



Name **KARA**

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

HP: **/39** Class: **Archer**

Barrier Values

Toughness:	4	Resistance:	9
Athletics:	8	Insight:	8
Endurance:	12	Knowledge:	8
Intimidate:	8	Mend:	16

Defence Values

Dodge:	7	Willpower:	4
Acrobatics:	8	Focus:	12
Stealth:	8	Fast Talk:	8
Sleight of Hand:	8	Leadership:	12

CAP Check

Critical Accuracy Penetration

C: 2 → **A: 17** → **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
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					
Fencing Sword	Melee	1 Foe	1	3d10 Damage	Slow
Greatbow	Ranged	1 Foe	5	3d8 Damage	Slow

CLASS ACTIONS

Marked Prey	General Exploit	1 Foe	Ranged <u>3</u>	Your next Action that includes Target Foe gains PIERCING .	Slow
Replenishing Raid	General Exploit	1 Foe	Melee <u>1</u>	3d10 Damage . If you Hit, heal 5 HP.	Slow
Howling Hail	General Exploit	1-3 Foes	Ranged <u>5</u>	-10 P to CAP Check. 3d8 Damage .	Slow
Arrow Volley	General Exploit	1 Foe	Ranged <u>5</u>	-4 A & P to each CAP Check. Make 3 Basic Ranged Attacks at your Target.	Slow + Slow
Death from Above	Amplify Exploit	1 Ranged Action	-	<i>Amp. Effect:</i> When you use a Ranged Action, you may Target Combatants behind Cover (<i>Local Field Effect</i>).	Fast
Shearing Tempest	General Spell	Self	-	+3 Range on your next Melee Action. That Melee Action is considered as both a Melee and Ranged Action. 1 per Round.	Fast

CLASS TIDE-TURNER ACTIONS

• Check 1 each time you use a Tide-Turner. Tide-Turner Charges: 3

Repeating Shot	General Exploit	1 Foe	Ranged <u>5</u>	+4 P to CAP Check. 3d8 Damage . <i>Amp. Effect:</i> Expend additional Fast Actions to make +1x[expended Fast Action] <i>Repeating Shot(s)</i> .	Slow
Squadsight	Sustain Exploit	Self	-	You may calculate Range (and line of sight) as though it originated from any Square occupied by any Other Hero. <i>Sust. Effect:</i> Repeat Effect.	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: 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.

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

