

DIFFICULTY



Dice Icon Key

- Bones (BP)** - May use this in your Backup Plan.
 : Must use this in your Backup Plan.
- Element (I/L/Ctr)** - You found # Element(s).
- Casing (I/L/Ctr)** - You found # Casing(s).
- Fuse (I/L/Ctr)** - You found # Fuse(s).
- Grenades (Ctr)** - You have # Grenade(s).
- Small Explosion (I)** - Deal # Dmg to unit on this position and ½ Dmg (*round down*) to all units on adjacent positions.
- Controlled Blast (I)** - Deal # Dmg to all Baddies.
 Party Backlash (I) - Deal # Dmg to all Party Members including self.
- Stunner (I)** - Place a Stun Effect Die on this Baddie if its Pt total is equal to (*or less than*) #.
- Napalm (BA/Ctr)** - At the start of this Baddie's turn, it takes # Dmg # rounds.
 Backlash (I) - Deal # Dmg to self.
- Smoke (A/AA/Ctr)** - The next # times a Baddie targets this unit with an attack and/or Skill, it will miss.
- Cleanse (I/A/Ctr)** - While Cleanse is active, remove all negative Effect Dice from party, and prevent new negative Effect Dice from being applied to party (*reduce # by 1 at start of your turn*).
- Disable (I)** - Place a Disable Effect Die on this unit if it is a # Pt (*or less*) Baddie.
- Buff HP (A)** - Add # Buff HP to your Prep Area. If Buff HP reaches 0 (*or is removed*), Exhaust die (*and remove all Buff HP*).
- Loot (I)** - Immediately draw # Loot.
- Multi-Use Parts (I/L/Ctr)** - You gain # Components of your choice.
- Bigger Boom (I)** - Increase the Dmg of your Frag and Big Boom grenades by #.
- Intact Grenade (I)** - Increase your Boom Counter by #.
- Holy Hand Grenade (I)** - Add the Holy Hand Grenade Consumable Die to your Skills Area.
- Element 325 (L)** - Apply to Holy Hand Grenade right before using it.
- Holy Hand Grenade (I)** - Deal # Dmg. Use white numbers unless Element 325 is applied. If 325 is applied, use teal numbers. (*Refer to Small Explosion & Controlled Blast*.)

BOOMER

○ : Starts on Gearloc Mat ★ : Not reliant on other Skills to train
Initiative Die Numbers: 2, 3, 4, 4, 5, 6

Scavenger - The key to Boomer's usefulness lies in her ability to find the parts she needs to construct her grenades. Combine 1 Element, Casing, and Fuse to uptick her Boom Counter by 1.

● Element:						
● Casing:						
● Fuse:						
● Boom Counter:						

See back for details

Grenadier - All of Boomer's Skill damage comes from this profession. Each of these Skills will reduce her Boom Counter by 1 when rolled.

★ Frag:						
● Big Boom:						
★ Stunner:						
● Napalm:						

Utility Bomber - This profession grants 3 non-lethal, but extremely useful, Skills. Each of these Skills will reduce Boomer's Boom Counter by 1 when rolled.

★ Smoke Screen:						
★ Sonic Cleanse:						
★ Flashbang:						

Keen Eye - This line offers grenade components, better grenades, and maybe even the fabled Element 325 to fashion the ultimate bomb.

★ Body Search:						
● Bigger Boom:						
● Search for 325:						

Consumables - It's all about leaving a memorable impression on Boomer's enemies.







● Bag'a Booms:						
● Holy Hand Grenade:						

See back for details

- A - Place in Active Slot.
- AA - Place in Ally's Active Slot.
- BA - Place die on Baddie (Active).
- BP - Place in Backup Plan.
- Ctr - Use as a counter.
- I - Use instantly.
- L - Place in a Locked Slot.

Backup Plan Breakdown

Tantrum may be grumpy, but I'm the one with a short fuse.

