



Name **ROOK**

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

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

#### Barrier Values

<b>Toughness:</b>	<b>6</b>	<b>Resistance:</b>	<b>6</b>
<b>Athletics:</b>	<b>8</b>	<b>Insight:</b>	<b>8</b>
<b>Endurance:</b>	<b>16</b>	<b>Knowledge:</b>	<b>8</b>
<b>Intimidate:</b>	<b>8</b>	<b>Mend:</b>	<b>12</b>

#### Defence Values

<b>Dodge:</b>	<b>6</b>	<b>Willpower:</b>	<b>8</b>
<b>Acrobatics:</b>	<b>8</b>	<b>Focus:</b>	<b>12</b>
<b>Stealth:</b>	<b>8</b>	<b>Fast Talk:</b>	<b>8</b>
<b>Sleight of Hand:</b>	<b>8</b>	<b>Leadership:</b>	<b>12</b>

#### 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
<b>MOVEMENT</b>					
• You cannot end your Movement in an Occupied Square.					
<b>Move Action</b>				Move <u>1</u> - <u>5</u> Squares. Can move through friendly Combatants.	Slow
<b>Shift Action</b>				Move <u>1</u> Squares. Can move through friendly Combatants.	Fast
<b>MANEUVER</b>					
• You cannot end your Maneuver in an Occupied Square.					
<b>Tumble</b>				Move 1-3 Squares. Can move through any Combatant.	Slow
<b>BASIC ACTIONS</b>					
<b>Mace</b>	Melee	1 Foe	1	3d8 Damage	Slow
<b>Longbow</b>	Ranged	1 Foe	5	3d8 Damage	Slow

#### CLASS ACTIONS

<b>Retreating Rend</b>	General Exploit	1 Foe	Melee 1	-10 <b>P</b> to <b>CAP</b> Check. 3d8 Damage . You may make 1 Shift Action directly after as a Free Action. 1 per Round.	Fast
<b>Galeforce</b>	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
<b>Howling Hail</b>	General Exploit	1-3 Foes	Ranged 5	-10 <b>P</b> to <b>CAP</b> Check. 3d8 Damage .	Slow
<b>Venom Tipping</b>	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 if <b>POISON</b> . 1 per Round.	Fast
<b>Shearing Tempest</b>	General Spell	Self	-	+3 Range on your next Melee Action. 1 per Round.	Fast
<b>Hornet's Sting</b>	Trigger Exploit	1 Move Action	Ranged 5	<i>Trig. Cond.:</i> If a Foe takes a Move Action, <i>Trig. Effect:</i> -6 <b>A</b> to <b>CAP</b> Check. 3d8 Damage  and inflict 1 Stack of <b>POISON</b> .	Fast

#### CLASS TIDE-TURNER ACTIONS

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

<b>Squad Sight</b>	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
<b>Stormchaser</b>	Sustain Spell	Self	-	+2 . Your 1st Move Action each Round is a Free Action. <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. →

EMBERWIND

# 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.

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

Anchors	Deadweights
Gelspar	
The Chasers	
Airship - Weapons	

## SPECIAL PROPERTIES

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

## LEGEND: FOE RANKS

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

