

HP:

/40

Toughness: 4

Resistance: 4

Rank: Grunt

Size: 1x1

DEFAULT CHARACTERISTICS

Tunnel Vision: Bloodhound Moves toward nearest Hero.

Immediacy: Bloodhound Targets nearest Hero.

OPTIONAL MODIFIERS

Bonded: Bloodhound Moves toward and Targets the last Hero that targeted the Houndmaster.

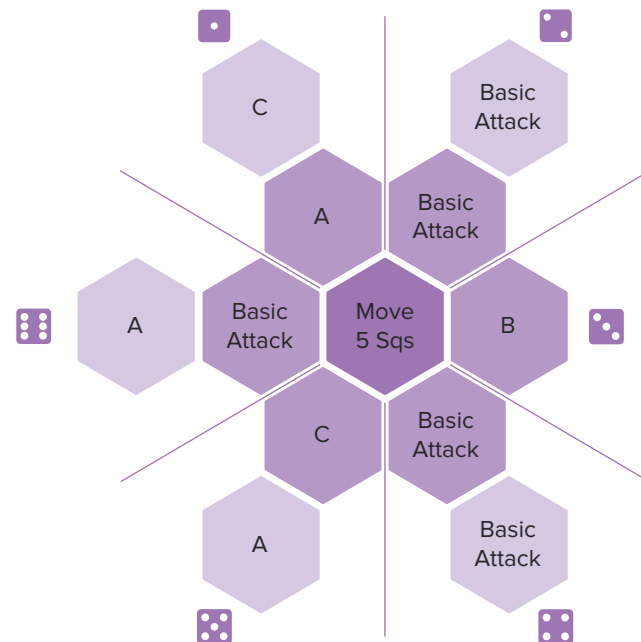
Name	Type	Range	Effect
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BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bite vs	Melee	1	Deal 1d10 + 10 Damage vs .

SPECIAL ABILITIES			
Pounce AUTO-HIT	A	5	Move up to 5 Squares toward Hero within Range that is furthest from Bloodhound. Deal 1d10 + 10 Damage vs to Hit Hero and that Hero is knocked <i>PRONE</i> vs .

BLOODHOUND

- TURN BLOCK:**
- Read the Default Characteristics. Optional Modifiers may also be used.
 - Roll 1d6.
 - Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



HP: /60

Toughness: 4

Resistance: 8

Rank: Awakened

Size: 1x1

DEFAULT CHARACTERISTICS

Tunnel Vision: Houndmaster Moves toward nearest Hero.

Immediacy: Houndmaster Targets nearest Hero.

Melee-focused: Houndmaster executes Basic Melee Attack over Basic Ranged Attack (if possible).

OPTIONAL MODIFIERS

Bonded: Houndmaster Moves toward and Targets the last Hero that targeted a Bloodhound.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Dagger vs	Melee	1	Deal 2d10 + 10 Damage vs .
Whip vs	Ranged	3	Deal 1d10 + 10 Damage vs .

SPECIAL ABILITIES

Disarming Lash vs	A	3	Deal 1d10 + 10 Damage vs to Hit Hero and that Hero suffers 5 Stacks of <i>WEAKNESS</i> .
Animal Handling	B	-	All Bloodhounds heal 10 HP.
Unleash	C	-	Actions by nearest Bloodhound deal +10 Damage until the end of its next Turn.

HOUNDMASTER

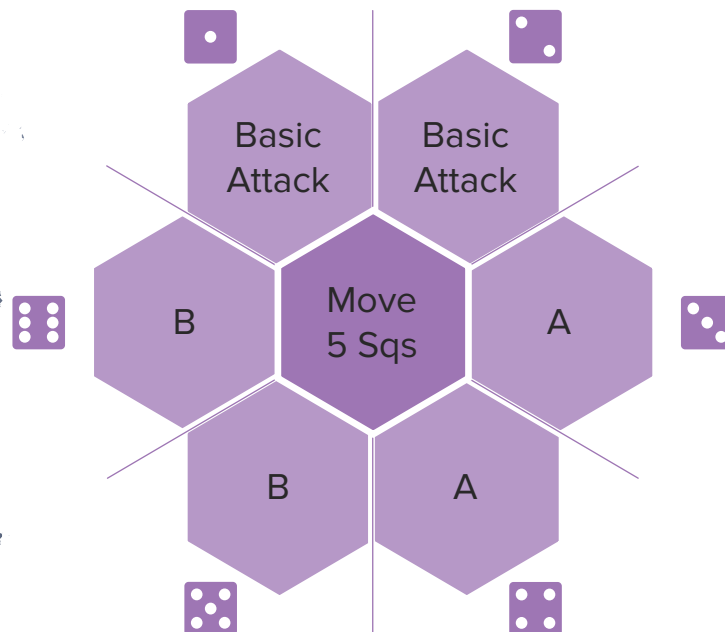
TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

RIFTKEEPER

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



HP: /35

Toughness: 4

Resistance: 6

Rank: Grunt

Size: 1x1

DEFAULT CHARACTERISTICS

Ranged Fighter: Riftkeeper maintains 5 Squares of distance from nearest Hero(es) (if possible).

Immediacy: Riftkeeper Targets nearest Hero.

OPTIONAL MODIFIERS

Coordinated Assault: Riftkeeper Targets the Hero that the last Foe Targeted.

Blink: Riftkeeper's Move Actions are Teleports (Teleport Movement cannot be obstructed and is not affected by Elevation)

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

Riftbolt vs	Ranged	5	Deal 1d10 + 10 Damage vs .
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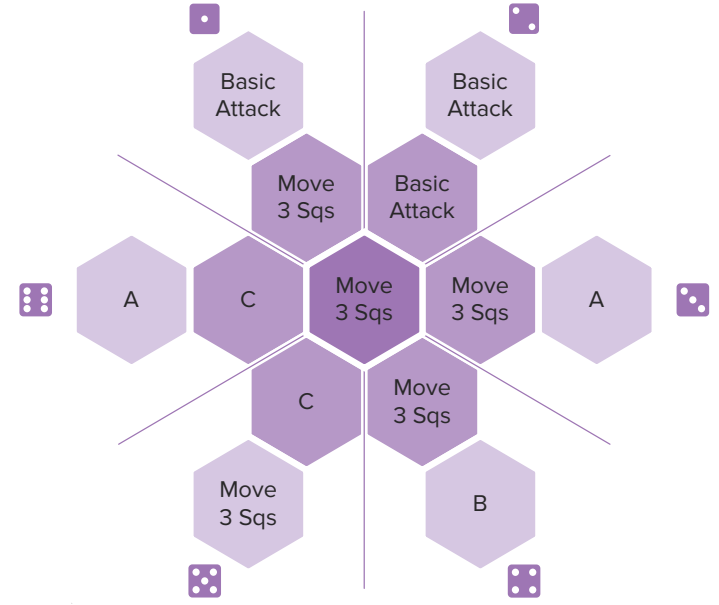
SPECIAL ABILITIES

Dazing Bolt vs	A	5	Deal 1d10 + 10 Damage vs to Hit Hero and that Hero suffers DAZE vs .
Dew from Beyond	B	-	Heal the Slitherspine with least Current HP 10 HP.

