



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

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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Use a blank sheet of paper to track more.

More info available on front of Card. →

EMBERWIND