



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. →

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. →