SLITHERSPINE

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



HP:

/75

Toughness: 4

Resistance: 6

Rank: Awakened

Size: 2x2

DEFAULT CHARACTERISTICS

- Mob Masher:** Slitherspine Moves toward and Attacks Hero nearest to another Hero.
- High Traction:** Slitherspine's Move Actions are not affected by Elevation.
- Natural Environment:** Slitherspine is immune to Concentrated *Miasma* (Local Field Effect).
- Concentrated Miasma (Local Field Effect)* : When a Combatant enters a Square with *Concentrated Miasma (Local Field Effect)*, they take 2d8 Damage vs and suffer 2 Stacks of *POISON*.

OPTIONAL MODIFIERS

- Steady Feet:** Slitherspine cannot be Knocked *PRONE*.
- Wide Attacks:** Slitherspine's Basic Attack Actions Target all Heroes adjacent to the original Target.

Name	Type	Range	Effect
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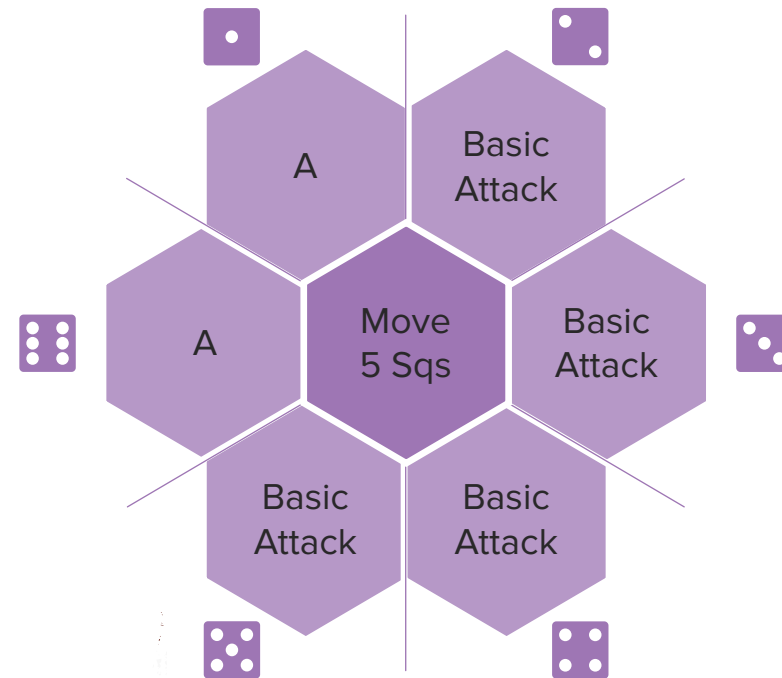
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Lash vs	Melee	2	Deal 1d10 + 10 Damage vs .

SPECIAL ABILITIES

Limb Cage vs	A	1	Deal 1d10 + 5 Damage vs to Hit Hero and that Hero suffers <i>PARALYSIS</i> vs .
Spineburst vs [Acrobatics OR Endurance]	B	2	Deal 2d10 + 10 Damage vs to all Hot Heroes. Slitherspine suffers from <i>FRAGILITY</i> .
Grappling Barb vs	C	5	Deal 1d10 + 10 Damage vs to Hit Hero and that Hero is Pulled to an unoccupied Square adjacent to Slitherspine.



SLAUGHTERFISH



HP: /35

Toughness: 4

Resistance: 4

Rank: Grunt

Size: 1x1

DEFAULT CHARACTERISTICS

Territorial: Slaughterfish does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Slaughterfish Moves toward nearest Hero.

Immediacy: Slaughterfish Targets nearest Hero.

Natural Environment: Slaughterfish is Immune to *Concentrated Miasma (Local Field Effect)*.

Concentrated Miasma (Local Field Effect): When a Combatant enters a Square with *Concentrated Miasma (Local Field Effect)*, they take 2d8 Damage vs and suffer 2 Stacks of *POISON*.

OPTIONAL MODIFIERS

Aetherfeast: Slaughterfish Moves toward and Targets Hero with highest .

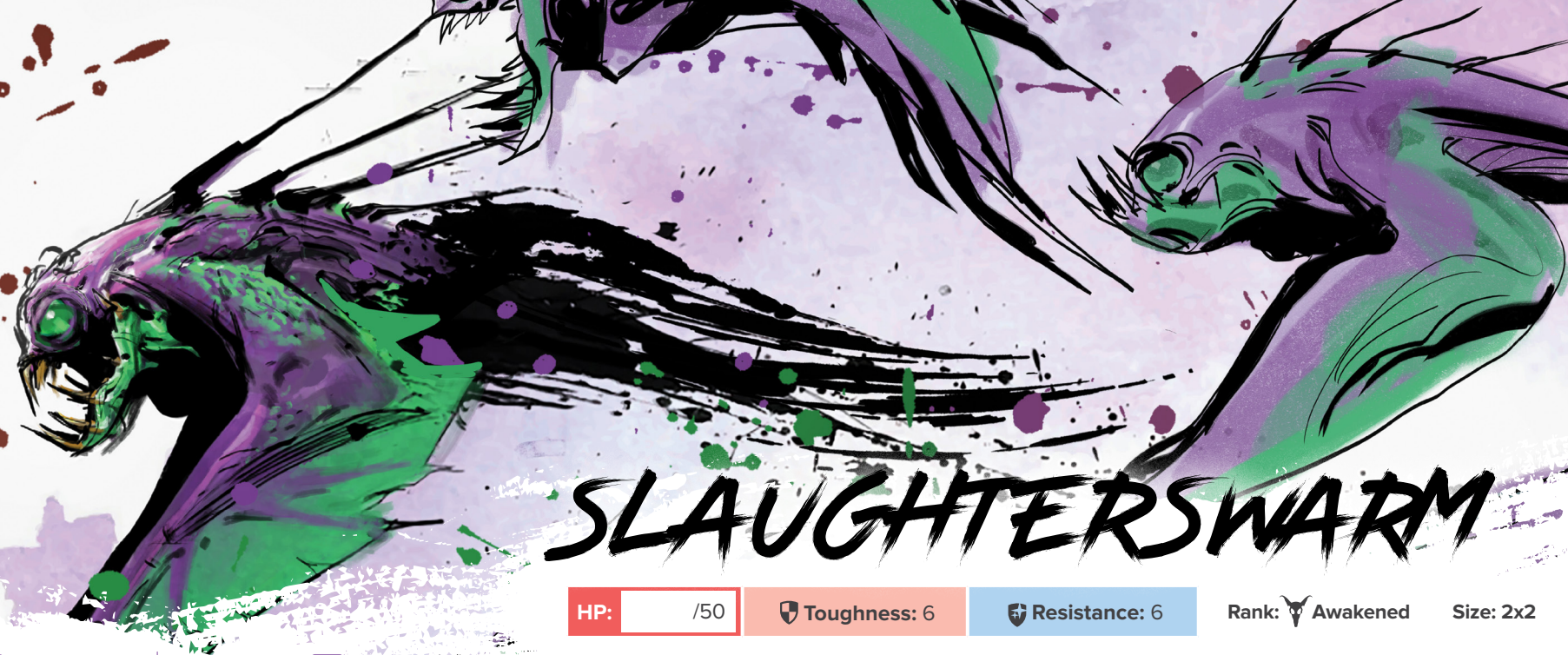
Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bite vs	Melee	1	Deal 1d10 + 5 Damage vs . Hit Hero suffers 1 Stack of <i>VULNERABILITY</i> vs .

