



SPECIAL RULE

MASTER OF THE WOODS

Groekar improves their attack by 1 for each familiar they have equipped.

Groekar augments the amount of "Familiar" cards you can carry in your deck to 3.

DEFINITIVE ABILITY

GROVES FURY

Once per match and at any moment, Groekar summons one familiar.

Additionally until the end of the round, Master of the Woods Improves his attacks by two per familiar instead of one.

GROEKAR

TANK



I	M	D	RA	A	L	R	HP
6	7	-	-	1 ⁽¹⁾	8+	8	17



HEDALIA & SKALD

TANK



SPECIAL RULE

LOYAL MOUNT

Once per round, at the beginning of her activation phase, Hedalia and Skald choose one of the following rules:

- ◇ *Stride*: An additional 5" of movement.
- ◇ *Fiery Maw*: +1 to combat Damage.

DEFINITIVE ABILITY

VICTORIOS RETCH

Once per match during the activation phase you can use their definitive ability:

All heroes within 3" of Hedalia and Skald receive one point of damage. (No luck roll is made against this damage.)

I	M	D	RA	A	L	R	HP
6	4	7+	1 ⁽⁴⁾	3 ⁽¹⁾	8+	8	19



KING BOIK

FIGHTER



I	M	D	RA	A	L	R	HP
8	8	-	-	3 ⁽²⁾	7+	6	13

SPECIAL RULE

KING OF THE FIGHT

No matter what, King Boik cannot lose any attacks.

*When King Boik is in combat, he is always considered the winner. The only exception being if the rival has more rival heroes involved in the combat.

(If there are two King Boiks in combat, this Rule is void)*

DEFINITIVE ABILITY

HEADLONG CHARGE

Once per match, before rolling any dice in the combat phase, King Boik can use his Definitive Ability:

King Boik can trample 6" the combat in which they are in.



MAGNA

FIGHTER



SPECIAL RULE

DRAGON SLAYER BLADE

When Magna would make their attacks in the combat phase instead she can replace them to make one Unstoppable* attack.

(*Found in the combat phase in the rulebook.)

This attack has damage 4.

DEFINITIVE ABILITY

BREAK THE SEALS

Once per game and until the end of the round

- ◇ Magna can make two attacks instead of one with their Special Rule, Dragon Slayer.
- ◇ Improve her resistance by 2 points.

I	M	D	RA	A	L	R	HP
7	8	-	-	3 ⁽²⁾	6+	6	11



TRUDY

SUPPORT



SPECIAL RULE

LIGHT AS A FEATHER

During their activation phase, Trudy can move ignoring the basic rules of movement.

Additionally she ignores all the rules of fleeing, unless she's been assailed this round.

DEFINITIVE ABILITY

WIND STRIKE

Once per match, during their activation phase, you can use her Definitive Ability:

Select a visible Hero within 10" or less from her and move them 6" horizontally ignoring basic rules of movement.

- ◇ You can make a Hero assail another or exit combat.
- ◇ You cannot move a Hero off the game board.
- ◇ You can make a Hero receive fall damage with this movement.

I
9

M
10

D
4+

RA
1⁽²⁾

A
3⁽¹⁾

L
5+

R
3

HP
10



BLITZVARO

SUPPORT



SPECIAL RULE

EXPERT SHOOTER

Ranged Attacks from Blitzvaro worsen the luck by one of the targeted hero until the end of the round.

When Blitzvaro makes a ranged attack to a target in combat, they can choose the target instead of having to do as specified in the rules.

DEFINITIVE ABILITY

LUCKY AMULET

Once per match, during their activation phase and until the end of the round.

Each allied Heroes and Blitzvaro can repeat one roll of their choice.

I	M	D	RA	A	L	R	HP
4	7	4+	2 ⁽³⁾	1 ⁽¹⁾	6+	4	11



SAMOG

TANK



SPECIAL RULE

ARCANE SPARK

When Samog uses the card "Electric Staff" the targeted Hero cannot make a Luck roll against it.

