

Création de son héros

1. Principes

Pour cela, chaque joueur doit choisir un “profil de base” parmi les 3 disponibles pour sa Faction. Ce profil fournira les caractéristiques et les armes de départ de son héros. Ensuite, chaque joueur doit choisir des sorts (3 pour les warcasters, 1 seul pour les warlocks parce qu’ils peuvent toujours récupérer des Animus sauf les warlock Minions qui auront droit à 2 sorts vu leur pénurie de warbeasts) parmi les sortilèges de départ disponibles pour sa Faction.

Et voilà, c'est fini !

2. Profils de base

Cryx :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Pirate	6	5	5	5	15	14	7	3	5
	Steady, Point Blank, Hand Cannon RNG 12 ROF 1 POW 12, Cutlass POW 3 P+S 8								
Liche	6	7	4	4	12	16	7	4	5
	Undead, Terror, Lich Claw POW 6 P+S 13								
Sorcier	6	4	5	4	15	13	7	4	5
	Shadow Blade POW 6 P+S 10 magical, Reach, Shadow Bind								

Cygnar :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Arcaniste	6	4	4	4	14	14	7	4	5
	Pistol RNG 8 ROF 1 POW 10, Mechanika Blade POW 5 P+S 9 magical								
Combattant	6	5	5	5	14	15	7	3	5
	Hand Cannon RNG 12 ROF 1 POW 12, Mechanika Blade POW 5 P+S 10 magical								
Gun Mage	6	4	4	6	15	13	7	3	5
	Gunfighter, Range Amplifier, Dual Magelock Pistol RNG 10 ROF 2 POW 10 magical								

Cyriss :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Mécanicien	6	5	4	5	14	14	7	3	5
	Blow Torch RNG SP 6 ROF 1 POW 12 effet continu Fire Tuning Staff POW 5 P+S 10 Reach Repair [9] (action spéciale), Iron Sentinel								
Prêtre	6	4	4	4	14	14	7	4	5
	Binomial Beam RNG 10 ROF 1 POW 10 magical, Tuning Kit POW 3 P+S 7								
Vessel (socle moyen)	5	8	5	3	12	15	7	3	8
	Static Bolt RNG 11 ROF 1 POW 11 électrique, Gear Blade POW 4 P+S 12 Construct, Repairable, Clockwork Vessel								

Khador :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Koldun	6	5	5	4	13	13	7	4	5
	Pistol RNG 8 ROF 1 POW 10, Rune Axe POW 5 P+S 10 magical								
Manhunter	6	6	6	3	14	14	7	3	5
	Pathfinder, Stealth, 2x Axe POW 3 P+S 9 Weapon Master								
Manowar (socle moyen)	4	8	6	3	11	16	7	3	8
	Shield Cannon RNG 6 ROF 1 POW 14 Mechanika Annihilator Blade POW 5 P+S 13 magical, Reach								

Menoth :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Prêtre	6	4	4	4	13	13	7	4	5
	Sacred Ward, Battle Staff POW 6 P+S 10 magical, Blessed, Reach								
Paladin	6	6	6	3	13	16	7	3	5
	Firebrand POW 7 P+S 13 magical, Weapon Master, Critical Fire								
Flameguard	6	6	6	3	13	13	7	3	5
	Iron Wall, Flame Spear POW 5 P+S 11 Reach, Set Defense, Shield POW 1 P+S 7 Beat Back								

Scyrah :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Arcaniste	6	5	5	4	13	12	7	4	5
	Pistol RNG 12 ROF 1 POW 12 magical Repair [9] (action spéciale), Multi-Tool POW 3 P+S 8								
Combattant	6	5	5	4	13	15	7	3	5
	Pistol RNG 12 ROF 1 POW 12 magical, Blade POW 5 P+S 10 magical Flank [Faction Warjack]								
Mage Hunter	6	5	5	5	14	12	7	3	5
	Arcane Assassin, Stealth, Crossbow RNG 12 ROF 1 POW 10, Saber POW 4 P+S 9								