SPECIAL ABILITIES

Shoaling Pod	A	5	Remove this and the nearest Slaughterfish within Range from the Encounter. Place Slaughterswarm with full HP in the Square that Slaughterfish occupied.
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TURN BLOCK:

- Read the Default Characteristics. Optional Modifiers may also be used.
- Roll 1d6.
- Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



SLAUGHTERSWARM

HP: /50

Toughness: 6

Resistance: 6

Rank: Awakened

Size: 2x2

DEFAULT CHARACTERISTICS

Territorial: Slaughterswarm does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Slaughterswarm Moves toward nearest Hero.

Immediacy: Slaughterswarm Targets nearest Hero.

Natural Environment: Slaughterswarm is Immune to *Concentrated Miasma (Local Field Effect)*.

Concentrated Miasma (Local Field Effect) : When a Combatant enters a Square with *Concentrated Miasma (Local Field Effect)*, they take 2d8 Damage vs and suffer 2 Stacks of *POISON*.

OPTIONAL MODIFIERS

Aetherfeast: Slaughterswarm moves and Attacks Hero with highest .

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Bite vs	Melee	1	Deal 2d10 + 5 Damage vs . Hit Hero suffers 2 Stacks of <i>VULNERABILITY</i> vs .
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SPECIAL ABILITIES

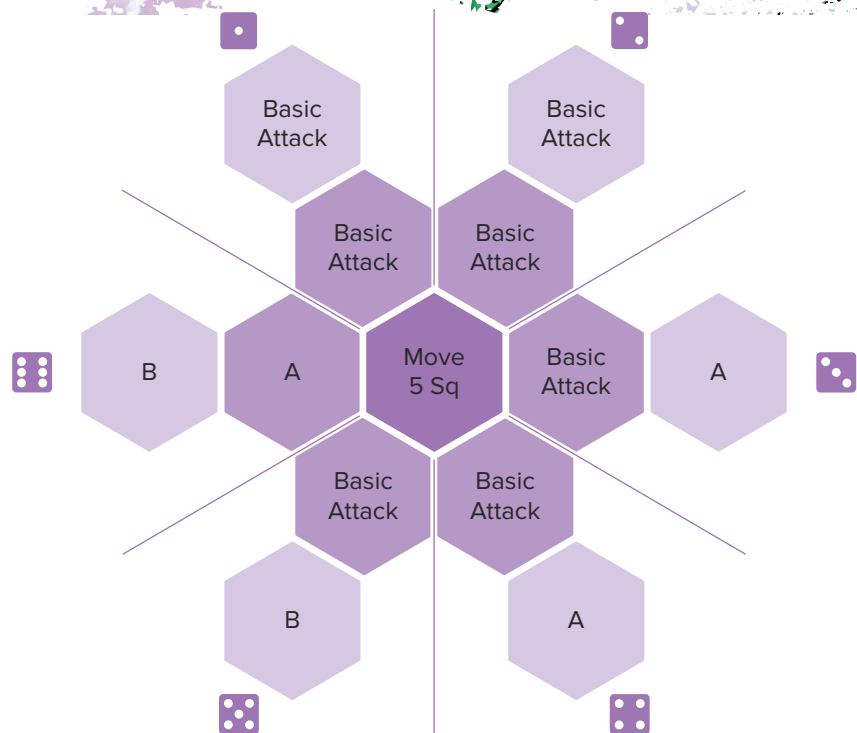
Cannibalize	A	-	Remove 1 Slaughterfish occupying an adjacent Square from Slaughterswarm from the Encounter. Slaughterswarm is fully healed.
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Overwhelming Swarm

vs [Acrobatics OR Athletics]	B	2	Deal 2d10 + 5 Damage vs to Hit Hero and that Hero suffers <i>PARALYSIS</i> vs [Endurance OR Focus].
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TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



CHASER STREETJACK

HP: /30

Toughness: 4

Resistance: 4

Rank:  Grunt

Size: 1x1

DEFAULT CHARACTERISTICS



Tunnel Vision: Chaser Streetjack Moves toward nearest Hero.

Immediacy: Chaser Streetjack Targets nearest Hero.


Attack of Opportunity: Each Round, Chaser Streetjack makes a Basic Attack against the first Hero that takes a Move Action within 1 Square of Chaser Streetjack. If that Hero becomes *FALLEN* from the resulting Damage, Cancel that Hero's Move Action. (Note: Class Actions that include a Move Action will trigger *Attack of Opportunity*.)

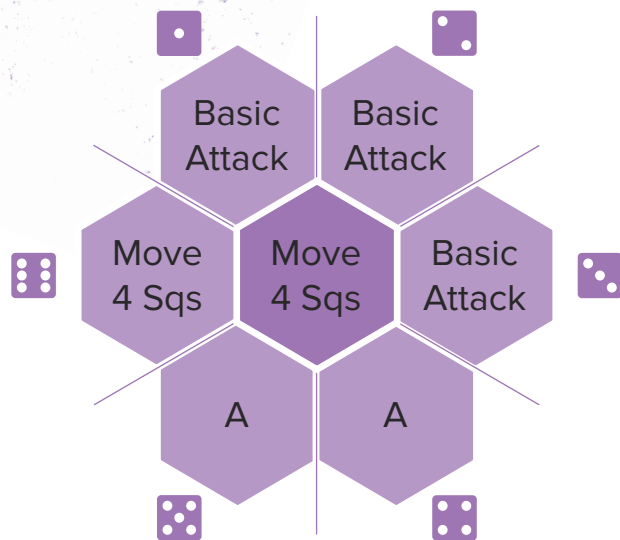
OPTIONAL MODIFIERS

Mob Mentality: Chaser Streetjack prefers to Flank Heroes whenever possible.

Name	Type	Range	Effect
BASIC ACTIONS			
[Storyteller only] Actions per Turn: 2			
Bludgeon vs 	Melee	1	Deal 1d10 + 10 Damage vs  .