- 1  **Throw Odds** – Thump your target for 1 Dmg.
- 2  **Search Again** – Re-roll any unused Scavenger Die rolled this turn.
- 3  **Bluff Bomb** – Select any occupied position. That unit is immediately moved to an adjacent position of Boomer's choice.
- 4  **Throw Ends** – Thwack your target for 3 Dmg.
- 5  **Hide** – Place Untargetable Effect Die on Boomer.
- 6  **Upgrade to Innate +1!**

Critical Boomer Details

Grenades – Grenade Skills require Boomer to declare a Baddie, Gearloc, or Battle Mat position that she will aim at before rolling. Boomer will do this for **EACH** grenade she rolls in addition to her declared target *(if applicable)*.

Making Grenades – Boomer is always looking for Components to make her Grenades. She scavenges for what she needs during battle in the form of **Elements, Casings, and Fuses**. Boomer may roll and place any number of these Components in Locked Slots *(costs Dex to roll)*. Once she has at least 1 of each Component, she may decrease an **Element, Casings, and Fuse** each by 1 and then increase her **Boom Counter** by 1. Boomer now has a Grenade! *The Boom Counter itself is never rolled; it is only used to track her available Grenades.*

Boomer may create a Grenade any time during her turn. She may create more than one at a time as well. However, she can only carry up to 3 Grenades at any time. **Elements, Casings, and Fuses** that are Locked along with any Grenades Boomer has created, carry over from battle to battle. As she uses up the last of each Component, she must Exhaust that die until next battle. She is free to Exhaust these dice even before they reach 0 *(if she wants to go for a higher roll next battle)*.

Tailoring and Using – All Skills from the Grenadier and Utility Bomber Professions require a Grenade (**Boom Counter of at least 1**) to finish their creation. To use a Grenade, decrease Boom Counter by 1 during the Determine Target Phase. At this time, declare the position/unit to which Boomer is throwing her Grenade *(if applicable)*. Boomer may use multiple Grenades in a turn. All Grenades cost Dex to roll.

Unlike Boomer's other Skills, once any one of her Grenades are rolled, she **MUST** use the rolled result and Exhaust that die for the remainder of battle. Skills may be effective, but Grenades are precious, so use them wisely!

Holy Hand Grenade – Using this die does not require Boomer to decrease her **Boom Counter**. This still costs Dex to throw. Furthermore, if she has acquired **Element 325**, she may apply it to the **Holy Hand Grenade** to make an even more effective "Boom" *(teal Dmg numbers will apply rather than white)*. She **MUST** use rolled result and remove die after use.

Friendly Fire – Some Grenades, such as the **Frag** or **Holy Hand Grenade**, may do ½ Dmg to all adjacent units. This can include Party Members as well, so be careful. Also, beware of Grenades with Backlash and Party Backlash effects, as this can also deal Dmg to Gearlocs and their allies.

Body Search – Boomer must wait until at least 1 Baddie is defeated before she can roll **Body Search**. This still requires 1 Dex to roll on her turn as normal.

BOOMER

Throw first, talk later. Boomer is an incredible asset to the party's overall damage output. With hard hits that hurt multiple Baddies as well as some very useful crowd control, Boomer can easily level enemy lines if she manages her grenades well.


Beginner Build Strat

Stats: Boomer needs HP, so do that first. She has plenty of Dex for a few battles, so it's worth it to try to increase her Atk by 1 next. From there, it depends on the party. More HP, a Def, a Dex – all good options.


Skills: Grenades are Boomer's bread and butter, but she needs Components to make them. While it's tempting to grab up all her DPS, **Frag** is enough to start. Then, strongly consider **Body Search** to keep Components coming in. Also, **Smoke Screen** = peace of mind.


Innate and Innate +1


Innate – Scavenger: Boomer starts with Element, Casing, Fuse, and Boom Counter *(value 0)* Skill dice in slot #1-4 of Skills Area.

Innate +1 – Resourceful Scavenger: In addition to **Scavenger** benefits, Boomer also may add +1 to each of her **Element, Casing, and Fuse** roll results before Locking the dice *(increase die by 1)*. On a  roll, she may uptick that Component to 1.

