



Name **BOOTS**

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

HP: **/ 34** Class: **Rogue**

#### Barrier Values

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

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

#### Defence Values

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

Acrobatics:	12	Skills	Focus:	12
Stealth:	8		Fast Talk:	8
Sleight of Hand:	16		Leadership:	8

#### 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: **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.	
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>					
Spear	Melee	1 Foe	2	3d8 Damage	Slow
Clockwork Crossbow	Ranged	1 Foe	5	3d8 Damage	Slow

#### CLASS ACTIONS

Opportunist	Passive		-	+5 Damage to Damage-dealing Actions that include 1 or more <b>OFF-GUARD</b> Foe(s).	-
Trickster's Flurry	General Exploit	1 Foe	Melee 2	+3 A to <b>CAP</b> Check. 3d8 Damage . If Hit Foe is <b>OFF-GUARD</b> , +6 Damage. (Note: This does not include the bonus from <i>Opportunist</i> .)	Slow
Fan of Knives	General Exploit	1-3 Foes	Ranged 3	-4 A to <b>CAP</b> Check. 2d6 Damage  to Hit Foe(s). 1 per Round.	Fast
Reaper's Delight	Amplify Exploit	1 Action	-	<i>Amp. Effect:</i> When you Hit 1 or more <b>OFF-GUARD</b> Foe(s), +2 <b>C</b> to your next <b>CAP</b> Check.	Fast
Envenom	General Exploit	1 Action	-	<i>Amp. Effect:</i> When you hit 1 or more Foe(s), 1 of those Foe(s) suffers 2 Stacks of <b>POISON</b> .	Free
Pharmakon	General Exploit	1 <b>POISONED</b> Foe	Ranged 3	Remove all Stacks of <b>POISON</b> from your Target. Heal 1 Hero within 3 Squares of that Foe 1d6x[Removed Stack(s)] HP.	Slow

#### CLASS TIDE-TURNER ACTIONS

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

Ravenous Toxin	General Exploit	1 Foe	Ranged 3	Whenever your Target is Hit by an Action that inflicts <b>POISON</b> , +1 Stack of <b>POISON</b> . The Max Stacks of <b>POISON</b> on your Target is increased by +5.	Slow
Hidden Blade	Sustain Exploit	Self	-	You may make 1 Basic Melee Attack against an <b>OFF-GUARD</b> Foe each Round as a Free Action. 1 per Round. <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: 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

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> <div>DAMAGE OVER TIME</div>	<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.	
<div>BURNING</div> <div>DAMAGE OVER TIME</div>	<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.	
<div>FRAGILITY</div> <div>DAMAGE</div>	<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.	
<div>VULNERABILITY</div> <div>DAMAGE</div>	<div><div><div>_____ (Max ∞)</div></div></div>	-1 x [Stack]  & .	
<div>WEAKNESS</div> <div>DAMAGE</div>	<div><div><div>_____ (Max ∞)</div></div></div>	-1 x [Stack] Damage to all of your Actions.	
<div>DAZE</div> <div>HIT RATE</div>	<div><div><div></div></div></div>	On Hero: -4 <b>A</b> .	On Foe: Heroes have +4  against Actions used by Foe.
<div>OFF-GUARD</div> <div>HIT RATE</div>	<div><div><div></div></div></div>	On Hero: -2 .	On Foe: +2 <b>A</b> to <b>CAP</b> Checks to Actions that Target only this Foe.
<div>PRONE</div> <div>HIT RATE</div>	<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.
<div>SLEEP</div> <div>HIT RATE</div> <div>ACTION RESTRICTION</div>	<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.	
<div>SILENCE</div> <div>ACTION RESTRICTION</div>	<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.
<div>CHILL</div> <div>ACTION RESTRICTION</div>	<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.
<div>PARALYSIS</div> <div>ACTION RESTRICTION</div>	<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
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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More info available  
on front of Card. →