Mercenaires cephalyx :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Chirurgien	6	6	6	4	14	13	7	3	5
	Anatomical Precision, Pathfinder, Prosthetic Blades POW 5 P+S 11								
Esclavagiste	6	6	6	4	14	13	7	3	5
	Pathfinder, Sacrificial Pawn [living models], Prosthetic Manipulators POW 3 P+S 9								
Mentaliste	5	5	5	5	13	13	7	4	5
	Pathfinder, Prosthetic Manipulators POW 3 P+S 8 Mind Assault RNG 10 ROF 1 POW 10 magical, Silencer								

Mercenaires humains :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Duelliste	6	5	6	3	15	13	7	3	5
	Duelist, Parry, Mechanika Blade POW 5 P+S 10 magical, Dueling Dagger POW 2 P+S 7 magical								
Gun Mage	6	4	4	6	15	13	7	3	5
	Gunfighter, Shadow Fire, Dual Magelock Pistol RNG 10 ROF 2 POW 10 magical								
Pirate	6	5	5	5	15	14	7	3	5
	Steady, Point Blank, Hand Cannon RNG 12 ROF 1 POW 12, Hand Weapon POW 3 P+S 8								

Mercenaires rhuliques :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FOCUS	PV
Arcaniste	4	6	5	3	11	16	7	4	5
	Immunity Fire, Hand Cannon RNG 12 ROF 1 POW 12, Thermo Mace POW 7 P+S 13								
Forge Guard	5	6	6	3	12	16	7	3	5
	Mechanical Hammer POW 5 P+S 11 magical, Weapon Master, Reach, Critical Smite								
Soldat	5	6	5	5	12	16	7	3	5
	Hand Cannon RNG 12 ROF 1 POW 12, Mechanika Axe POW 5 P+S 11 magical								

Everblight :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FURY	PV
Archer	6	4	4	5	15	13	7	3	5
	Pathfinder, Prowl, Nyss Longbow RNG 12 ROF 1 POW 10 magical, Poison, Infection Sword POW 3 P+S 7								
Légionnaire	5	6	6	4	13	15	7	3	5
	Great Sword POW 4 P+S 10 magical, Reach, Flank [Faction Warrior]								
Hex Hunter	6	5	5	3	14	12	7	4	5
	Pathfinder, Stealth, Hex Razor POW 4 P+S 9 magical								

Orboros :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FURY	PV
Chasseur	6	6	5	6	13	13	7	3	5
	Pathfinder, Hunter, Double Crossbow RNG 12 ROF 1 POW 10 magical, Cleft Sword POW 5 P+S 11 Powerful Charge								
Druide	6	5	5	4	14	13	7	4	5
	Pathfinder, Camouflage, Voulge POW 4 P+S 9 magical, Reach								
Tharn (socle moyen)	6	8	6	3	13	14	7	3	8
	Pathfinder, Tharn Axe POW 5 P+S 13 magical, Reach								

Skornes :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FURY	PV
Mortithéurge	6	5	5	4	13	13	7	4	5
	Death Bolt RNG 10 ROF 1 POW 10 magical, Life Drinker								
Prétorien	6	6	6	4	13	14	7	3	5
	Penetrating Strike, 2x Sword POW 3 P+S 9 magical, Combo Strike								
Venator	6	5	5	6	14	13	7	3	5
	Swift Hunter, Reiver RNG 12 ROF 1 POW 10 magical, Burst Fire, Sword POW 3 P+S 8								

Trollbloods :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FURY	PV
Bandit (socle moyen)	6	5	5	5	13	14	7	3	8
	Tough, Camouflage, Swift Hunter, Heavy Pistol RNG 10 ROF 1 POW 12 Sword POW 3 P+S 8								
Fell Caller (socle moyen)	6	6	5	4	12	15	7	3	8
	Tough, Sonic Blast SP 8 ROF 1 POW 12, Great Sword POW 5 P+S 11, Reach								
Rune Shaper (socle moyen)	5	5	4	4	12	15	7	4	8
	Tough, Pathfinder, Steady, Hand Weapon POW 4 P+S 9 magical								