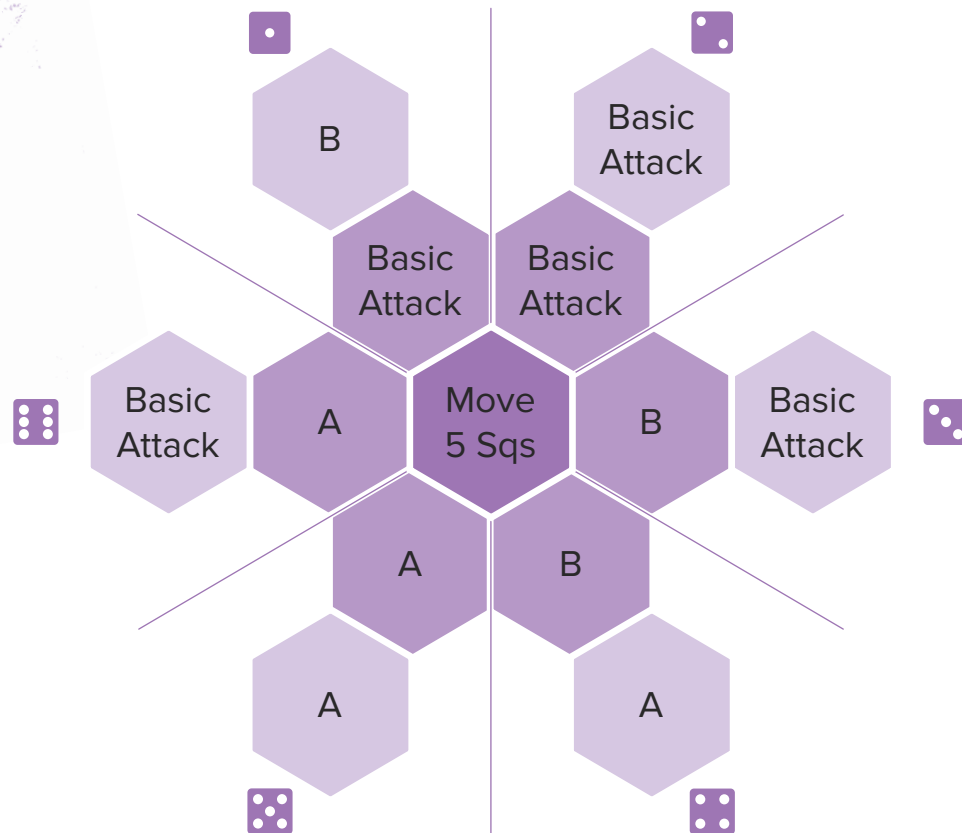
SPECIAL ABILITIES

Spiteful Thrash	A	-	<p><i>Trig. Cond:</i> If a Hero within 1 Square of Chaser Streetjack uses an Action that includes 1 or more non-Chaser Streetjack Foes as the Target,</p> <p><i>Trig. Effect:</i> Chaser Streetjack makes a Basic Attack. If the Hero fails their , deal Damage and Cancel that Action.</p>
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TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



CHASER MISTWALKER

- TURN BLOCK:**
1. Read the Default Characteristics. Optional Modifiers may also be used.
 2. Roll 1d6.
 3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

DEFAULT CHARACTERISTICS

- Slippery:** Chaser Mistwalker may save 1 Move Action to use at the end of their Action Chain each Round.
- Ranged Fighter:** Chaser Mistwalker maintains 5 Squares of distance from nearest Hero(es) (if possible).
- Backline Attacker:** Chaser Mistwalker Targets furthest Hero within Range.

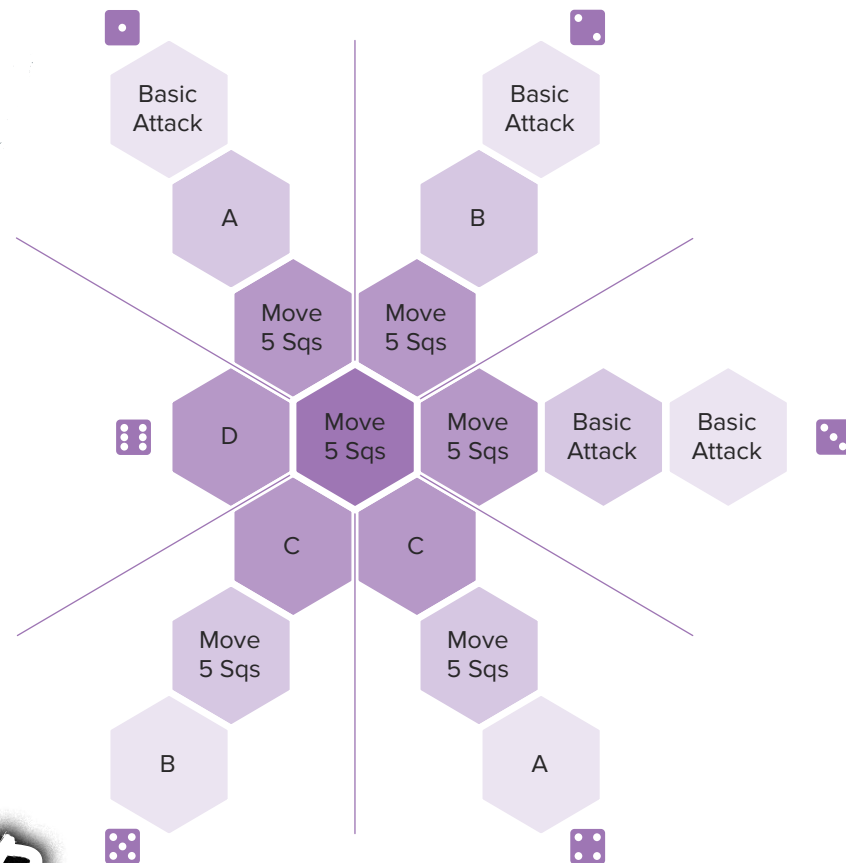
OPTIONAL MODIFIERS

- Swap:** If a Hero deals Damage to this Chaser Mistwalker, it switches occupied Squares with the nearest Chaser Streetjack.

HP:	/35	Toughness: 4	Resistance: 8	Rank: Awakened	Size: 1x1
Name	Type	Range	Effect		
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2		
Aetherburn vs	Ranged	5	Deal 2d10 + 10 Damage vs		
SPECIAL ABILITIES					
Chilling Cloud vs	A	5	Target Hero suffers <i>DAZE</i> and 1 Stack of <i>CHILL</i> .		
Silencing Stare <i>AUTO-HIT</i>	B	5	Hero suffers <i>SILENCE</i> vs [Focus OR Intimidate].		



CHASER DOORCRASHER



HP: /150 Toughness: 15 Resistance: 15 Rank: Elite Size: 1x1

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 4

Chop vs	Melee	1	Deal 2d10 + 10 Damage vs .
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SPECIAL ABILITIES

Whirling Axe vs	A	1	Deal 1d10 + 10 Damage vs and Hero cannot make Move Actions until the end of their next Turn.
Meat Cleaver vs	B	1	Deal 1d10 + 10 Damage vs . Hero suffers from FRAGILITY vs .
Huff Pixie	C	-	Until the start of Chaser Doorcrasher's next Turn, +10 . Chaser Doorcrasher loses 10 HP.
Defend and Recover	D	-	Until the start of Chaser Doorcrasher's next Turn, +10 . Chaser Doorcrasher heals 15 HP.

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

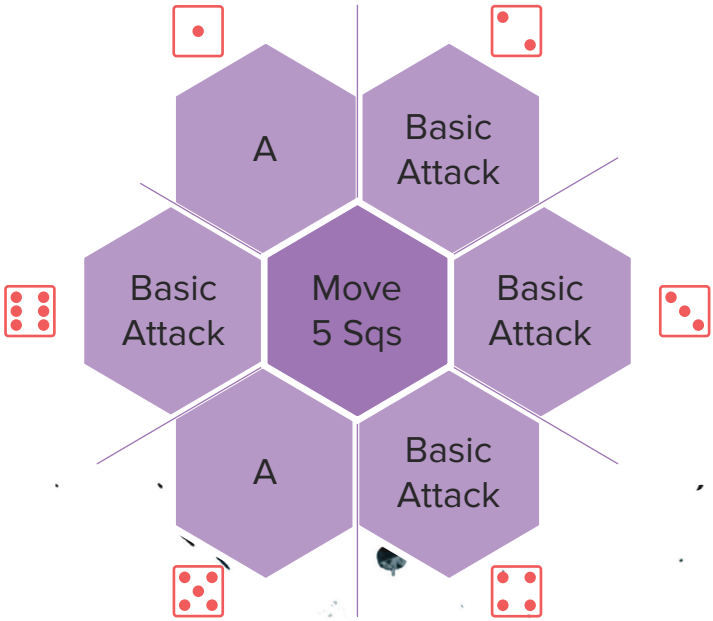
DEFAULT CHARACTERISTICS

Unpredictable: At the start of each of Chaser Doorcrasher's Turns, assign a number to each Hero Initiative Slot. Then roll 1d4. Chaser Doorcrasher Moves toward and Targets the nearest Hero currently occupying that Initiative Slot. Reroll if there is no occupying Hero.

