



EMBERWIND™

THE SKIES OF AXIA
SUPPORT PACKAGE

V2.3.1

Thank you for downloading the *EMBERWIND™: The Skies of Axia* Support Pack!

HOW TO USE THIS PACKAGE

This Support Pack includes all the printouts required to play the *EMBERWIND™: The Skies of Axia* Campaign. Print all pages labelled **mandatory** (and any **optional** pages you desire).

TIP: We recommend that you print this package double-sided to save yourself some paper.

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Name **ROOK**

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

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

Barrier Values

Toughness:	8	Resistance:	4
Athletics:	12	Insight:	12
Endurance:	8	Knowledge:	12
Intimidate:	16	Mend:	8

Defence Values

Dodge:	6	Willpower:	8
Acrobatics:	8	Focus:	8
Stealth:	12	Fast Talk:	8
Sleight of Hand:	8	Leadership:	8

CAP Check

Critical Accuracy Penetration



- 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
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
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 . <i>Amp. Effect:</i> Expend 1 Fast Action to cause Hlt Foe to become FALLEN .	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 A and +2 P against it as a Free Action.	Slow + Fast
Guided Weapon	Sustain Spell	1 Hero	Ranged 5	+2 A if your Target is 1 Other Hero or +4 A if your Target is Self. <i>Sust. Effect:</i> 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. <i>Amp. Effect:</i> 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 BURNING . Any Damage dealt by your Actions may be dealt VS . <i>Sust. Effect:</i> Repeat Effect.	Fast
Pegasus Charger	Sustain Spell	Self	-	Your 1st Move Action and Basic Melee Attack each Round are Free Actions. <i>Sust. Effect:</i> Repeat Effect.	Slow + Slow

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: 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.

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

Anchors

Deadweights

Gelspar	
The Chasers	
Airship - Weapons	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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





Name **LAUREAT**

Tier: **2** EXP: /1000

HP: / 38 Class: **Druid**

Barrier Values

Toughness:	4	Resistance:	8
Athletics:	8	Insight:	8
Endurance:	8	Knowledge:	16
Intimidate:	8	Mend:	12

Defence Values

Dodge:	10	Willpower:	4
Acrobatics:	8	Focus:	12
Stealth:	12	Fast Talk:	8
Sleight of Hand:	8	Leadership:	8

CAP Check

Critical Accuracy Penetration

C: 2 → A: 16 → 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: 2 Amplify: 1

Action Pool



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

Name	Type	Target	Range	Effect	Speed
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Staff	Melee	1 Foe	1	3d8 Damage . Your 1st Spell each Encounter is a Free Action.	Slow
Throwing Knives	Ranged	1 Foe	5	3d6 Damage . Your 1st Basic Ranged Attack each Round is a Fast Action.	Slow

CLASS ACTIONS

Wildfire	Sustain Spell	1 Foe	Ranged 5	2d6 PIERCING Damage. <i>Sust. Effect:</i> Repeat Effect and also deal Damage to Foe(s) adjacent to your Target.	Slow
Bloom	General Exploit	1 Foe	Ranged 5	AUTO-HIT. Remove all of your Sustained Effects on your Target and they take 5x[removed Effect] PIERCING Damage. <i>Amp. Effect:</i> Expend 1 Fast Action to remove all Sustain Effects your Target instead.	Free
Rejuvenation	Sustain Spell	1 Hero	Ranged 5	Your Target heals 1d8 HP. <i>Sust. Effect:</i> Repeat Effect.	Fast
Restore	Sustain Spell	1 Hero	Ranged 5	Remove up to 2 Stacks of 1 Condition from your Target. <i>Sust. Effect:</i> Repeat Effect.	Slow
Primal Fury	Sustain Spell	1 Hero	Ranged 5	+2 P to your Target and they may make 1 Basic Melee during their Turn as a Free Action. <i>Sust. Effect:</i> Repeat Effect.	Slow
Rusting Entanglement	Trigger Spell	1 Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe takes a Move Action, <i>Trig. Effect:</i> Cancel that Action and inflict 2 Stacks of VULNERABILITY.	Fast

CLASS TIDE-TURNER ACTIONS

- Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Gift of Life	General Spell	All Other Heroes	Ranged 5	Your Target(s) recover from FALLEN (if possible) and Heal 10 HP.	Slow
Stoneskin	Trigger Spell	Self	-	<i>Trig. Cond.:</i> If you would take Damage from a Foe's Action, <i>Trig. Effect:</i> Negate that and all other Damage you take until the start of your next Turn.	Free

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: Silverglades Shard

Effect: Negate the Effect of *Concentrated Miasma (Local Field Effect)* on you.

Action: Fast **Use:** N/A

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.

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

Anchors

Deadweights

Hearth Crystal	
The Silverglades	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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





Name **RATH**

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

HP: **34** Class: **Rogue**

Barrier Values

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

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

Defence Values

Dodge: **10** Willpower: **4**

Acrobatics: 8	Skills	Focus: 8
Stealth: 8		Fast Talk: 16
Sleight of Hand: 12		Leadership: 8

CAP Check

Critical Accuracy Penetration

C: 3 → **A: 14** → **P: 6**

- 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: **2**

Action Pool



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

Name	Type	Target	Range	Effect	Speed
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Axe	Melee	1 Foe	1	3d8 Damage	Slow
Bow	Ranged	1 Foe	5	3d8 Damage	Slow

CLASS ACTIONS

Spinal Tap	General Exploit	1 Foe	Melee 1	3d8 Damage . If you Hit an OFF-GUARD Foe, they are knocked PRONE .	Slow
Pinpoint Strike	General Exploit	1 Foe	Melee 1	+2 C to CAP Check. 3d8 Damage . If <i>Pinpoint Strike</i> is Amplified with <i>Dual Attack</i> , deal 2x Damage instead.	Slow
Dual Attack	Amplify Exploit	1 Damage-Dealing Action	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Damage-dealing Action, deal 1.5x Damage to 1 of those Foe(s). 1 per Action.	Fast
Envenom	Amplify Exploit	1 Action	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with an Action, 1 of those Foe(s) suffers 2 Stacks of POISON .	Fast
Toxic Shock	Trigger Exploit	1 POISONED Foe	Ranged 3	<i>Trig. Cond.:</i> If a POISONED Foe uses a non-Movement Action, <i>Trig. Effect:</i> Cancel that Action and deal 3x[each Stack of POISON] PIERCING Damage.	Fast
Shadowsteel Step	General Exploit	1 Unocc. Square	Ranged 3	Teleport to Target Square. If you now occupy a Square adjacent to a Foe, you may Teleport 1 other Hero to an Unoccupied Square Flanking that Foe.	Fast

CLASS TIDE-TURNER ACTIONS

- Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Heatseeker	Sustain Exploit	Self	-	All Damage-dealing Actions you use deal PIERCING Damage. <i>Sust. Effect:</i> Repeat Effect.	Slow
Fool's Luck	Trigger Exploit	1 Action	Ranged Field	<i>Trig. Cond.:</i> If you are the Target of a Foe's Action, <i>Trig. Effect:</i> Target Foe becomes the Target of that Action instead of you. If there are no valid Targets, the Action Misses you instead.	Free

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. →



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.

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

Anchors

Deadweights

Kendrick Maddox	
Smuggling	
Airship - Sky Sailing	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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





Name **PIPER**

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

HP: **/35** Class: **Ardent**

Barrier Values

Toughness:	4	Resistance:	8
Athletics:	12	Insight:	8
Endurance:	8	Knowledge:	8
Intimidate:	8	Mend:	12

Defence Values

Dodge:	8	Willpower:	6
Acrobatics:	12	Focus:	8
Stealth:	8	Fast Talk:	8
Sleight of Hand:	8	Leadership:	16

CAP Check

Critical	Accuracy	Penetration
C: 3	A: 13	P: 9

- 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
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Rapier	Melee	1 Foe	1	3d6 Damage	Slow
Wand	Ranged	1 Foe	5	2d6 Damage	Slow

CLASS ACTIONS

Soul Strike	General Spell	1 Foe	Ranged 7	3d12 Damage	Slow
Mana Echoes	General Spell	1 Foe	Ranged 7	AUTO-HIT. 2d8 Damage	Fast
Raging Inferno	General Spell	1-3 Foes	Ranged 3	3d8 Damage	Slow
Chains of Calamity	Sustain Spell	1-3 Foes	Ranged 3	1d6 PIERCING Damage. Until the start of your next Turn, if 1 or more Foe(s) suffering <i>Chains of Calamity</i> is the Target of a Spell Action, deal 1d6 PIERCING Damage to all Foes suffering <i>Chains of Calamity</i> . <i>Sust. Effect:</i> Repeat Effect.	Slow
False Camaraderie	General Spell	1 Foe	Ranged 7	-2 A to CAP Check. Target Foe moves up to 5 Squares toward another Foe (if possible), then makes a Basic Attack with AUTO-HIT against that Foe (if possible).	Slow
Times of Need	Amplify Exploit	1 Spell	-	<i>Amp. Effect:</i> When you use a Spell Action, you may immediately use that Action again as a Free Action, then that Action cannot be used for the remainder of the Encounter.	Free

CLASS TIDE-TURNER ACTIONS

- Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Recurring Nightmare	Sustain Spell	1 Foe	Ranged 7	AUTO-HIT. 2d12 Damage . Until the start of your next Turn, If the Foe suffering <i>Recurring Nightmare</i> is the Target of a Spell Action, deal 2d12 Damage . <i>Sust. Effect:</i> Repeat Effect.	Slow
Composite Magic	General Exploit	Self	-	Your next 2 Spells are Free Actions.	Slow

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

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.

