism*

Lesser Traits: unlocked with a lesser sphere trait

Crazed Warriors 14pt: Increase Strength 2, Increase Toughness 1, Increase Movement 1, Decrease Martial 1, Decrease Ranged 2, Decrease Defense 1

Unhinged 10pts: Increase Characteristic 1 (your choice of Knowledge Traits, Discipline, Willpower, or Command), Decrease Characteristic 1 (opposite)

Greater Traits: unlocked with a lesser sphere trait

Fury 20pts: Quickness 2,

Madness 30pts: Increase Characteristic α (Physical Characteristics only, Strength, Toughness, Movement), Reduce Characteristic α (opposite, by same amount-cannot go below 1), Exclusive

Mad Genius 45pts: Increase Willpower α, Exclusive

Skilled Combatant 35pts: Increase Martial 2

Unknown Powers 8pts: Forbidden Knowledge X (path of darkness only)

Lesser Powers: unlocked with a lesser sphere trait

Armor of Madness (Armory) -/10pts: Imbued Armor, Enhancement Armor 1

Confusion 11pts: Lesser Power

Deranged Lunatic 13pts: Lesser power

Greater Powers: unlocked by a greater sphere trait

Incapacitating Weapon (Armory) -/30pts: Imbued Melee Weapon, Stun

Hearing Voices 25pts: Greater Power

Spheres of Influence

Pain *Opposed to Healing*

Lesser Traits: unlocked with a lesser sphere trait

Pain Tolerance 15pts: Increase wounds 1,

No Pain 8pts: No Pain

Greater Traits: unlocked with a lesser sphere trait

Power through Pain 30pts: Pain Enhancement X, Exclusive

Self-Inflicted Wound 25pts: Self Inflicted Wound X

Power through Death 35pts: Death Experience

Agonizing Death Touch 20pts: Agonizing Death X

Lesser Powers: unlocked with a lesser sphere trait

Barbed Weapons (Armory) -/5pts: Imbued Melee Weapon, Enhancement Damage 1 (against living models only)

Paralyze 10pts: Lesser Power

Inflict Pain 10pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Piercing Armor (Armory) -/25pts: Imbued Armor, Painful Wounds (ArchLord, Paragon Only)

Flayed 25pts: Greater Power

Spheres of Influence

Fear *Opposed to Courage*

Lesser Traits: unlocked with a lesser sphere trait

Know Fear 5pts: Increase Morale 2

Fearsome Mind 5pts: Decrease Morale 1 (enemy squads, 3"r from models with this ability)

Greater Traits: unlocked with a lesser sphere trait

Terrifying Presence 15pts: Decrease Initiative 2 (Opponent- for deployment and challenging Initiative)

Break Will 8pts: Fearsome Charge

Fear Manifested 35pts: Fear Phantasms

Banshee's Wail 25pts: Banshee's Wail

Lesser Powers: unlocked with a lesser sphere trait

Strength through Fear (Armory) -/8pts: Imbued Melee Weapon, Enhancement Strength 1

Create Fear 15pts: Lesser Power

Shades 15pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Armor of Terror (Armory) -/30pts: Imbued Armor, Reduce Morale 2 (Enemy models within Command Radius)

Terror 25pts: Greater Power

Spheres of Influence

Death *Opposed to Exalted*

Lesser Traits: unlocked with a lesser sphere trait

Dead Sight 10pts: All Around Sight, Sentry 1, Ethereal Vision

Undeath 8pts: Undead, Night Vision, Increase Willpower 1

Greater Traits: unlocked with a lesser sphere trait

Greater Undeath 35pts: Necromancer, Increase Characteristic α (choice of Willpower or Command), Exclusive, Night Vision, Animated Dead, Increase Willpower 2

Life Drain 35pts: Life Drain α, Exclusive

Aura of Death 25pts: Deathly Cold

Raise the Dead 40pts: Reanimate the Dead α, Prerequisite - Greater Undead

Lesser Powers: unlocked with a lesser sphere trait

Bone Sharp (Armory) -/5pts: Imbued Weapon, Reduce Armor 1 (Target)

Animate Dead 10ptspts: Lesser Power

Blackbolt 10ptspts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Vampiric Blade (Armory) -/20pts: Imbued Melee Weapon, Vampiric

Death's Gate 32pts: Greater Power

Spheres of Influence

Destruction *Opposed to Protection*

Lesser Traits: unlocked with a lesser sphere trait

Powerful Attacks 12pts: Increase Attack Strength 1 (all melee and Ranged, stacks with other destruction increases)

Hard to Kill 10pts: Increase Toughness 1

Greater Traits: unlocked with a lesser sphere trait

Beast of Destruction 50pts: Increase Size 1, smash attack 1, Increase Strength 2

Engine of Destruction 45pts: Demonic Engine, Exclusive

Unending Destruction 35pts: Increase Toughness 2

Engines of Annihilation (Armory) 20pts: Demonic Engine Upgrade 20

Lesser Powers: unlocked with a lesser sphere trait

Greater Weapon (Armory) -/15pts: Imbued Melee Weapon, Enhancement Strength 2

Resonance 12pts: Lesser Power

Amplify 15pts: Lesser Power

Greater Powers: unlocked by a greater sphere trait

Weapons of Destruction (Armory) -/20pts: Imbued Melee Weapon, Increase Damage 2

Disintegration 45pts: Greater Power

4. Unit Class Creation

A Unit Class defines the training, special abilities, and equipment access that a model has access to. You will be creating these yourself, expanding upon the traits already chosen as your base species.

Unit Classes are divided into 3 categories, Disciples, Archlords, and the Paragon. Sub-Classes can also be taken and provide new ways to create classes for your factions.

Equipping your faction is not done here, and you

can equip your models with any equipment that they have access to through the traits and your armory.

Most miniature games, give you a set of units that you are to build your army off of. These may include several veteran unit entries with different equipment and weapon load outs, but have the same stat lines.

In Genesis, we form Unit Types. A Unit Type gives you a stat line and special abilities that you get to choose by adding new traits that apply to this unit type. What they are equipped with is more of your choice, and the traits that give them access to more advanced weaponry.

You build several unit classes in each category depending on the characteristics of your base species.

For the Fey, we use the Knowledge characteristics to determine how many classes can be created. These are Discipline, Willpower, and Command. To

determine how many classes of each type you can create, see the list below.

Disciples= the highest Characteristic

Sub-Classes- 2nd highest characteristic (see below)

Archlord= the third highest Characteristic

Paragons= You may only Create a Single Paragon

Each Class you create from the sub-class types counts as a sub-class selection. You must meet any requirements or restrictions to take a specific sub-class.

When building new classes, you gain any ability that the previous class or base race has that you are building upon. Any options with the ability remain the same as the previous class.

Lesser Faction/Species: is made up from the total number of lesser traits and powers you select. **Lesser Classes may only have lesser traits and powers**

Greater Faction/Species: is made up from the total of all the lesser traits and powers, plus any greater traits and powers you selected during creating your faction.

Greater Classes are may have both lesser and Greater traits and powers.

4.1 Preparing your Forces

Disciple/ Lesser Classes: Lesser Classes include are any class that only knows lesser traits and powers.

Disciple/ Lesser Classes/ Lesser Incarnates:
Maximum Squad Size

Minimum Squad size equals the multiplier

125-250pts- Squad Size 1

251-500pts- Discipline x1

501- 1000pts- Discipline x2

1001-2000pts- Discipline x3

Greater Minions/ Devout

125-250pts- Cannot participate

251-500pts- 1 Squad Only/ Squad Size 1

501- 1000pts- Discipline x1

1001-2000pts- Discipline x2

2000+ Discipline x3

Archlord/ Greater Incarnates/Greater Classes:
Maximum Squad Size

Minimum Squad size equals the multiplier

125-500pts- Cannot participate

501- 1000pts- 1 Squad Only/ Squad Size 1

1001-2000pts- Discipline x1

2001+ Discipline x2

Paragon Classes

125-1999pts- Cannot Participate

2000+ 1 Squad Only/ Squad Size 1

Fey Unit Formation

To create your unit types, you start with the base species. This is your base, from which you can add new traits to create new Unit Classes

Class Increases to characteristics stack with any other increases from Spheres of Influence

Disciple Unit Classes

Disciples are the standard class of the Fey. They are dedicated to their spheres of influence and the path they follow.

Pt Cost: Base Faction/Species+ Additional Traits

Power Modification 0

Wounds: *1*

Base Attacks: *1*

Stats: No Increase although selected traits may do this

Traits: You may select an additional single Lesser Trait or Power for this class, adding on the cost of the trait for each model.

*Disciples may only have Lesser Traits and Powers. Any greater trait added during creating your species/faction does not apply (nor do the point costs) for Disciples.