Minions Blindwater :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FURY	PV
Bog Trog	5	6	6	4	13	14	7	3	5
	Amphibious, Pathfinder, Camouflage, Fish Hook POW 5 P+S 11 magical, Reach								
Bokor (socle moyen)	5	6	4	3	11	16	7	4	8
	Amphibious, Bite POW 5 P+S 11, Sacral Blade POW 4 P+S 10 magical								
Guerrier (socle moyen)	5	7	5	3	12	16	7	3	8
	Amphibious, Bite POW 5 P+S 12, Gatorman Weapon POW 5 P+S 12 Reach								

Minions Thornfall :

Profil	SPD	STR	MAT	RAT	DEF	ARM	CMD	FURY	PV
Bone Grinder	5	6	5	4	11	14	7	4	5
	Sawed-off Rifle SP 6 ROF 1 POW 10, Meat Cleaver POW 5 P+S 11 magical								
Brigand	5	6	6	5	12	14	7	3	5
	Pathfinder, Prowl, Pig Iron RNG 10 ROF 1 POW 12, Heavy Club POW 5 P+S 11								
Combattant	6	7	6	4	12	15	7	3	5
	Relentless Charge, Pole Cleaver POW 4 P+S 11 magical, Reach								

3. Sortilèges de départ

Pour les warcasters, 3 sortilèges à choisir parmi les 8 proposés par Faction :

Cryx : Blood Rain, Bone Shaker, Curse of Shadows, Ghost Walk, Infernal Machine, Influence, Occultation, Scything Touch

Cygnar : Arcane Bolt, Arcane Shield, Blur, Chain Lightning, Deadeye, Lightning Shroud, Mage Sight, Snipe

Cyrius : Admonition, Convection, Fire Group, Hot Shot, Magnetic Hold, Positive Charge, Razor Wall, Tactical Supremacy

Khador : Boundless Charge, Energizer, Fury, Icy Grip, Iron Flesh, Razor Wind, Superiority, Wind Wall

Menoth : Ashes to Ashes, Defender's Ward, Holy Ward, Ignite, Immolation, Inviolable Resolve, Sacrificial Lamb, Wall of Fire

Scyrah : Arcantrik Bolt, Backlash, Banishing Ward, Eliminator, Mobility, Phantom Hunter, Polarity Shield, Snipe

Mercenaires cephalyx : Bleed, Breath Stealer, Empathic Overload, Gallows, Influence, Onslaught, Perseverance, Rampager

Mercenaires humains : Blur, Convection, Deadeye, Death March, Distraction, Fortune, Hot Shot, Jackhammer

Mercenaires rhuliques : Energizer, Redline, Rock Wall, Snipe, Solid Ground, Stranglehold, Strength of Granite, Unstoppable Force

Pour les warlocks, 1 sortilège (2 pour les Minions) à choisir parmi les 7 proposés par Faction :

Everblight : Carnivore, Draconic Blessing, Eruption of Spines, Leash, Occultation, Parasite, Refuge

Orboros : Chain Lightning, Occultation, Rapid Growth, Rift, Spirit Fang, Solid Ground, Stone Skin

Skorne : Abuse, Carnage, Death March, Defender's Ward, Flashing Blade, Ghost Walk, Sunder Spirit

Trollbloods : Banishing Ward, Cross-Country, Fortune, Rift, Rock Wall, Stranglehold, Sure Foot

Minions Blindwater : Bone Shaker, Carnivore, Death Pact, Flesh Eater, Ghost Walk, Grave Wind, Occultation

Minions Thornfall : Dash, Defender's Ward, Distraction, Killing Ground, Quagmire, Mobility, Muzzle