Effect Dice Definitions

 **Disable Effect** – This unit's Skills are suspended *(lasts entire battle)*.

 **Stun Effect** – This unit loses its next turn *(negative Effects still apply)*.

 **Untargetable Effect** – Until the start of this unit's next turn, it cannot be targeted by opposing units *(Baddies with no target on the Battle Mat will not move)*.

DIFFICULTY



COOP

SOLO

Dice Icon Key

- Bones (BP)** - May use this in your Backup Plan.
- Heal (I)** - Heal any Gearloc for # HP.
- Heal Assist (I/L)** - A rolled Med Kit or Med Pack die result may be multiplied by #.
- Melee Atk Dmg (I)** - Deal # Dmg to target.
- Neg-i-zap (I)** - Deal # True Dmg to any Baddie.
- Pos-i-zap (I)** - Revive a KO'd Gearloc to # HP.
- Reroll Heal (I/L)** - A rolled Med Kit or Med Pack die may be re-rolled # time(s).
- Loot (I)** - Immediately draw # Loot.
- Poison Jar (I)** - Place a # Poison Effect Die on your target.
- Tainted Mixture (I)** - Deal # True Dmg to self. You must use this result and Exhaust this die (*unless you have a way to re-roll it*).
- Buff HP (A/AA)** - Add # Buff HP to a Gearloc's Prep Area. If Buff HP reaches 0 (*or die is removed*), Exhaust die (*and remove all Buff HP*).
- Buff Atk (A/AA)** - Add # to a Gearloc's Atk Stat. Lasts entire battle.
- Reroll Buff (I/L)** - A rolled Stim Kit, Chem Kit, Stim Belt, or Stim Lethal die may be re-rolled # times.
- Recover (A/AA)** - At the start of selected Gearloc's turn, it heals for # HP. Lasts entire battle.
- Booster Shot (A/AA)** - At the start of selected Gearloc's turn, it heals # Buff HP (*up to total # on Buff HP dice in Active slots*). Exhausts if Buff HP is depleted.
- Perma-HP Buff (I)** - Permanently increase any Gearloc's Health Stat Die by # and add # HP to that Gearloc.
- Revive (I/A/AA)** - Revive a KO'd Gearloc to # HP. If this die is in an Active Slot, it triggers automatically if unit would be KO'd to prevent KO and set HP to #.
- Poison Dart (I)** - Place a # Poison Effect Die on any Baddie.
- Energy Cells (L/Ctr)** - Reduce Ctr by 1 to roll your Zappack or to use Overcharge Backup Plan.

PATCHES

★: Not reliant on other Skills to train
Initiative Die Numbers: 3, 3, 3, 3, 4, 4

Combat Medic - The safest way to keep Patches and his party alive, this profession has it all. Get his main line of healing skills, the best weapons, and a way to resuscitate the party.

- ★ **Med Kit:**

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- **Fast Hands:**

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- **Bone Saw:**

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- **Med Pack:**

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- **Zappack:**

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See back for details

Forester - This profession is a mixed bag, but is hard to pass up for its healing benefits, valuable poisons, and the occasional loot!

- ★ **Nutrients:**

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- ★ **Toxins:**

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Stim Stacker - Oftentimes, more risk means more reward. The Stim Stacking profession is no exception! Some of these skills can backfire, but they can also greatly ramp up the party's health and effectiveness.

***Surgeon General of Daelore's Warning:** Stim Stacking may cause an untimely death.

- ★ **Stim Kit:**

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- **Chem Kit:**

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- **Distiller:**

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- **Stim Belt:**

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- **Chain Reactor:**

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- **Stim Lethal:**

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Consumables - Acquire these beauties in loot or by trade!

- **Liquid Life:**

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See back for details
- **Poison Dart:**

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- **E-Cells:**

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See back for details

A - Place in Active Slot.
AA - Place in Ally's Active Slot.
BP - Place in Backup Plan.
Ctr - Use as a counter.
I - Use instantly.
L - Place in a Locked Slot.

Backup Plan Breakdown

*I've calculated our odds,
and I'm happy to say...
I should only have to
bring two of us back
from the brink of death.*

1 ✖ -

2 ✖ **Heal Gearloc** - Heal any Gearloc for 1 HP.