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

Anchors

Deadweights

Kendrick Maddox	
Elise Grant	
Red Market Merchant	
Navigation	

SPECIAL PROPERTIES

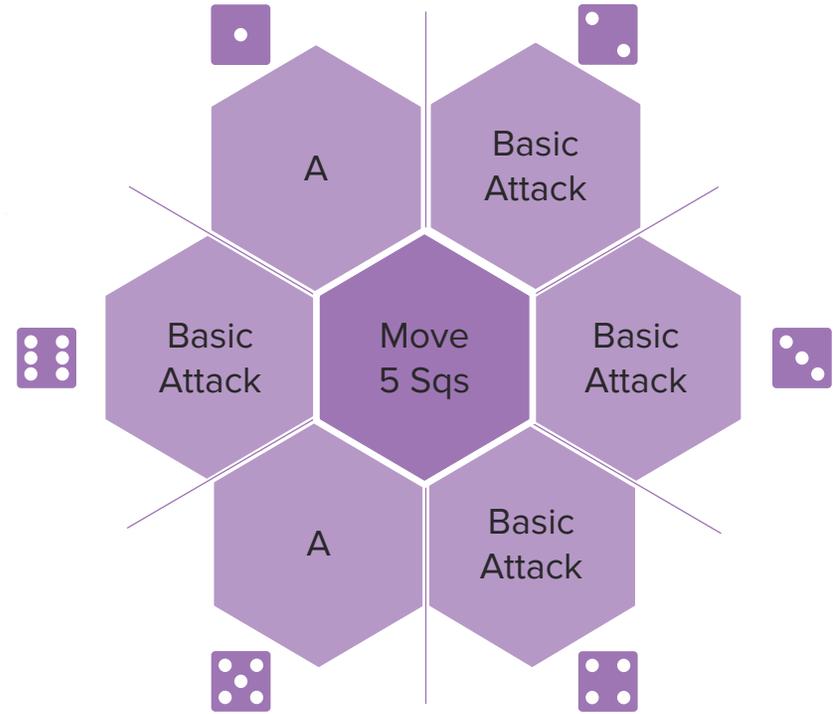
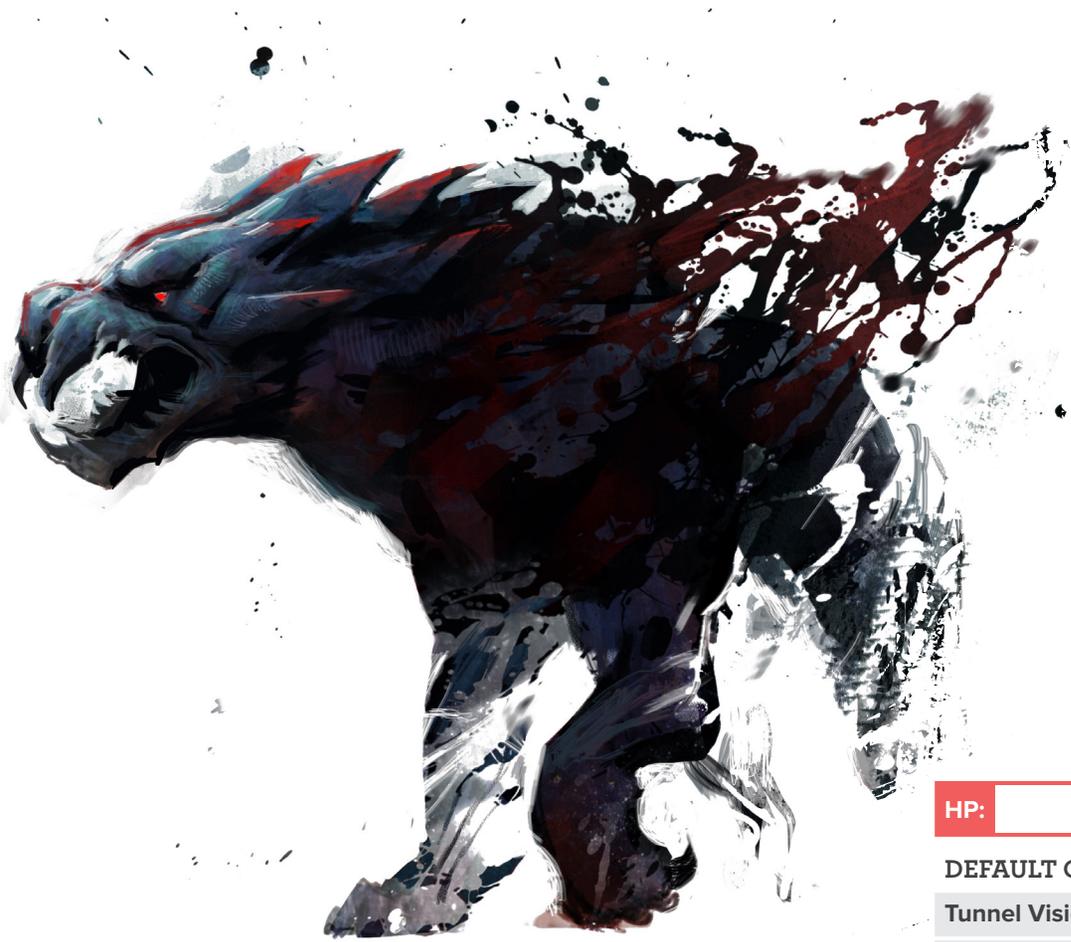
AUTO-CRIT:	Action is a Critical Hit —hits Target, bypasses & , and deals Max Damage.	
AUTO-HIT:	Hero Action: Skip CAP Check. Damage dealt is always reduced by / .	Foe Action: Skip Hero's Defence Check.
PIERCING:	Damage bypasses & .	

LEGEND: FOE RANKS

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

EMBERWIND



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

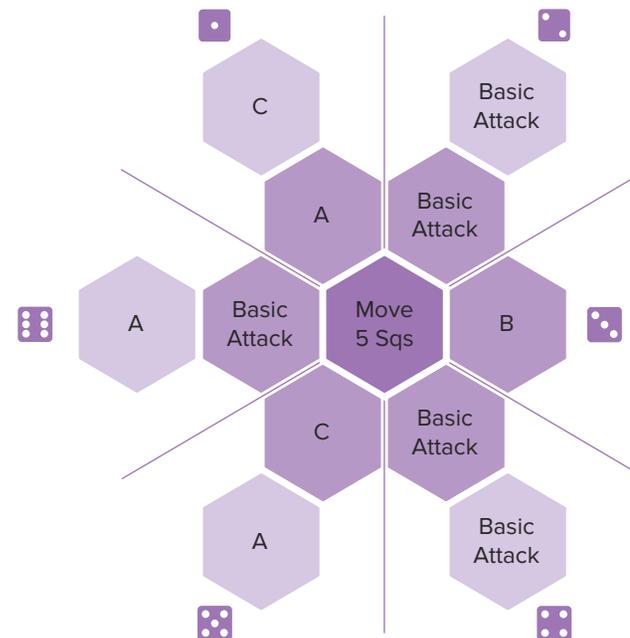
Bite vs	Melee	1	Deal 1d10 + 10 Damage vs .
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SPECIAL ABILITIES

Pounce <i>AUTO-HIT</i>	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 .
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BLOODHOUND

- 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: /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

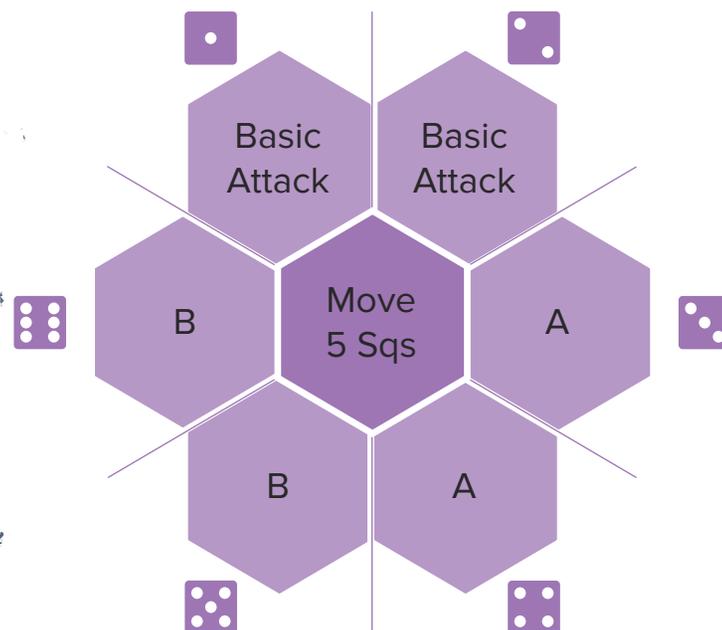
Dagger vs	Melee	1	Deal 2d10 + 10 Damage vs .
Whip vs	Ranged	3	Deal 1d10 + 10 Damage vs .

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.



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
------	------	-------	--------

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 .
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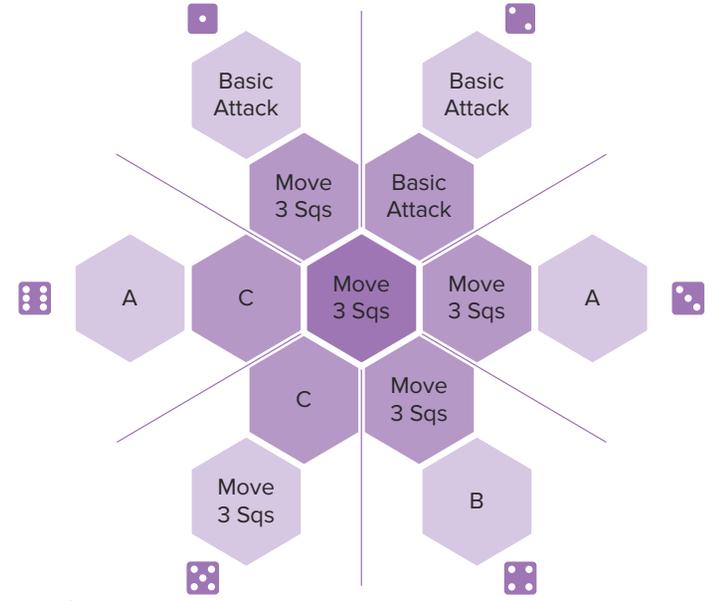
Dew from Beyond	B	-	Heal the Slitherspine with least Current HP 10 HP.
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RIFTKEEPER

- 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.



SLITHERSPINE



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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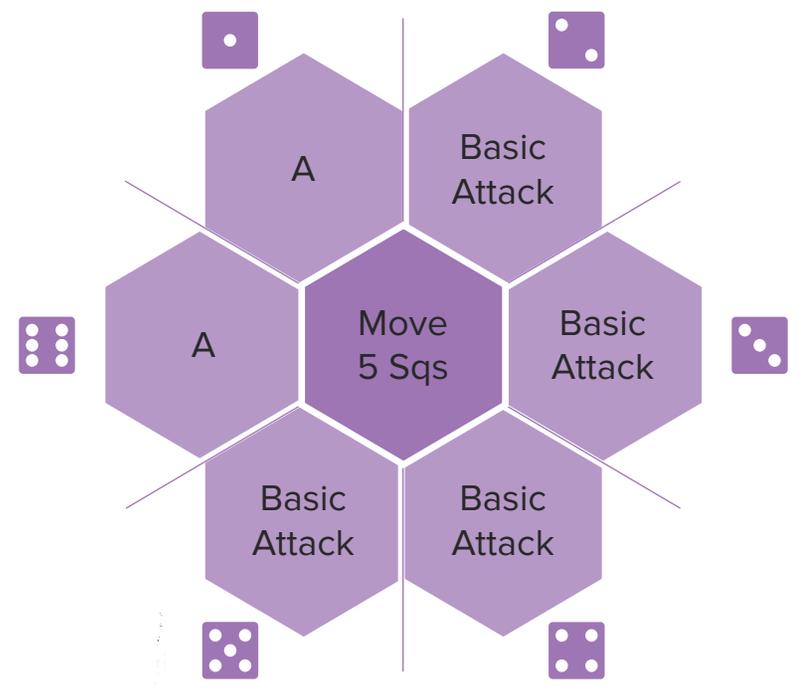
BASIC ACTIONS			
Lash vs	Melee	2	Deal 1d10 + 10 Damage vs .

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.

- 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.



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 .