Once per round, when Samog deals damage* to a hero, he also deals 1 point of damage to each hero within 4" of the original, no luck roll is made against this damage.

(*this damage also can be due to effects of cards.)

(**Samog does not suffer damage from his Special Rule)

DEFINITIVE ABILITY

FORCED EVOLUTION

Once per match during the activation phase, select any hero under your control.

Until the end of the round, that hero improves all their attributes* by 1 including damage

(*Except Health Points)

I	M	D	RA	A	L	R	HP
6	8	7+	1 ⁽³⁾	1 ⁽³⁾	8+	8	17



IGAROZ

TANK



SPECIAL RULE

EXEMPLARY CURSE

During their activation phase, select one Hero within 6" of Igaroz.

This Hero is considered marked and worsens their luck based rolls by 1 until the end of the round.

DEFINITIVE ABILITY

WAXED OPRESION

Once per match, when a hero that has been previously marked dies, Igaroz can reanimate them under his control:

- ◇ At the start of the next round, place the reanimated Hero in contact with Igaroz's base.
- ◇ This hero has no special rule or definitive ability.
- ◇ When this hero is eliminated it deals 2 points of damage to all heroes within 2" of it.
- ◇ At the end of the round, the reanimated hero is eliminated.

I	M	D	RA	A	L	R	HP
5	7	-	-	3 ⁽¹⁾	8+	7	16



DR. MORVI

FIGHTER



I	M	D	RA	A	L	R	HP
6	5	7+	3 ⁽¹⁾	3 ⁽¹⁾	7+	5	13

SPECIAL RULE

SPLINTER COCKTAIL

At the beginning of your activation phase Dr. Morvi can take 1 point of damage and throw a D10 to obtain 1 of the following improvements:

- ◇ 1-2: +1 to Damage
- ◇ 3-4: +1 to their Ranged Attacks and Attacks.
- ◇ 5-6: +1 to their Luck and Resistance.
- ◇ 7-8: +5 to their Movement.
- ◇ 9-0: Recover 3 Health points.

DEFINITIVE ABILITY

OVERDOSE

Once per match, instead of using their special rule, Dr. Morvi can suffer 3 points of damage and choose 2 improvements instead of 1, being able to repeat improvements.



MORDAN

FIGHTER



SPECIAL RULE

THUNDEROUS BLOW

Any time Mordan receives damage from any source, it can accumulate that damage for a Thunderous blow.

(The base damage of this attack is 0)

During the combat phase, Mordan can make replace one of his attacks making it Unstoppable* (*Found in the combat phase in the rulebook*) and applies the accumulated damage.

Once you use the Thunderous Blow the damage returns to 0 and you can't begin accumulating damage until the next round.

DEFINITIVE ABILITY

SPLINTERED PLANE

Once per match, during their activation phase Mordan selects an allied Hero.

Until the end of the round all the damage that hero would receive is instead transferred to Mordan even if they would be eliminated.

I	M	D	RA	A	L	R	HP
6	6	-	-	2 ⁽³⁾	7+	8	13



THESPIA

SUPPORT



SPECIAL RULE OPPORTUNIST

Thespia can repeat actions during her activation phase. Each action can only be repeated once per match.

If you repeat Ranged Attacks, the second time you can only do so using the base modifiers of her sheet with no additional betterments.

DEFINITIVE ABILITY NOT SO FAST, BUDDY.

Once per match, when a rival is going to play a card from their hand, Thespia may choose one of the following:

- ◇ Return the card that would have been played to their hand and pick one of their cards, put it into your hand.
- ◇ Return the card that would have been played to their hand. Reveal their hand and pick one of the cards and put it into your hand. Until the end of the round the Thespia may only succeed her Luck rolls on a roll of 0.

I	M	D	RA	A	L	R	HP
8	9	5+	2 ⁽¹⁾	2 ⁽¹⁾	5+	4	10



RIZABEL

SUPPORT



SPECIAL RULE

SACRED ALCHEMIST

Rizabel Augments the limits of “Brew” cards in your deck to 2.