3 ✖ **Needle Jab** - Stick target for 2 Dmg.

4 ✖ **Fortunate Discovery** - Acquire a Consumable Die of Patches' choice.

5 ✖ **Overcharge** - Reduce E-Cells by 1. Electrify any Baddie for 4 True Dmg.

6 ✖ **Upgrade to Innate +1!**

Critical Patches Details

Heals and Buffs - Healing and Buffing are how Patches keeps Gearlocs in battle!

Healing - Heal can only raise a Gearloc's current HP up to its max HP. This is important for mitigating True Dmg and resisting Fatigue.

Buff HP - These buffs grant extra HP bonuses and Patches can have multiple Buff HP effects active at the same time (*as long as there is room in an Active Slot*). **Buff HP** is important for taking large amounts of Dmg. Def Dice take effect before removing Buff HP.

Reviving a Gearloc! - Patches has two ways to bring a Gearloc back into battle. Either he can earn and roll **Liquid Life**, or he can train **Zappack** and also earn **E-Cells**.

When a Gearloc is Revived, set its HP to the # shown on **Revive/Pos-i-zap** and re-join the battle after the end of the round. Remember, anytime a Gearloc enters the Battle Mat after Round 1, it will assume a Starting Gearloc Position and be placed at the top spot of the Initiative Meter!

Liquid Life - When using **Liquid Life**, Patches may roll and apply **Revive** to any Gearloc in play or already KO'd. If the selected Gearloc is already KO'd, Return **Liquid Life** Die to Storage Tray and bring the Gearloc back into play after End of Round. If a Gearloc receives **Revive** while still in play (*die is placed in Gearloc's Active Slot*), the Skill will trigger if the Gearloc would be KO'd; instead immediately set HP to # shown on **Revive** icon, and return **Liquid Life** to the Storage Tray.

E-Cells - Roll when acquired, and place in Locked slot. Patches must reduce **E-Cells** by 1 in order to use **Overcharge** (*Backup Plan*) or roll **Zappack**. When using **Zappack**, the **Neg-i-zap** result is used on Baddies, and **Pos-i-zap** is used on Gearlocs. **Pos-i-zap** may only be used to Revive Gearlocs that are already KO'd. This works the same way as **Revive** on a KO'd Gearloc.

PATCHES

This Gearloc cares only for the welfare of his party. Using a variety of methods, Patches is a master manipulator of health and can easily sustain a party through the worst and longest of battles. He also isn't half bad with a bone saw...smooth edges!

Beginner Build Strat

Stats: A Dex and another Atk Die are Patches' first priorities. After that, look at increasing his HP before going back for more Atk or Def. He can get quite far on only 3-4 Dex.

Skills: **Med Kit** first. Then, **Nutrients** for more sustainability or **Toxins** to help party do some Dmg and to get around Thick Skin. Against hard-hitting Baddies, Patches' **Stim** line is best, though **Medic Skills** are safer.

Innate and Innate +1

Innate - Recovery:

At the start of his turn, Patches heals himself for 1 HP.

Innate +1 - Major Recovery:

Instantly and permanently increase HP Stat Die by 1 (*once per Adventure*). At the start of Patches' turn, heal any Gearloc for 1 HP.

Effect Dice Definitions



Poison Effect - This unit takes True Dmg equal to Effect Die # at the start of its turn. After applying Dmg, reduce Effect Die by 1.



DIFFICULTY



PICKET

★: Not reliant on other Skills to train
Initiative Die Numbers: 2, 2, 3, 3, 3, 5

Captain - Damage, defense, regen and control! Land a couple of early rolls, and Picket will be reaping rewards for the entire Adventure. Get on this line early to maximize its benefits.

