



Name **RATH**

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

HP: **/ 56** Class: **Warrior**

#### Barrier Values

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

<b>Athletics:</b>	<b>16</b>	<b>Skills</b>	<b>Insight:</b>	<b>8</b>
<b>Endurance:</b>	<b>8</b>		<b>Knowledge:</b>	<b>8</b>
<b>Intimidate:</b>	<b>12</b>		<b>Mend:</b>	<b>8</b>

#### Defence Values

**Dodge:** **6** **Willpower:** **4**

<b>Acrobatics:</b>	<b>12</b>	<b>Skills</b>	<b>Focus:</b>	<b>12</b>
<b>Stealth:</b>	<b>8</b>		<b>Fast Talk:</b>	<b>8</b>
<b>Sleight of Hand:</b>	<b>8</b>		<b>Leadership:</b>	<b>8</b>

#### CAP Check

**Critical** **Accuracy** **Penetration**

**C: 4** → **A: 12** → **P: 10**

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

#### Special Action Limits

Trigger: **2** 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>					
Falchion	Melee	1 Foe	1	4d10 Damage	Slow
Crossbow	Ranged	1 Foe	5	3d8 Damage	Slow

#### CLASS ACTIONS

Shieldbearer Strike	General Exploit	1 Foe	Melee 1	4d10 Damage . +2  until the start of your next Turn.	Slow
Cleave	General Exploit	1 Foe	Melee 1	4d10 +6 Damage . <i>Amp. Effect:</i> Expend 1 Slow Action to inflict 8 Stacks of <b>VULNERABILITY</b> .	Slow
Savage Sweep	General Exploit	1-2 Foes	Melee 1	-2 <b>C</b> , <b>A</b> , & <b>P</b> to <b>CAP</b> Check. 2d10 +5 Damage .	Slow
Staccato Strike	Amplify Exploit	1 Melee Action	-	<i>Amp. Effect:</i> When you 1 or more Foe(s) with a Melee Damage-dealing Action, make 1 Basic Melee Attack directly after against 1 of those Foes as a Free Action.	Fast
Patience and Cunning	General Exploit	1 Foe	Ranged 3	Your next Melee Action that includes your Target gains <b>AUTO-HIT</b> .	Slow
Riposte	Trigger Exploit	1 Foe's Action	Melee 1	<i>Trig. Cond.:</i> If you are the Target of a Foe's Action, <i>Trig. Effect:</i> That Foe suffers 3 Stacks of <b>VULNERABILITY</b> .	Fast

#### CLASS TIDE-TURNER ACTIONS

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

Tide-Turner Charges: 2 ☐ ☐

Grand Divide	General Exploit	1 Foe	Melee 1	4d10 Damage  and inflict <b>FRAGILITY</b> .	Fast
Unstoppable Force	General Exploit	Self	-	Heal 28 HP.	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. →

EMBERWIND

# Inventory

Keepsake: Clockwork Heart

Effect: +1 Action Point this Turn.

Action: Free      Use: 1 per Combat      ☐

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.

<div>POISON</div> DAMAGE OVER TIME	<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/></div>	Combatant takes 1d6 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.
<div>BURNING</div> DAMAGE OVER TIME	<div><input type="checkbox"/><input type="checkbox"/></div>	Combatant takes 1d20 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.
<div>FRAGILITY</div> DAMAGE	<div><input type="checkbox"/></div>	All Damage Combatant takes has the <b>PIERCING</b> property. <b>FRAGILITY</b> is removed next Round at the start of Combatant's Turn.
<div>VULNERABILITY</div> DAMAGE	<div>____ (Max ∞)</div>	-1 x [Stack]  & .
<div>WEAKNESS</div> DAMAGE	<div>____ (Max ∞)</div>	-1 x [Stack] Damage to all of your Actions.
<div>DAZE</div> HIT RATE	<div><input type="checkbox"/></div>	On Hero: -4 <b>A</b> . On Foe: Heroes have +4  against Actions used by Foe.
<div>OFF-GUARD</div> HIT RATE	<div><input type="checkbox"/></div>	On Hero: -2 . On Foe: +2 <b>A</b> to <b>CAP</b> Checks to Actions that Target only this Foe.
<div>PRONE</div> HIT RATE	<div><input type="checkbox"/></div>	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.
<div>SLEEP</div> HIT RATE ACTION RESTRICTION	<div><input type="checkbox"/></div>	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.
<div>SILENCE</div> ACTION RESTRICTION	<div><input type="checkbox"/></div>	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.
<div>CHILL</div> ACTION RESTRICTION	<div><input type="checkbox"/></div>	On Hero: Restore -1 Action Point at the start of each your Turns. On Foe: Skip last Action in Action Chain.
<div>PARALYSIS</div> ACTION RESTRICTION	<div><input type="checkbox"/></div>	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	
Smuggling	
Airship - Sky Sailing	

## 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. →

