			Name	Туре	Target	Range	Effect S	Speed
			MOVEMENT				You cannot end your Movement in an Occupied Square.	
			Move Action				Move _1 Squares. Can move through friendly Combatants.	Slow
			Shift Action				Move <u>1</u> Squares. Can move through friendly Combatants.	Fast
			MANEUVER				You cannot end your Maneuver in an Occupied Square.	
		BASIC ACTIONS				Circle corresponding Barrier Value.		
				Melee	1 Foe		d vs 🐶 / 👽 Damage.	Slow
				Ranged	1 Foe		d vs 👽 / 👽 Damage.	Slow
Name:			CLASS ACTIONS	3				
Tier:	EXP:	/1000						
HP: /	Class: Subclass:							
	Aspects							
OFFENSIVE	DEFENSIVE	Utility						
	Barrier Values							
♥ Toughness: Athletics:	© Res	sistance:						
Endurance:		wledge:						
Intimidate:	Men	-						
	Defence Value	S						
♣ Dodge:	2 Will	power:						
Acrobatics:	_υ Focι	ıs:						
Stealth:		Talk:						
Sleight of Han		lership:						
Critical	CAP Check	Donotration	OT A CO MIDE MIT	NIED #O	TION O			
	Accuracy		CLASS TIDE-TUE	RNER AC	HONS		Check 1	
C:	→ A:	→ P:						
Roll 1d20 whenMust be ≤ than	n your Action Targ CAP Values to su	ets at least 1 Foe. cceed.						
Sp	ecial Action Lir	nits						
Trigger:	Sustain:	Amplify:						
	Action Pool							
			YOUR TURN:	مما ٦ ٥ ماء	act Cust-		AT END OF COMBAT:	
• Slow Action: Check 2 ☑ • Fast Action: Check 1 ☑			 Restore Action Po Use up to your A 				1. Restore HP to full. More info available on back of Card. →	IND

Inventory			Conditions										
Melee Weapon: Ranged Weapon:		• Check the ☑ next to the Condition for each Stack you are suffering. If a (Max ∞) is specified, write number of Stacks instead.											
Off-hand: Armour:		POISON DAMAGE OVER TIME		Combatant takes 1d6 x [Sta	k] PIERCING Damage at the start of each of their Turns.								
		BURNING DAMAGE OVER TIME		Combatant takes 1d20 x [Stack] PIERCING Damage at the start of each of the					eir Turns.				
Keepsake:			FRAGILITY DAMAGE		All Damage Combatant takes has the PIERCING property. FRAGILITY is removed next Round at the of Combatant's Turn.								
Description: Effect:			VULNERABILITY DAMAGE	(Max ∞)	-1 x [Stack] ♥ & ♥.								
			WEAKNESS DAMAGE	(Max ∞)	-1 x [Stack] Damage to all of your Actions.								
			DAZE HIT RATE		On Hero: -4 A .	On Foe: Heroes have +4 🏯 against Actions used by Foe.							
			OFF-GUARD HIT RATE		On Hero: -2 🚔.	On Foe: +2 A to CAP Checks to Actions that Target only this Foe.							
			PRONE HIT RATE		Hero: <i>OFF-GUARD</i> and cannot take Actions. Remove <i>PRONE</i> by expending 1 Fast Action during your Turn.					and skips first Action of Action.			
			SLEEP HIT RATE ACTION RESTRICTION		Combatant cannot take Actions during their next Turn. SLEEP is removed at the end of that Turn or Combatant takes Damage. Actions that Target only that Combatant gains the AUTO-CRIT property.								
Action:	Use:		SILENCE ACTION RESTRICTION							ecial Ability Hexes. <i>SILENCE</i> is and at the start of Foe's Turn.			
Keepsake: Emberwind Spark			CHILL ACTION RESTRICTION		On Hero: Restore -1 Action Point at the start of each your Turns. On Foe: Skip last Action in Action Ch					ain.			
Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.			PARALYSIS ACTION RESTRICTION		Combatant may only take 1 Action during their next Turn. <i>PARALYSIS</i> is removed at the end of that						f that Turn.		
Action: Free	Use: 1 Per Milesto	ne 🗌			ı								
Itomi			Anchors	:	Deadweights	SPECIAL I	PROPERTI	ES					
Item: Effect:					<u> </u>	AUTO-CRIT:	Action is a Critical Hit —hits Target, bypasses Q & Q , and deals Max Damage.						
Action: Use:					AUTO-HIT:	Check. D	Foe Action: Skip Hero Defence Check.						
			I			PIERCING:	Damage	bypasses 🛡 & 🕏.					
Item:						LEGEND:	LEGEND: FOE RANKS						
Effect:													
Action:	Use:												

on front of Card. ---