Dice Icon Key

- Bones (BP)** - May use this in your Backup Plan.
- Reusable Bones (BP)** - May use this in your Backup Plan. After use, place back in its Skill Slot.
- Constant Regen (L)** - At the start of your turn, heal for # HP. Lasts for entire Adventure.
- Constant Def (L)** - Reduce total Dmg done to you by # (treat as Def that only gets Exhausted for Shield Bash and Shield Shock Backup Plans). Lasts for entire Adventure.
- Constant Move (L)** - Any time during your turn, you may move # positions (does not cost Dex). Lasts for entire Adventure.
- Constant Dmg (L)** - Add # to the total Dmg applied to your target. Lasts for entire Adventure.
- Constant Taunt (L)** - Place Taunt Effect Die on yourself. Lasts for entire Adventure.
- Advanced Def (A/AA/Ctr)** - Prevents # of Dmg (treated as Def when Active on Picket for Shield Bash and Shield Shock).
- Improved Def Training (L)** - During a Def Training Attempt, you may ignore one .
- Intercept (AA/Ctr)** - For the next # of times this Gearloc is targeted, Dmg and effects are applied to Picket instead (reduce Intercept by 1 each time it is triggered).
- Switch (I/A)** - Any time during your turn, swap positions with an adjacent unit. If you use a 2nd this turn, also:
 - Heal the ally you swap with for 3 HP.
 - Deal 3 Dmg to the Baddie you swap with.
- Rush (I/A)** - Any time during your turn, move up to 3 positions. If you use a 2nd this turn, also:
 - Deal 3 Dmg to adjacent Baddie after Rush.
- Riposte (A)** - When targeted by an adjacent Baddie, you may avoid all Dmg and Effects that turn. If you have a 2nd in an Active Slot, you may use it to also:
 - Deal 3 Dmg to that Baddie.
- Ale (I/A/Ctr)** - Set your HP to 1 for # round(s). Picket may not gain or lose HP while Ale is active (reduce Ale # by 1 at the start of your turn).
- Jerky (I)** - Heal Picket for # HP.

- ★ **Stand Ground:**
- **Shield Form:**
- **Sword Advance:**
- **Lockdown:**

Hero - Only a few short weeks in Obendar and word of Picket's aptitude with a shield has traveled throughout Daalore. With this skill line, Picket is able to easily defend his allies or himself. It's also good for bashing Baddies.

- ★ **Confidence:**
- **Tenacity:**
- **Bravado:**
- **Renown:**

Protector - Every good tank needs a way to protect those around him. Intercepting Baddies is the best way to ensure Picket's party keeps its limbs.

- ★ **Redshirt:**
- **Intercept:**

Warden - A warden is light on their feet and knows a successful battle is all about positioning. Match symbols to manipulate the positions of Picket and his enemies.

- ★ **Switch:**
- ★ **Rush:**
- ★ **Riposte:**
- ★ **Situational Awareness:**

Consumables - Valuable items worth acquiring...again and again!

- **Orcish Ale:**
See back for details
- **Gobby Jerky:**

A - Place in Active Slot.
 AA - Place in Ally's Active Slot.
 BP - Place in Backup Plan.
 Ctr - Use as a counter.
 I - Use instantly.
 L - Place in a Locked Slot.

Backup Plan Breakdown

I've got to get this ragtag bunch of long-eareds in line...and fast!

1 ✖ -

2 ✖ **Shield Bash** - Remove all Def including newly rolled, Active slots, and Locked slots (*Skill Dice removed in this way are Exhausted*). Deal total # of removed Def in Dmg to target.

3 ✖ **Do Over** - May immediately re-roll any number of rolled dice once.

4 ✖ **Benevolence** - Heal Picket for 2 HP. Also, add a Def 2 Die to his Active Slot.

5 ✖ **Shield Shock** - Perform Backup Plan: Shield Bash. Also, Picket's non-Tyrant target is Stunned. Add Stun Effect Die to target.

6 ✖ **Upgrade to Innate +1!**

Critical Picket Details

Professions - Picket's Professions are very specific and easy to differentiate from one another. Here are a few things to note:

Captain - All 4 dice in the Captain Profession may be Locked for the duration of Picket's Adventure! These dice do not Exhaust when they are used (*except with Def for Shield Bash and Shield Shock!*) Like Active Slots, Picket is welcome to freely Exhaust any Locked Skills to make room for others, or roll them for their Bones! Remember, unless you are playing in Adventurer mode, if Picket has the unfortunate experience of being KO'd, his Locked Skills (*as well as dice in his Active and Backup Plan Slots*) will be Exhausted. Don't get too confident!

