



Name **TYRELLA**

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

HP: **42** Class: **Warrior**

**Barrier Values**

Toughness:	<b>6</b>	Resistance:	<b>4</b>
Athletics:	<b>8</b>	Insight:	<b>16</b>
Endurance:	<b>8</b>	Knowledge:	<b>12</b>
Intimidate:	<b>8</b>	Mend:	<b>12</b>

**Defence Values**

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

**CAP Check**

Critical	Accuracy	Penetration
<b>C: 2</b>	<b>A: 15</b>	<b>P: 6</b>

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

**Special Action Limits**

Trigger: **1** Sustain: **2** Amplify: **1**

**Action Pool**



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

Name	Type	Target	Range	Effect	Speed
------	------	--------	-------	--------	-------

**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
--------	--	--	--	---	------

**BASIC ACTIONS**

Battlehammer	Melee	1 Foe	1	3d12 Damage	Slow
Longbow	Ranged	1 Foe	5	3d8 Damage	Slow

**CLASS ACTIONS**

Boneshatter Blow	General Exploit	1 Foe	Melee 1	3d12 + 6 Damage  +7 Damage if you Pierce, Critical, or Hit a Target suffering <b>FRAGILITY</b> with <i>Boneshatter Blow</i> .	Slow
Shieldbearer Strike	General Exploit	1 Foe	Melee 1	3d12 Damage  +2  until the start of your next Turn.	Slow
Savage Sweep	General Exploit	1-2 Foes	Melee 1	-2 <b>C</b> , <b>A</b> , & <b>P</b> to <b>CAP</b> Check. 3d6+5 Damage .	Slow
Tide of Iron	Amplify Exploit	1 Melee Action	-	<i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Melee Action, 1 of those Foe(s) is knocked <b>PRONE</b> .	Fast
Execute	General Exploit	1 <b>PRONE</b> Foe	Melee 1	3d12 + 10 Damage . 1 per Round.	Fast
Bloodrush	Amplify Exploit	1 Damage-dealing Action	-	<i>Amp. Effect:</i> When you 1 or more Foes become <b>FALLEN</b> from your Damage-dealing Action, make 1 Move Action directly toward another Foe as a Free Action.	Fast

**CLASS TIDE-TURNER ACTIONS**

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

Tide-Turner Charges: 2

Grand Divide	General Exploit	1 Foe	Melee 1	3d12 Damage  and your Target suffers <b>FRAGILITY</b> . (Note: <b>FRAGILITY</b> is applied after Damage.)	Fast
Unstoppable Force	General Exploit	Self	-	Heal 24 HP.	Fast

**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:** Plucky Tooth Amulet

**Effect:** When reduced to 0 HP for the first time, retain 1 HP instead. Gain +10 to & until the start of your next Turn.

**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

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	<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

The Raincloud	
The Grove	
Cloudbreak	
Drinking	

## 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. →

