



Name **CECYL**

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

HP: **/ 38** Class: **Spiritualist**

Barrier Values

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

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

Defence Values

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

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

CAP Check

Critical Accuracy Penetration

C: **2** → A: **16** → 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: **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					
Sigil Staff	Melee	1 Foe	1	3d8 Damage . Your first Spell each Encounter is a Free Action.	Slow
Throwing Knives	Ranged	1 Foe	3	2d6 Damage . Your first Basic Ranged Attack each Round is a Fast Action.	Slow

CLASS ACTIONS

Spiritburn	General Spell	1 Foe	Ranged <u>7</u>	2d10 Damage . Amp. Effect: Expend 1 Fast Action to add +1x[each FALLEN Combatant] Damage Die. (Note: The player controlling Cecyl should remove and keep FALLEN Foe Tokens from the map to keep track of bonus die).	Slow
Garden of Thorns	General Spell	1-3 Foes	Ranged <u>3</u>	2d6 Damage . Any Foe that takes 1 or more Damage from <i>Garden of Thorns</i> suffers 1 Stack of POISON .	Fast
Imbue Health	General Spell	1 Hero	Ranged <u>7</u>	Your Target heals 2d6 +5 HP.	Slow
Purify	General Spell	1 Hero	Ranged <u>7</u>	Remove up to 3 Stacks of 1 Condition from your Target. Amp. Effect: Expend 1 Fast Action to remove up to 3 Stacks of 2 Conditions instead.	Fast
Soulreaver Weapon	General Spell	1 Hero	Ranged <u>7</u>	+5x[each FALLEN Combatant] Damage to your Target's next Damage-dealing Action (Max +10). 1 per Round. Amp. Effect: You lose ½ [your Current] HP to increase the Max to +30.	Free
Rebirth	General Spell	1 FALLEN Hero	Ranged <u>7</u>	Your Target recovers from FALLEN and is healed 10 HP. 1 per Encounter.	Slow

CLASS TIDE-TURNER ACTIONS

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

Tide-Turner Charges: 2 ☐ ☐

Healing Ring	General Spell	All Heroes	Ranged <u>3</u>	Your Target(s) heal for 2d6+5 HP. Amp. Effect: Expend 1 Slow Action to heal your Target(s) +5 HP.	Slow
Solemn Silence	Trigger Spell	1 Foe	Ranged <u>7</u>	Trig. Cond.: If a Foe uses a Special Ability, Trig. Effect: Cancel that Action and that Foe suffers from SILENCE .	Free

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: Hollow Staffhead

Effect: Until the start of your next Turn, Cancel all Special Abilities that include you as a Target.

Action: Slow 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

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



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

Anchors	Deadweights
Hamara Groveguard	
Truthbrokers	
Animal Handling	

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. →