Hero - Since this is Picket's main source of Def (*and Dmg*), the timing of **Shield Bash** and **Shield Shock** are very important. Remember, dice from this Profession are Exhausted when these Backup Plans are used.

Protector - When using **Intercept**, Picket will want to make sure he can handle taking the incoming Dmg, as this is not optional after **Intercept** is applied. Picket may use his Active and Locked Dice when intercepting these attacks.

Warden - Skills from this Profession grant immediate effects when rolled. However, if Picket manages to pair matching symbols on 2 dice from this Profession (*from rolling both dice or from having a die from this Profession already in an Active Slot*), it results in an even stronger effect. If he uses the combined effect, both Skill Dice must be Exhausted. To maximize this Profession's benefits, try rolling these dice before Picket is in immediate need of them. This will allow him to place them in his Active Slots until he is able to roll a matching symbol later on in battle.

Orcish Ale - Use **Orcish Ale** as a last resort to buy Picket an extra round or two. Even True Dmg or Fatigue will not affect him during this time. Once **Orcish Ale** is Exhausted (*after rounds are used*), he does not get his previous HP back and is left at 1 HP!

PICKET

Picket was born with a shield in his hands, and while he comes off as a bit overbearing at times, those in his party love the confidence and protection he provides. The sword he wields is well known in the land and is easily spotted by the blue topaz set in its hilt.

Beginner Build Strat

Stats: Bump up Picket's Dex to 3 first and foremost. Then, add at least 1 Stat to HP, Atk, Def, and Dex (*in that order*). Depending on party size, Picket may have to increase HP again next, but his best Dmg comes from his Def Dice, so that should be a high priority.

Skills: Choose the Captain Profession for early game. Once those Skills are learned, move on to the Hero Profession to gain some good Def (*and Dmg*). Grab **Redshirt** if there are any glass cannons in the party!

Innate and Innate +1

Innate - Shield Wall:
At the start of battle, Picket may roll all his Def Dice (*white dice only*) and place rolled Def in his Active slots. For this roll, Bones cannot be placed in Backup Plan.

Innate +1 - Gearloc Wall:
In addition to his **Shield Wall** benefits, Picket may also put rolled Def Dice (*white dice only*) in his Locked Slots, even during battle. **Locked Def Dice will not reduce available Def Dice.*

Effect Dice Definitions

Taunt Effect - Until the start of this unit's next turn, adjacent opposing units must attack this unit (*units with multiple targets will attack this unit multiple times*).

Stun Effect - This unit loses its next turn (*negative Effects still apply*).

DIFFICULTY



COOP



SOLO

Dice Icon Key



Bones (BP) - May use this in your Backup Plan.



Rage Progress (A/Ctr) - Shows your current Rage. *See back for details.



Breakdown (I) - If Breakdown is showing at end of turn, reset Active Rage Die to 1.0.



Execute/Advance (I) - Choose to Execute a Baddie or Advance your Active Rage Die.



Execute (I) - Instantly defeat an adjacent Baddie up to a 1Pt (Tier 1), 5Pt (Tier 2), or 20Pt (Tier 3).



Advance (I) - Exchange Active Rage Die for the next Tier Rage Die (start at 2.0/3.0).



Rage Benefits (I) - You may Exhaust Rage early to gain: # ⚔, # HP (up to full), or # Dmg to target.



Anger Management (I) - Increase or decrease Active Rage Die by exactly #.



Steal Axe (I) - Add # to your Axe Collector Die.



Poison Armor (A) - When hit by an adjacent Baddie, you may place a # Poison Effect Die on that Baddie.



Lashback (A) - When hit by an adjacent Baddie, you may deal # Dmg in return.



Hardy (A/Ctr) - You now have Hardy for # rounds. While Hardy is Active, any turn your HP takes Dmg (including True Dmg), total is reduced to 1. Reduce # by 1 at start of your turn.



Drop Initiative (I) - Move target down # spots on the Ini Meter at the end of this round.



