

Vengeance
(Can survive anything for one turn) Must die after taking turn
Can only use once
One arm and two legs
"Pain for pain! Blood for blood! You will suffer my death!"

Last Resort
(-10 health to another player and -3 health on self)
Lose arm on self
Can only use once
Two arms and one leg

Shield Bash
(Deflect half damage of next attack to the third player) Take no damage from attack
Can be used as a counterattack without turn cost
Can only use once
Two arms "Give it your best shot, you goat-fondler!"

Meat Shield
(Effects taken for one turn transferred to another player)
Tell everyone activation of power Tell God of War secretly which player
Can only use once
Two legs "Fool! I will disappear before your very eyes!"

Shadow Gamble
(For one turn, have 50% chance to dodge one attack.) If attack hits, Shadow Gamble is nullified If attack misses, next turn deal double damage on attack of choice)
Lose two your arms after attack
Can only use once
Two arms "My aim shall be swift and true when I deliver this blade to your heart!"

Harvest of limbs
Every player -1 arm or leg of their choosing)

Silence
Skip a player's turn of the GoW's choosing) cannot be used when there are 2 players

Blood Bond
Two players of GoW choosing +5 health)

Divine Armor
Two players of GoW choosing +1 armor)

Salamander's Step
(Dodge an attack by an enemy and lose both legs)
Can be used as a counterattack without turn cost
Can only use once
"Who said I needed legs to kill you?"

Life Steal
(steal 4 health from one player)
not affected by armor
Can only use once
Head and one arm
"Such a kind sacrifice..."

Flesh Puppet
(Control for one turn) Can make players hurt self
Players who are mind controlled lose their turn
Can only use once
Two arms and head
"Look into my eyes. Your soul is mine!"

Seventh Sense of Time
(go back to the beginning of this turn with all turn actions undone) Mage loses all, all actions of previous turn are undone (including spending ultimates, restoration cards, actions, etc)
Mage gets to do another action
Can only use once
One arm
"Time? There is no such thing."

Metamorphosis
Swap health of two players of GoW choosing) cannot be used when there are 2 players

Blood Sunder
-6 health from one player and +3 health to other two players) cannot be used when there are 2 players

Song of Storms
First player of GoW choosing -3 health, second player of GoW choosing -2 health, third player of GoW choosing -1 health)

Horn of Triumph
First to die is revived with half health
Armors and limbs are restored
Only activates after being drawn
Can't be used when there are only two players

SORCERER

Frost Wave (-3 health affecting 2 players) Frost Wave (-5 if there's only 1 player) One arm	Fire Touch (-2 armor, (-2 health) Two arms	Heal (+3 health) if on self; Heal (+4 health) if on others, but can divy up in any way head	Petrify (Disable for one Round) Every other turn Two arms	Arcane Shield (+4 armor for one Round) Head
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WARRIOR

Swing Blade (-2 health) One Arm	Impale (-3 health) Two Arms	Charge Stun (Disable for one Round) Every other Round Two Legs	Sever Arm (Lose Arm and -5 health) One arm and one leg	Sever Leg (Lose Leg and -6 health) One arm and one leg
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ROGUE

Slash (-3 health) One arm	Shoot arrow (-5 health) Two arms	Shank (-6 health) One arm and two legs	Slash Leg Artery (Lose leg, -8 health) You must have no legs	Gouge Eyes (Damage head and -4 health) One arm and two legs
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Welcome to Chosen!

At the twilight of every age, the three greatest heroes of all the known lands are named by the God of War. These champions are summoned to the celestial arena, for the honor of an epic bloodletting. The God of War favors strength and cunning. He will favor one champion to survive the death match. The winners, either the God of War's chosen or the two unchosen, will ascend to Godhood.

Rules

- Four players: 1 God of War and 3 Champions
- 3 Champions close their eyes and the God of War taps his champion
- 3 Champions choose one class each (Warrior, Rogue, or Mage); last to choose their class has the first turn and vice versa
- God of War must take their Event Cards, the abilities of which can be hidden from the Champions
- 3 Champions must take their respective specialized cards (3 each), the abilities of which can be hidden from other Champions
- Each Champion has 5 normal abilities which can be used repeatedly, 2 special abilities which can only be used once, 1 ultimate ability which can only be used once, and 1 restore limb ability which can only be used once
- Each Champion begins with an avatar with full limbs; Warrior begins with 3 armor
- Armor: one damage is negated per armor
- Abilities can remove or restore limbs (refer to abilities for details); the use of most abilities are restricted by limb conditions written in red (e.g. Champion must have at least one arm to activate Swing Blade ability)
- On their turn, Champions must activate one non-counterattack ability to affect another champion of their choice (refer to board for details)
- When attacked, Champions with counterattack abilities can activate one counterattack ability without turn cost (refer to board for details)
- At the end of every round (three turns), God of War can activate one Event Card of their choosing (refer to board for details)
- When using ultimate abilities, Champions must say an epic line (use provided example for inspiration)
- Disabling Abilities (Petrify, Charge Stun) can only be used every other round
- God of War's objective is to help their chosen Champion kill the unchosen Champions
- Unchosen Champions' objective is to find and kill the chosen Champion
- The surviving Champions win

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