Archlord Unit Class

The Archlords are the Generals, the Emissaries, the Elite characters of the Fey. They command the Fey with levels of mastery that dominate their spheres of influence.

When you create an Archlord Class, you must build it off of your base Greater Faction/Species

Pt Cost: Base Greater Faction/Species + any Additional Traits and Powers

Power Modification 3

Wounds: *+2*

Base Attacks: *+2*

Stats: +1 Characteristic Increase of your choice. This stacks with other increases.

Powers: You may select a lesser/Greater power adding on the cost of the power for each model

Traits: You may select a single Lesser/Greater Trait or Power for this class, adding on the cost of the trait for each model.

Additional Trait: A second lesser/greater trait or power can be added to this class at the increased cost of the trait +10pts for each model

Joining Squads: Single Archlords may join and leave other squads during games

Rebel Lords: You may use your class traits options to pick traits from an opposition sphere of influence that you have at least two greater traits in.

These Rebel Lords with opposition traits cannot join with other squads from your faction that do not have opposition traits from the same sphere of influence.

If you have a rebel Lord in your faction, you may create other classes taking traits from the opposition sphere of the Lord both during unit creation and during campaign play.

Paragon Unit Classes

Paragons are the perfect example of their spheres of influence. True masters of their realm and often looked upon as gods to the mortals of Genesys.

When you create your paragon Class, you must build it off of your Base Greater Faction/Species, or an Archlord Class.

Pt Cost: Base Class x3 + Additional Lesser/greater Trait and Powers

Power Modification limited only the Age playing in.

Wounds: *+3*

Base Attacks: *+3*

Stats: +2 Characteristic Increase of your choice. This stacks with other increases and can be distributed as you choose.

Powers: You may select a lesser/Greater power for the point cost listed for each model.

Traits: You may select up to 2 Lesser/Greater Trait or Powers for this class, adding on the cost of the trait for each model.

Sphere Mastery: You may master a single sphere that you have at least two greater traits in. To do this, each additional trait double its standard point cost.

Joining Squads: Single Paragons may join and leave other squads during games

Fey Sub-Classes

Are unique classes for the Fey. These classes have completely different builds with their own unique characteristics that change for the format and how they operate

Templates differ from Sub-Classes in that they are not a class on their own, but instead added to an existing class.

Fey Sub-classes are broken down to the following

1. **Animated Dead:** A Template added onto another lesser class.
2. **Demonic Spawn:** A Template added onto another class.
3. **Devout:** Dedicated to Paragon with multiple Sphere options including Squad Traits
4. **Fey Minions:** Built from your base species only having a single sphere of traits.
5. **Incarnates:** Built from Disciples or Archlords Classes dedicated to a single sphere of Traits and Powers
6. **Fey Beasts:** Supernatural Beasts dedicated to a single sphere

Animated Dead Template

To unlock the animated dead template, you must have the Animated Dead ability found within the Sphere of Death.

Any lesser class may then be given the Animated Dead Template, turning their squads into animated models. Lesser Classes include all classes that do not have any Greater traits or Powers.

Unlike other sub-Classes animated dead is a template, and applied to another class, and does not take up a Sub-Class selection.

Animated Dead must be controlled by a model with the Necromancer ability. Without a Necromancer, animated dead models cease to function and collapse during the next effects phase.

Pt Cost: Base Lesser Faction/Species Divided by 2 (round up) to a minimum of 2pts

Wounds: *all wounds are lost as the model becomes a non-living model.*

Base Attacks: *as per base class*

Stats: All animated dead decrease the following characteristics by 1 to a minimum of 1; Movement, Martial, Ranged, and Defense.

Power: No powers may be used by animated dead models.

Traits: No additional traits may be selected

The animated dead no longer have wounds and take damage as the non-living models. They are completely under the control of another model, which must have the Animated Dead ability. If during the effects phase of each round, any squad and/or model of animated dead are no longer under control, they are destroyed and removed from the table.

Animated Dead are animated models and not considered undead for the purposes of other abilities. They are no longer effected by powers or abilities that effect their willpower or morale, nor do they ever need to make morale checks.

Animated models have no Willpower, or morale characteristics. Their discipline is the same as their controller, which determines the maximum size of squads dependent upon their previous unit class

Demon Spawn Template

To unlock the Demon Spawn template, you must have the Demon Spawn ability found within the Infernal Sphere of Influence.

Any lesser class may then be given the Demon Spawn Template, turning their squads into Demon Spawn. Lesser Classes include all classes that do not have any Greater traits or Powers.

Unlike other sub-Classes Demon Spawn is a template, and applied to another class, and does not take up a Sub-Class selection.

Pt Cost: Base Lesser Faction/Species Divided by 2 (round up), to a minimum of 2pts

Power Modification 0

Wounds: *Same as the base class*

Base Attacks: *as per base class*

Stats: All Demon Spawn decrease the following characteristics by 1 to a minimum of 1; Strength, Ranged, and Defense. The decrease their model size by 1

Power: as per base class

Traits: No additional traits may be selected

Spawn can never get coordinated squad bonuses, only ever using coordinated attacks of groups. Nor can they ever use any weapons other than primitive melee weapons with a threat range of 1. Demon Spawn cannot pick up or claim objectives or artifacts.

Any living model killed by Demon Spawn cannot be healed, resurrected, or brought back in any way. Remove the model from the game.

Devout Sub-Class

The Devout are dedicated to their Paragon Gods in the extreme and demand the same dedication to all others.

Pt Cost: Base Disciple Class or the Base Lesser Faction/Species + Additional Traits

Power Modification 1

Wounds: *Same as Base Class*

Base Attacks: *Same as Base Class*

Stats: No Increase although selected traits may do this

Squad Trait: You may also select a single lesser or Greater trait.

- If the trait chosen is a lesser trait, it becomes a Squad Trait, granting the trait to all models in the squad for a single point cost for the squad, instead of a point cost per model.
- If a Greater trait is chosen, then only a single model in the squad is granted the Greater Trait. Apply the point cost of the greater trait to the model granted the trait.

Exclusive, Alpha, and Omega Traits may not be taken by Devout

Fey Minions (Lesser and Greater)

Fey Minions are dedicated to a single sphere of influence within the ethereal as part of your faction. **They only contain traits within a single Sphere, and are created from your base species**, often making them weaker and more dedicated than the normal unit classes.

When creating a Fey Minion as a sub-class, select a Sphere of Influence that your base species or faction has access to. Only traits within this sphere that belong to your base species are applied to create the fey minions class.

There are two types of Fey Minions; Lesser, and Greater. All Minions start with different starting set of characteristics

Lesser Minions: Lesser Minions Only consist of Lesser Traits from a single Sphere

Greater Minions. Greater Minions Consist of both Greater and Lesser traits from a single sphere. **Greater Minions do not get Exclusive Traits.**

Fey Minions have their own starting characteristics that your species' traits are applied to.

Fey Minion Starting Characteristics

Wounds: 1	Attacks 1	
Strength: 2	Toughness: 2	Movement 3
Martial: 2	Ranged: 2	Defense: 2
Discipline: 2	Willpower: 1	Command: 1

*Characteristics may not be reduced below 1. Ignore decreases that take any characteristic below 1.

Once the traits are totaled for your Minion Sub-Class, total up the points of the traits and powers for the point cost per model.

Pt Cost: Base Lesser/ Greater Faction/Species Traits

Lesser Minions: Power Modification 0

Greater Minions: Power Modification 0

Wounds: Greater Minions +1

Base Attacks: Greater Minions +1

Stats: Characteristics start at Fey Minions + traits

Power: No additional Powers may be selected

Traits: No additional traits may be selected

To build an Incarnate,

- take their base class and remove any traits that do not belong to the chosen sphere of influence along with their point costs.
- Apply the traits and any characteristic changes to the Incarnates starting characteristics.
- You may then select an additional Trait (see below)

Pt Cost: Base Class with traits from single sphere only + any Additional Traits and Powers

Lesser Incarnates: Power Modification 0

Greater Incarnates: Power Modification 2

Wounds: Wounds as per base class

Base Attacks: As per base class

Stats: No characteristic bonuses

Traits: You may select a single Lesser/Greater Trait or Power for this class from the Sphere of Influence the Incarnate belongs to, adding on the cost of the trait for each model.

Disciple Incarnates may only select a lesser power or trait, while Archlord Incarnates may select either Greater or lesser Powers and traits.

Incarnates cannot take traits outside their Sphere of Influence.

Incarnates (Lesser and Greater)

The Incarnates are an advanced sub-class built upon your classes, Disciples and Archlords. While all Incarnates only contain traits and powers within a single sphere, they have the additional traits and powers of their base class dedicated their sphere of influence.

