



Name **PIPER**

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

HP: **33** Class: **Archer**

**Barrier Values**

Toughness: **4** Resistance: **6**

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

**Defence Values**

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

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

**CAP Check**

Critical Accuracy Penetration

C: **2** → A: **13** → P: **10**

- 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>					
Flanged Mace	Melee	1 Foe	1	3d8 Damage	Slow
Serpent Bow	Ranged	1 Foe	5	3d8 Damage	Slow

**CLASS ACTIONS**

Snapshot	Passive	-	-	Your 1st Ranged Action each Encounter is a Free Action.	-
Splitting Strike	General Exploit	1 Foe	Melee 1 Ranged 5	3d8 Damage  and inflict 2 Stacks of <b>VULNERABILITY</b> . If <i>Splitting Strike</i> is used as a Melee Action, inflict 4 Stacks of <b>VULNERABILITY</b> instead.	Slow
Farsight Shot	General Exploit	1 Foe	Ranged 5	+2 <b>A</b> to <b>CAP</b> Check. 3d8 Damage . If your last Damage-dealing Action before <i>Farsight Shot</i> was a Melee Action, deal +3x[Squares between you and your Target] Damage.	Slow
Replenishing Raid	General Exploit	1 Foe	Melee 1	3d8 + 4 Damage . If you Hit, heal 5 HP.	Slow
Double-Threading	Sustain Exploit	Self	-	-2 <b>A</b> to your <b>CAP</b> Checks. Reduce your Trigger Limit to 0. Whenever you Hit 1 or more Foe(s) with a Damage-dealing Action, deal 1.5x Damage to 1 of those Foe(s). <i>Sust. Effect:</i> Repeat Effect.	Slow
Overdraw	Amplify Exploit	1 Damage-dealing Action	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Damage-dealing Action, deal +8 Damage to 1 Foe.	Fast

**CLASS TIDE-TURNER ACTIONS**

- Check 1  each time you use a Tide-Turner. Tide-Turner Charges: 3

Slaying Strike	General Exploit	1 Foe	Melee 1 Ranged 5	<b>AUTO-CRIT.</b> 3d8 + 5x[each Stack of <b>VULNERABILITY</b> on your Target] Damage .	Slow
Seeking Weapon	Sustain Exploit	Self	-	Your Actions gain <b>AUTO-HIT</b> . <i>Sust. Effect:</i> Repeat Effect.	Fast

**YOUR TURN:**

1. Restore Action Pool.
2. Select Sustains.
3. Use up to your Action Pool of Actions.

**AT END OF COMBAT:**

1. Restore HP to full.
2. Remove all Conditions.

More info available on back of Card. →



# Inventory

**Keepsake:** Pheonix Pinion

**Effect:** 1 Adjacent Hero recovers from **FALLEN**.

**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

# 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

Kendrick Maddox	
Elise Grant	
Red Market Merchant	
Navigation	

## 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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Use a blank sheet of paper to track more.

More info available on front of Card. →

EMBERWIND