



LAUREAT

Tier: 2

HP: / 38	Class: Druid
-----------------	---------------------

Barrier Values

Toughness: 4	Resistance: 8
Athletics: 8	Insight: 8
Endurance: 8	Knowledge: 16
Intimidate: 8	Mend: 12

Defence Values

Dodge: 10	Willpower: 4
Acrobatics: 8	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
MOVEMENT • 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
MANEUVER • You cannot end your Maneuver in an Occupied Square.					
Tumble				Move 1-3 Squares. Can move through any Combatant.	Slow
BASIC ACTIONS • Circle corresponding Barrier Value.					
Staff	Melee	1 Foe	Melee 1	3d8 Damage VS . Your 1st Spell each Encounter is a Free Action.	Slow
Throwing Knives	Ranged	1 Foe	Ranged 5	3d6 Damage VS . Your 1st Basic Ranged Attack each Round is a Fast Action.	Slow

CLASS ACTIONS

Wildfire	Sustain Spell	1 Foe	Ranged 5	2d6 PIERCING 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	AUTO-HIT. Remove all of your Sustained Effects on your Target and they take 5 x [removed Effect] PIERCING 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 P 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 VULNERABILITY.	Fast

CLASS TIDE-TURNER ACTIONS

- Check 1 each time you use a Tide-Turner. Tide-Turner Charges:

Gift of Life	General Spell	All Other Heroes	Ranged 5	Your Target(s) recover from FALLEN (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 <i>Concentrated Miasma (Local Field Effect)</i> 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 <input type="checkbox"/>

Item:
Effect:
Action: Use:

Item:
Effect:
Action: Use:

Item:
Effect:
Action: Use:

Item:
Effect:
Action: Use:

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

Hearth Crystal	
The Silverglades	

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
--	-------	--	----------	--	-------	--	------

More info available on back of Card. →

