



Name **TYRELLA**

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

HP: **/ 35** Class: **Atlanta**

Barrier Values

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

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

Defence Values

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

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

CAP Check

Critical **Accuracy** **Penetration**

C: 2 → **A: 14** → **P: 10**

- 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
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					
Battlehammer	Melee	1 Foe	1	3d12 Damage	Slow
Longbow	Ranged	1 Foe	5	3d8 Damage	Slow

CLASS ACTIONS

Muse of War	Passive		-	Your first 2 <i>Warsongs</i> each Encounter are Free Actions.	-
Warsong: Call of the Whitemane	General Exploit	All Other Heroes	Ranged 5	+1 to your Target(s) until the end of the Encounter.	Slow
Warsong: Strengthen the Line	General Spell	All Other Heroes	Ranged 5	Your Target(s) heal 5 HP.	Slow
Sunspear	General Exploit	1 Foe	Melee 1	3d12 Damage . <i>Amp. Effect:</i> Expend 1 Fast Action to heal all other Heroes 3 HP.	Slow
Sweeping Strike	General Exploit	1 Foe	Melee 2	3d12 Damage . <i>Amp. Effect:</i> Expend 1 Fast Action to cause Hit Foe to be knocked PRONE .	Slow
Finish Them	Trigger Exploit	1 PRONE Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe is knocked PRONE , <i>Trig. Effect:</i> 1 Hero within 5 Squares of you may make 1 Basic Attack against that Foe as a Free Action. If they Hit, deal +10 Damage.	Fast

CLASS TIDE-TURNER ACTIONS

Warsong: Ballad of Restoration	Sustain Spell	All Other Heroes	Ranged 5	Your Target(s) heal 5 HP. <i>Sust. Effect:</i> Repeat Effect.	Slow
Warsong: Lionsong	General Exploit	All Other Heroes	Ranged 5	+5 Damage to each of your Target(s) next Damage-dealing Action. <i>Amp. Effect:</i> Expend 1 Slow Action to improve Damage by +10 instead.	Fast

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

Tide-Turner Charges: 2 ☐ ☐

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. →

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.

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
The Raincloud	
The Grove	
Cloudbreak	
Drinking	

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 / .
PIERCING:	Damage bypasses & .
AUTO-HIT:	Hero Action: Skip CAP Check. Damage dealt is always reduced by / .
PIERCING:	Damage bypasses & .

LEGEND: FOE RANKS

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