Incarnates have their own base characteristics upon traits and powers are applied to.

Strength: 2   Toughness: 2   Movement 3

Martial: 2   Ranged: 2   Defense: 3

Discipline: 3   Willpower: 2   Command: 3

Incarnates take up a sub-class choice for the Fey, but are built up all the traits of a particular class that is already made, either a Disciple Class, or an Archlord Class.

Being dedicated to a single sphere of influence grants Incarnates advantages over other classes, primarily with their ties to their Sphere. These grants them a higher discipline and command over other the more standard classes which can have much more diverse traits and powers.

Fey Beasts

Fey have monstrous beasts and creatures that call the Etherium their home. They live and breathe the material of the spheres they call home. These creatures take on many forms and are the stuff of nightmares, or benign magnificence. Together with the Fey they call their masters, they take up the causes of their Paragons as mounts, beasts of war, and even advisors and gods.

Fey Beasts are part of the Realms of the Fey, and are part of the Species. Use the Fey Beasts starting characteristics found here.

Fey Beasts Starting Point Characteristics

25pts

Power Modification: 0

Wounds: 2	Size: Large	Attacks 1

Strength: 3	Toughness: 3	Movement 4
Martial: 2	Ranged: 1	Defense: 3
Discipline: 2	Willpower: 2	Command: 1

*Traits that decrease a characteristic below 1 are ignored

Mtn: 5	*Rtn: 7*	*Morale: 4*

*Morale is 4 base, but when used as a mount use the morale of the rider for all morale checks.

Large Fey Beast: Riders Trample 1

Huge Fey Beast: Trample 2

XLarge Fey Beast: Trample 3

To Create a Fey Beast, you must use one of your sub-class options then follow the steps below. The class is defined as the unit class chosen to build the Fey Beast; Disciple, Archlord, or Paragon. You may take them only in games that allow for the Unit Class selected to be fielded.

1. Select one of your unit classes, whether it's your Disciple, Archlord, or even Paragon Classes. If select Paragon, this subclass takes the place of your Paragon, allows traits from multiple spheres, and you may make an additional Archlord Class to replace your paragon class.

2. Select a Single Sphere from which the class or base species you are building the Fey Beasts off of that you have traits in. These are your Fey Beast starting traits. If you only have a single trait, or several in the one sphere, every trait your species has in the sphere may be used, including Alpha, Omega, and exclusive traits. Paragons get access to all spheres.

3. Using the Unit Classes, you may add traits per the class of your beast. A beast may only have traits from a single Sphere of Influence. Paragon Fey Beasts are not limited to a single sphere of influence.

4. Add the total points of the traits to the starting point characteristics to complete your Fey Beast.

5. Imbued powers become part of the Fey Beast conferring the powers to them always.

Any squad chosen can be used mounted on Fey Beasts, and when doing so you may take a Fey Beasts equal the number of models in the squads they are to be mounts for.

Fey Beasts may be equipped with armor and or special gear to give them the Imbued Weapon powers within their sphere of influence. Fey Beasts may not be equipped with equipment from the Humanoid Primarius or any other Life Domain.

Fey Beasts also gain the following ability to carry riders, depending upon their size, which can be altered from traits. A rider must be at least one size smaller than the Fey Beast to ride allowing for a single rider. If you are two sizes smaller, you may have two riders. Three sizes smaller allow for 3 riders and so on.

5. Cross Over Species

A Cross-Over species or faction is one that either starts off in another Life Domain, and ends up in another. Factions that use multiple Life Domains are classified as Cross-Overs.

The Fey contain many of these Faction Options, and more are always on the horizon. Examples would be The Undead, Possessed, Outcasts, Spirit Animals, Legendary Beasts, and more. Many of these come from secret or forbidden knowledge and the requirements for them will be listed below.

It's also important to know that it's not only the Fey that allow for cross-overs, others like the Humanoids and Beasts have others as well, like Lycanthropy.

Cross-Over Factions are distinctly different than Pantheon Powers, which are generated from the Paragons for the other Domains. (this is for a future release)

5.1 The Outcasts

Some Fey have no realms of their own in the Etherium, and are thus forced to exist within the worlds of reality.

From these legends come the Elves, mysterious immortals who when the time is right, leave the mortal lands to join their Fey brethren in another realm beyond.

The Outcasts have limited abilities within the Spheres of Influence, but gain new traits options from the Humanoid Primarius.

As in other Fey, they must choose their Path; Light, Darkness, or live in the shadows.

When Creating an Outcast Faction, your mandatory traits are different from that of the normal Fey. Start below when creating your faction and use the standard starting characteristics for Fey.

Outcasts

Outcasts Mandatory Traits:

The Path of Light

- Lesser Spheres of Light: 3
- Lesser/Greater Spheres of Light 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

The Path of Darkness

- Lesser/Greater Spheres of Darkness: 3
- Lesser/Greater Spheres of Darkness: 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

The Shadows of Twilight

- Lesser Spheres of Twilight: 3
- Lesser/Greater Spheres of Twilight: 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

Outcasts cannot take exclusive traits nor can they take imbued greater powers.

Becoming an Outcasts adds a Mortal Threshold of 15 to your faction. However, crossing it does not result in instant death, but instead results in a critical hit.

Outcasts create their Unit Classes as Fey. Outcasts may use either armory, but individual items must be either from the Fey Armory or the Humanoid Armory, and not combined. This means that Imbued powers cannot be added to items from the Humanoid Primarius.

5.2 The Lure of Forbidden Knowledge

Humanoids that seek out immortality desire the powers that only Darkness can deliver. Through forbidden knowledge they uncover secrets that are often better left alone.

Forbidden Knowledge is a Trait and ability that can only be taken by a Faction from the Humanoid Primarius. The knowledge gained, serves to achieve a greater existence and purpose.

Forbidden Knowledge must be taken as a class trait for leaders and Unique classes. Once taken, it unlocks the sphere of influence for your faction.

Any additional traits your Faction, Classes, and squads get to take, may be from this sphere of influence.

Any sphere of influence can be unlocked except for the Fey Species Variants; Celestial, Infernal, and Primal.

Fey Incantations unlocks a second sphere of influence in the same manner.

For Example: A Humanoid race has one of its leader classes take Forbidden Knowledge. The leader chooses the trait Corruptive Touch for 40pts in the Sphere of Corruption. The forbidden Knowledge trait adds 10pts to the trait but forgoes any additional pre-requisites.

After this, even during the creation of unit classes or during campaign games, your faction, classes, and units may take traits from the Sphere of Corruption.

Standard and Elite classes may only take elite traits and powers

Leaders and Unique classes may take lesser and greater traits and powers.

If you take a Sphere of corruption trait for you faction (from campaign advancements) you may select any trait, but greater traits and powers only apply to leaders and unique classes. Lesser traits and powers apply to all classes.

Infinite Knowledge: is a Unique Class Trait only, and within it the powers of the universe are unlocked. Infinite knowledge unlocks all Spheres of Influence for your Unique Unit Class.

- Traits and Powers within the Spheres of Influence can only be taken as class traits.
- No class can have traits or powers from more than a single Sphere of Influence without the Infinite Knowledge ability which is only available to Unique Unit Classes
- Alpha powers are limited by the maximum Age bonus

Evolutionary Branch

From the Humanoid Primarius

Forbidden Knowledge

Humanoids that seek out immortality desire the powers that only Darkness can deliver. Through forbidden knowledge they uncover secrets that are often better left alone.

Primary Traits

Forbidden Knowledge 20pts: Forbidden Knowledge (Leader and/or Unique Class Trait only)

Secondary Traits

Fey Incantations 10pts (Armory): Forbidden Knowledge (Greater and Lesser Powers within a second Known sphere of influence)

Infinite Knowledge 40pts: Knowledge of the Infinite (Unique Class Traits Only)

5.3 The Possessed and Bound

Coming Soon

6. Fey Armory

6.1 Fey Weapons and Equipment

Welcome to the Armory for the Fey. Here you will find the weapons and armor laid out for your use to defend and conquer the realms of the Etherium.

Squads are not automatically equipped with weapons or equipment they are able to use. Instead when you make your army list for your game, squads may equip any weapon that they are capable of using from your Species Armory.

There are Three categories of weapons and equipment for the Fey

1. Primitive- No Costs (free): Almost anything can be used as a weapon, from metal bars, clubs, rocks, etc. Imbued Powers cannot be added to primitive weapons due to their nature
2. Common- Costs per Squad. Common Weapons include things like spears, swords, bows, shields, and armor.
3. Imbued – Costs per Model. Imbued equipment enhances the items when they are equipped by the Fey. You may decide whether to imbue a weapon when making your list for the game by adding the point cost of the imbued powers to the model. **You may not imbue items from another domain's armory.**

Attributes: Weapons and Equipment have attributes that define their abilities and statistics.

