



Name **ROOK**

Tier: **2** EXP: **/1000**

HP: **/ 42** Class: **Atlanta**

#### Barrier Values

Toughness: **8** Resistance: **4**

Athletics:	12	Skills	Insight:	12
Endurance:	8		Knowledge:	12
Intimidate:	16		Mend:	8

#### Defence Values

Dodge: **6** Willpower: **8**

Acrobatics:	8	Skills	Focus:	8
Stealth:	12		Fast Talk:	8
Sleight of Hand:	8		Leadership:	8

#### CAP Check

Critical Accuracy Penetration

**C: 2** → **A: 14** → **P: 8**

- Roll 1d20 when your Action Targets at least 1 Foe.
- Must be ≤ than **CAP** Values to succeed.

#### Special Action Limits

Trigger: **1** Sustain: **1** Amplify: **1**

#### Action Pool



- Slow Action: Check 2 ☒
- Fast Action: Check 1 ☒

Name	Type	Target	Range	Effect	Speed
<b>MOVEMENT</b>					
• You cannot end your Movement in an Occupied Square.					
Move Action				Move <u>1</u> - <u>5</u> Squares. Can move through friendly Combatants.	Slow
Shift Action				Move <u>1</u> Squares. Can move through friendly Combatants.	Fast
<b>MANEUVER</b>					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
<b>BASIC ACTIONS</b>					
Spear	Melee	1 Foe	2	3d8 Damage	Slow
Crossbow	Ranged	1 Foe	5	3d8 Damage	Slow

#### CLASS ACTIONS

Skewer	General Exploit	1 Foe	Melee 2	3d8 Damage . Amp. Effect: Expend 1 Fast Action to cause Hlt  Foe to become <b>FALLEN</b> .	Slow
Lion's Pounce	General Exploit	-	-	Make 1 Move Action. If a Foe is within Basic Melee Attack Range after you Move, make 1 Basic Melee Attack with +2 <b>A</b> and +2 <b>P</b> against it as a Free Action.	Slow + Fast
Guided Weapon	Sustain Spell	1 Hero	Ranged 5	+2 <b>A</b> if your Target is 1 Other Hero or +4 <b>A</b> if your Target is Self. Sust. Effect: Repeat Effect.	Slow
Warsong: Exhilarating Anthem	General Exploit	All Other Heroes	Ranged 5	Your Target(s) may alter their next Roll result by +/- 2.	Slow
Word of Comfort	General Spell	1 Hero	Ranged 5	Your Target heals 1d10 HP. Amp. Effect: Expend additional Fast Actions to heal your Target 5x[expended Fast Actions] HP.	Fast
Warsong: Strengthen the Line	General Spell	All Other Heroes	Ranged 5	Your Target(s) heal 5 HP.	Slow

#### CLASS TIDE-TURNER ACTIONS

- Check 1 ☒ each time you use a Tide-Turner.

Tide-Turner Charges: 2 ☐ ☐

Blaze of Glory	Sustain Spell	Self	-	Your Damage-dealing Actions cause Hit Foe(s) to suffer 1 Stack of <b>BURNING</b> . Any Damage dealt by your Actions may be dealt <b>VS</b> . Sust. Effect: Repeat Effect.	Fast
Pegasus Charger	Sustain Spell	Self	-	Your 1st Move Action and Basic Melee Attack each Round are Free Actions. Sust. Effect: Repeat Effect.	Slow + Slow

#### YOUR TURN:

- Restore Action Pool.
- Select Sustains.
- Use up to your Action Pool of Actions.

#### AT END OF COMBAT:

- Restore HP to full.
- Remove all Conditions.

More info available on back of Card. →

EMBERWIND

# Inventory

Keepsake: Service Medal

Effect: Your next Action gains **AUTO-CRIT**.

Action: Fast      Use: 1 per Campaign      ☐

Keepsake: Emberwind Spark

Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action: Free      Use: 1 per Campaign      ☐

Item:

Effect:

Action:      Use:      ☐

Item:

Effect:

Action:      Use:      ☐

# Notes

Use a blank sheet of paper to track more.

# Conditions

• Check the ☒ next to the Condition for each Stack you are suffering. If a (Max ∞) is specified, write number of Stacks instead.

<b>POISON</b> DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d6 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.
<b>BURNING</b> DAMAGE OVER TIME	<input type="checkbox"/> <input type="checkbox"/>	Combatant takes 1d20 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.
<b>FRAGILITY</b> DAMAGE	<input type="checkbox"/>	All Damage Combatant takes has the <b>PIERCING</b> property. <b>FRAGILITY</b> is removed next Round at the start of Combatant's Turn.
<b>VULNERABILITY</b> DAMAGE	____ (Max ∞)	-1 x [Stack]  & .
<b>WEAKNESS</b> DAMAGE	____ (Max ∞)	-1 x [Stack] Damage to all of your Actions.
<b>DAZE</b> HIT RATE	<input type="checkbox"/>	On Hero: -4 <b>A</b> . On Foe: Heroes have +4  against Actions used by Foe.
<b>OFF-GUARD</b> HIT RATE	<input type="checkbox"/>	On Hero: -2 . On Foe: +2 <b>A</b> to <b>CAP</b> Checks to Actions that Target only this Foe.
<b>PRONE</b> HIT RATE	<input type="checkbox"/>	Hero: <b>OFF-GUARD</b> and cannot take Actions. Remove <b>PRONE</b> by expending 1 Fast Action during your Turn. Foe: <b>OFF-GUARD</b> and skips first Action of Action.
<b>SLEEP</b> HIT RATE ACTION RESTRICTION	<input type="checkbox"/>	Combatant cannot take Actions during their next Turn. <b>SLEEP</b> is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the <b>AUTO-CRIT</b> property.
<b>SILENCE</b> ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Cannot use Spells or Tide-Turners. <b>SILENCE</b> is removed next Round at the start of Hero's Turn. On Foe: Skips Special Ability Hexes. <b>SILENCE</b> is removed next Round at the start of Foe's Turn.
<b>CHILL</b> ACTION RESTRICTION	<input type="checkbox"/>	On Hero: Restore -1 Action Point at the start of each your Turns. On Foe: Skip last Action in Action Chain.
<b>PARALYSIS</b> ACTION RESTRICTION	<input type="checkbox"/>	Combatant may only take 1 Action during their next Turn. <b>PARALYSIS</b> is removed at the end of that Turn.

Anchors	Deadweights
Gelspar	
The Chasers	
Airship - Weapons	

## SPECIAL PROPERTIES

<b>AUTO-CRIT:</b>	Action is a <b>Critical Hit</b> —hits Target, bypasses  & , and deals Max Damage.	
<b>AUTO-HIT:</b>	Hero Action: Skip <b>CAP</b> Check. Damage dealt is always reduced by  / .	Foe Action: Skip Hero's Defence Check.
<b>PIERCING:</b>	Damage bypasses  & .	

## LEGEND: FOE RANKS

	Grunt		Awakened		Elite		Boss
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More info available  
on front of Card. →