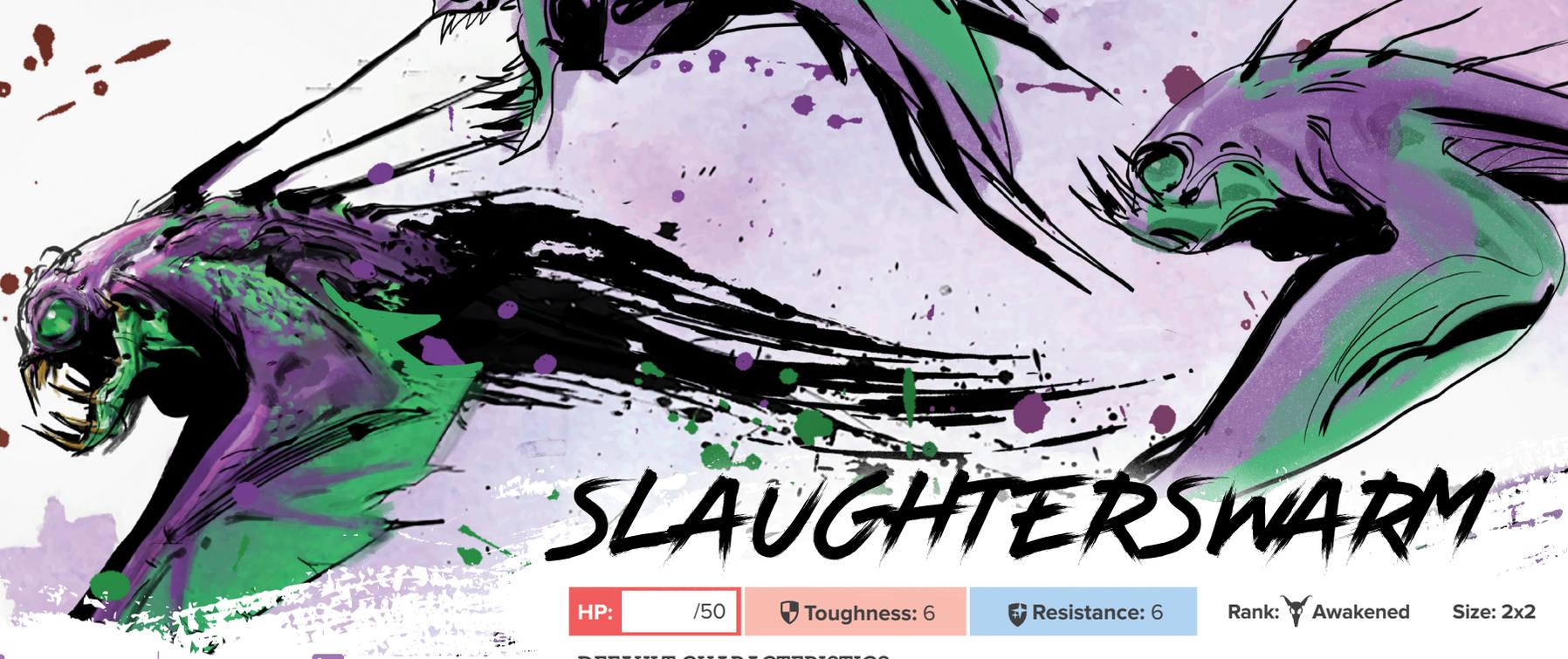
Name	Type	Range	Effect
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BASIC ACTIONS			
		[Storyteller only] Actions per Turn: 2	
Bite vs	Melee	1	Deal 1d10 + 5 Damage vs . Hit Hero suffers 1 Stack of <i>VULNERABILITY</i> vs .

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:**
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.



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

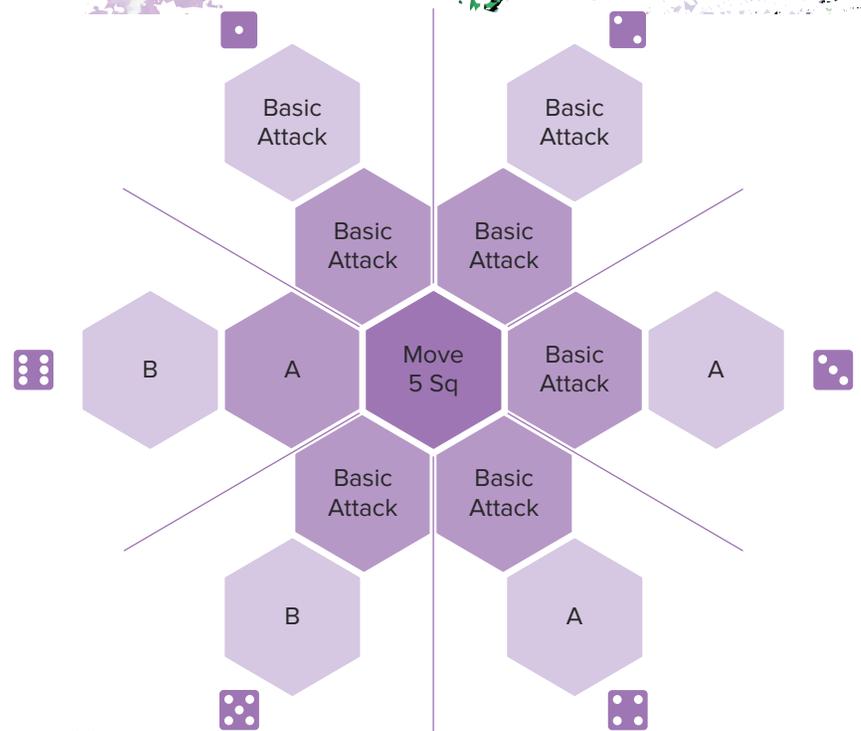
[Storyteller only] Actions per Turn: 3

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
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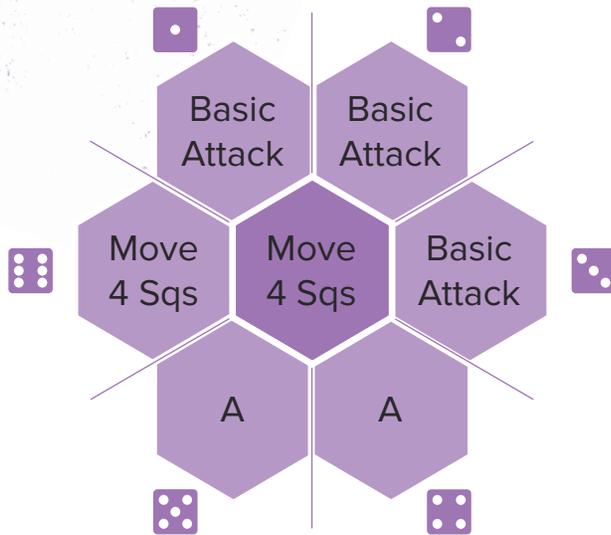
BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

Bludgeon vs 	Melee	1	Deal 1d10 + 10 Damage vs  .
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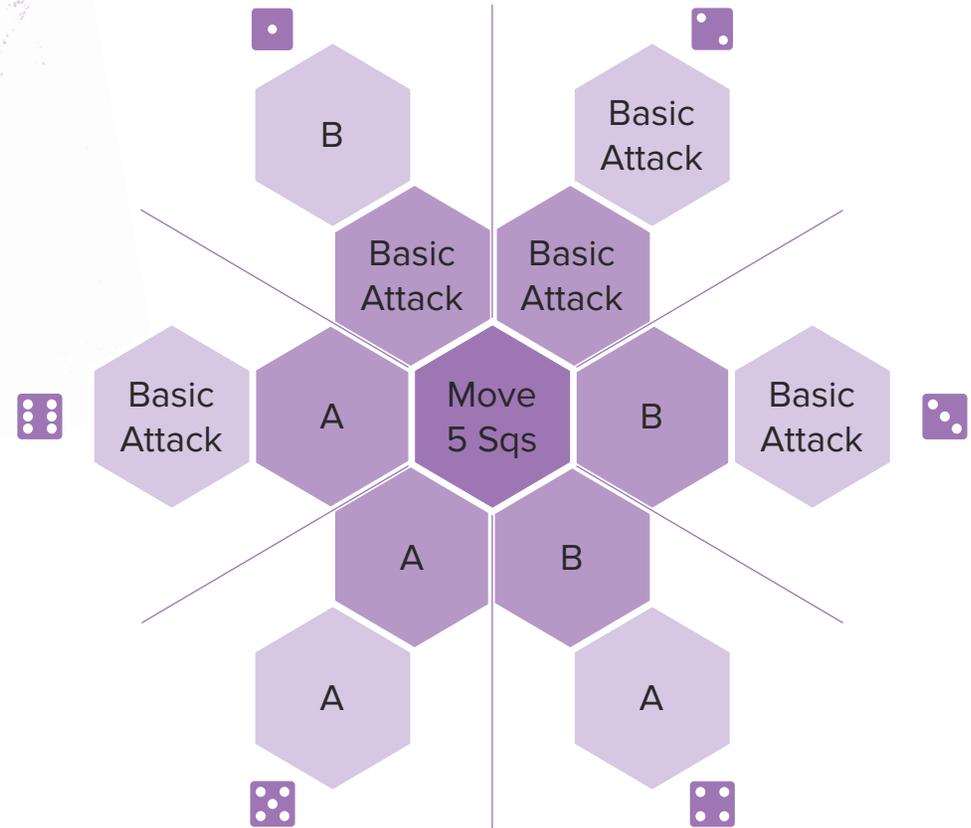
SPECIAL ABILITIES

Spiteful Thrash	A	-	<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, <i>Trig. Effect:</i> Chaser Streetjack makes a Basic Attack. If the Hero fails their  , deal Damage and Cancel that 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.



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

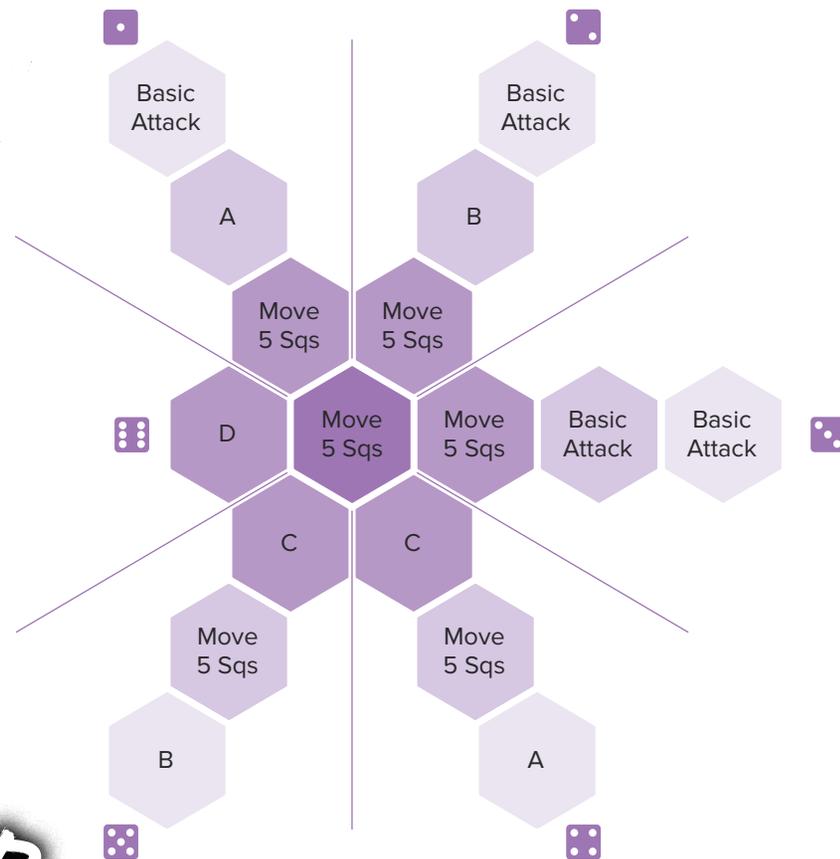
Swap: If a Hero deals Damage to this Chaser Mistwalker, it switches occupied Squares with the nearest Chaser Streetjack.

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: 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 .

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.

Health & Ongoing Effects

Initiative Slot Order

- Combatants act in descending order.
- Heroes may swap their Turn Slot at the start of each new Round.