When equipping a model, there are some important rules to keep in mind.

1. Primitive Weapons are free
2. Common Weapon costs are for equipping the entire squad
3. Imbued Weapons and Equipment are Enhancements that are passed from the Fey's inherent power to the equipment, simply by grasping or equipping it. With the Exception for artifacts, only a single lesser and a single greater imbued power can be applied to an item.
4. More than a single weapon can be taken by a model. Additional Weapons beyond the first cost additional points. Primitive Weapons are free, additional Common weapons cost 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. Advanced/ Special Weapons have the cost of the weapon. The point cost of items may not be reduced to or below 1pt.
5. Squads do not have to be equipped with the same weapons and equipment, but squad bonuses only apply if the same weapon is being used.
6. No model may carry more than 4 weapons and equipment at any given time. Animal Companions and the equipment for them does not count towards this total.
7. **You may not imbue items from another domain's armory.**

A unit class does not need to be equipped all the same as other squads of its class. For example, you may equip one squad with heavier armor and melee combat weapons, and another with crossbows and no armor. While in many other games, this would make the squad a completely different unit entry for your faction, not so in Genesys.

Even within a squad, you may wish to equip only a couple of the models with special weapons and the rest with a common weapon.

*All Fey may fight unarmed without the normal penalty of striking last during melee combat.

6.2 Attributes

Weapons and Equipment have some basic standard Attributes that need to be defined.

Strength: The Strength of a Melee and Thrown Weapons is the same as the model equipping the weapon. Ranged Weapons have a set strength, which can be improved through Advanced Weapon Technologies.

Threat Range: Melee weapons have a threat range from which they can strike other models in melee combat. A 1" threat range is standard for all models, however, items like long spears, and Pikes may grant a 2" or even a 3" threat range.

Many weapons that have a 3" threat range cannot be used against models that are engaged (in base to base contact), so often secondary weapons are used. Rules for these weapons are listed used when you create your armory

Accuracy Range: Ranged Weapons along with thrown weapons have accuracy ranges measured in inches on the tabletop. This is the weapons accuracy range. All Ranged weapons can be fired within the accuracy range with no penalties or bonuses to the targets Rtn. Anything past the Accuracy range up to double the Range grant a +2 modifier to the targets Rtn making them much harder to hit.

Rate of Fire is the number of Ranged attacks per activation a model can make with the weapon.

Attacks: Melee and thrown weapons do not have a rate of fire, and instead get a number of attacks equal the class description

Deflection Bonus: Shields provide a Deflection Bonus against attacks.
This lowers the result of the attack by the shield bonus number when determining if the attack hits. This can cause attacks to miss, or even save the shield bearer from a critical hit.

Armor Bonus: Grants Enhancement Toughness X that can be negated through armor piercing or other effects that only effect armor. Enhancements stack, but are limited to the Maximum Age bonus.

6.3 Primitive Weapons and Equipment

These weapons sometimes can also be thrown. Primitive weapons can only ever get Group bonuses. No other traits or abilities effect their use in any way or form. This means that no bonuses, with the exception of group bonuses, may be applied to the use of the weapon or armor. Only base model stats are used to attack or hit with these very basic weapons. Primitive Weapons and equipment may not be given advanced weapon or equipment attributes

Primitive Weapons include just about anything that can be used to kill another person. Rocks, Metal Bars, Farming implements etc.

Primitive Weapon: No Point Costs

Threat Range: 1"

Accuracy Range: 6" (if thrown)

The following also count as primitive weapons in dire situations

Any Melee Weapons being used as thrown weapons

Thrown weapons used in Melee Combat

Any Ranged Weapons in Melee combat

Primitive Armors include padded clothing, bone armor, and other hastily equipped protection.

Primitive Armor: No Point Costs

Does not apply to barding.

Armor: 1

Enhancement Defense: 0

Movement Penalty: 1

Any weapon that is used in a manner that it is not designed for, like throwing a sword, or swinging a bow in melee, is an attack with a primitive weapon.

Barding: Primitive Armor can be used on Mounts and Monstrous Beasts

Primitive Spears are primitive weapons that can be easily created and used. A spear has the following profile for both melee combat and as a thrown weapon. They are two handed weapons, but receive no bonus. Military Spears are common weapons.

Threat Range 2"

Accuracy Range: 12"

Primitive Spears cannot be used with shields.

6.4 Common Weapons and Equipment

Common Weapons and equipment are usable by any Fey Species and have a set attributes based on the type of weapon being used. Each Path has different access costs for Common Weapons.

Path of Light

Point Cost per Squad for Common Weapons

Melee Weapons: 8pts each per squad

Military Spears: 14pts each per squad

Bows 3pts per squad

Crossbows 7pts per squad

Throwing Weapons 8pts each per squad

Javelins 8 pts per squad

Armor 10pts per squad

Buckler 5pts per squad

Medium Shield 5pts per squad

Path of Twilight

Point Cost per Squad for Common Weapons

Melee Weapons: 2pts each per squad

Military Spears: 12pts each per squad

Bows 5pts per squad

Crossbows 10pts per squad

Throwing Weapons 4pts each per squad

Javelins 8pts per squad

Armor 8pts per squad

Buckler 3pts per squad

Medium Shield 5pts per squad

Path of Darkness

Point Cost per Squad for Common Weapons

Melee Weapons: 4pts each per squad

Military Spears: 14pts each per squad

Bows 6pts per squad

Crossbows 8pts per squad

Throwing Weapons 5pts each per squad

Javelins 7pts per squad

Armor 10pts per squad

Buckler 6pts per squad

Medium Shield 9pts per squad

Outcasts

Point Cost per Squad for Common Weapons

Melee Weapons: 4pts each per squad

Military Spears: 10pts each per squad

Bows 6pts per squad

Crossbows 8pts per squad

Throwing Weapons 5pts each per squad

Javelins 7 pts per squad

Armor 8pts per squad

Buckler 4pts per squad

Medium Shield 6pts per squad

The cost for single models equipped with common weapons and equipment is half the squad the cost.

Taking an additional common weapon costs 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. A model may have a total of 4 items.

Common Melee Weapons

Common Melee Weapons can be of any type. A standard melee weapon has no bonuses and a threat range of 1". These can however be upgraded to two handed weapons, or two melee combat weapons.

Standard Melee Weapon

Threat Range: 1"

Two Handed and Dual Weapon Use

Any Melee Weapon can be upgraded with Melee Upgrades. This includes Advanced and Exotic weapons.

Two Handed Weapons: Sacrificing an attack with a two handed weapon grants Characteristic Enhancement strength 2. Making a weapon two handed adds to its point cost.

+3pts per model upgraded

Single and Two Handed Weapons: Some weapons can be used both as a single handed weapon and a two handed weapon, allowing for certain amount of flexibility during a game. These weapons may apply a two handed weapon bonus by sacrificing an attack to gain a Characteristic Enhancement Strength 1, assuming both hands are free.

+5pts per model upgraded

Two Melee Combat weapons: warriors can sacrifice an attack, and in doing so, gain Characteristic Enhancement Martial 2.

You must pay the point cost for the additional weapon; free for primitive weapons, 1pt for the squad for common weapons, and individually for advanced and special weapons.

Common Ranged Weapons (Archery)

Ranged weapons differ from other weapons, in that they fire projectiles, and have a strength attribute separate from the user. Some like Bows that are pulled, require the user be strong enough to fire the bow. Others, have mechanisms that fire the weapon.

Bows: Generally less expensive than other weapons, they do have with good range, options, and often used a deadly effect. Larger bows that can carry the range, can fire volleys of arrows into back enemy lines.

To fire a bow, the archer must have the same strength or greater than the bow. Common Bows have a Strength of 3/2, which means that the bow's strength will be 2 if that is your models strength firing the bow, or 3 if you strength is 3 or greater. An increase in a Bow's strength increases both numbers. Example 4/3 for a bow with a Strength 1

A Standard bow

Strength: 3/2

Accuracy Range: 24"

Rate of Fire: 1

Volleys: Bows can be fired in a volley if firing at a greater range than 24". The targets of a volley do not need to be fully visible. This enables bows to be fired over melee or other barriers

Indirect Bonuses to the targets R(tn)

50% of the model is seen- No bonus R(tn)

Less than 50% of the model is seen- +2 R(tn)

any part of a model visible is considered seen

Crossbows: Crossbows are more expensive than bows, but are easier to fire with greater power. Crossbows take a full round to load and fire. If loading is required then no more than base movement is possible while firing the weapon. A crossbow set up and stationary receive a Characteristic Enhancement Ranged 1.