When Rizabel uses an action to channel she can use one of the following cards from their discard pile and onto any hero of your team: Herbal Brew, Toxic Brew, Adrenaline Flask.

Cards used this way are retired from the game.

DEFINITIVE ABILITY

BLESSED MIXTURE

Once per match, during their activation phase, Rizabel improves one of the following cards in your hand or discard pile:

- ◇ *Herbal Brew*: Regain 4 points of health instead of 2.
- ◇ *Toxic Brew*: Add 2 points of damage to ranged attacks or attacks instead of 1.
- ◇ *Adrenaline Flask*: You can repeat the channeling action or ranged attack action.

I	M	D	RA	A	L	R	HP
7	8	5+	2 ⁽²⁾	2 ⁽¹⁾	6+	4	11



UCAM

SUPPORT



SPECIAL RULE

I LIKE YOUR STYLE!

At the beginning of their activation phase, Ucam selects a hero within 6" or less and chooses one of that hero's base attributes.

(except for Health points)

Until their next activation phase, Ucam can use the value of the selected attribute instead of his own.

DEFINITIVE ABILITY

PERFECT IMITATION

Once per match, Ucam can use the Definitive Ability of another Hero that they have damaged during the match.

I	M	D	RA	A	L	R	HP
8	10	7+	2 ⁽¹⁾	1 ⁽¹⁾	5+	3	10



SIRDAFF

FIGHTER



SPECIAL RULE *SPLINTER INFECTION*

During their activation phase, select up to 2 Heroes within 3" of Sirdaff.

Each one receives an infection counter from Splinter Infection. The next time a Hero with this counter suffers damage you can take away the counter to augment the damage by 1 point (2 if its a tank).

**The counters do not disappear even if Sirdaff is eliminated from the game.*

DEFINITIVE ABILITY *SPLINTER HULL*

Once per match, at the beginning of the activation phase and until the end of the round.

The rule for *Splinter Infection* is changed to:

- ◇ Place 2 counters in total, both can be placed on one hero or divided between 2 no matter the distance.
- ◇ Every time Sirdaff is the target of an attack or ranged attack, place a counter on the attacking Hero.

I	M	D	RA	A	L	R	HP
6	6	-	-	3 ⁽¹⁾	7+	7	13



FAIRUS

SUPPORT



SPECIAL RULE

INNER FLAME

Anytime that Fairus channels add 1 to the damage of *Expansive Pyre* for the purposes of their definitive ability.

DEFINITIVE ABILITY

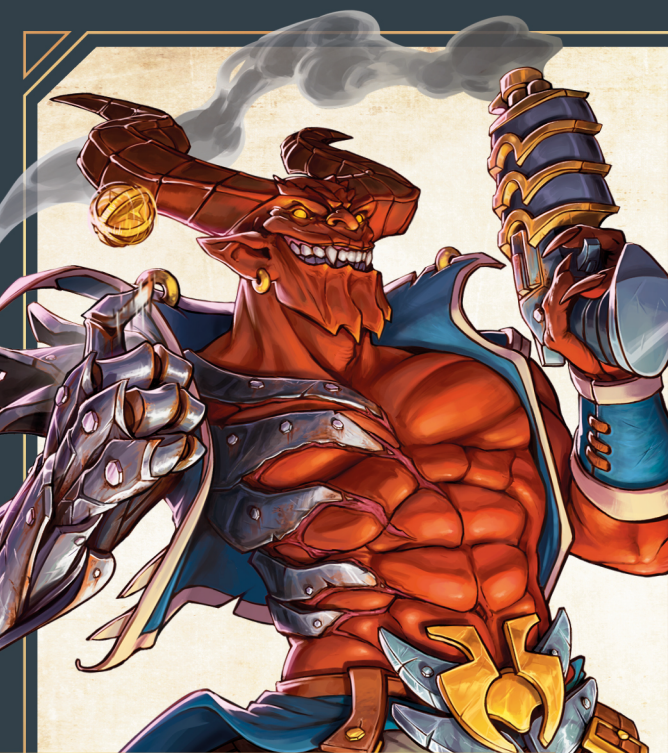
FIREBALL

Once per match, during their activation phase select a Hero that's within 6" or less of Fairus:

