



Name **BOOTS**

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

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

Barrier Values

Toughness: **4** Resistance: **6**

Athletics:	8	Skills	Insight:	12
Endurance:	8		Knowledge:	8
Intimidate:	8		Mend:	8

Defence Values

Dodge: **10** Willpower: **4**

Acrobatics:	8	Skills	Focus:	8
Stealth:	16		Fast Talk:	12
Sleight of Hand:	12		Leadership:	8

CAP Check

Critical Accuracy Penetration

C: 3 → **A: 14** → **P: 5**

- 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

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- Slow Action: Check 2
- Fast Action: Check 1

Name	Type	Target	Range	Effect	Speed
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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
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BASIC ACTIONS

Spear	Melee	1 Foe	2	3d8 Damage	Slow
Clockwork Crossbow	Ranged	1 Foe	5	3d8 Damage	Slow

CLASS ACTIONS

Galeforce	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
Whirling Dervish	General Exploit	1 Foe	Melee 1	+2 A to CAP Check. 3d8 Damage . If your last Damage-dealing Action before <i>Whirling Dervish</i> was a Ranged Action, +3 until the start of your next Turn.	Slow
Overdraw	Amplify Exploit	1 Action	-	<i>Amp. Effect:</i> When you hit 1 or Foe(s) with a Damage-dealing Action, +8 Damage to 1 of those Foe(s).	Fast
Ensnaring Net	Amplify Exploit	1 Action	-	<i>Amp. Effect:</i> When you hit 1 or more Foe(s) with a Ranged Action, 1 of those Foe(s) suffers PARALYSIS . 1 per Encounter.	Free
Marked Prey	General Exploit	1 Foe	Ranged 3	Your next Action that includes your Target gains PIERCING .	Slow
Distracting Strike	Trigger Exploit	1 Foe	Melee 1 Ranged 5	<i>Trig. Cond.:</i> If a Foe uses an Action, <i>Trig. Effect:</i> Cancel that Action. 1 per Round.	Fast

CLASS TIDE-TURNER ACTIONS • Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 2

Repeating Shot	General Exploit	1 Foe	Ranged 5	+4 P to CAP Check. 3d8 Damage . <i>Amp. Effect:</i> Expend additional Fast Actions to make +1x[expended Fast Action] <i>Repeating Shot(s)</i> .	Slow
Stormchaser	Sustain Exploit	Self	-	+2 . Your first 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.



Inventory

Keepsake: The Frozen Clock

Effect: Gain 2 Action Points.

Action: Free **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

Clockwork	
Sparkstone	
College of Inventors	

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. →