Attack Mods (BA/A) - Alter your or an adjacent Baddie's Atk Stat by # for the battle.

⚡ : Immediately, you gain an Atk Stat Training Attempt.



Disable (I) - Place Disable Effect Die on any adjacent # Pt (or less) Baddie for the battle.



Jump (I) - Place yourself adjacent to any Baddie. You may select a new target.



Taunt (A) - Place a Taunt Effect Die on yourself.



Axe Collector (Ctr) - Deal 2 Dmg to a non-adjacent Baddie once per turn. Each time you use Axe Collector, reduce this die by 1.



Reusable Bones (BP) - May use this in your Backup Plan. After use, place back in its Skill slot.



Party Inspire (I) - All Gearlocs move to the top of the Ini Meter at the end of this round (maintain current Gearloc order).



Disorient All (I) - Place Stun Effect Dice on all #Pt (or less) Baddies.



Body Count (Ctr) - Increase Ctr by 1 for each Baddie you personally defeat. Gain # HP when consumed and reset this Ctr to 0.

TANTRUM

○ : Starts on Gearloc Mat ★ : Not reliant on other Skills to train Initiative Die Numbers: 3, 4, 4, 4, 5, 5

Zerker - Watch Tantrum's Rage Meter rise with each hit he deals or Dmg he takes. Managing this meter correctly can spell doom for the Baddies he faces.

● RAGE!	1.0	1.2	1.4	1.6	1.8	2.0
● RAAAGE!	2.0	2.2	2.4	2.6	2.8	3.0
● RAAAAAGE!	3.0	3.2	3.4	3.6	3.8	4.0
★ Anger Management:	±.2	±.2	±.4	±.4	±.6	▶

Mimic - One of the most accomplished fighters the Gearloc race has ever seen, Tantrum is a quick study. In no time, he can adapt his own techniques and shape his skills to mimic enemies whose paths he's previously crossed.

★ Like a Wurm:	5	7	5	5	5	5
★ Like a Wolf:	6	7	2	2	2	3
★ Like a Kobold:	7	7	7	7	7	2

Skirmisher - There's never a dull moment in the life of a Skirmisher. This skill line has just about every trick in the book. Modify Tantrum's Initiative, improve battle positioning, and even cripple his enemies.

★ Intimidate:	9	9	9	9	9	9
★ Cripple:	10	10	10	10	10	10
★ Way of the Wild:	11	11	11	11	11	11
● Innervate:	13	13	13	13	13	13
● Strengthen:	14	14	14	14	14	14
● Way of the Ebon:	15	15	15	15	15	15

Consumables - Nothing like Loot Tantrum can keep comin' back to!

● Axe Collector:	8	8	8	8	8	8
● Horn o' the Zerker:	12	12	12	12	12	12
● Body Count:	16	16	16	16	16	16

A - Place in Active Slot.
 BA - Place die on Baddie (Active).
 BP - Place in Backup Plan.
 Ctr - Use as a counter.
 I - Use instantly.

Backup Plan Breakdown

*Tink is driving me nuts!
Writing this down helps
calm...clam...gahhh!*

- 1 ✖ **Get Angry** - Increase (by 0.2) Tantrum's Active Rage Die.
- 2 ✖ **Calm Down** - Decrease (by 0.2) Tantrum's Active Rage Die.
- 3 ✖ -
- 4 ✖ **Axe Collector** - Set Axe Collector Die at value: 3.
- 5 ✖ **Recoup** - Heal Tantrum for 4 HP.
- 6 ✖ **Upgrade to Innate +1!**

Critical Tantrum Details

Rage - Tantrum relies on managing his Rage to be effective. He starts with **RAGE!** (Innate) Skill Die, and he may unlock **RAAAGE!** and **RAAAAAGE!** to increase effectiveness. Before battle, Tantrum sets **RAGE!** in an Active Slot with 1.0 faceup. Each turn Tantrum makes an attack, he must increase his Active Rage Die by 0.2. Additionally, Tantrum must increase his Active Rage Die (by 0.2) for every HP that he loses. At any time on Tantrum's turn he may trigger his Active Rage Die (earning the benefits shown) and Exhaust it.

