



Name **RATH**

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

HP: **/ 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

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: **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:

- 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. →

EMBERWIND

Inventory

Keepsake: Clockwork Heart

Effect: +1 Action Point this Turn.

Action: Free Use: 1 per Combat ☐

Keepsake: Emberwind Spark

Effect: Alter 1 Roll Result by up to +/- 4. Usable in any Encounter Type.

Action: Free Use: 1 per Campaign ☐

Item:

Effect:

Action: Use: ☐

Item:

Effect:

Action: Use: ☐

Notes

Use a blank sheet of paper to track more.

Conditions

• Check the ☒ next to the Condition for each Stack you are suffering. If a (Max ∞) is specified, write number of Stacks instead.

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