Overstrung: At the start of each of Chaser Doorcrasher's Turns, Chaser Doorcrasher loses 10 HP. (Note: HP loss cannot be prevented, negated, or reduced).

OPTIONAL MODIFIERS

Manic Movement: At any point during each of Chaser Doorcrasher's Turns, Chaser Doorcrasher may make 2 Shift Actions as Free Actions.



DEFAULT CHARACTERISTICS

Tunnel Vision: Bloodhound Moves toward nearest Hero.

Immediacy: Bloodhound Targets nearest Hero.

OPTIONAL MODIFIERS

Bonded: Bloodhound Moves toward and Targets the last Hero that targeted the Houndmaster.

Avenger: Bloodhound deals +5 Damage on all Damage-dealing Actions if the Houndmaster is *FALLEN*.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

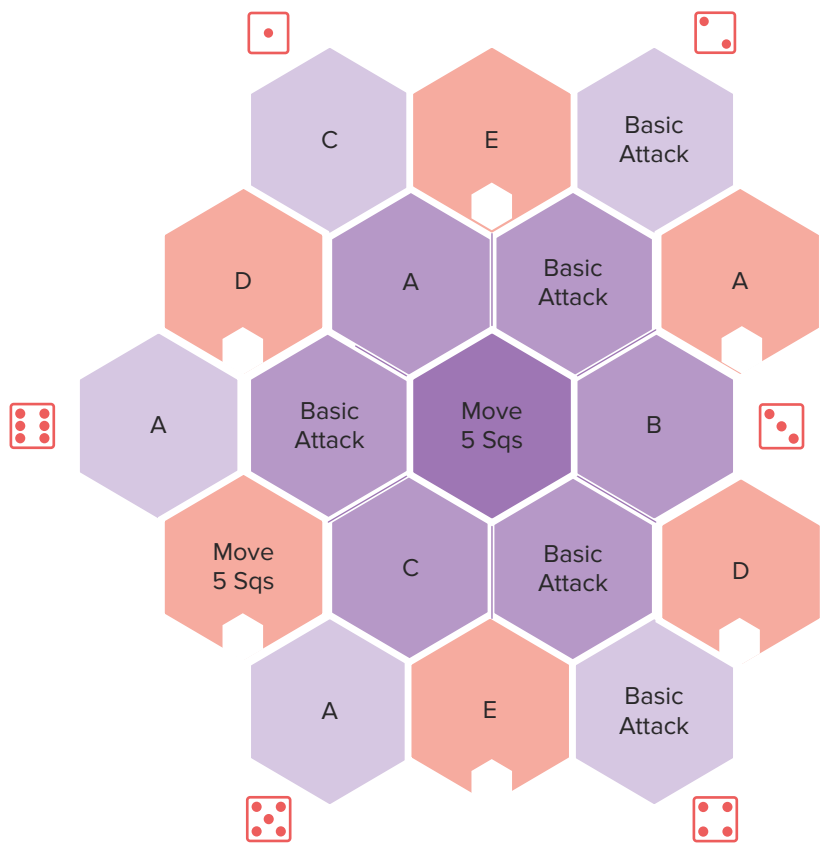
Bite vs	Melee	1	Deal 1d10 + 15 vs .
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SPECIAL ABILITIES

Pounce AUTO-HIT	A	5	Moves up to 5 Squares toward Hero with lowest Current HP and deals 1d10 + 10 Damage vs . That Hero is knocked <i>PRONE</i> vs .
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HOUNDMASTER [Veteran]



DEFAULT CHARACTERISTICS





- Tunnel Vision:** Houndmaster Moves toward nearest Hero.
- Immediacy:** Houndmaster Targets nearest Hero.
- Melee-focused:** Houndmaster executes Basic Melee Attack over Basic Ranged Attack (if possible).

OPTIONAL MODIFIERS



- Bonded:** Houndmaster Moves toward and Targets the last Hero that targeted a Bloodhound.
- Attack of Opportunity:** Each Round, Houdmaster makes a Basic Attack against the first Hero that takes a Move Action within 5 Squares of Houndmaster. If that Hero becomes *FALLEN* from the resulting Damage, Cancel that Hero's Move Action. (Note: Class Actions that include a Move Action will trigger *Attack of Opportunity*.)
- Avenger:** If 1 or more Bloodhounds are *FALLEN*, Houndmaster makes 1 additional Basic Ranged Attack at the end of each of its Turns.

Name	Type	Range	Effect
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BASIC ACTIONS [Storyteller only] Actions per Turn: 3

Dagger vs 	Melee	1	Deal 2d10 + 10 vs  .
Whip vs 	Ranged	5	Deal 1d10 + 10 vs  .

SPECIAL ABILITIES

Disarming Lash vs 	A	5	Deal 1d10 + 10 Damage vs  and Hero suffers 5 Stacks of <i>WEAKNESS</i> .
Animal Handling	B	-	All Bloodhounds heal 15 HP.
Unleash	C	-	Actions by the 2 nearest Bloodhounds deal +10 Damage until the end of its next Turn.

LEARNABLE SPECIAL ABILITIES

Crack the Whip	D	-	The nearest Bloodhound to Houndmaster takes an extra Turn directly after the end of the Houndmaster's Turn.
Thundercrack <i>AUTO-HIT</i>	E	5	<i>Trig. Cond.:</i> If a Hero uses a Spell Action, <i>Trig. Effect.:</i> Deal 1d10 + 10 Damage vs  to Hit Hero, Cancel their Action, and that Hero suffers <i>SILENCE</i> vs  .

TURN BLOCK:

- Read the Default Characteristics. Optional Modifiers may also be used.
- Roll 1d6.
- Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

Name: **RIFTKEEPER** [Veteran]

HP: /50

Toughness: 4

Resistance: 8

Rank: Grunt

Flow: 3

Size: 1x1

DEFAULT CHARACTERISTICS

Ranged Fighter: Riftkeeper maintains 7 Squares of distance from nearest Hero(es) (if possible).

Immediacy: Riftkeeper Targets nearest Hero.

Blink: Riftkeeper's Move Actions are Teleports (Teleport Movement cannot be obstructed and is not affected by Elevation).


OPTIONAL MODIFIERS

Coordinated Assault: Riftkeeper Targets the Hero that the last Foe Targeted.




