



Name **KARA**

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

HP: **39** Class: **Invoker**

#### Barrier Values

Toughness: **4** Resistance: **9**

Athletics:	8	Skills	Insight:	8
Endurance:	12		Knowledge:	8
Intimidate:	8		Mend:	16

#### Defence Values

Dodge: **7** Willpower: **4**

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

#### CAP Check

Critical Accuracy Penetration

C: **2** → A: **17** → P: **8**

- 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.					
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
<b>MANEUVER</b>					
• You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
<b>BASIC ACTIONS</b>					
Fencing Sword	Melee	1 Foe	1	3d10 Damage	Slow
Throwing Knives	Ranged	1 Foe	3	2d6 Damage . Your first Basic Ranged Attack each Round is a Fast Action.	Slow

#### CLASS ACTIONS

Hex: Antagonize	Sustain Spell	1 Foe	Ranged 5	2d6 <b>PIERCING</b> Damage. <i>Sust. Effect:</i> +1 Damage Die (Max 5d) and Repeat Effect.	Slow
Hex: Fey Kiss	Sustain Spell	1 Foe	Ranged 5	2d8 <b>PIERCING</b> Damage. 1 per Round.	Fast
Festering Affliction	General Spell	1 Foe	Ranged 5	Your Target suffers 1 Stack of <b>POISON</b> . <i>Amp. Effect:</i> Expend 1 Slow Action to transfer all Stacks of 1 Condition you are suffering to your Target.	Fast
Invocation Armour	Sustain Spell	1 Hero	Ranged 3	+2 . <i>Sust. Effect:</i> Repeat Effect.	Slow
Healing Dew	General Spell	1 Unocc. Square	Ranged Field	Target Unoccupied Square gains <i>Healing Dew (Local Field Effect)</i> . 1 per Round. <i>Healing Dew (Local Field Effect):</i> The next Combatant that enters this Square heals 10 HP, then remove Healing Dew.	Fast
Ineptitude	Trigger Spell	1 Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe Misses 1 or more Hero(es) with an Action or has an Action Cancelled, <i>Trig. Effect:</i> That Foe is knocked <b>PRONE</b> .	Fast

#### CLASS TIDE-TURNER ACTIONS

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

Tide-Turner Charges: 3 ☐ ☐ ☐

The Greatest Flattery	Sustain Spell	1 Other Hero	Ranged 3	You may use Actions from your Target's Class Action List. <i>Sust. Effect:</i> Repeat Effect.	Slow
Hex: Price of Pride	Sustain Spell	1 Foe	Ranged 5	<b>AUTO-HIT.</b> Your Target suffers <b>DAZE</b> . Whenever your Target Misses or has an Action Cancelled, deal 3d6 <b>PIERCING</b> Damage. <i>Sust. Effect:</i> Repeat Effect.	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: Dredgerock

Effect: Transfer all Stacks of 1 Condition from another Hero to you.

Action: Fast      Use: 1 per Round      ☐

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
Tooth and Claw Armourer	
Hooked on Tonics Merchant	
Appraisal	

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. →

