



Name **TYRELLA**

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

HP: **/ 33** Class: **Rogue**

#### Barrier Values

**Toughness:** **8** **Resistance:** **6**

<b>Athletics:</b>	<b>8</b>	<b>Skills</b>	<b>Insight:</b>	<b>12</b>
<b>Endurance:</b>	<b>16</b>		<b>Knowledge:</b>	<b>8</b>
<b>Intimidate:</b>	<b>12</b>		<b>Mend:</b>	<b>8</b>

#### Defence Values

**Dodge:** **5** **Willpower:** **5**

<b>Acrobatics:</b>	<b>12</b>	<b>Skills</b>	<b>Focus:</b>	<b>8</b>
<b>Stealth:</b>	<b>8</b>		<b>Fast Talk:</b>	<b>8</b>
<b>Sleight of Hand:</b>	<b>8</b>		<b>Leadership:</b>	<b>8</b>

#### CAP Check

**Critical** **Accuracy** **Penetration**

**C: 4** → **A: 10** → **P: 6**

- 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
<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> - <u>2</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>Battlehammer</b>	Melee	1 Foe	1	3d12 Damage	Slow
<b>Longbow</b>	Ranged	1 Foe	5	3d8 Damage	Slow

#### CLASS ACTIONS

<b>Sudden Ambush</b>	Passive		-	+5 Damage to your next Damage-dealing Action after you Teleport (Max +5).	-
<b>Shadowsteel Step</b>	General Exploit	1 Unocc. Square	Ranged <u>3</u>	Teleport to your Target. Then if you occupy a Square adjacent to a Foe, Teleport 1 Other Hero (from anywhere in the Battlefield) to an unoccupied Flanking Square. 1 per Round.	Fast
<b>Assassin's Mark</b>	General Exploit	1 Foe	Melee <u>1</u>	3d12 Damage . +2 <b>C</b> on all your subsequent Actions that include Hit Foe as a Target.	Slow
<b>Malicious Strike</b>	General Exploit	1 Foe	Melee <u>1</u>	3d12 Damage . If <i>Malicious Strike</i> Hits a Foe suffering from 1 or more Condition(s), deal +3 Damage per unique Condition. <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.	Slow
<b>Reaper's Delight</b>	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
<b>Tactical Retreat</b>	Trigger Exploit	1 Action	-	<i>Trig. Cond.:</i> If you are the Target of a Basic Attack, <i>Trig. Effect:</i> That Action Misses and you may make 1 Move Action directly after as a Free Action.	Fast

#### CLASS TIDE-TURNER ACTIONS

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

<b>Hidden Blade</b>	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
<b>Trickster's Reserve</b>	General Exploit	Self	-	Remove all Stacks of 1 Condition. Heal 10 HP. Make 1 Move Action as a Free Action, and if a Foe is within range, make 2 Basic Melee Attacks as Free Actions. <i>Special:</i> Lose all Tide-Turner Charges to use Trickster's Reserve while <b>FALLEN</b> during your Turn. If you do, you recover from <b>FALLEN</b> , then gain the above Effects.	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: 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.

Anchor	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  / .
<b>PIERCING:</b>	Damage bypasses  & .

## LEGEND: FOE RANKS

	Grunt		Awakened		Elite		Boss
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More info available  
on front of Card. →