Slot	Combatant Name
 Hero 1	
 Grunt	
 Hero 2	
 Awakened	
 Hero 3	
 Elite	
 Hero 4	
 Boss	

Counters

Campaign Clock		Round Counter	
Gold Pieces		Hit Counter	

TIP: Use a shorthand to help you track multiple Conditions and Sustain Effects in the space provided.

Example: 5 Stacks of **POISON** to "PSN 5".

Foe No.	HP	Conditions and Sustain Effects
 1		
 2		
 3		
 4		
 5		
 6		
 7		
 8		
 9		
 10		
 11		
 12		
 1		
 2		
 3		
 1		

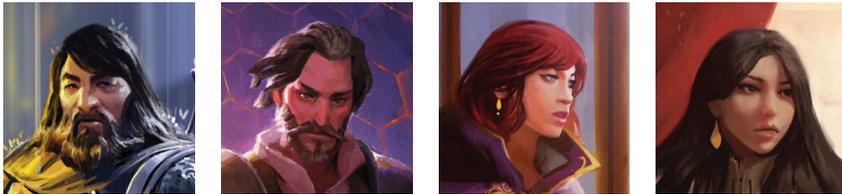
TOKENS

Trim out each of the Tokens below. These may be used in conjunction with the maps found in the Map Package.

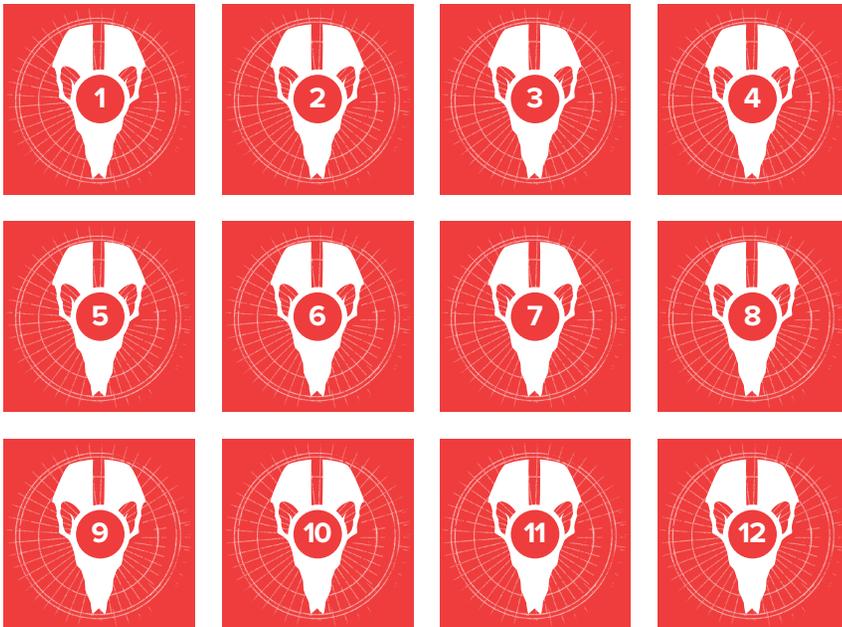
OBJECTIVE



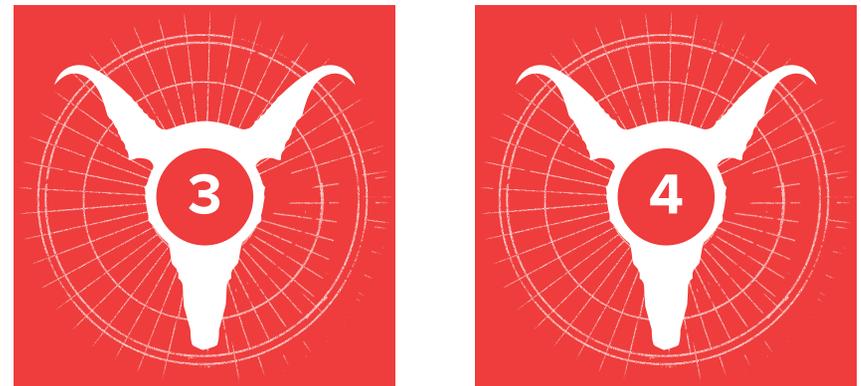
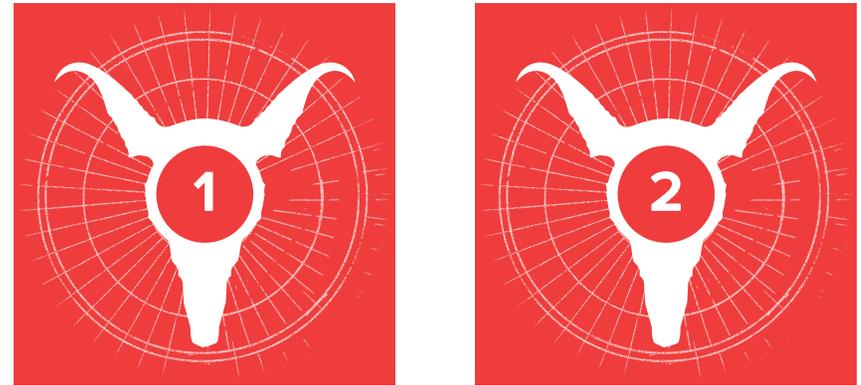
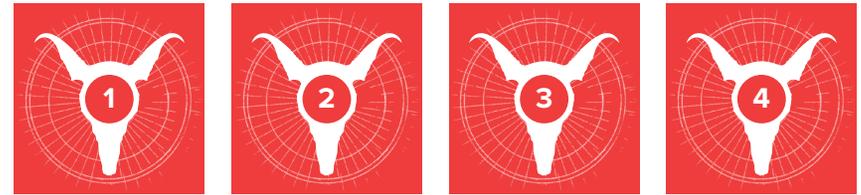
HEROES



GRUNT FOES



AWAKENED FOES



ELITE FOE



STEP 1

STARTING YOUR TURN:

Each Hero Action has a speed. Each Turn, you have:

2 Slow
Actions

OR

1 Slow Action &
2 Fast Actions

OR

4 Fast
Actions

You may take any number of Free Actions.

STEP 3

RESOLVING YOUR ACTIONS:

CAP Check: If your Action includes 1 or more Foes as a Target, you must roll 1d20 and check the Roll Result against your "C", "A", and "P" Values.

C If your Roll Result is \leq your "C" Value, your Action is a **Critical Hit*** and proceed to **Step 4**. If your Roll Result is $>$ your "C" Value, proceed to "A".

AUTO-CRIT: An Action with this Special Property do not require a **CAP Check** and is treated as though you rolled a Critical Hit.

A If your Roll Result is \leq your "A" Value, your Action Hits your Target and proceed to "P". If your Roll Result is $>$ your "A" Value, your Action Misses.

AUTO-HIT: An Action with this Special Property do not require a **CAP Check** and is treated as though you hit your Target. However, **AUTO-HIT** Actions never bypass Barrier Values.

P If your Roll Result is \leq your "P" Value, your Action bypasses your Target's Barrier Values. If your Roll Result is $>$ your "P" Value, the Damage of your Action is reduced. Proceed to **Step 4**.

PIERCING: An Action with this Special Property always bypasses Barrier Values when calculating Damage dealt.

STEP 4

DEALING DAMAGE:

Normal Hits: Roll the associated damage dice for your Action. If you bypassed your Target's Barrier Values, subtract your Roll Result from your Target's HP. If you failed to bypass, reduce your Roll Result by your Target's corresponding Barrier Value before subtracting the remainder from their HP.

***Critical Hits:** A Critical Hit automatically hits your Target, bypasses their Barrier Values, and deals the maximum Damage associated with that Action.

HEALING:

If your Action includes Healing, roll the associated healing dice with your Action. Add the Roll Result to that Hero's Current HP. A Hero's Current HP cannot exceed their maximum HP and you cannot heal a **FALLEN** Target.

STEP 2

SELECTING YOUR TARGETS:

Action Targeting: Actions can Target Combatants (yourself, other Heroes, or Foes), the Battlefield (Squares or the entire map), or a combination of the above. Any Action that includes at least 1 Foe as a Target requires a **CAP Check**. Actions that do not include any Foes do not require **CAP Checks**.

Action Range: Actions can only include Target(s) that are within the specified **Action Range**.

[1] Cover: You cannot Target Combatant(s) [and/or Square(s)] if there is 1 or more **Square(s) of Cover** (*Local Field Effect*) between you and your Target.

SPECIAL ACTIONS TYPES & THEIR RESOURCES:

Trigger Actions: Can be used out of Turn Order if the Trigger Condition is met. You must have enough unused Action Points remaining in your Action Pool to expend on the Trigger Action.

Trigger Limit: The total amount of Trigger Actions you can use per Round.

Sustain Actions: Actions may have a Sustain Effect. If they do, they can have their Sustain Effect applied at the start of each of your Turns following the initial use of that Action. Initiating the Action will use an amount of your **Action Pool** equal to that Action's Speed, but maintaining the Action's Sustain Effect does not deplete your Action Pool. Any interruption to Sustaining that Effect will require you to expend Action Points to initiate the Effect all over again.

Sustain Limit: The total amount of Sustain Effects that you can have active each Round. Multiple copies of the same Effect count separately.

Amplify Actions: The power of an Action can be increased with an Amplify Effect. Amplify Effects may exist within an Action or exist independently as Amplify Actions, which can be applied to other Actions. You may decide to apply Amplify Effects after you have made all dice rolls.

Amplify Limit: The total amount of Amplify Effects and Amplify Actions you can use per Round.

Tide-Turner Actions: Your most powerful Actions. They are activated by expending a Tide-Turner Charge in addition to any other costs.

STEP 1

STARTING A FOE'S TURN:

Read the Foe's Default Characteristics.

TIP: Players seeking additional challenge may read the Foe's Optional Modifiers as well.

STEP 2

USING THEIR ACTION CHAIN:

Roll 1d6 to determine the Foe's Action Chain.

[2] Action Chain: Begin with the centre Hex. Then, progress through adjacent Hexes in the direction of the Roll Result. Perform the Action listed in each Hex in order.

Move Hex: The Foe travels a number of Unoccupied Squares up to the value listed in the Hex. Each Diagonal Square transversed counts as 1 Movement.

Basic Attack Hex: The Foe Targets a Hero with their Basic Attack. If the Foe has a Melee and Ranged option, it prioritises its preferred Basic Attack.

Special Ability Hex: The Foe's strongest powers.

STEP 3

SELECTING A FOE'S TARGETS:

Action Targeting: Foes move toward and Target Combatants using a combination of their Default Characteristics, Optional Modifiers, Combat Flairs, and the Effects of their Actions. If Targeting is unspecified, the Narrator/Storyteller has the Foe act in its best interest.

No Valid Target: If a Hex has no valid Target, the Foe skips that Hex and continues with the next Action in their Action Chain.

Action Range: See Quick Guide: Hero Turns.

[1] Cover: See Quick Guide: Hero Turns.

STEP 4

RESOLVING FOE'S ACTIONS:

Foes do not roll **CAP Checks**. Instead, Heroes avoid Foe Actions using **Defence Checks**. When Targeted by a Foe's Action, the Hero makes a Defence Check by rolling 1d20 and compares the Roll Result to the corresponding Defence Value matching the Icon listed directly after the name of the Foe's Action. If the Roll Result > Hero's Defence Value, the Hero is Hit and proceed to **Step 5**.