Crossbows (normal weapon)

Strength: 3

Accuracy Range: 18"

Rate of Fire: 1

Common Throwing/Melee Weapons

Throwing Weapons are designed to be thrown at nearby targets and use the throwers strength rather than the weapons strength. A thrown weapon can be used as a primitive weapon in melee combat.

Examples of throwing weapons include spears and javelins, and small throwing weapons.

Throwing Weapon

Standard Melee Weapon

Additional Throwing Weapons 2pts per model

Threat Range: 1"

Accuracy Range: 12"

Military Spears

Spears have many uses, and while they can be used as primitive weapons, cultures have improved upon their designs, making a sturdier and heavier weapon for battle. Spears also take the form of lances in when used from horseback

Military Spear

Standard Melee Weapon

Threat Range: 2"

Accuracy Range: 12" as primitive weapon

*Military Spears are two handed weapons, but cannot receive a bonus for being two handed.

Javelins

Javelins are a weapon designed for throwing, and as such are considered primitive spears if used in melee combat.

2pts for additional Javelins per model

Accuracy Range 18"

Common Armor/Shields

Common Armor: Common armor is Light armor, which is often leathers, hides, lighter breast plates. Etc.

Armor: Grants Enhancement Toughness X that can be negated through armor piercing or other effects that only effect armor. Enhancements stack, but are limited to the Maximum Age bonus.

Common Armor Costs 8pts per squad

Applies to Barding as well.

Armor: 1

Characteristic Enhancement Defense: 0

Movement Penalty: 0

Common Armor Barding: You can add Common armor to Mounts or Monstrous Beasts for the cost of the armor.

Shields: This applies to many different sizes of shields, from small bucklers to medium shields, A shield takes up one hand, preventing the use of two handed weapons or dual weapon use.

Shields may only provide a Defection bonus when they are equipped with a melee weapon.

Deflection Bonus: Shields provide a Deflection Bonus against attacks. *Only shields with no movement penalty can be used while mounted.*

This lowers the result of the attack by the shield bonus number when determining if the attack hits. You can choose which attack you wish to try and deflect with your shield. This can prevent a critical hit by weakening the attack, or even deflect an attack completely from hitting.

Buckler 4pts per squad

Deflection Bonus 1*

Movement Penalty: 0

*A buckler only grants its bonus against a single attack, and unlike other shields, a buckler can be worn or attached to the fore arms of the warrior, allowing for the use of two handed and dual weapon use. Coordinated attacks ignore the buckers shield bonus. Spears and polearms, or any weapon with a greater than 1" threat range, may not be used in conjunction with a buckler.

Medium Shield 6pts per squad

Deflection Bonus 1*

Movement Penalty: 0

*Only grants the target a deflection bonus from a single attack, but this may be a coordinated attack granting veteran, group, or squad bonuses.

6.5 Imbued Weapons and Equipment

Fey weapons may be imbued (given) fantastic effects that greatly improve the weapons attributes. These effects are given to the equipment through ritual, bonding, or other various methods. Imbuing items may only be done for Fey made items. Having an imbued power grants access to the Fey armory

- Common items already paid for by the squad simply have the point cost of the Imbued powers added to the model with the Imbued item. You may choose whether to imbue an item or not when making your list for the game.
- Any other items that come with an individual point cost associated with the item adds the imbued powers point cost to the item.
- All weapons, armor, and equipment may only be imbued with one Lesser Imbued Power, and one Greater Imbued Power.
- Weapons from other Domain Armories cannot be made into Fey Weapons. This means that items from another Domain Amory may not be imbued.

Imbued Effects

Imbued Powers can only grant a Fey weapon one lesser and one greater power. However, artifact awards during campaign play, can grant additional Imbued powers (that the model has the pre-requisites for) to a single item. There is no limit to the number of powers an artifact may have.

There are Fey Imbued Powers listed within the Spheres of Influence that grant special abilities. These are listed here.

Fire X: Fire Increases the strength of the weapon by X. Critical Damage is also increased by X.

Cold X: Cold increases the strength of the weapon by X. Critical Damage is increased by X

Radiated X: Radiated Weapons reduce the Martial Target Number (mtn) of the target by their value. Making them easier to hit.

Corrosive X: Any hit reduces the Armor value of the target by X. If there is no armor, corrosion will reduce the toughness of a wounded victim by X. This effect takes place during the effects phase at the end of the Game Round. A Model reduced to 0 toughness dies. Corrosive weapons effect living and non-living models alike.

Poison X- Anyone hit by a poison weapon and has to make a save to wound, is poisoned whether they make their save or not, lowering their toughness by X. Poison does not affect a model's armor and only affects living models.

Poison does stack on a model, and any effect that brings the model down to 0 toughness dies. Poison effects are handled during the effects phase at the end of the Game Round.

Any attack result not strong enough to wound, (target automatically saves on a 1+ or better), ignores the Poison effects

Resonance X- Resonance Weapons are devastating to non-living targets, gain X to the strength of the attack and doing X additional damage. Any living model wounded by a weapon with Resonance is stunned during their next activation.

Electricity X- reduces toughness bonuses granted from armor by X. A critical hit causes the target to arc, each model within 1" (with the exception of the wielder) suffers a hit equal to the original attack result -1.

Resistances- Resistances reduce the strength of the Extreme or effect by X.

6.6 Demonic Machines

These Engines of Destruction are available through the Path of Destruction. A Demonic Machine becomes a Non-Living machine, no longer with wounds, and takes damage as a vehicle with each point of damage reducing its toughness by 1.

Demonic Machines have one big difference between normal non-living models, and those are how they handle critical hits. Normally a critical hit instantly destroys non-living models, however, with Demonic Machines, critical hits only do an extra point of damage as they would a living model. This makes Demonic Machines extremely tough and hard to kill.

Demonic Engines X: Demonic Engines can be upgraded through traits as listed below. The Engines of Annihilation trait allows the model to take any of the following upgrades, spending X points.

For example: Demonic Engine 20, allows you to spend 20points for upgrades below.

Demonic Engine Upgrades (20pts each).

-Unstoppable 2

-Arc Attack

-Smash Attack 1

-Increase Strength 2

-Increase Movement 1

-Increase Attacks 1

Artifact Upgrades. Demonic Machines can be completely out of control engines of destructions. You may add points taken from artifact missions to enhance your Demonic Engine with imbued powers (that you have access to), or save the points to be spent on Demonic Engine upgrades.

7. Powers of the Fey

Powers refer to supernatural magic or psychic energies that are channeled from the Ether. While Fay are a part of this energy, and have ability to manipulate the Ether to combine effects and amplify them to their needs during the battle.

7.1 Power Attributes

The use of a powers requires an action to use, and may only be used if not moving faster than base movement for the caster.

Each power has the following attributes

Strength: X (as per Power Description)

Range: Self, or Target Model within Willpowerx4

Duration: 1 Game Round. To the end of this game round. Increasing Duration would allow additional game rounds of effects.

Base Difficulty: *See below

*Fey Powers have a difficulty of 6. Fey also have no Mortal Threshold.

*Humanoids have a Difficulty 8 with a Mortal Threshold 12

*Biests have a Difficulty 8 with a Mortal Threshold of 11.

*Reptilia have a Difficulty of 7 with a Mortal Threshold of 14

*Insekt have a Difficulty of 9 with a Mortal Threshold of 12

Using Powers: To cast or use a Power, a caster (the model attempting to use the power) must roll a d6 and add his or her willpower to it to achieve the difficulty of the power. If the result is equal or greater to the difficulty of the power, the caster is successful and the power takes effect.

The result is of the die roll determines the Combat Resolution number for the power.

If the power is against an enemy model you must see if the power hits the target. To do so, use the Combat Resolution number, and compare it to the targets Mtn for melee combat, and the Rtn for Ranged combat with modifiers such as cover, evasion, and deflection taken into effect.

If you hit the model, any effects are resolved.

Steps for Resolving Powers

1. Willpower + d6 = Combat Resolution Number to see if the power is successful
2. If the Combat Resolution Number is greater than the target number required to hit the target (either your Mtn in melee combat, or Rtn in Ranged Combat)
3. Any Strength Adjustments
4. Target saves vs the Combat Resolution Number

Fey Powers: Fey not only interact with the Etherium easier than the other domains, they are part of it. As such they have some different rules regarding powers.

- The Fey do not have a Mortal Threshold
- Fey Cannot Channel Powers.
- All Fey can cast powers if they have the power, and therefore do not need to take additional traits listing out how many powers they can have.
- Fey can alter powers during a game, to provide an enhanced effect. Essentially, they can add attributes to shape the power to fit their needs.