Name	Type	Range	Effect
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BASIC ACTIONS

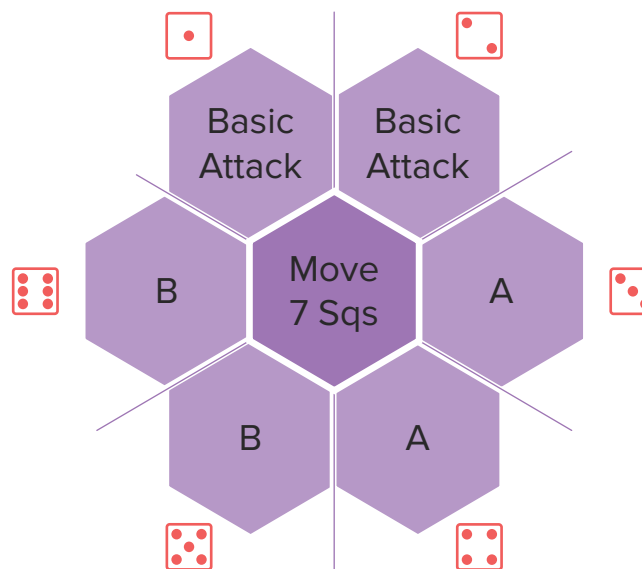
[Storyteller only] Actions per Turn: 2

Rift Bolt vs 	Ranged	7	Deal 1d10 + 15 Damage vs  .
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SPECIAL ABILITIES

Dazing Bolt vs 	A	7	Deal 1d10 + 10 Damage vs  to Hit Hero and that Hero suffers <i>DAZE</i> vs  .
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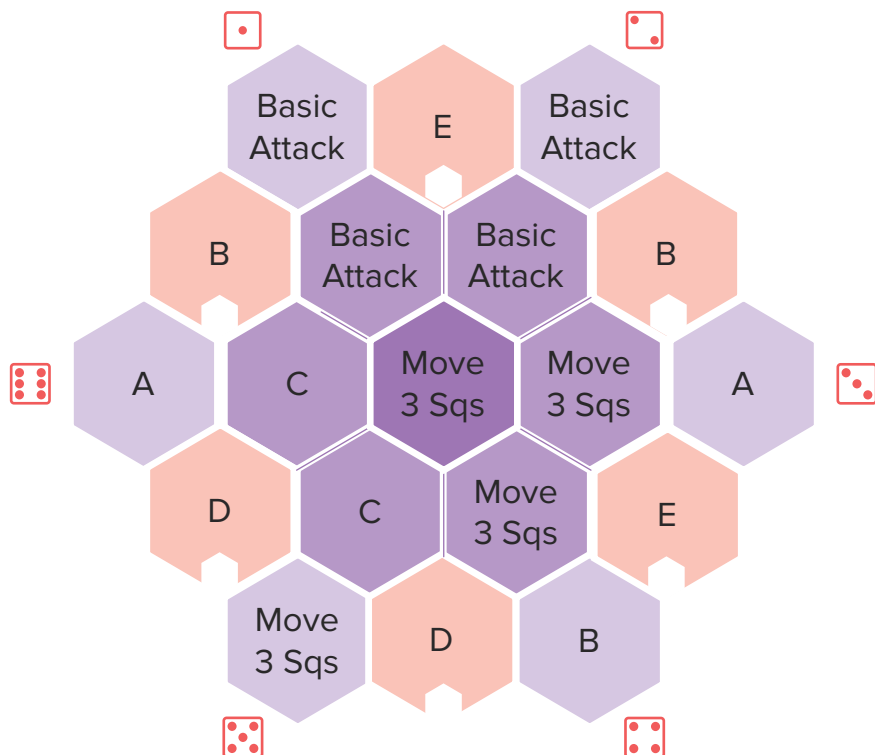
Dew from Beyond	B	-	Remove all Stacks of 1 Condition from and heal the nearest wounded Slitherspine to Riftkeeper 1/2 of its Max HP.
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TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

SLITHERSPINE [Veteran]



DEFAULT CHARACTERISTICS

Mob Masher: Slitherspine Moves toward and Attacks Hero nearest to another Hero.

High Traction: Slitherspine's Move Actions are not affected by Elevation.

Natural Environment: Slitherspine is immune to *Concentrated Miasma (Local Field Effect)*.

Concentrated Miasma (Local Field Effect) : When a Combatant enters a Square with *Concentrated Miasma (Local Field Effect)*, they take 2d8 Damage vs and suffer 2 Stacks of *POISON*.

OPTIONAL MODIFIERS

Steady Feet: Slitherspine cannot be Knocked *PRONE*.

Wide Attacks: Slitherspine's Basic Attacks target all Heroes adjacent to the original Target.

Unstoppable: Slitherspine's Move Actions cannot be Cancelled.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Lash vs	Melee	2	Deal 1d10 + 10 Damage vs . Deal 5 additional <i>PIERCING</i> Damage to Hit Hero(es).
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SPECIAL ABILITIES

Limb Cage vs	A	1	Deal 1d10 + 10 Damage vs to Hero and that Hero suffers <i>PARALYSIS</i> vs .
Spineburst vs [Acrobatics OR Endurance]	B	2	Deal 2d10 + 10 Damage vs to all Hit Heroes. Slitherspine suffers from <i>FRAGILITY</i> .
Grappling Barb vs	C	5	Targets 2 furthest Heroes within Range. Deal 1d10 + 10 Damage vs to Hit Heroes and those Hero(es) are moved to unoccupied Square(s) adjacent to Slitherspine.

LEARNABLE SPECIAL ABILITIES

Elongate	D	-	+2 Range on all Slitherspine Actions during Slitherspine's next Turn.
Chilling Grasp	E	5	<i>Trig. Cond.:</i> If a Hero makes a Move or Shift Action, <i>Trig. Cond.:</i> That Hero makes a Check. If that Hero fails their Defence Check, Cancel that Action and they suffer <i>CHILL</i> vs .

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

Name: **SLAUGHTERFISH** [Veteran]

HP: /45

Toughness: 6

Resistance: 4

Rank: Grunt

Flow: 3

Size: 1x1



DEFAULT CHARACTERISTICS

Territorial: Slaughterfish does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Slaughterfish Moves toward nearest Hero.

Immediacy: Slaughterfish Targets nearest Hero.

Natural Envionment: Slaughterfish is immune to *Concentrated Miasma (Local Field Effect)*.

Concentrated Miasma (Local Field Effect) : When a Combatant enters a Square with *Concentrated Miasma (Local Field Effect)*, they take 2d8 Damage vs and suffer 2 Stacks of *POISON*.

OPTIONAL MODIFIERS

Aetherfeast: Slaughterfish Moves toward and Targets Hero with highest .

Name	Type	Range	Effect
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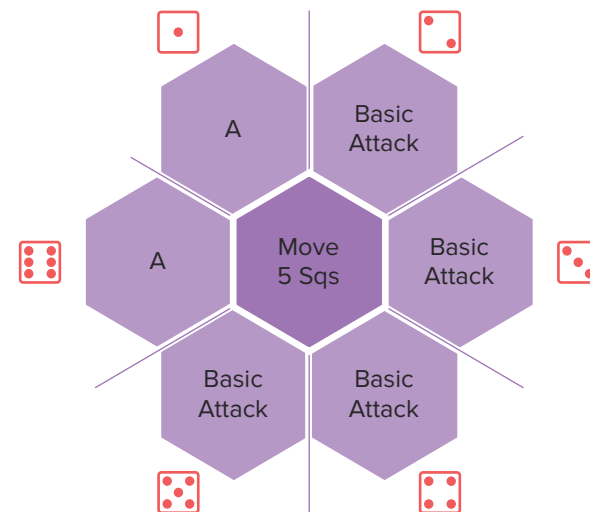
BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