STEP 5

DEALING DAMAGE:

The Narrator/Storyteller rolls the Damage Dice listed in the Foe's Action. Reduce the Roll Result by the corresponding Hero's Barrier Value, then subtract the remainder from the Hero's Current HP. If the Hero's Current HP becomes 0, that Hero becomes **FALLEN**.

ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. If a Hero is hit by an Action that includes an additional Effect, that Hero will need to roll additional Defence Checks to determine whether they suffer from those Effects. Which Defence Value the Hero must make a Check against is listed directly after the additional Effect.

SPECIAL PROPERTIES:

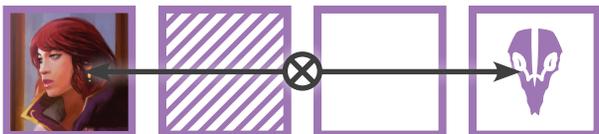
AUTO-CRIT: Foe Actions with this Special Property are treated as a **Critical Hit*** (see Quick Guide: Hero Turns).

AUTO-HIT: Foe Actions with this Special Property cannot be avoided.

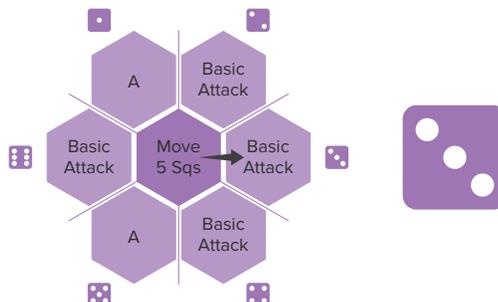
PIERCING: Foe Actions with this Special Property bypass Hero Barrier Values.

REFERENCES:

[1] COVER



[2] ACTION CHAIN



[3] FLANKING

A Hero who is adjacent to two or more Foes that occupy Squares on opposite edges or corners suffer **OFF-GUARD** (see back of Hero Card). The same is true for a Foe positioned between two Heroes. **OFF-GUARD** granted from Flanking is removed when the Combatant is no longer surrounded.



BEFORE COMBAT

PROMOTE FOES:

At the start of a combat, the Storyteller may promote one, some, or all Foes to their Veteran counterparts.

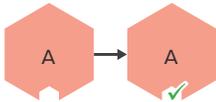
Note: Veteran Foes are more powerful than their normal counterparts, and feature improved statistics, an expanded A.I. Hex Grid, and can "learn" new abilities as combat progresses. If your Storyteller is using pe-written *EMBERWIND*™ content and is having difficulty balancing battles, consider using the **Flow** system (located in the Variants section).

DURING COMBAT

STEP 1

UNLOCK HEXES:

At the start of each Round, the Storyteller unlocks 1 Red Action Hex for each type of Veteran Foe present by marking the checkbox.



Increasing the Rate of Learning: Additional challenge can be found by increasing the amount of Red Action hexes that are unlocked at the start of each Round.

STEP 2

STARTING A FOE'S TURN:

Read the Foe's Default Characteristics.

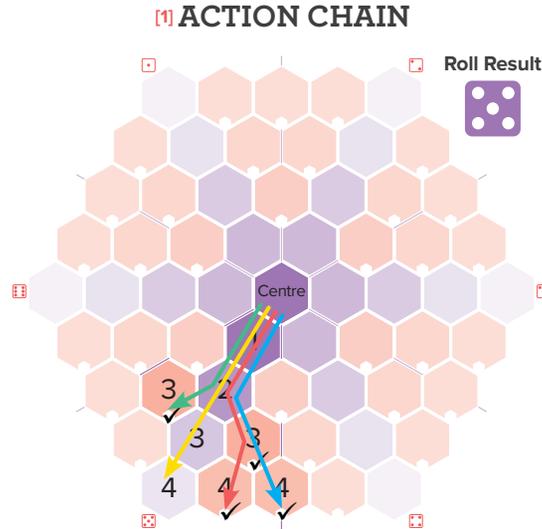
TIP: Players seeking additional challenge may read the Foe's Optional Modifiers as well.

STEP 3

USING THEIR ACTION CHAIN:

Roll 1d6 to determine the Foe's Action Chain.

[1] Action Chain: Begin with the centre Hex. Then progress through adjacent (purple or unlocked red) Hexes in the direction of the Roll Result. Perform the Action listed in each Hex in order.



Move Hex: The Foe travels a number of Unoccupied Squares up to the value listed in the Hex. Each Diagonal Square transversed counts as 1 Movement.

Basic Attack Hex: The Foe Targets a Hero with their Basic Attack. If the Foe has a Melee and Ranged option, it prioritises its preferred Basic Attack.

Special Ability Hex: The Foe's strongest powers.

Red Action Hex: Unlockable Action Hexes that create new Action Chains and teach new abilities.

STEP 4

SELECTING A FOE'S TARGETS:

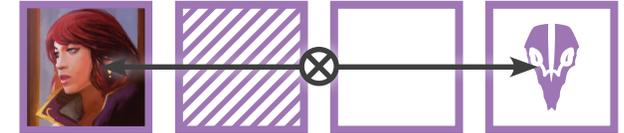
Action Targeting: Foes move toward and Target Combatants using a combination of their Default Characteristics, Optional Modifiers, Combat Flairs, and the Effects of their Actions. If Targeting is unspecified, the Storyteller has the Foe act in its best interest.

No Valid Target: If a Hex has no valid Target, the Foe skips that Hex and continues with the next Action in their Action Chain.

Action Range: Actions can only include Target(s) that are within the specified **Action Range**.

[2] Cover: You cannot Target Combatant(s) [and/or Square(s)] if there is 1 or more **Square(s) of Cover** (Local Field Effect) between you and your Target.

[2] COVER



STEP 5

RESOLVING FOE'S ACTIONS:

Foes do not roll **CAP Checks**. Instead, Heroes avoid Foe Actions using **Defence Checks**. When Targeted by a Foe's Action, the Hero makes a Defence Check by rolling 1d20 and compares the Roll Result to the corresponding Defence Value matching the Icon listed directly after the name of the Foe's Action. If the Roll Result > Hero's Defence Value, the Hero is Hit and proceed to **Step 5**.

CONTINUED ON BACK

STEP 6

DEALING DAMAGE:

The Narrator/Storyteller rolls the Damage Dice listed in the Foe's Action. Reduce the Roll Result by the corresponding Hero's Barrier Value, then subtract the remainder from the Hero's Current HP. If the Hero's Current HP becomes 0, that Hero becomes **FALLEN**.

ADDITIONAL EFFECTS:

Foe Actions may have additional Effects. If a Hero is hit by an Action that includes an additional Effect, that Hero will need to roll additional Defence Checks to determine whether they suffer from those Effects. Which Defence Value the Hero must make a Check against is listed directly after the additional Effect.

SPECIAL PROPERTIES:

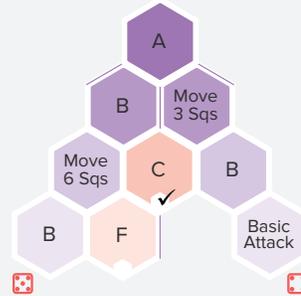
AUTO-CRIT: Foe Actions with this Special Property are treated as a **Critical Hit*** (see Quick Guide: Hero Turns).

AUTO-HIT: Foe Actions with this Special Property cannot be avoided.

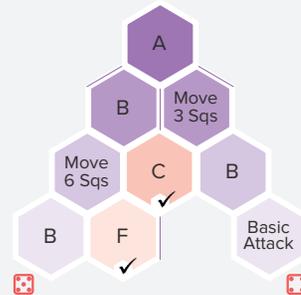
PIERCING: Foe Actions with this Special Property bypass Hero Barrier Values.

EXAMPLE:

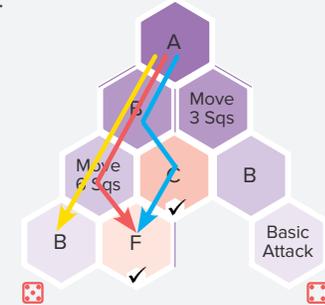
On the first Round, the Storyteller unlocks the Red Action Hex (Special Ability C) between segments "4" and "5" by marking it with a checkbox (✓).



On the second Round, the Storyteller unlocks the Red Action Hex (Special Ability F).

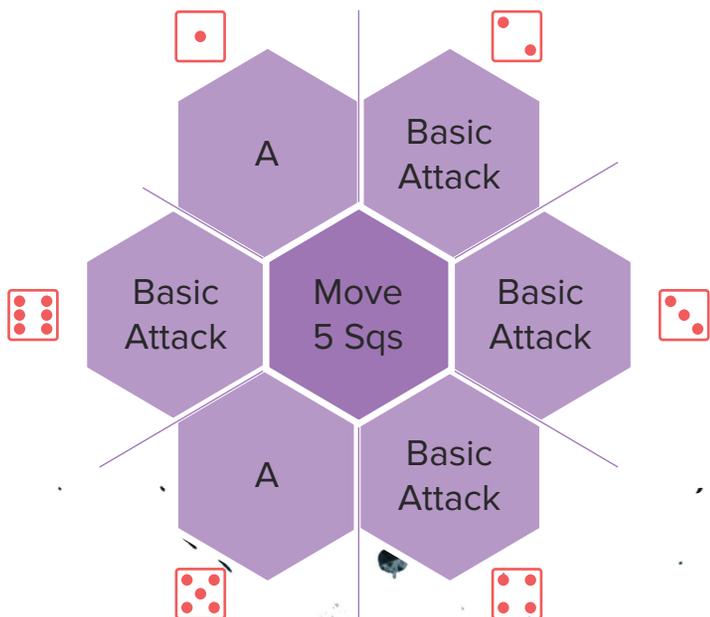


On the Foe's Turn, the Storyteller rolls 1d6 to determine which **direction to create an Action Chain** with. The Storyteller rolls a 5, giving the following Action Chains to select from.



The Storyteller selects the **blue Action Chain**, performing the following Actions in this sequence: **Special Ability A, Special Ability B, Special Ability C**, and then **Special Ability F**.

