



Name **BOOTS**

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

HP: **/ 34** Class: **Archer**

#### Barrier Values

Toughness: **4** Resistance: **6**

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

#### Defence Values

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

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

#### CAP Check

Critical Accuracy Penetration

C: **3** → A: **14** → P: **5**

- 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: **2**

#### 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

Galeforce	General Exploit	1 Foe	Melee 1 Ranged 5	3d8 +6 Damage . If you used a Shift Action directly before <i>Galeforce</i> , <i>Galeforce</i> is a Fast Action. 1 per Round.	Slow
Whirling Dervish	General Exploit	1 Foe	Melee 1	+2 A to <b>CAP</b> Check. 3d8 Damage . If your last Damage-dealing Action before <i>Whirling Dervish</i> was a Ranged Action, +3  until the start of your next Turn.	Slow
Overdraw	Amplify Exploit	1 Action	-	<i>Amp. Effect:</i> When you hit 1 or Foe(s) with a Damage-dealing Action, +8 Damage to 1 of those Foe(s).	Fast
Ensnaring Net	Amplify Exploit	1 Action	-	<i>Amp. Effect:</i> When you hit 1 or more Foe(s) with a Ranged Action, 1 of those Foe(s) suffers <b>PARALYSIS</b> . 1 per Encounter.	Free
Marked Prey	General Exploit	1 Foe	Ranged 3	Your next Action that includes your Target gains <b>PIERCING</b> .	Slow
Distracting Strike	Trigger Exploit	1 Foe	Melee 1 Ranged 5	<i>Trig. Cond.:</i> If a Foe uses an Action, <i>Trig. Effect:</i> Cancel that Action. 1 per Round.	Fast

#### CLASS TIDE-TURNER ACTIONS

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

Tide-Turner Charges: 2 ☐ ☐

Repeating Shot	General Exploit	1 Foe	Ranged 5	+4 P to <b>CAP</b> Check. 3d8 Damage . <i>Amp. Effect:</i> Expend additional Fast Actions to make +1x[expended Fast Action] <i>Repeating Shot(s)</i> .	Slow
Stormchaser	Sustain Exploit	Self	-	+2 . Your first Move Action each Round is a Free Action. <i>Sust. Effect:</i> Repeat Effect.	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.

<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.

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. →