7.4 Fey Abilities that effect your Powers

There are several abilities that have a direct effect on the creation of Arcane Powers that are gained from Traits.

Focus X: Focus allows for additional control while harnessing the power of the Ether. You may adjust one die roll by X when attempting to channel a power.

Power Increase X: Power Increase X: This allows for the caster to be able to add additional attributes to powers, increasing the difficulty of the power during Faction or Unit Class creation.

7.5 Altering Powers

When a Fey model is activated to cast a power, they have the option to alter the power to suit their needs. They can increase the range, strength, effects, and duration of powers at a whim.

Fey Powers have a Base Difficulty of 6 and any additional attribute bonus increases the difficulty. Fey are only allowed to increase the difficulty of a power by the Maximum Age Bonus of the age you are playing in depending upon the Unit Class of the caster

Powers have one of the following two ranges before being altered. Fey may choose whether to cast a targeted power, or to quickly cast it on them self (effecting only caster)

Self: Casting model only, Friendly Powers are not required to hit, as they do so automatically if the power is successful. A single Self effecting power may be cast at the beginning of a player's activation of the caster without using up an action. Casting a self-targeted power at any other time, such as a reactionary activation, uses up an action.

Self-targeted powers that modify their Area of Effect are able to target any friendly models within the area of effect and still not use up an action.

If an entire squad is casting the same Self Targeted Power, you may roll all casting as a single die roll.

Targeted: 1 model. Targeted Enemy models require the Power to hit the model. Targeted Powers, for either friendly or enemy models requires an activation to use.

Modifying Fey Powers: Before casting a Fey power, you may choose to alter your power. Altering a power increases to the difficulty as listed below. The maximum difficulty you may increase a power's difficulty is limited by the Unit Class of the caster

Power Modification 0: Disciples, Minions, Lesser Incarnates, Fey Beasts

Power Modification 1: Devout

Power Modification 2: Greater Incarnates

Power Modification 3: Archlords, Paragons 3+

Casting Modifications

Instantaneous: +2 Difficulty (do not take up an action to cast) Instantaneous Spells do not allow for Channeling

Strength Modifications

- For each +1 Strength, increase the difficulty by 1

Range Modifiers

- For Each x1 Willpower multiplier, Increase the difficulty by 1

Duration Modifiers

- For each +1 Activations, increase the difficulty by 1. Self-targeted powers only*

* Self targeted powers may have their duration increased. Extended durations last through X activations. A power with a duration of 2 for example, would last through this activation (when it was cast), and the models next activation.

Area Effect Modifications

Self-targeted and other powers may have their area of effect modified. Self-targeted powers with an area of effect only affect friendly models within the area.

Area Effects and how they interact with both friendly and enemy models are discussed fully in the Core Rules.

Small Area/Blasts 3"dia. 3 Models Max: Difficulty +1

Large Area/Blasts 6"dia 6 Models Max: Difficulty +2

Xlarge Area/Blasts 9"dia 9 Models Max: Difficulty +3

The following modifications cannot have their range modified

Arc: +1 Difficulty (180° 6 Models- base range changes to Willpower x1) Closest models to the caster are hit first.

Cone: +2 Difficulty (45° 6 models base range Willpower x2) Closest models to the caster are hit first.

Ray: +1 Difficulty (Single Line 3 models base range Willpower x3) Closest models to the caster are hit first.

Fey Powers

Unlike the other Life Domains, the Fey do not have Foci, but instead are granted their powers through Trait Selections in their Spheres of Influence.

Path of Light

Celestial Powers

Embolden: Lesser Power. Strength 1. Range x1 Embolden enhances a single characteristic of your choice from the following options; Strength, Toughness, Movement, Martial, Ranged, Discipline, Willpower, or Command.

Planar Aid: Lesser Power. Strength 1. Range Willpower x3. When Casts, a Planar Rift opens allowing for models in reserve to enter the battlefield within 6" of the caster without rolling.

They activate immediately during the casters activation. In future game rounds, any squads brought in by Planar Aid act as their own independent squads.

Planar Aid can bring in several models from reserve equal to the casters Willpower + X where X equals the strength of Planar Aid. While multiple squads can be brought in, the entire squad must be able to come during the same Planar Aid; they cannot be broken up.

Purifying Flames: Greater Power. Strength 2 (Fire). Range Willpower x4. Purifying flames are brought forth that on a critical hit, kills the target regardless of how many wounds it has.

Justice Powers

Strength of Justice: Lesser Power. Strength 1. Range Self. This power grants an Enhancement Strength1 and Martial 1

Hammer of Righteousness: Lesser Power. Strength equal to the caster. Range Willpower x2. This spell creates a golden hammer that is launched at the enemy.

Avenging Justice: Greater Power. Strength per user. Range Willpowerx1: This power grants the caster a powerful strike creating a shockwave in all directions stunning opponents.

A caster must sacrifice their attacks this game round for a single attack that uses the Powers Combat Resolution Number determined when casting the power. The attack automatically effects all models within Willpowerx1 of the caster that do not have traits within the Sphere of Justice. (models with Justice traits are unaffected).

Any model wounded by the attack that survives the shockwave is stunned, losing their next action.

Truth Powers

Banishment: Lesser Power. Strength 3. Range Willpower x4. Banishment can only target Fey models, and banishes them back to the Reams deep the Ethereal. If Banishment successfully wounds a model, the model is removed from the table as a casualty. Any Fey model hit by a reactionary Banishment to their arriving through either a portal or by summoning the same activation they appear, automatically results in a critical hit. Conjured models are not affected.

Unerring Bolt: Lesser Power. Strength 2. Reduce Armor 2. Range Willpower x2. Unerring bolts of energy shoot out from the caster to strike their targets without needing to roll to hit. No modifiers from cover, evasion, or deflection can modify the Combat Resolution Number, as the attack hits regardless of the targets mtn or rtn.

Holy Word: Greater Power. Strength 4. Range Willpower x1. With but a gesture and word, echoing powers of the ages are focused in on the target destroying the person outright. Models suffering a wound or wounds from Holy Word cannot be healed, recovered, or regenerated in any way.

Heroism Powers

Shield: Lesser Power. Strength 1. Range Self. Shield conjures a golden shield on the caster able to be used for Deflection X, where X equals the strength of the Power. You may not use an existing shield and the shield power at the same time. Only the bonus from one can be applied.

Heroic Evasion: Lesser Power. Strength 1. Range x1. This power grants an evasion enhancement to the caster.

Heroic Inspiration: Greater Power. Strength 1. Range Self. This self-targeted power grants X number of fleeing friendly squads within line of sight, to automatically and instantly pass their morale check without a die roll. The number of squads able to regroup is equal to X, the strength of the power.

This power has no range, instead only relying on any model in the squad to have line of sight to the caster.

Squads regrouping from Heroic Inspiration are chosen at the time power is cast, and do not use up their action to regroup. They may be activated as normal.

Healing Powers

Blessing: Lesser Power. Strength 1. Range Self. Blessing allows the caster to manipulate a single die roll this activation by X, where X is the strength of the power.

Enhanced Wisdom: Lesser Power. Strength 1. Ranged x1. This power grants an Enhanced Willpower X, where X is the strength of the power.

Healing: Greater Power. Strength 1. Range Self. Healing immediately restores wounds on any friendly model affected, not removed from the game yet. This includes models that have fallen and have 0 wounds. The strength of the power determines how many wounds are recovered by the power.

Courage Powers

Unbreakable Command: Lesser Power. Strength 1. Range Self. This power grants an Enhancement to Command and Morale equal to the strength of the Power.

Hold the Line: Lesser Power. Strength 1. Range x1. This Power grants an Enhancement Strength X equal to the strength of the power. In addition for every model engaged (in base to base contact) in melee combat, the power grants an additional attack.

Greater Adversary: Greater Power. Strength 1. Range Self. This grants the affected models an Enhancement Martial and Martial Target Number equal to the strength of the power.

Ascended Powers

Radiance: Lesser Power. Strength 3. Range Willpower x3. Armor Piercing 1 and does not damage except when a critical is rolled. A critical hit by radiation kills or destroys its target regardless of how many wounds a living model has, or Toughness for non-living models.

Charged Weapon: Lesser Power. Strength 1. Range Self. This powers a model's melee combat weapon with Reduce Armor equal to the strength of the attack

Energized Aura: Greater Power. Strength 2. Range Self. Charging the area around affected models, any model that wishes to engage a model with this power, or enter its area of effect if the power is modified to an area effect, suffers a hit equal to the combat resolution number rolled when casting at a strength equal to the strength of the power. This power ignores armor.