1st Action	Special Ability A	Special Ability A	Special Ability A
2nd Action	Special Ability B	Special Ability B	Special Ability B
3rd Action	Move 6 Squares	Move 6 Squares	Special Ability C
4th Action	Special Ability B	Special Ability F	Special Ability F

**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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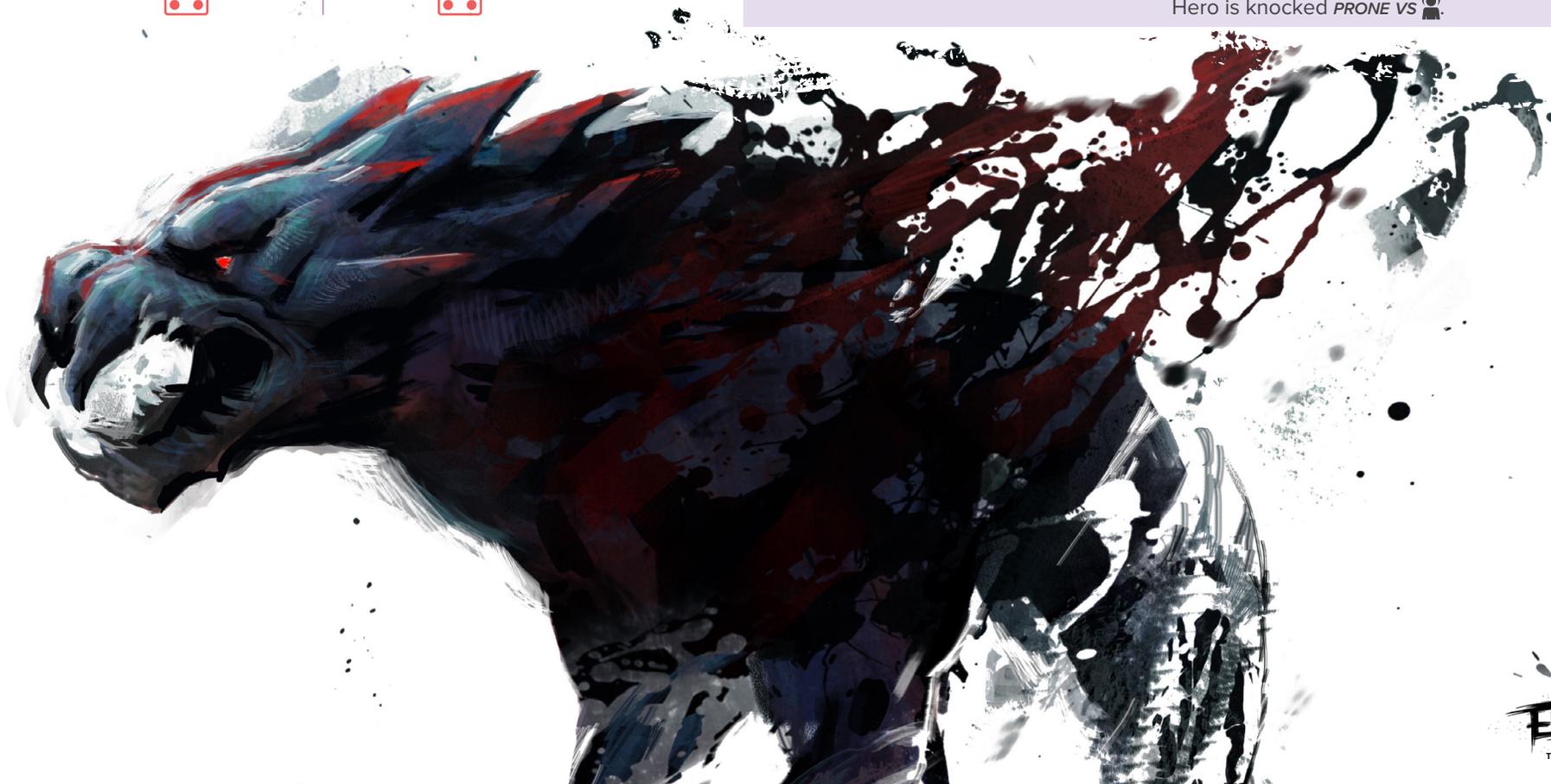
BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

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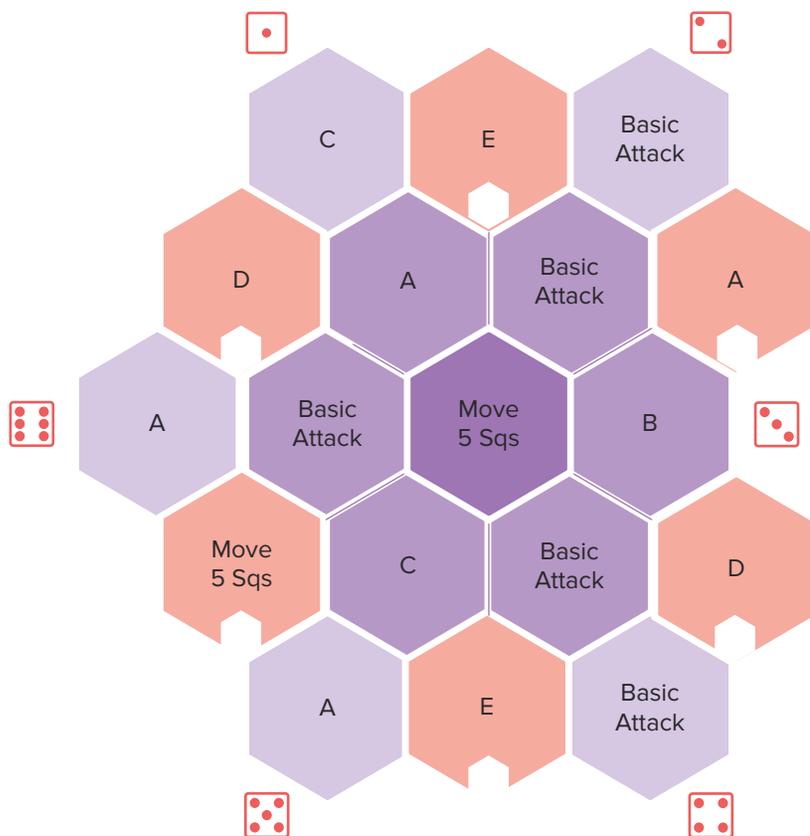
SPECIAL ABILITIES

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 PRONE 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
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 VS</i> .

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

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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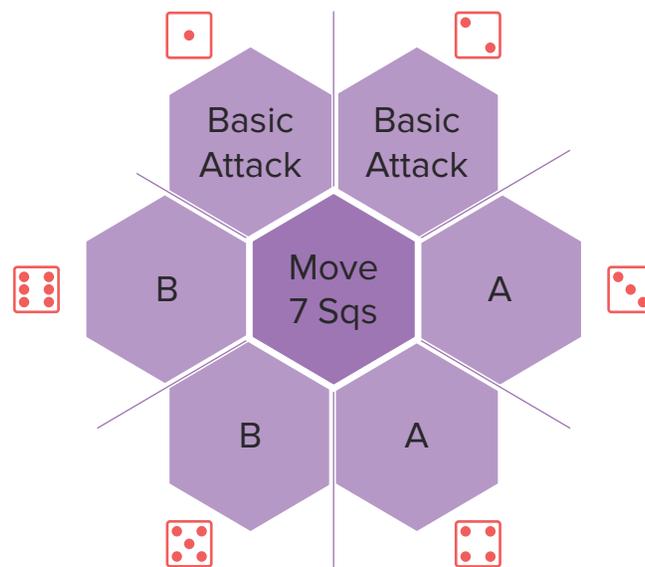
BASIC ACTIONS

[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 .
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.

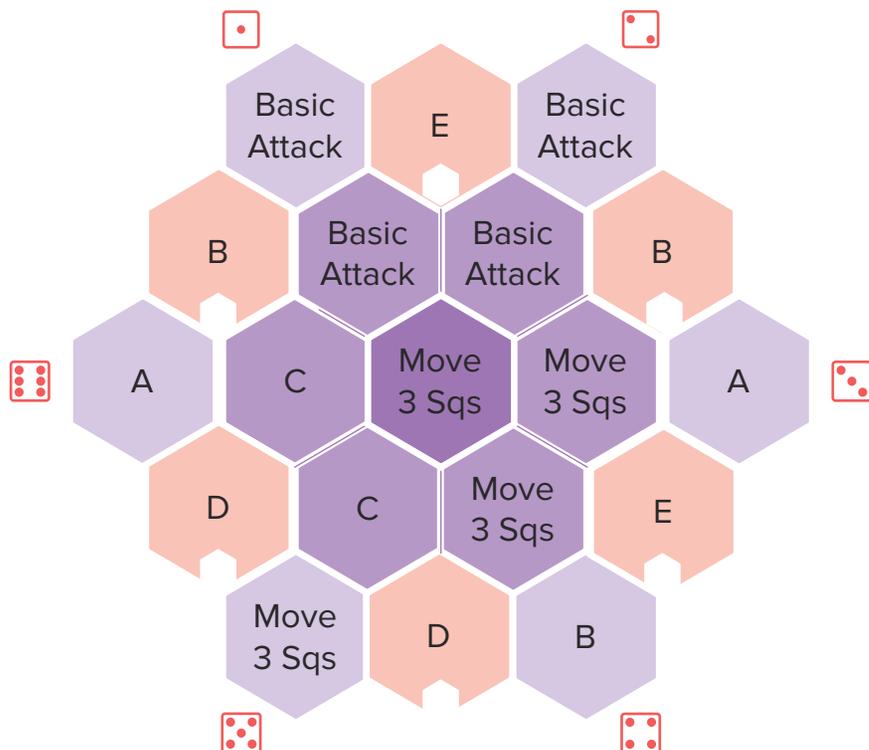


TURN BLOCK:

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 vs</i> .
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 vs</i> .

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: 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
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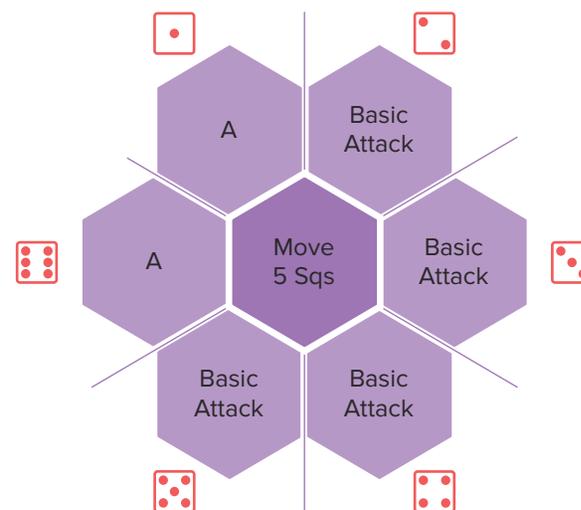
BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

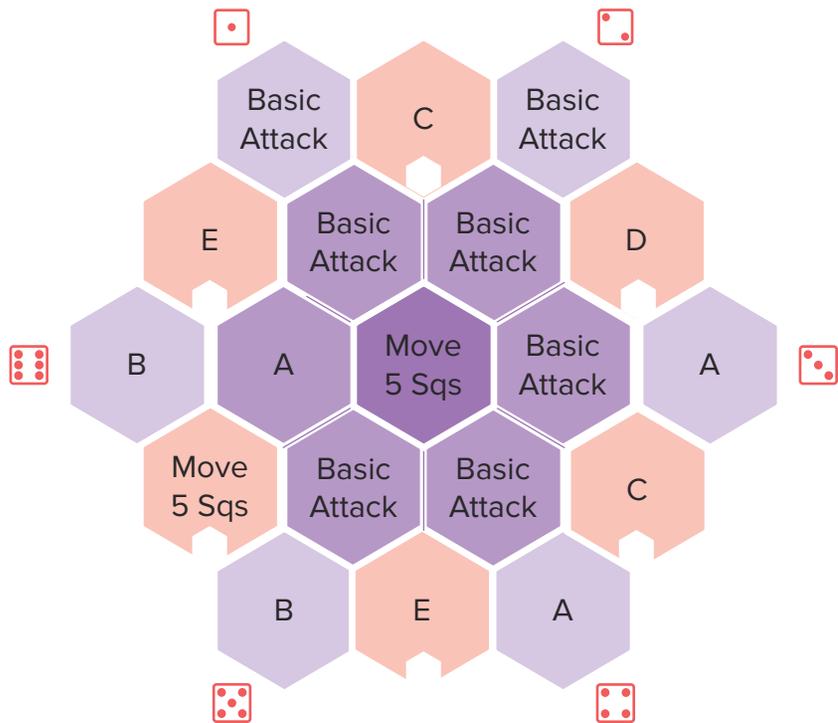
Bite vs	Melee	1	Deal 1d10 + 5 Damage vs . Hero suffers 2 Stacks of <i>VULNERABILITY</i> vs .
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SPECIAL ABILITIES

