



Name **CECYL**

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

HP: **/ 42** Class: **Ardent**

#### Barrier Values

🛡️ Toughness: **9** 🛡️ Resistance: **5**

<b>Athletics:</b>	<b>8</b>	<b>Skills</b>	<b>Insight:</b>	<b>8</b>
<b>Endurance:</b>	<b>16</b>		<b>Knowledge:</b>	<b>12</b>
<b>Intimidate:</b>	<b>8</b>		<b>Mend:</b>	<b>8</b>

#### Defence Values

👤 Dodge: **4** 👤 Willpower: **5**

<b>Acrobatics:</b>	<b>8</b>	<b>Skills</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>8</b>

#### CAP Check

**Critical Accuracy Penetration**

**C: 2** → **A: 16** → **P: 7**

- 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
<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>Sigil Staff</b>	Melee	1 Foe	1	3d8 Damage 🛡️. Your first Spell each Encounter is a Free Action.	Slow
<b>Throwing Knives</b>	Ranged	1 Foe	3	2d6 Damage 🛡️. Your first Basic Ranged Attack each Round is a Fast Action.	Slow

#### CLASS ACTIONS

<b>Raging Inferno</b>	General Spell	1-3 Foes	Ranged 3	3d8 Damage 🛡️.	Slow
<b>Fan The Flames</b>	General Spell	Self	-	+2 Die Types (Max d20) to your next Damage-dealing Spell. 1 per Round.	Fast
<b>Overheat</b>	Sustain Spell	Self	-	Whenever you use 5 <i>Amp. Effects</i> , your next Spell gains <b>AUTO-CRIT.</b> <i>Sust. Effect:</i> Repeat Effect.	Slow
<b>Hearth's Glow</b>	Amplify Spell	1 Spell	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Spell, 1 Hero heals 5 HP.	Fast
<b>Spark</b>	Amplify Exploit	1 Spell	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Damage-dealing Spell, +4 Damage to that Spell.	Free
<b>Memory Lapse</b>	General Spell	1 Foe	Ranged 7	Select a number between 1 to 5. Your Target skips that Hex in their Action Chain during their next Turn. 1 per Foe per Round.	Slow

#### CLASS TIDE-TURNER ACTIONS

- Check 1 ☒ each time you use a Tide-Turner.

Tide-Turner Charges: 2 ☐ ☐

<b>Composite Magic</b>	General Spell	Self	-	Your next 2 Spells are Free Actions.	Slow
<b>False Bravado</b>	General Spell	1 Foe	Ranged 7	Your Target moves up to 7 Squares directly toward you and suffers 5 Stacks of <b>VULNERABILITY</b> . All Actions that include your Target gain <b>AUTO-HIT</b> until the start of your next Turn.	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: Hollow Staffhead

Effect:

Until the start of your next Turn, Cancel all Special Abilities that include you as a Target.

Action:

Slow

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	<div><div><div></div><div></div><div></div></div><div><div></div><div></div></div></div>	Combatant takes 1d6 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.	
<b>BURNING</b> DAMAGE OVER TIME	<div><div><div></div><div></div></div></div>	Combatant takes 1d20 x [Stack] <b>PIERCING</b> Damage at the start of each of their Turns.	
<b>FRAGILITY</b> DAMAGE	<div><div><div></div></div></div>	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	<div><div><div>____ (Max ∞)</div></div></div>	-1 x [Stack]  & .	
<b>WEAKNESS</b> DAMAGE	<div><div><div>____ (Max ∞)</div></div></div>	-1 x [Stack] Damage to all of your Actions.	
<b>DAZE</b> HIT RATE	<div><div><div></div></div></div>	On Hero: -4 <b>A</b> .	On Foe: Heroes have +4  against Actions used by Foe.
<b>OFF-GUARD</b> HIT RATE	<div><div><div></div></div></div>	On Hero: -2 .	On Foe: +2 A to <b>CAP</b> Checks to Actions that Target only this Foe.
<b>PRONE</b> HIT RATE	<div><div><div></div></div></div>	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	<div><div><div></div></div></div>	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	<div><div><div></div></div></div>	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	<div><div><div></div></div></div>	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	<div><div><div></div></div></div>	Combatant may only take 1 Action during their next Turn. <b>PARALYSIS</b> is removed at the end of that Turn.	

Anchors	Deadweights
Hamara Groveguard	
Truthbrokers	
Animal Handling	

## 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
--	-------	--	----------	--	-------	--	------

More info available  
on front of Card. →