If he chooses to advance to the next Rage Die (at 1.8, 2.8 or through Anger Management), Tantrum swaps the Active Rage Die with the next in the series (keeping just 1 Active Rage Die in an Active Slot). Be careful, an Active Rage Die will max out above the .8 tick (with Breakdown symbol) and Tantrum will not be able to Advance (or Execute) until he calms down to a lower number.

Should Tantrum complete his turn with the Active Rage Die showing Breakdown, he must reset the Active Rage Die to 1.0 and start all over again.

When Tantrum chooses to use the benefits on an Active Rage Die (with the exception of Advance), he must Exhaust that die. If he Exhausts **RAAAGE!** or **RAAAAAGE!** this way, he is able to start again at **RAGE!** with 1.0 faceup (making this die Active again immediately). Once **RAGE!** has been Exhausted, he will no longer be able to gain Rage this battle (or get to a higher unused Rage die).

Each Rage Skill Die has an "Execute" on it. At any time during his turn, if his Active Rage Die is showing this symbol, he may Exhaust that die to instantly defeat an adjacent Baddie. How tough a Baddie he can defeat is determined by which Rage Die is Active. Tier 1 **RAGE!** defeats a 1Pt Baddie. Tier 2 **RAAAGE!** defeats a 5Pt (or less) Baddie. Tier 3 **RAAAAAGE!** defeats a 20Pt (or less) Baddie.

Axe Collector - **Axe Collector** starts on Tantrum's mat (in slot #8) at value: 0. It will remain on his mat for the entire Adventure and is used to track his available Axes. Downtick **Axe Collector** by 1 to deal 2 Dmg to any non-adjacent Baddie. Tantrum may use this at any time during his turn. However, it can only be used once per turn. The **Axe Collector** (Backup Plan) or a Fortunate Discovery Loot maxes his Skill to 3 Axes. If he acquires an Axe within the Mimic profession, uptick **Axe Collector** by 1.

Body Count - **Body Count** starts on Tantrum's mat (in slot #16) at value: 0. It will remain on his mat for the entire Adventure and is used to count his defeated Baddies. Increase **Body Count** by 1 each time Tantrum personally defeats a Baddie. If at any time on his turn **Body Count** is greater than 0, he may claim this number and gain it in HP (cannot exceed max HP). After claiming, **Body Count** is reset to 0. Fortunate Discovery Loot has no effect on **Body Count**.

TANTRUM

Being fearless and having a temper is usually not a good combination, but in Tantrum's case, it's perfect. Don't let his small stature fool you. Tantrum is a powder keg of Dmg just waiting to be ignited. If Tantrum can control his rage, he is perhaps the most devastating Gearloc in the party.

Beginner Build Strat

Stats: Get HP to 5 or 6, then take Tantrum's Dex to at least 4 so he can roll Atk Dice along with his Skills. After that, focus on training Atk. If he is playing solo, prioritize 1 or 2 Def Dice before more Dex.


Skills: Start with **Like a Kobold** to help Tantrum stay fighting longer, then add **Cripple** or **Way of the Wild** to debuff his opponents. Once he gets a feel for **RAGE!**, he should upgrade to **RAAAGE!** for increased effectiveness.


Innate and Innate +1


Innate - Rage:
Tantrum starts with **RAGE!** Skill die in slot #1 of Skills Area. Before battle, **RAGE!** is placed in Active Slot and set at 1.0.


Innate +1 - Fearless Rage:
In addition to his **Rage** benefits, Tantrum also ignores all Breakdown occurrences.

Effect Dice Definitions

 **Disable Effect** - This unit's Skills are suspended (lasts entire battle).

 **Poison Effect** - This unit takes True Dmg equal to Effect Die # at the start of its turn. After applying Dmg, reduce Effect Die by 1 (only 1 Poison Effect Die per target).

 **Taunt Effect** - Until the start of this unit's next turn, adjacent opposing units must attack this unit (units with multiple targets will attack this unit multiple times).

 **Stun Effect** - This unit loses its next turn (negative Effects still apply).