



Name **BOOTS**

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

HP: **38** Class: **Tactician**

#### Barrier Values

Toughness: **8** Resistance: **4**

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

#### Defence Values

Dodge: **4** Willpower: **10**

Acrobatics:	8	Skills	Focus:	8
Stealth:	12		Fast Talk:	12
Sleight of Hand:	8		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: **2** Sustain: **1** 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.					
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

Thronebreaker	General Exploit	1 Foe	Melee 2	3d8 Damage . Amp. Effect: Reduce your  &  to 0 until the start of your next Turn to deal +7x[each Rank above ] Damage.	Slow
Final Assault	General Exploit	1 Foe	Melee 2	3d8 +5x[your Hero Slot] Damage . End your Turn after <i>Final Assault</i> .	Slow
Clairvoyant Forethought	General Exploit	Self	-	Your next Trigger Action does not count toward your Trigger Limit. If you occupy the first Hero Slot (in the Initiative Order), it is also a Free Action.	Fast
Decisive Blow	Trigger Exploit	1 Hero	Ranged 3	Trig. Cond.: If a Hero Hits 1 or more Foe(s) with an Action, Trig. Effect: Apply <b>FRAGILITY</b> to 1 of those Foe(s). (Note: <b>FRAGILITY</b> is applied after Damage).	Fast
Energizing Victory	Trigger Exploit	1 Other Hero	Ranged 5	Trig. Cond.: If another Hero Hits 1 or more Foe(s) with an Action, Trig. Effect: That Hero's next Fast Action is a Free Action. If the Triggering Action caused 1 or more Foe(s) to become <b>FALLEN</b> , the Hero's next Slow or Fast Action is a Free Action instead.	Fast
Double or Nothing	General Exploit	Self	-	+3 <b>C</b> & -3 <b>A</b> . Sust. Effect: Repeat Effect.	Fast

#### CLASS TIDE-TURNER ACTIONS

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

Tide-Turner Charges: 2 ☐ ☐

Intercept	Trigger Exploit	1 Action	Ranged 5	Trig. Cond.: If another Hero is the Target of a Foe's Action, Trig. Effect: Cancel that Action. You and that Hero may swap Occupied Squares.	Free
Overturn	Trigger Exploit	1 Foe	Ranged 5	Trig. Cond.: If a Foe uses a Special Ability, Trig. Effect: Cancel that Action and 1 Other Hero gains 1 Tide-Turner Charge. 1 per Encounter.	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><div>POISON</div><div>DAMAGE OVER TIME</div></div>	<div><div><div><div></div></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><div>BURNING</div><div>DAMAGE OVER TIME</div></div>	<div><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><div>FRAGILITY</div><div>DAMAGE</div></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><div>VULNERABILITY</div><div>DAMAGE</div></div>	<div><div>____ (Max ∞)</div></div>	-1 x [Stack]  & .	
<div><div>WEAKNESS</div><div>DAMAGE</div></div>	<div><div>____ (Max ∞)</div></div>	-1 x [Stack] Damage to all of your Actions.	
<div><div>DAZE</div><div>HIT RATE</div></div>	<div><div><div></div></div></div>	On Hero: -4 <b>A</b> .	On Foe: Heroes have +4  against Actions used by Foe.
<div><div>OFF-GUARD</div><div>HIT RATE</div></div>	<div><div><div></div></div></div>	On Hero: -2 .	On Foe: +2 A to <b>CAP</b> Checks to Actions that Target only this Foe.
<div><div>PRONE</div><div>HIT RATE</div></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><div>SLEEP</div><div>HIT RATE</div><div>ACTION RESTRICTION</div></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><div>SILENCE</div><div>ACTION RESTRICTION</div></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><div>CHILL</div><div>ACTION RESTRICTION</div></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><div>PARALYSIS</div><div>ACTION RESTRICTION</div></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. →