Bite vs	Melee	1	Deal 1d10 + 5 Damage vs . Hero suffers 2 Stacks of <i>VULNERABILITY</i> vs .
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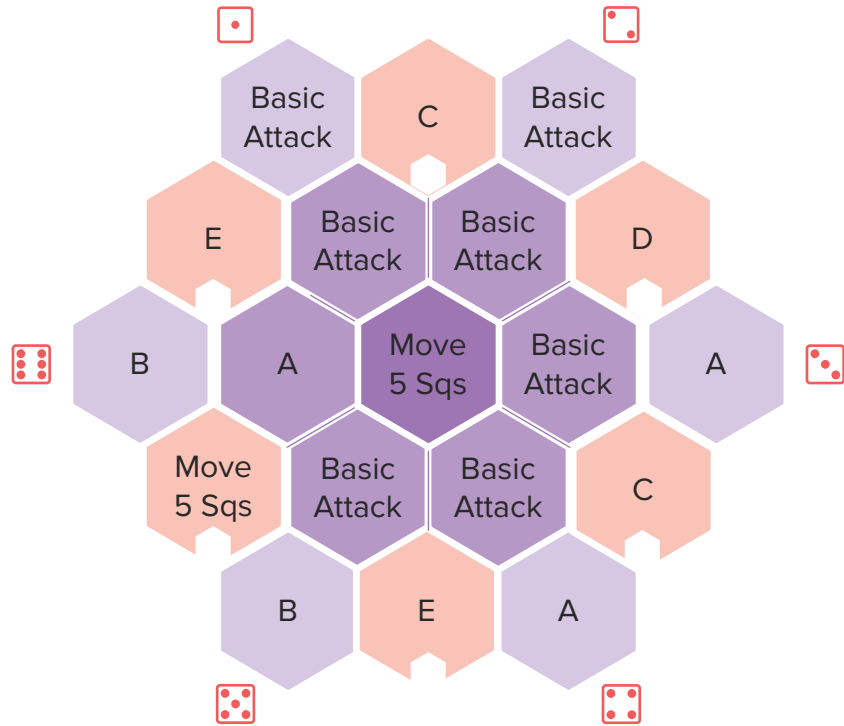
SPECIAL ABILITIES

Shoaling Pod	A	5	Remove this and the nearest Slaughterfish within Range from the Encounter. Place Slaughterswarm with full HP in the Square that Slaughterfish occupied.
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TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



DEFAULT CHARACTERISTICS

Territorial: Slaughterswarm does not Move unless a Hero is within 7 Squares.

Tunnel Vision: Slaughterswarm Moves toward nearest Hero.

Immediacy: Slaughterswarm Targets nearest Hero.

Natural Environment: Slaughterswarm is immune to *Concentrated Miasma* (Local Field Effect).

Concentrated Miasma (Local Field Effect) : When a Combatant enters a Square with *Concentrated Miasma* (Local Field Effect), they take 2d8 Damage vs and suffer 2 Stacks of *POISON*.

OPTIONAL MODIFIERS

Aetherfeast: Slaughterswarm Moves toward and Targets Hero with highest .

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

Bite vs	Melee	1	Deal 2d10 + 5 Damage vs . Hit Hero suffers 2 Stacks of <i>VULNERABILITY</i> vs .
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SPECIAL ABILITIES

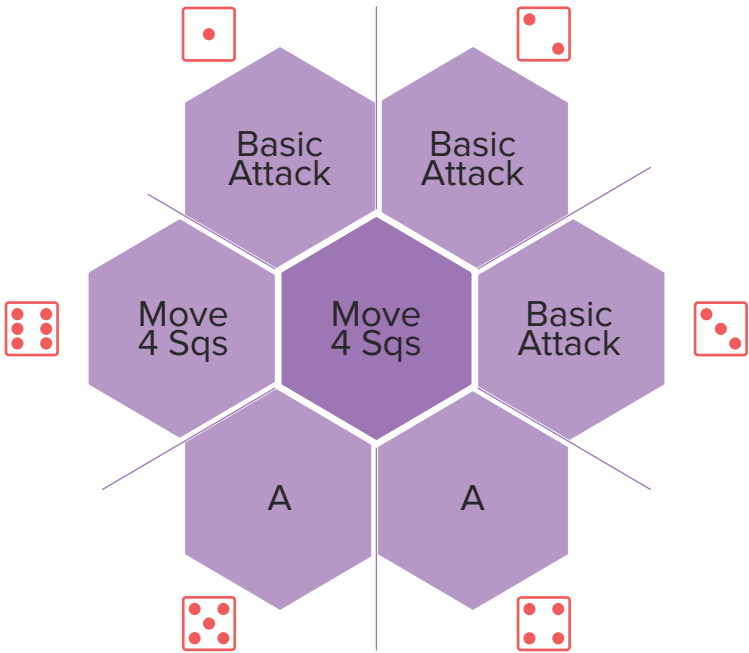
Cannibalize	A	3	Remove 1 Slaughterfish occupying an adjacent Square from Slaughterswarm from the Encounter. Slaughterswarm is fully healed.
Overwhelming Swarm VS [Acrobatics OR Athletics]	B	2	Deal 2d10 + 5 Damage vs to Hit Hero and that Hero suffers <i>PARALYSIS</i> vs [Endurance OR Focus] .

LEARNABLE SPECIAL ABILITIES

Gnashing Fangs <i>AUTO-HIT</i>	C	2	Any current Stacks of <i>VULNERABILITY</i> OR <i>FRAGILITY</i> on Hit Heroes cannot be removed until the End of the Encounter.
Teeth Twister <i>AUTO-HIT</i>	D	5	Slaughterswarm Moves up to 5 Squares toward Hero furthest from Slaughterswarm. Deal 1d10 + 10 Damage vs to each Hero adjacent to Slaughterswarm during and after its Movement.
Consume Aether	E	-	<i>Trig. Cond.:</i> If a Hero uses a Spell Action that includes Slaughterswarm as a Target, <i>Trig. Effect.:</i> Cancel that Action and Slaughterswarm heals 10 HP..

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



DEFAULT CHARACTERISTICS

- Tunnel Vision:** Chaser Streetjack Moves toward nearest Hero.
- Immediacy:** Chaser Streetjack Targets nearest Hero.
- Attack of Opportunity:** Each Round, Chaser Streetjack makes a Basic Attack against the first Hero that takes a Move Action within 1 Square of Chaser Streetjack. If that Hero becomes *FALLEN* from the resulting Damage, Cancel that Hero’s Move Action. (Note: Class Actions that include a Move Action will trigger *Attack of Opportunity*.)

OPTIONAL MODIFIERS

- Mob Mentality:** Chaser Streetjack Moves toward and Attacks Hero nearest to another Hero.

Name	Type	Range	Effect
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BASIC ACTIONS [Storyteller only] Actions per Turn: 2

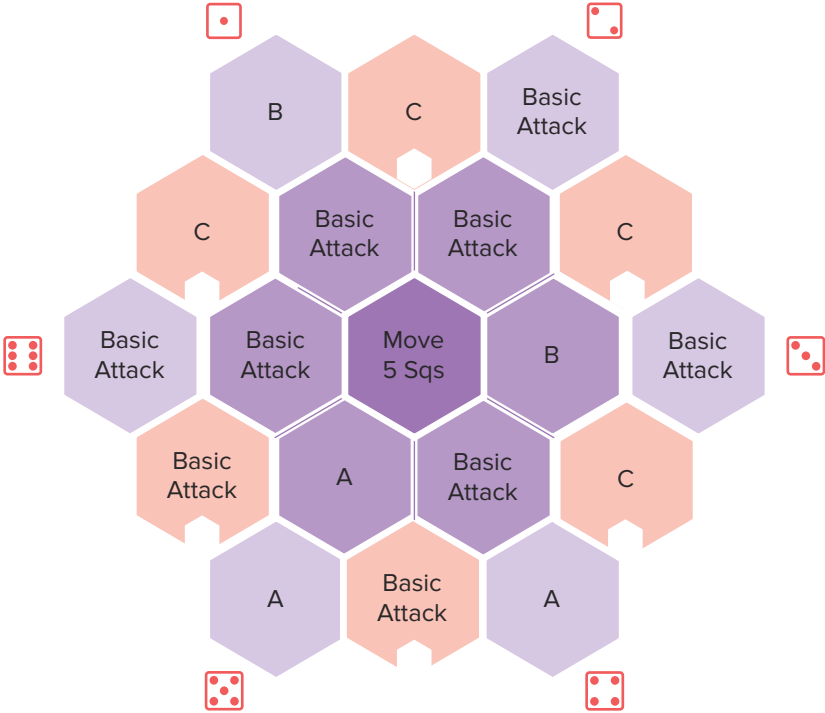
Bludgeon vs	Melee	1	Deal 1d10 + 15 Damage vs .
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SPECIAL ABILITIES

