		Name	Туре	Target	Range	Effect	Speed
		MOVEMENT				You cannot end your Movement in an Occupied Square.	
		Move Action				Move <u>1</u> 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	3			Circle corresponding Barrier Value.	
			Melee	1 Foe		d vs 👽 / 👽 Damage.	Slow
			Ranged	1 Foe		d vs 👽 / 👽 Damage.	Slow
Name:		CLASS ACTION	3				
Tier:	EXP: /100						
HP: /	Class: Subclass:	-					
Strength:	Intelligence:						
	Barrier Values						
♥ Toughness:	♥ Resistance:						
Athletics: Endurance:	Insight: Knowledge:						
Intimidate:	Mend:						
Dexterity:	Resilience:						
	efence Values	l					
♣ Dodge:	Willpower:						
Acrobatics: Stealth:	Focus:						
Sleight of Hand:		-					
	CAP Check						
Critical	Accuracy Penetration	CLASS TIDE-TU	RNER AC	TIONS		• Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: ☐ ☐ ☐	
C: →	A: → P:						
Roll 1d20 when yMust be ≤ than C	our Action Targets at least 1 Foe						
Spe	cial Action Limits						
Trigger:	Sustain: Amplify:						
	Action Pool						
		YOUR TURN: 1. Restore Action P	ool 2 Sol	act Suetai		AT END OF COMBAT: 1. Restore HP to full. More info available	
• Slow Action: Che	eck 2 🗹 • Fast Action: Check 1 🗵					2. Remove all Conditions. on back of Card.	WIND

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	ck] 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 th				their Turns	j.			
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 h	On Foe: Heroes have +4 🏯 against Actions used y 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		On Hero: Cannot use Spells or Tide-Turners. <i>SILENCE</i> On Foe: Skips Special Ability Hexes. is removed next Round at the start of Hero's Turn.							
Keepsake: Emberwind Spark			CHILL ACTION RESTRICTION		On Hero: Restore -1 Action your Turns.	On Hero: Restore -1 Action Point at the start of each vour Turns.					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				
Effect: Action: Use:				<u> </u>	AUTO-CRIT:	Action is a Critical Hit —hits Target, bypasses Q & Q , and deals Max Damage.						
					AUTO-HIT:	Hero Action: Skip CAP Check. Damage dealt is always reduced by 7 / 6 .						
			I			PIERCING:	Damage	bypasses 🛡 & 🕏.				
Item:						LEGEND:	LEGEND: FOE RANKS					
Effect:												
Action:	Use:											

on front of Card. ---