



Name **KARA**

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

HP: **38** Class: **Ardent**

Barrier Values

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

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

Defence Values

Dodge: **6** Willpower: **8**

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

CAP Check

Critical Accuracy Penetration
C: 2 → **A: 15** → **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
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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

Fencing Sword	Melee	1 Foe	1	3d10 Damage	Slow
Throwing Knives	Ranged	1 Foe	5	2d6 Damage . Your first Basic Ranged Attack each Round is a Fast Action.	Slow

CLASS ACTIONS

Ground Zero	General Exploit	Self	-	-2 Range on your next Spell (Min 1). All Foes Hit by your next Spell suffer 1 Stack of BURNING . 1 per Round.	Fast
Soul Strike	General Spell	1 Foe	Ranged 7	3d12 Damage .	Slow
Molten Rain	General Spell	1-3 Foes	Ranged 3	2d6 Damage . Hit Foe(s) suffer 1 Stack of VULNERABILITY .	Slow
Rising Phoenix	General Spell	1 Hero	Ranged 7	Your Target heals 1d8 + 2 HP. 1 Foe adjacent to your Target suffers 1 Stack of BURNING .	Slow
Gravity Well	General Spell	1 Square	Ranged 7	The nearest Foe to your Target is pulled up to 7 Squares directly toward it (if possible).	Slow
Mana Shield	Trigger Exploit	Self	-	Trig. Cond.: If you take Damage from an Action, Trig. Effect: -5 Damage Taken and your next Action cannot be a Spell. 1 per Round.	Fast

CLASS TIDE-TURNER ACTIONS

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

Tide-Turner Charges: 3 ☐ ☐ ☐

Shatterstorm	General Exploit	1-3 Foes	Ranged 3	2d12 PIERCING Damage and Hit Foe(s) suffer 5 Stacks of VULNERABILITY .	Slow
Menacing Madness	Sustain Exploit	1 Foe	Ranged 7	Replace your Target's last valid Action in their Action Chain with a Basic Attack with AUTO-HIT that Targets Foe(s) of your choosing (if possible). Sust. Effect: Repeat Effect. (Note: If there are no valid Targets, that Foe skips that Action instead.)	Fast

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.

<div>POISON</div> DAMAGE OVER TIME	<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/></div>	Combatant takes 1d6 x [Stack] PIERCING Damage at the start of each of their Turns.	
<div>BURNING</div> DAMAGE OVER TIME	<div><input type="checkbox"/><input type="checkbox"/></div>	Combatant takes 1d20 x [Stack] PIERCING Damage at the start of each of their Turns.	
<div>FRAGILITY</div> DAMAGE	<div><input type="checkbox"/></div>	All Damage Combatant takes has the PIERCING property. FRAGILITY is removed next Round at the start of Combatant's Turn.	
<div>VULNERABILITY</div> DAMAGE	<div>____ (Max ∞)</div>	-1 x [Stack] & .	
<div>WEAKNESS</div> DAMAGE	<div>____ (Max ∞)</div>	-1 x [Stack] Damage to all of your Actions.	
<div>DAZE</div> HIT RATE	<div><input type="checkbox"/></div>	On Hero: -4 A .	On Foe: Heroes have +4 against Actions used by Foe.
<div>OFF-GUARD</div> HIT RATE	<div><input type="checkbox"/></div>	On Hero: -2 .	On Foe: +2 A to CAP Checks to Actions that Target only this Foe.
<div>PRONE</div> HIT RATE	<div><input type="checkbox"/></div>	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.
<div>SLEEP</div> HIT RATE ACTION RESTRICTION	<div><input type="checkbox"/></div>	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.	
<div>SILENCE</div> ACTION RESTRICTION	<div><input type="checkbox"/></div>	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.
<div>CHILL</div> ACTION RESTRICTION	<div><input type="checkbox"/></div>	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
<div>PARALYSIS</div> ACTION RESTRICTION	<div><input type="checkbox"/></div>	Combatant may only take 1 Action during their next Turn. PARALYSIS is removed at the end of that Turn.	

Anchors	Deadweights
Tooth and Claw Armourer	
Hooked on Tonics Merchant	
Appraisal	

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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More info available
on front of Card. →

