



Name **ROOK**

Tier: 2 **EXP:** /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
--	-------	--	----------	--	-------	--	------