- ◇ This Hero must make a Luck roll that they cannot apply bonuses from any betterment or ability or through cards.
If he fails, he suffers 1D10 damage.
- ◇ *Expansive Pyre*: All Heroes within 3" or less of the objective Hero suffer one point of damage as well as all the accumulated damage from Inner flame.

At the end of the round, Fairus suffers damage equal to half of the results of a roll of a 1d10, rounding up.

I	M	D	RA	A	L	R	HP
8	10	4+	2 ⁽¹⁾	1 ⁽¹⁾	5+	3	10



LUSK

FIGHTER



I	M	D	RA	A	L	R	HP
8	8	5+	2 ⁽¹⁾	2 ⁽²⁾	5+	5	10

SPECIAL RULE

POINT BLANK

Lusk can make ranged attacks against an enemy that is touching base to base with him.

DEFINITIVE ABILITY

BULLET TIME

Once per match, at the beginning of his activation phase.

- ◇ Roll 2d10 and keep one of the results.
- ◇ Before an enemy makes a Luck roll to save themselves from the damage of a ranged attack (RA) made by Lusk, you can switch the damage value for one of the rolled numbers.
- ◇ This Hero cannot better their luck or pass the save with help from abilities and cards to the attack that has this new damage value.



NESSA

TANK



REGLA ESPECIAL

SPECIAL RULE

During the activation phase, select a hero within 6" or less and roll against their resistance, if the result is:

- ◇ The same or lower: Heal 1 health point (HP).
- ◇ Higher: Heal 2 health point (HP).

Nessa augments the limit of *Golden Apple* card you can equip in your deck to 2.

DEFINITIVE ABILITY

CONSECRATED PROTECTOR

Once per match, When a allied Hero were to be eliminated due to damage, don't remove them from the game, instead:

- ◇ Move the Hero 5". (*This movement can be used to leave combat but not join another*)
- ◇ Place Nessa in the original position where the Hero was. (*If the hero was in combat, Nessa enters combat and is considered to have made the Assailment.*)
- ◇ Nessa suffers instead all the damage that the saved Hero would have received.

I	M	D	RA	A	L	R	HP
6	7	6+	1 ⁽¹⁾	2 ⁽¹⁾	7+	7	15



SPECIAL RULE

UNSTOPPABLE

Tyll does not subtract attacks when he tackles.

DEFINITIVE ABILITY

FLYING HEAD

Once per match, At the beginning of his activation phase before he takes any actions. Tyll can select a rival Hero he can see.

Place the Hero Tyll's Head* in contact base to base with the enemy, conducting an Assail.

**You now have the Hero Tyll's Head on your team..*

TYLL

TANK



I	M	D	RA	A	L	R	HP
6	5	-	-	1 ⁽³⁾	8+	9	20



TYLL'S HEAD

SUPPORT ☒ ☒

SPECIAL RULE

DECAPITATED WILL

When Tyll's Head runs reduce the roll by halve rounded up.

This Hero cannot channel.

DEFINITIVE ABILITY

OVER HERE!

Once per match, at the end of their activation phase Tyll's Head calls the Hero Tyll.

Move Tyll 10' in a straight line towards the Head. (this movement ends if Tyll touches base to base with Tyll's Head.)

- ◇ With this movement he can move through scenery and heroes as if they weren't there.
- ◇ Heroes along the path Tyll traveled are considered to have been tackled by Tyll.

At the end of the round. The Hero Tyll's Head is retired from the match.

I	M	D	RA	A	L	R	HP
O	O	-	-	1 ^(b)	7+	3	7



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