Spiteful Thrash	A	1	<i>Trig. Cond:</i> If a Hero uses an Action that includes 1 or more Chaser Mistwalker(s) as a Target, <i>Trig. Effect:</i> Chaser Streetjack makes a Basic Attack. If that Hero fails their Defence Check, deal Basic Attack Damage to that Hero and Cancel their Action.
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TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



DEFAULT CHARACTERISTICS

- Slippery:** Chaser Mistwalker maintains 5 Squares of distance from nearest Hero(es) (if possible).
- Ranged Fighter:** Chaser Mistwalker maintains 5 Squares of distance from nearest Hero(es) (if possible).
- Backline Attacker:** Chaser Mistwalker Targets furthest Hero within Range.

OPTIONAL MODIFIERS

- Attack of Opportunity:** Each Round, Chaser Mistwalker makes a Basic Attack against the first Hero that takes a Move Action within 5 Square of Chaser Mistwalker. If that Hero becomes from the resulting Damage, Cancel that Hero's Move Action. (Note: Class Actions that include a Move Action will trigger Attack of Opportunity.)
- Swap:** If Chaser Mistwalker takes Damage, Chaser Mistwalker swaps Occupied Squares with the nearest 1x1-Size Foe.

Name	Type	Range	Effect
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BASIC ACTIONS [Storyteller only] Actions per Turn: 3

Afterburn	Ranged	5	Deal 2d10 + 10 Damage vs .
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SPECIAL ABILITIES

Chilling Cloud AUTO-HIT	A	5	Hero Suffers <i>DAZED</i> and 1 Stack of <i>CHILLED</i> vs .
Silencing Stare AUTO-HIT	B	5	Hero Suffers from <i>SILENCE</i> vs [Focus OR Intimidate].

LEARNABLE SPECIAL ABILITIES

Phasing Presence	C	-	Trig. Cond.: If a Hero uses a Ranged Action that includes Chaser Mistwalker as a Target, Trig. Effect: That Action misses Chaser Mistwalker (but not other Targets).
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TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



CHASER DOORCRASHER [Veteran]

Name: **CHASER DOORCRASHER** [Veteran]

HP: /250

Toughness: 20

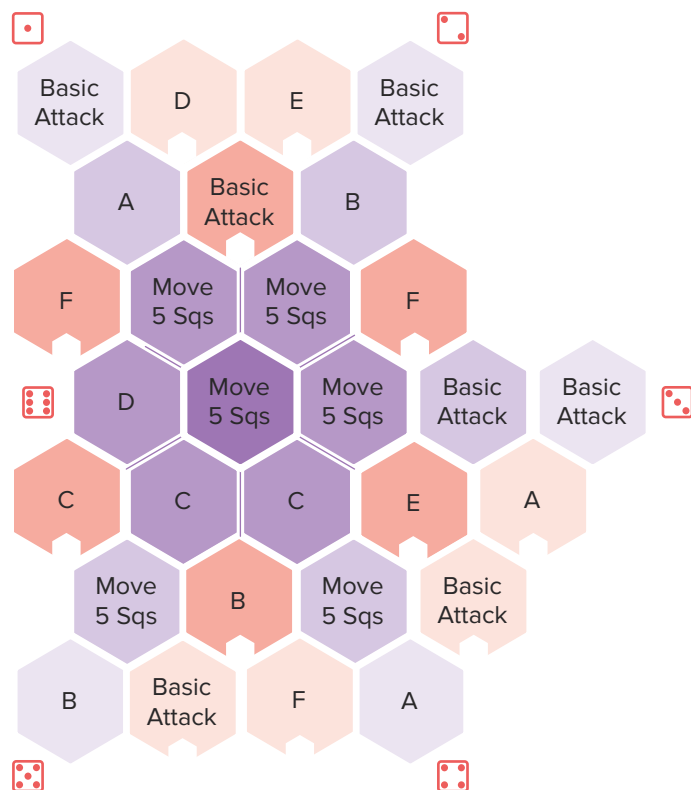
Resistance: 20

Rank: Elite

Type: Human

Flow: 5

Size: 1x1



DEFAULT CHARACTERISTICS

Unpredictable: At the start of each of Chaser Doorcrasher's Turns, assign a number to each Hero Initiative Slot. Then roll 1d4. Chaser Doorcrasher Moves toward and Targets the nearest Hero currently occupying that Initiative Slot. Reroll if there is no occupying Hero.

Overstrung: At the start of each of Chaser Doorcrasher's Turns, Chaser Doorcrasher loses 10 HP. (Note: HP loss cannot be prevented, negated, or reduced).

Juggernaut: Negate the first 30 Damage (before Barrier Values) Chaser Doorcrasher takes each Round. *Juggernaut* refreshes at the start of each Round.

OPTIONAL MODIFIERS

Manic Movement: At any point during each of Chaser Doorcrasher's Turns, Chaser Doorcrasher may make 2 Shift Actions as Free Actions.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 4

Chop vs	Melee	1	Deal 2d10 + 15 Damage vs .
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SPECIAL ABILITIES

Whirling Axe vs	A	1	Deal 1d10 + 10 Damage vs to Hit Hero and that Hero cannot make Move Actions until the end of their next Turn.
Meat Cleaver vs	B	1	Deal 2d10 + 10 Damage vs to Hit Hero and that Hero suffers from <i>FRAGILITY</i> vs .
Huff Pixie	C	-	Remove 1 Sustain Effect from Chaser Doorcrasher and Chaser Doorcrasher loses 10 HP. Until the start of Chaser Doorcrasher's next Turn, +10 .
Defend and Recover	D	-	Chaser Doorcrasher heals 30 HP. Until the start of Chaser Doorcrasher's next Turn, +10 +10 .

LEARNABLE SPECIAL ABILITIES

Bowling Bash <i>AUTO-HIT</i>	E	1	Deal 2d10 + 10 Damage vs and Hero is pushed 5 Squares directly away (if possible). If the Hero occupies a Square adjacent to other Heroes during or at the end of the Forced Movement, the other Hero(es) take 5 <i>PIERCING</i> Damage.
Savage Slash vs [Acrobatics OR Endurance]	F	1	<i>Trig. Cond:</i> If a Hero uses a Basic Attack or Exploit within Range, <i>Trig. Effect:</i> Chaser Doorcrasher makes a Basic Attack against that Hero. If that Hero fails their Defence Check, deal Basic Attack Damage to that Hero and Cancel their Action.