



Name **BOOTS**

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

HP: **38** Class: **Tactician**

**Barrier Values**

<b>Toughness:</b>	<b>8</b>	<b>Resistance:</b>	<b>4</b>
<b>Athletics:</b>	<b>8</b>	<b>Insight:</b>	<b>8</b>
<b>Endurance:</b>	<b>8</b>	<b>Knowledge:</b>	<b>8</b>
<b>Intimidate:</b>	<b>16</b>	<b>Mend:</b>	<b>12</b>

**Defence Values**

<b>Dodge:</b>	<b>4</b>	<b>Willpower:</b>	<b>10</b>
<b>Acrobatics:</b>	<b>8</b>	<b>Focus:</b>	<b>8</b>
<b>Stealth:</b>	<b>12</b>	<b>Fast Talk:</b>	<b>12</b>
<b>Sleight of Hand:</b>	<b>8</b>	<b>Leadership:</b>	<b>8</b>

**CAP Check**

**Critical Accuracy Penetration**

**C: 2** → **A: 14** → **P: 7**

- Roll 1d20 when your Action Targets at least 1 Foe.
- Must be ≤ than **CAP** Values to succeed.

**Special Action Limits**

Trigger: **2** 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>Spear</b>	Melee	1 Foe	2	3d8 Damage	Slow
<b>Clockwork Crossbow</b>	Ranged	1 Foe	5	3d8 Damage	Slow

**CLASS ACTIONS**

<b>Thronebreaker</b>	General Exploit	1 Foe	Melee 2	3d8 Damage . <i>Amp. Effect:</i> Reduce your  &  to 0 until the start of your next Turn to deal +7x[each Rank above ] Damage.	Slow
<b>Final Assault</b>	General Exploit	1 Foe	Melee 2	3d8 +5x[your Hero Slot] Damage . End your Turn after <i>Final Assault</i> .	Slow
<b>Clairvoyant Forethought</b>	General Exploit	Self	-	Your next Trigger Action does not count toward your Trigger Limit. If you occupy the first Hero Slot (in the Initiative Order), it is also a Free Action.	Fast
<b>Decisive Blow</b>	Trigger Exploit	1 Hero	Ranged 3	<i>Trig. Cond.:</i> If a Hero Hits 1 or more Foe(s) with an Action, <i>Trig. Effect:</i> Apply <b>FRAGILITY</b> to 1 of those Foe(s). ( <i>Note: FRAGILITY</i> is applied after Damage).	Fast
<b>Energizing Victory</b>	Trigger Exploit	1 Other Hero	Ranged 5	<i>Trig. Cond.:</i> If another Hero Hits 1 or more Foe(s) with an Action, <i>Trig. Effect:</i> That Hero's next Fast Action is a Free Action. If the Triggering Action caused 1 or more Foe(s) to become <b>FALLEN</b> , the Hero's next Slow or Fast Action is a Free Action instead.	Fast
<b>Double or Nothing</b>	General Exploit	Self	-	+3 <b>C</b> & -3 <b>A</b> . <i>Sust. Effect:</i> Repeat Effect.	Fast

**CLASS TIDE-TURNER ACTIONS**

- Check 1  each time you use a Tide-Turner. Tide-Turner Charges: 2

<b>Intercept</b>	Trigger Exploit	1 Action	Ranged 5	<i>Trig. Cond.:</i> If another Hero is the Target of a Foe's Action, <i>Trig. Effect:</i> Cancel that Action. You and that Hero may swap Occupied Squares.	Free
<b>Overturn</b>	Trigger Exploit	1 Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe uses a Special Ability, <i>Trig. Effect:</i> Cancel that Action and 1 Other Hero gains 1 Tide-Turner Charge. 1 per Encounter.	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. →



# 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.

<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

Clockwork	
Sparkstone	
College of Inventors	

## 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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Use a blank sheet of paper to track more.

More info available on front of Card. →