Protection Powers

Protective Armor. Lesser Power. Strength 1. Range x1. This power grants an Enhancement Armor equal to the strength of the power.

Counter Spell. Lesser Power. Strength 1. Range Willpower x5. Casting this power negates the strength of an opposing power being cast by an enemy model. When casting Counter Spell as a reaction, the caster suffers no -1 to Willpower for doing a reactionary activation. If the power is successful, it reduces the strength of the power being targeted by the strength of the counter spell.

Sphere of Protection. Greater Power. Strength 1. Range Self. This power grants an enhancement to both Martial Target Number (Mtn) and Ranged Target Number (Rtn) by the strength of the power.

Path of Twilight

Primal Powers

Conjure Elemental: Lesser. Strength 1. Range Willpower x2.

Conjuring creates a creature made from the element of the casters choice. To conjure an elemental, the caster must have at least one greater trait in the Sphere of Influence element of his choice; either Fire, Earth, Air, Water, or Ethereal.

Conjured Elementals require a strong source of the Element, limiting Conjuring locations to within 6" of Portals of the same element or within 3" of the caster.

Conjured Elementals take damage as non-living models, and have the starting characteristics seen below.

Elemental Starting Characteristics where X equals the strength of the Power

Wounds: 1	Attacks 1	Size: Medium
Strength: X	Toughness: X	Movement 1+X
Martial: X	Ranged: -	Defense: 2
Discipline: 2	Willpower: 1	Command: 1
Mtn: 2+X	Rtn 3+X	

Elementals then apply all lesser traits of the caster to the elemental, and total up the point cost of those traits. Characteristics cannot be lowered below 1 when applying traits.

Elementals fight unarmed without the normal penalty of striking last during melee combat. They also do not make morale checks, as they are non-living creatures.

The total point cost of those traits x2 is the point cost of the power.

All Elementals created during the same activation are considered to be part of the same squad regardless of discipline limits and activate on their own.

Primal Combat: Lesser Power. Strength 1. Range Self.

This trait grants an Enhancement Martial X and Enhancement Attacks X, where X equals the strength of the power.

Conjure Greater Elemental: Greater Power. Strength 1, Range Willpower x2.

This power Conjures up a Greater Elemental of tremendous power. A Greater Elemental requires a tremendous amount of elemental energy and therefore must be conjured within 3" of a portal or Paragon. The caster must also have at least two greater traits in the Elemental's Sphere of Influence; Fire, Earth, Air, Water, or Ethereal.

Conjured Elementals take damage as non-living models, and do not ever need to make morale checks. They fight unarmed without the normal penalty of striking last during melee combat.

Greater Elemental Starting Characteristics where X equals the strength of the power.

Wounds: 3	Attacks 2	Size: Large
Strength: 3+X	Toughness: 3+X	Movement 2+X
Martial: 3+X	Ranged: -	Defense: 3
Discipline: 2	Willpower: 3	Command: 1
Mtn: 6+X	Rtn 5+X	

Greater Elementals apply all lesser and greater traits and powers of the caster to the elemental. Characteristics cannot be lowered below 1 when applying traits.

Greater Elementals may cast powers at their disposal, but may never modify the powers.

The total point cost of the Greater Elemental Power is the total of all the trait and power point costs applied x2.

All Elementals created during the same activation are considered to be part of the same squad regardless of discipline limits and activate on their own.

Fire Powers

Billowing Smoke: Lesser Power. Strength 1. Range Self.

This power creates a billowing and moving black smoke that grants an Enhancement Cover 1 to the caster or any other model that is in the area of effect. The smoke moves with the caster, but has no effect on rounds the caster is moving faster than its Movement x2.

Molten Earth: Lesser Power. Strength 3. Range Willpower x4.

A 3x3 Section of Ground turns to Molten Lava. Any model entering the Molten Earth suffers Combat Resolution hit equal the result when casting the power using the strength value of the power.

Fire: Greater Power. Strength 3 (Fire). Range Willpower x4.

Critical Damage does 2pts like normal, but does one additional damage during the effects phase from remaining flames.

Air Powers

Create Fog: Greater Power. Strength 1. Range Willpower x3.

Creates a large fog bank that obstructs sight through it, granting any model within or on the other side an Enhancement Cover X equal to the strength of the power. The Fog bank is 3x6 and 8" high, but can be extended in all directions by area effect modifications.

Forceful Deflection: Lesser Power: Strength 1. Range Self.

With this power, the caster is able to deflect ranged attacks with forceful gusts of air. Any model affected by this power gains deflection X equal to the strength of the power against ranged attacks.

Electricity- Greater Power. Strength 3 (Electricity). Range Willpower x4.

Critical Damage causes the Electricity to arc each model within 1" (with the exception of the caster) suffers a single hit equal to the original attack result -2.

Earth Powers

Tremor: Lesser Power. Strength 1. Range Willpower x4.

This power creates tremors on the ground making it difficult to move for any targeted model. Reduce affected model's movement by 1 to a minimum of 1. Models with traits or powers within the Sphere of Earth are not affected by this power.

Wall of Stone: Lesser Power. Strength 1. Range Willpower x4.

This power causes a wall of rock to burst forth from the ground, impeding movement through it. Models in the way of the rock wall appearing take a strength hit equal to the strength of the power, using the powers Combat Resolution Number to resolve the hit. The Wall occupies an area of 1"x3" that is 3" tall for every strength of the wall. For example, a strength 2 Wall of Stone would create two 1x3 sections of wall.

Meteor: Greater Power. Strength 4. Range Willpower x3.

Calling down a meteoric rock from above to smash enemy models to dust. Mounted models take damage as well if hit by this power.

Water Powers

Drench Earth: Lesser Power. Strength 6. Range Willpower x4.

Drench Earth saturates the ground with heavy muds reducing movement in a large area. The area covered is a X" diameter area, where X equals the Strength of the power.

Drown: Lesser Power. Strength 3. Range Willpower x1.

While this power does only a single point of damage when it hits. If a target is affected by the power, they cannot use their action do anything other than try and not drown, gasping for air. If a drowning victim does do an action ignoring their peril, they suffer an additional wound.

Acid- Greater Power. Strength 3 (Acid). Range Willpower x4.

Acid attack do not need to roll to wound. Instead of causing wounds, any hit by acid permanently reduces the models' toughness by 1, or 2 with a critical hit (the model would not normally receive a save vs the attack result). This toughness damage is applied to the armor first until destroyed, and then to the model. Once the armor is destroyed, (has 0 armor bonus), the armor is useless and destroyed. Any model reduced to 0 toughness is incapacitated unless toughness can be restored.

Ethereal Powers

Dimension Walk: Lesser Power. Strength 1. Range Willpower x5.

This power transports the caster and those affected across the battlefield instantly. The strength of the power is how many of the Affected models, caster or other friendly targets, animal companions, mounts, etc that can go along with power. So a caster on a mount would require a strength of 2 if the caster wishes the mount to go with them.

Invisibility: Lesser Power. Strength 1. Range Self. This power fades out those affected, granting them a Cover Increase to their Mtn and Rtn. This is reduced by 1 if the models affected are moving farther than their base movement or attack another squad. Note that because this is an increase, other cover Enhancements will stack with this power.

Cold- Greater Power. Strength 3. Range Willpower x4.

Critical Damage does 2pts like normal, but also freezes the model in place for the remainder of the game round. Models frozen in place can no longer use evasion bonuses, and are exhausted if attacked in Melee Combat

Path of Darkness

Infernal Powers

Darkness: Lesser Power. Strength 1. Range Willpower x2.

Darkness removes all light from an area and covers it in an inky area of blackness that clings to the eyes of models within it. Models with complete Night Sight (no conditions) can see through it, but no other abilities will break through it. While inside, add the strength of the power to affected model's Ranged target number making them harder to hit.

Models without complete night sight attack last in melee combat if they are in the Darkness powers effects, and during the activation they emerge from it as their eyes shed the darkness.

Infernal Hordes: Lesser Power. Strength 3. Range Willpower x3.

Infernal Hordes Conjures the essence of darkness from the ground in the form of Demon Spawn rising forth to drag their victims down into the earth. These temporary conjurations are in all forms identical to Demon Spawn for your faction, and any living model killed by demon spawn is removed from play and cannot be healed or brought back in any manner.

The strength of the power equals to the number of spawn created.

Damnation: Greater Power. Strength 1. Range Willpower x2.

Damnation opens a rift in the reality, allowing an Archlord model to enter the battlefield temporarily. The model conjured must have the Greater Demon Trait and be an Archlord class. The Greater Demon may act immediately during the activation, but may not use powers to summon or conjure additional models.

The total point cost of the Greater Elemental Power is the total of all the trait and power point costs applied x2.

