



# LAUREAT

Tier: 2

HP:	/ 38	Class:	Druid
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Barrier Values			
🛡️ Toughness:	4	🛡️ Resistance:	8
Athletics:	8	Skills	Insight: 8
Endurance:	8		Knowledge: 16
Intimidate:	8		Mend: 12

Defence Values			
👤 Dodge:	10	👤 Willpower:	4
Acrobatics:	8	Skills	Focus: 12
Stealth:	12		Fast Talk: 8
Sleight of Hand:	8		Leadership: 8

CAP Check		
Critical	Accuracy	Penetration
C: 2	A: 16	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: 2
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 1 - 5 Squares. Can move through friendly Combatants.	Slow
Shift Action				Move 1 Square. 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>				• Circle corresponding Barrier Value.	
Staff	Melee	1 Foe	Melee 1	3d8 Damage <b>VS</b> 🛡️. Your 1st Spell each Encounter is a Free Action.	Slow
Throwing Knives	Ranged	1 Foe	Ranged 5	3d6 Damage <b>VS</b> 🛡️. Your 1st Basic Ranged Attack each Round is a Fast Action.	Slow

Wildfire	Sustain Spell	1 Foe	Ranged 5	2d6 <b>PIERCING</b> Damage. <i>Sust. Effect:</i> Repeat Effect and also deal Damage to Foes adjacent to your Target.	Slow
Bloom	General Exploit	1 Foe	Ranged 5	<b>AUTO-HIT.</b> Remove all of your Sustained Effects on your Target and they take 5 x [removed Effect] <b>PIERCING</b> Damage. <i>Amp. Effect:</i> Expend 1 Fast Action to remove all Sustain Effects your Target instead.	Slow
Rejuvenation	Sustain Spell	1 Hero	Ranged 5	Your Target heals 1d8 HP. <i>Sust. Effect:</i> Repeat Effect.	Fast
Restore	Sustain Spell	1 Hero	Ranged 5	Remove up to 2 Stacks of 1 Condition from your Target. <i>Sust. Effect:</i> Repeat Effect.	Fast
Primal Fury	Sustain Spell	1 Hero	Ranged 5	+2 <b>P</b> to your Target and they may make 1 Basic Melee during their Turn as a Free Action. <i>Sust. Effect:</i> Repeat Effect.	Fast
Rusting Entanglement	Trigger Spell	1 Foe	Ranged 5	<i>Trig. Cond.:</i> If a Foe takes a Move Action, <i>Trig. Effect:</i> Cancel that Action. Your Target suffers 2 Stacks of <b>VULNERABILITY.</b>	Fast

<b>CLASS TIDE-TURNER ACTIONS</b>				• Check 1 <input checked="" type="checkbox"/> each time you use a Tide-Turner.	Tide-Turner Charges: <input type="checkbox"/> <input type="checkbox"/>
Gift of Life	General Spell	All Other Heroes	Ranged 5	Your Target(s) recover from <b>FALLEN</b> (if possible) and Heal 10 HP.	Slow
Stoneskin	Trigger Spell	Self	-	<i>Trig. Cond.:</i> If you would take Damage from a Foe's Action, <i>Trig. Effect:</i> Negate that and all other Damage you take until the start of your next Turn.	Free

## 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

Item: Silverglades Shard

Effect: Negate the Effect of Concentrated Miasma (Local Field Effect) on you.

Action: Free      Use: N/A

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:

Item:

Effect:

Action:      Use:

Item:

Effect:

Action:      Use:

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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.

<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
Hearth Crystal	
The Silverglades	

## 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 back of Card. →