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

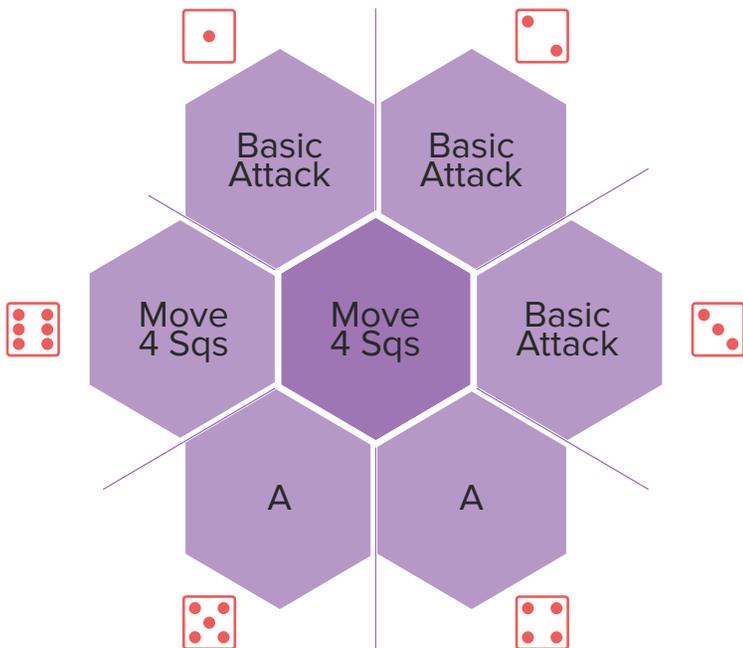
Cannibalize	A	3	Remove 1 Slaughterfish occupying an adjacent Square from Slaughterswarm from the Encounter. Slaughterswarm is fully healed.
Overwhelming Swarm VS [Acrobatics OR Athletics]	B	2	Deal 2d10 + 5 Damage vs to Hit Hero and that Hero suffers <i>PARALYSIS</i> vs [Endurance OR Focus].

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.

Name: **CHASER MISTWALKER** [Veteran]

HP:

/55

Toughness: 4

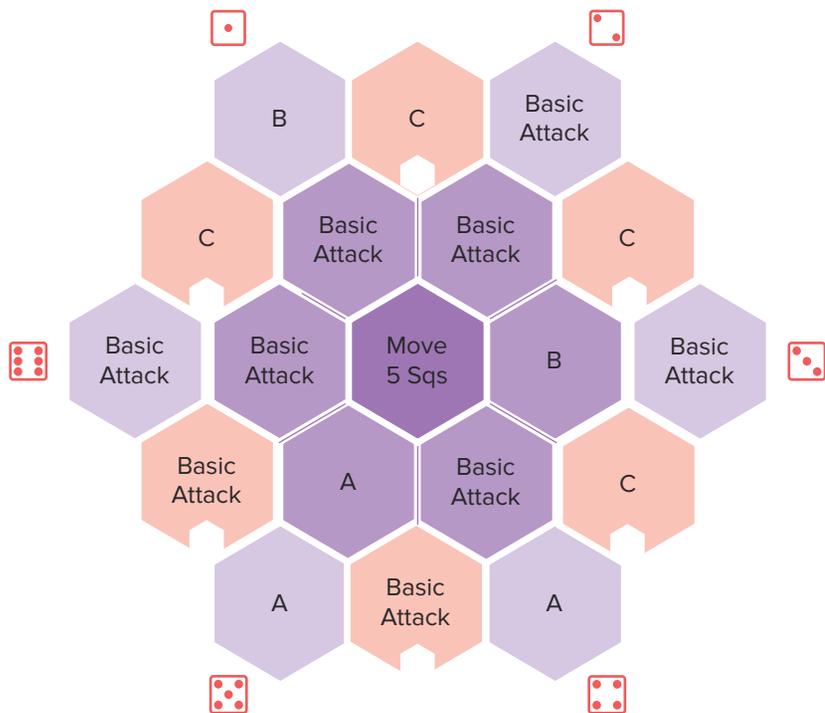
Resistance: 8

Rank: 

Awakened Type: Human

Flow: 4

Size: 1x1



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

LEARNABLE SPECIAL ABILITIES

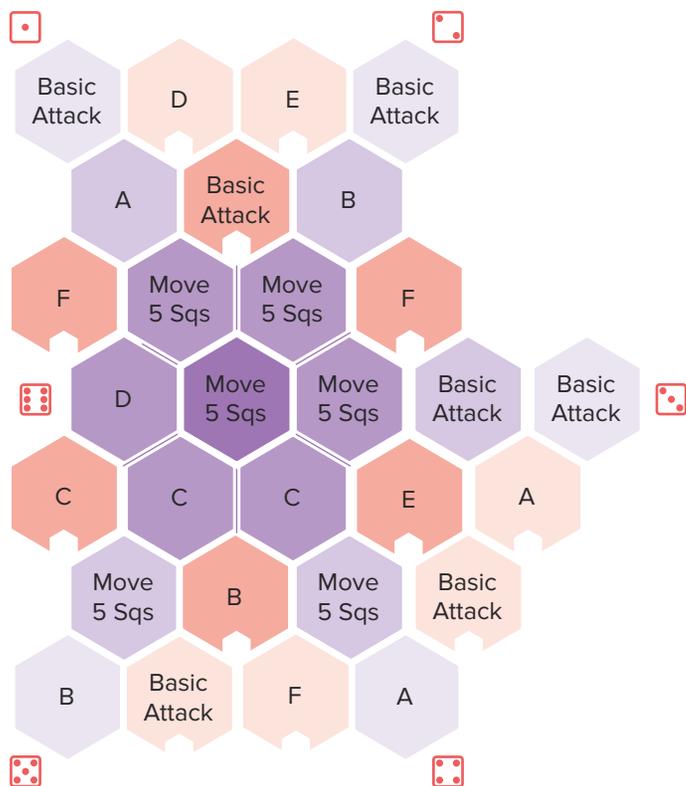
Phasing Presence	C	-	<i>Trig. Cond.:</i> If a Hero uses a Ranged Action that includes Chaser Mistwalker as a Target, <i>Trig. Effect:</i> That Action misses Chaser Mistwalker (but not other Targets).
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TURN BLOCK:

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]



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 vs</i> .
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.



Name **ROOK**

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

HP: **34** Class: **Archer**

Barrier Values

Toughness:	6	Resistance:	6
Athletics:	8	Insight:	8
Endurance:	16	Knowledge:	8
Intimidate:	8	Mend:	12

Defence Values

Dodge:	6	Willpower:	8
Acrobatics:	8	Focus:	12
Stealth:	8	Fast Talk:	8
Sleight of Hand:	8	Leadership:	12

CAP Check

Critical Accuracy Penetration

C: 2 → **A: 16** → **P: 9**

- 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
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Mace	Melee	1 Foe	1	3d8 Damage	Slow
Longbow	Ranged	1 Foe	5	3d8 Damage	Slow

CLASS ACTIONS

Retreating Rend	General Exploit	1 Foe	Melee 1	-10 P to CAP Check. 3d8 Damage . You may make 1 Shift Action directly after as a Free Action. 1 per Round.	Fast
Galeforce	General Exploit	1 Foe	Melee 1 Ranged 5	3d8 + 6 Damage . If you used a Shift Action directly before <i>Galeforce</i> , <i>Galeforce</i> is a Fast Action. 1 per Round.	Slow
Howling Hail	General Exploit	1-3 Foes	Ranged 5	-10 P to CAP Check. 3d8 Damage .	Slow
Venom Tipping	Amplify Exploit	1 Damage-dealing Action	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Damage-dealing Action, up to 3 Hit Target(s) suffer 1 Stack of POISON . 1 per Round.	Fast
Shearing Tempest	General Spell	Self	-	+3 Range on your next Melee Action. 1 per Round.	Fast
Hornet's Sting	Trigger Exploit	1 Move Action	Ranged 5	<i>Trig. Cond.:</i> If a Foe takes a Move Action, <i>Trig. Effect:</i> -6 A to CAP Check. 3d8 Damage and inflict 1 Stack of POISON .	Fast

CLASS TIDE-TURNER ACTIONS

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

Squad Sight	Sustain Spell	Self	-	You may calculate Range (and line of sight) as though it originated from any Square occupied by any Other Hero. <i>Sust. Effect:</i> Repeat Effect.	Fast
Stormchaser	Sustain Spell	Self	-	+2 . Your 1st Move Action each Round is a Free Action. <i>Sust. Effect:</i> Repeat Effect.	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. →



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.

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

Anchors

Deadweights

Gelspar	
The Chasers	
Airship - Weapons	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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

EMBERWIND



Name **ROOK**

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

HP: **35** Class: **Ardent**

Barrier Values

Toughness: **4** Resistance: **10**

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

Defence Values

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

Acrobatics:	16	Skills	Focus:	8
Stealth:	8		Fast Talk:	12
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: **2**

Action Pool



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

Name	Type	Target	Range	Effect	Speed
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Light Axe	Melee	1 Foe	1	3d8 Damage	Slow
Short Bow	Ranged	1 Foe	5	3d8 Damage	Slow

CLASS ACTIONS

Disintegrate	Passive	-	-	At the start of each of your Turns, inflict 1 Stack of VULNERABILITY on each Foe per Stack of BURNING on them.	-
Soul Strike	General Spell	1 Foe	Ranged 7	3d12 Damage	Slow
Molten Rain	General Spell	1-3 Foes	Ranged 3	2d6 Damage . Hit Foe(s) suffer 1 Stack of VULNERABILITY .	Slow
Fan the Flames	General Spell	Self	-	+2 Die Types (Max d20) to your next Damage-dealing Spell. 1 per Round.	Fast
Spark	Amplify Exploit	1 Spell	-	<i>Amp. Effect:</i> When you Hit with a Damage-dealing Spell, deal +4 Damage.	Free
Rising Phoenix	General Spell	1 Hero	Ranged 7	Your Target heals 1d8 + 2 HP and 1 Foe adjacent to them suffers 1 Stack of BURNING .	Slow

CLASS TIDE-TURNER ACTIONS

• Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Shatterstorm	General Spell	Self	Ranged 3	2d12 PIERCING Damage. Hit Foe(s) suffer 5 Stacks of VULNERABILITY .	Slow
Union	Sustain Spell	Self	-	If you deal Damage to 1 or more Foe(s), deal that Damage Value as PIERCING Damage to 1 Foe within 3 Squares of you. 1 per Round. <i>Sust. Effect:</i> Repeat Effect.	Slow

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: 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.