Corruption Powers

Poison: Lesser Power. Strength 3. Range Willpower x2.

Any hit strong enough to wound reduces the toughness characteristic of the model by 1 for the rest of the game round, regardless if a save is made. The attack still causes wounds if the target fails to save against the attack. The target must be a living model. A critical will cause the target to lose 2 toughness, and take poison damage every effects phase losing an additional point of toughness.

Any attack result not strong enough to wound, (target automatically saves on a 1+ or better), ignores the Poison effects

Any model reduced to 0 toughness is incapacitated and cannot take any actions or move more than base movement.

Scourge: Lesser Power. Strength 1. Range Willpower x2.

Scourge corrupts 3x3 section of the board, making the ground and air become afflicted with a Choking putrid toxin making movement difficult. Living models affected must make a Toughness test or suffer a Reduce Movement X, where X is the strength of the power. Models with 0 movement, are incapacitated, choking on the putrid air and cannot take any actions or move more than their base movement. Models with Corruption Traits are immune to this effect

Weaken: Greater Power. Strength 1. Range Willpower x3.

Weaken causes a critical weakness in the target of living models. Any model hit by the power must make a Willpower check or affected. Any time a model affected by weakness must make a save vs a wound, reduce the die result of their save by X, where X is the strength of the power.

Deceit Powers

Duplicity: Lesser Power. Strength 1. Range Self.

Duplicity deceives those around the caster, making the caster and or those affected appear to be slower and slightly displaced granting an advantage. Those affected gains Enhancement Quickness X, where X equals the strength of the power.

Shroud: Lesser Power. Strength 1. Range Self.

This power hides the movement of the caster and those affected changing the landscape around the caster to appear as if no one is there.

Reduce the Accuracy range of ranged attacks by Willpower of the caster multiplied by the strength of the power. For example, the caster has a Willpower 5 and casts a strength 2 power. This would reduce the accuracy range of weapons targeting the caster by 10"

Unseen: Greater Power. Strength 1. Range Self.

The minds of those wishing to attack the caster is deceived, reducing the number of attacks coming at the caster.

This power reduces the number of attacks coming at the caster each activation by X, where X is the strength of the power.

Coordinated attacks must sacrifice additional models' attacks by X or not be able to make a coordinated attack.

Madness Powers

Confusion: Lesser Power. Strength 2. Range Willpower x3.

Confusion attacks a living models Willpower. Resolve the attack against the models Willpower instead of toughness, with a failed save resulting in the loss of their actions this round.

Deranged lunatic: Lesser Power. Strength 1. Range Willpower x3.

Deranged turns friendly living models into completely deranged madmen. Affected models gain an Enhancement Attacks X and an Enhancement Strength X, where X is the strength of the power.

Deranged models also suffer a Reduced Mtn and Rtn equal to the strength of the power and must always move to attack the closest enemy model in melee combat regardless of what it is.

Hearing Voices: Greater Power. Strength 3. Range Willpower x2.

This causes voices to be heard in the heads of living targeted models. The voices tell their victims opposing and conflicting words, leading to madness.

Hearing Voices attacks a living models Willpower. Resolve the attack against the models Willpower instead of toughness, with a failed save resulting in being effected by the power.

When an enemy model is affected with Hearing Voices, anytime they make a die roll, you may also roll X dice and choose the result you wish to take effect. X equals the strength of the power.

A critical hit with Hearing Voices causes a wound in addition to the powers effects.

Pain Powers

Paralyze: Lesser Power. Strength 2. Range Willpower x3.

This power paralyzes its target in uncontrollable pain. Paralyze attacks a models Willpower rather than toughness. A failed save results in the loss any movement greater than their base movement during their next activation.

Inflict Pain: Lesser Power. Strength 2. Range Willpower x2.

Inflicting Pain upon living models causes a reduction Martial X and Ranged X equal to the strength of the power. A martial or Ranged characteristic reduced to 0 or less negates any attacks using those characteristics

Inflict Pain attacks a models Willpower when modifying the Combat Resolution number for strength, however the model may save against the power using their toughness ignoring any armor.

Flayed: Greater Power. Strength 3. Range Willpower x2

This power flays the skin from its victims, while slowly breaking bones internally. Flayed attacks a models Willpower when modifying the Combat Resolution number for strength, however the model saves against the power using their toughness while ignoring armor values. A critical hit results in the instant death of the target.

Flayed Victims that die feed the casters Death Experience ability even if outside the range of the ability.

Fear Powers

Create Fear: Lesser Power. Strength 1 + Willpower of Caster. Range Willpower x3.

Create Fear attacks the Morale of the target forcing him/her to flee as quickly as possible.

Resolve the Combat Resolution number of this power against the Morale of the targeted models with the strength of the powers strength + the Willpower of the caster for strength modifiers. To save against the attack, the targets use their Morale +d6 to equal or beat the CR number of the attack.

A failed save requires the target to act as if they failed a morale check, and they must flee as required in the Core Rules.

Shades: Lesser Power. Strength 1. Range Willpower x2

Shades conjures dark shadowy figures that rise forth tearing at the targeted enemy models. They cannot be destroyed, and have the following characteristics;

Martial: Equal to Casters Willpower

Attacks 1   Size: Medium

Movement 2 (4 during night or twilight battles)

Number of Shades Conjured is equal to the Strength of the power.

They attack the nearest living enemy models for the duration of the power, each hit allowing no save, reducing the Morale of the enemy model by 1 during the current game round.

Terror: Greater Power. Strength 5. Range Willpower x1.

Terror grips the opponent in complete fear to the point of death. This power attacks a models' Morale, causing wounds if the target fails its save, or instant death for a critical hit.

Resolve the Combat Resolution number of this power against the Morale of the targeted models with the strength of the powers strength + the Willpower of the caster for strength modifiers. To save against the attack, the targets use their Morale +d6 to equal or beat the CR number of the attack.

Death Powers

Conjure Undeath: Lesser Power. Strength 4. Range Willpower x2.

Conjuring Undeath brings life energy infusing it into recently dead bodies. This creates zombie like creatures with no other thought than to destroy life. Any location where a model has died, (you can use grave tokens to mark them if you wish), a caster can bring undeath to the body for the duration of the power.

The newly undead models have all the same characteristics as the dead model at a -1. (no stat can be brought below 1). Armor and equipment on the body stays the same, although the undead model may only attack in melee combat.

The newly created Undead activates at the same time as the caster and is under the casters control. Should the caster be killed, the power ends, and the Undead are destroyed.

You may create several Undead using Conjure Undeath based on the strength of the power based on the toughness of the newly created undead. Strength of the power = toughness of the models able to be created. For example: A strength 4 Conjure Undeath may raise a total of 4 toughness which could equal 2 models with 2 toughness each, or a single model with 4 toughness.

Blackbolt- Lesser Power. Strength 2. Range Willpower x3.

Blackbolt is a bolt of black or dark necromantic energy that strikes out at the casters target. The Blackbolt makes Strength modifications when resolving the attack against the targets Willpower. To save, the target still uses his or her toughness against the attack.

Critical Damage causes the Blackbolt to arc each model within 1" (except for the caster) suffers a single hit equal to the original attack result -1.

Death's Gate: Greater Power. Strength 3. Range Willpower x2

Death's Gate is a swirling vortex of dark light that is thrown at a living target. Resolve the attack of the power against the targets Willpower. For each die result the save is missed by, reduce the targets Willpower by 1. Any model that is reduced to 0 willpower is destroyed with their souls sucked into the vortex. A Critical hit instantly destroys the target of the Death's Gate. No model killed by Deaths Gate may be healed or brought back in any way.

Destruction Powers

Resonance: Lesser Power. Strength 3. Range Willpower x3.

Any failed save against a Resonance attack stuns the target, making it lose its next available action. Resonance only does wounds to living targets if a critical hit is rolled, doing 1 wound to the target.

Resonance effects are devastating to non-living targets, if the attack wounds the target, the target takes X damage, where X is the strength of the attack.

Amplify: Lesser Power. Strength 0. Range Self.

Amplify grants an Enhancement Strength X that is applied to the second power cast. Amplify is not cast separately from the power it is meant to enhance, but instead adds to the Difficulty of the Power being cast in addition to any other modifications done to the second power.

Additional modifications to the second power can be made, but the combined total of strength increase cannot go above the Maximum Age bonus

Disintegration: Greater Power. Strength 4. Range Willpower x2.

A powerful power that causes matter to collapse on itself and explode, leaving nothing but fragmented dust of the target. Disintegration does damage equal to the difference in the Strength Adjustment for determining the Combat Resolution number., with a minimum of 0 damage if the toughness is higher than the strength of the attack. A critical hit instantly destroys the target regardless of wounds or toughness.