Testament: Rogue & Ranger

The ***Rogue & Ranger*** expansion contains two new heroes, ***Yor*** and ***Atalanta***, and two new skill sets, the ***Rogue skills*** and the ***Ranger skills***.

This sheet contains clarifications on new game mechanics/keywords, and also on spesific skill and hero cards.

CLARIFICATIONS

Adjacent. Some skill cards affect mobs "adjacent to the target". Adjacency refers to mobs in the Mob area of the Stage board, numbered 1-5 (it never applies to the Boss). E.g., a mob in the 1st place of the Mob area may only be adjacent to a mob in the 2nd place. A mob in the 2nd place have adjacent mobs in the 1st and 3rd place, etc. (Also, adjacent mobs are not considered *targets*, adjacency is merely collateral effects.)

Attack roll. When skill cards use the force dice for attacks, it is considered an *Attack roll*, not a *Force roll*. While a *Force roll* generates Force or Soul, an *Attack roll* will never generates Force or Soul. For *Attack rolls*, star symbols add to the attack value, while lightning symbols have no effect (unless a card says otherwise).
When empowering skills with Attack rolls, empowering is made *after* the initial Attack roll. If the skill has multiple empowering options, empowering is done one by one in any order. For example, for the skill "*High Roller*" (2B) that may be empowered twice, the player may decide to first empower for rerolling the dice, then, for the second empowering, the player may choose the +1 attack option, or rather use the reroll option once again.
Also, the "**Earring**" items from the EX Mode (rules pg. 22) all refers to *Force rolls* and have no effect on *Attack rolls*.

Cooldown. Some skills have the effect of putting ready skills on cooldown. This works similar to the enemy action "Bind", e.g., if this causes all skills of a hero's to be on cooldown, it may stun a hero (refer *forced pass*).

HERO CARDS

YOR FORGER

Special ability: Requires adding the EX mode item cards (rules pg. 22). During an intermission between stages, two item cards need to be discard for Yor to level up one skill. The two item cards may come from any of the heroes.
Soul action: Yor's soul action takes place at the end of a round. Instead of moving the first player token to the next hero, the token may be moved to any of the heroes. Each of the heroes then may rearrange all of their skill cards to ready or cooldown positions as they see fit.

ATALANTA

Special ability: Requires adding the EX mode item cards (rules pg. 22). Once after defeating a boss, instead of taking one item card and discarding the other, Atalanta may choose to take both items.
Soul action: On their first turn *after* Atalanta's soul action turn, each of the heroes (Atalanta included) may ready one card. In addition, each hero gains one free empowering for that turn.

ROGUE SKILLS

HIDE IN SHADOWS (3AI): This skill has the immediate effect of removing 3 Aggro. While on cooldown, the player may choose to ready this skill to double the total amount of damage from the skill it activates (any additional damage from empowering is also doubled). "Hide in Shadows" is restricted to use with a "single target skill", e.g., it would double the damage to the single target of the "Lightning Strike" skill, but never a multi-target skill like "Rain of Arrows" (even if the latter was used to attack only one enemy).

TRICKSTER (3BII): The cooldown effect refers to *"any dice", i.e.,* this card affects both the *Force rolls* and *Attack rolls* of the hero that has this skill.
The Empowering effect *"Put 1 skill of any hero on cooldown to ready 1 skill of any hero"* can be used on a single hero, or split between two different heroes (e.g., put a skill on cooldown on one hero, then ready a skill for another).

RANGER SKILLS

ACID STRIKE (2A): Only has one target, and only the target takes the damage from this skill, but both the target and any *adjacent* mobs are debuffed (refer *adjacent*).

WILD GOOSE (2B): The cooldown effect moves Aggro from any hero to another hero. If Aggro is moved to a hero that already has or reaches his maximum Aggro, then any excess Aggro is discarded.

LYNX'S EYES (3BI): The cooldown effect works the same as for *Wild Goose* (2B).

SPIKE TRAPS (3BII): The cooldown only affects "***mobs placed***" at the start of a round. The effect does not apply to mobs already in the Mob area, but only new mobs being placed at the start of a new round.
The Empowering effect *"Put 1 skill of any hero on cooldown to ready 1 skill of any hero"* can be used on a single hero, or split between two different heroes (e.g., put a skill on cooldown on one hero, then ready a skill for another).