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

Anchors

Deadweights

Gelspar	
The Chasers	
Airship - Weapons	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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





Name **LAUREAT**

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

HP: **/35** Class: **Invoker**

Barrier Values

Toughness:	8	Resistance:	6
Athletics:	8	Insight:	8
Endurance:	12	Knowledge:	12
Intimidate:	8	Mend:	8

Defence Values

Dodge:	4	Willpower:	8
Acrobatics:	8	Focus:	16
Stealth:	8	Fast Talk:	8
Sleight of Hand:	8	Leadership:	12

CAP Check

Critical Accuracy Penetration

C: 3 → **A: 14** → **P: 6**

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

Special Action Limits

Trigger: **1** Sustain: **2** Amplify: **1**

Action Pool



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

Name	Type	Target	Range	Effect	Speed
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Spear	Melee	1 Foe	2	3d8 Damage	Slow
Wand	Ranged	1 Foe	5	2d6 Damage	Slow

CLASS ACTIONS

Fatespinner	Passive	-	-	+1 Sustain Limit (<i>Note:</i> This has already been added.)	-
Hex: Antagonize	Sustain Spell	1 Foe	Ranged 5	2d6 PIERCING Damage. <i>Sust. Effect:</i> +1 Damage Die (Max 5d) and Repeat Effect.	Slow
Healing Dew	General Spell	1 Unocc. Square	Ranged Field	Target Unoccupied Square gains <i>Healing Dew (Local Field Effect)</i> . 1 per Round. <i>Healing Dew (Local Field Effect):</i> The next Combatant that enters this Square heals 10 HP, then remove <i>Healing Dew</i> .	Fast
Invocation Armour	Sustain Spell	1 Hero	Ranged 3	+2 . <i>Sust. Effect:</i> Repeat Effect.	Slow
Distort Reality	Sustain Spell	1 Foe	Ranged 5	+2 A to all CAP Checks that include your Target. <i>Sust. Effect:</i> Repeat Effect.	Slow
Ineptitude	Trigger Spell	1 Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe Misses 1 or more Hero(es) with an Action or has an Action Cancelled, <i>Trig. Effect:</i> That Foe is knocked PRONE .	Fast

CLASS TIDE-TURNER ACTIONS

- Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Hex: Price of Pride	Sustain Spell	1 Foe	Ranged 5	AUTO-HIT. Your Target suffers DAZE . Whenever it Misses 1 or more Hero(es) or has an Action Cancelled, deal 3d6 PIERCING Damage. <i>Sust. Effect:</i> Repeat Effect.	Slow
Sympathetic Suffering	Sustain Spell	1 Foe	Ranged 5	Whenever Stack(s) of any Condition is inflicted on any other Combatant, your Target also suffers that many Stacks of that Condition (if possible). <i>Sust. Effect:</i> Repeat Effect.	Slow + Slow

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: Silverglades Shard

Effect: Negate the Effect of *Concentrated Miasma (Local Field Effect)* on you.

Action: Fast **Use:** N/A

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.

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

Anchors

Deadweights

Hearth Crystal	
The Silverglades	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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





Name **LAUREAT**

Tier: **2** EXP: /1000

HP: **35** Class: **Tactician**

Barrier Values

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

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

Defence Values

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

Acrobatics: 8	Skills	Focus: 16
Stealth: 8		Fast Talk: 8
Sleight of Hand: 8		Leadership: 12

CAP Check

Critical Accuracy Penetration

C: 4 → **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
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Scythe	Melee	1 Foe	1	3d12 Damage	Slow
Wand	Ranged	1 Foe	5	2d6 Damage	Slow

CLASS ACTIONS

Spoils to the Victor	General Exploit	1 Foe	Melee 1	-2 A to CAP Check. 3d12 Damage . If you deal Damage ≥ 0 (after /) , 1 Hero heals 4 HP.	Slow
Spirited Strike	General Exploit	1 Foe	Melee 1	3d12 Damage . If you Hit, 1 Hero may replace their with yours until the start of your next Turn.	Slow
Battlefield Tempo	General Exploit	1 Other Hero	Ranged 5	Your Target may make their next Slow Action as a Fast Action. 2 per Round. If you occupy the 1st Hero Slot, negate the usage restriction on <i>Battlefield Tempo</i> .	Fast
Insightful Leader	General Exploit	1 Other Hero	Ranged Field	Your Target may make their next Fast Action as a Free Action. 1 per Round.	Free
Two-Pronged Attack	General Exploit	1 Other Hero	Ranged Field	If you occupy a Square adjacent to a Foe, your Target may make a Basic Attack against that Foe as a Free Action. 1 per Round.	Free
Double or Nothing	Sustain Exploit	Self	-	+3 C and -3 A . <i>Sust. Effect</i> : Repeat Effect.	Fast

CLASS TIDE-TURNER ACTIONS

• Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Inspire Greatness	General Exploit	1 Other Hero	Ranged 5	Your Target's next Action that Targets 1 or more Foe(s) gains AUTO-CRIT . If you occupy the 1st Hero Slot, <i>Inspire Greatness</i> is a Free Action.	Slow
The Ties Which Bind	Sustain Exploit	Self	-	All Heroes that begin their Turn adjacent to you may make 1 Fast Action as a Free Action during their Turn. <i>Sust. Effect</i> : Repeat Effect.	Slow

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: Silverglades Shard

Effect: Negate the Effect of *Concentrated Miasma (Local Field Effect)* on you.

Action: Fast **Use:** N/A

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.

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

Anchors

Deadweights

Hearth Crystal	
The Silverglades	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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

EMBERWIND



Name **RATH**

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

HP: **38** / 38 Class: **Tactician**

Barrier Values

Toughness:	4	Resistance:	6
Athletics:	8	Insight:	12
Endurance:	8	Knowledge:	8
Intimidate:	8	Mend:	8

Defence Values

Dodge:	6	Willpower:	10
Acrobatics:	12	Focus:	12
Stealth:	8	Fast Talk:	8
Sleight of Hand:	8	Leadership:	16

CAP Check

Critical Accuracy Penetration



- 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
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Rapier	Melee	1 Foe	1	3d8 Damage	Slow
Crossbow	Ranged	1 Foe	5	3d8 Damage	Slow

CLASS ACTIONS

Thronebreaker	General Exploit	1 Foe	Melee 1	3d8 Damage . <i>Amp. Effect:</i> Reduce your & to 0 until the start of your next Turn to deal +7x[each Rank above] Damage.	Slow
Valiant Strike	General Exploit	1 Foe	Melee 2	3d8 Damage . 1 Hero may make 1 Shift Action as a Free Action directly after.	Slow
Decisive Blow	Trigger Exploit	1 Hero	Ranged 3	<i>Trig. Cond.:</i> If a Hero Hits 1 or more Foes with an Action, <i>Trig. Effect:</i> That Action also causes 1 of those Foe(s) to suffer FRAGILITY .	Fast
Leader's Comfort	General Exploit	Self	-	Heal 5 + 2x[each other Hero within 3 Squares of you] HP. 1 per Round. <i>Amp. Effect:</i> Expend 1 Fast Action to heal 5 + 5x[each other Hero within 3 Squares of you] HP instead.	Fast
Clairvoyant Forethought	General Exploit	Self	-	Your next Trigger Action does not count toward your Trigger Limit and is a Free Action.	Fast
Energizing Victory	Trigger Exploit	1 Other Hero	Ranged 5	<i>Trig. Cond.:</i> If another Hero Hits 1 or more Foes with an Action, <i>Trig. Effect:</i> That Hero's next Fast Action is a Free Action. If that Action caused 1 or more Foes to become FALLEN , that Hero's next Slow or Fast Action is a Free Action.	Fast

CLASS TIDE-TURNER ACTIONS

- Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Triumphant Return	Trigger Exploit	1 FALLEN Hero	Ranged 5	<i>Trig. Cond.:</i> If a Foe becomes FALLEN , <i>Trig. Effect:</i> Your Target recovers from FALLEN and heals [their Max] HP.	Slow
Overturn	Trigger Exploit	1 Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe uses a Special Ability, <i>Trig. Effect:</i> Cancel that Action and 1 other Hero gains 1 Tide-Turner Charge. 1 per Encounter.	Slow

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: 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.

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

Anchors

Deadweights

Kendrick Maddox	
Smuggling	
Airship - Sky Sailing	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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





Name **RATH**

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

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

Barrier Values

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

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

Defence Values

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

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

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
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
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 VULNERABILITY .	Slow
Savage Sweep	General Exploit	1-2 Foes	Melee 1	-2 C, A, & P to CAP 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 AUTO-HIT .	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 VULNERABILITY .	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 FRAGILITY .	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. →



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.

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

Anchors

Deadweights

Kendrick Maddox	
Smuggling	
Airship - Sky Sailing	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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





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
MOVEMENT • 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
MANEUVER • You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
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 VULNERABILITY . If <i>Splitting Strike</i> is used as a Melee Action, inflict 4 Stacks of VULNERABILITY instead.	Slow
Farsight Shot	General Exploit	1 Foe	Ranged 5	+2 A to CAP 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 A to your CAP 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	AUTO-CRIT. 3d8 + 5x[each Stack of VULNERABILITY on your Target] Damage .	Slow
Seeking Weapon	Sustain Exploit	Self	-	Your Actions gain AUTO-HIT . <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

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.

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

Anchors

Deadweights

Kendrick Maddox	
Elise Grant	
Red Market Merchant	
Navigation	

SPECIAL PROPERTIES

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

LEGEND: FOE RANKS

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

EMBERWIND



Name **PIPER**

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

HP: **/38** Class: **Spiritualist**

Barrier Values

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

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

Defence Values

Dodge: **6** Willpower: **10**

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

CAP Check

Critical Accuracy Penetration
C: 3 → **A: 14** → **P: 9**

• 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
MOVEMENT					
• 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
MANEUVER					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS					
Rapier	Melee	1 Foe	1	3d6 Damage	Slow
Wand	Ranged	1 Foe	5	2d6 Damage	Slow

CLASS ACTIONS

Kiai Strike	General Exploit	1 Foe	Ranged 5	+2 A to CAP Check. 3d8 Damage . 1 per Round. (<i>Special</i> : You may make a <i>Kiai Strike</i> instead of a Basic Attack whenever you are required to.)	Slow
Furor	Sustain Exploit	Self	-	+1 <i>Kiai Strike</i> per Round and it is a Fast Action. <i>Sust. Effect</i> : Repeat Effect.	Slow
Diseased Bite	General Spell	1 Foe	Ranged 7	+2 P to CAP Check. 3d6 Damage and inflict 1 Stack of POISON . <i>Amp. Effect</i> : Expend 1 Fast Action to heal ½[Damage dealt] HP.	Slow
Imbue Health	General Spell	1 Hero	Ranged 7	Your Target heals 2d6+5 HP.	Fast
Judge the Unjust	Sustain Spell	1 Foe	Ranged 7	+2 C to all CAP Checks that include your Target. <i>Sust. Effect</i> : Repeat Effect.	Slow
Fearsome Gaze	Trigger Spell	1 Move Action	Ranged 7	<i>Trig. Cond.</i> : If a Foe takes a Move Action, <i>Trig. Effect</i> : Cancel that Action and that Foe suffers PARALYSIS . 1 per Encounter.	Free

CLASS TIDE-TURNER ACTIONS

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

Sheltering Force	General Spell	All Combatants	Ranged 3	Hit Foe(s) suffer 2 Stacks of WEAKNESS . +5 to & to Hero(es) until the start of your next Turn.	Fast
Judgement's Favour	Sustain Spell	All Heroes	Ranged 3	When you Hit with a Basic Attack, your Target(s) gain +2 C until the end of the Encounter. Bonuses granted by <i>Judgement's Favour</i> reset whenever any Hero scores a Critical Hit. <i>Sust. Effect</i> : Repeat Effect.	Slow

YOUR TURN:

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

AT END OF COMBAT:

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Deadweights

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Elise Grant	
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LEGEND: FOE RANKS

	Grunt		Awakened		Elite		Boss
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