



ROOK

Tier: 2

HP: / 42 Class: Atlanta

Barrier Values

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

Defence Values

Dodge:	6	Willpower:	8
Acrobatics:	8	Focus:	8
Stealth:	12	Fast Talk:	8
Sleight of Hand:	8	Leadership:	8

CAP Check

Critical Accuracy Penetration

C: 1 → **A:** 14 → **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:** 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 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.					
Spear	Melee	1 Foe	Melee 2	3d8 Damage VS	Slow
Crossbow	Ranged	1 Foe	Ranged 5	3d6 Damage VS	Slow

CLASS ACTIONS

Skewer	General Exploit	1 Foe	Melee 2	3d8 Damage VS . Amp. Effect: Expend 1 Fast Action to cause Hit Foe to become FALLEN .	Slow
Lion's Pounce	General Exploit	-	-	Make a Move Action as a Free Action. If 1 or more Foe(s) is within Basic Melee Attack Range at the end of your Move Action, you may make a Basic Melee Attack against 1 of those Foes as a Free Action with +2 A and +2 P .	Slow + Fast
Guided Weapon	Sustain Spell	1 Hero	Ranged 5	+2 A if your Target is 1 Other Hero OR +4 A if your Target is <i>Self. Sust.</i> Effect: Repeat Effect.	Slow
Warsong: Exhilarating Anthem	General Exploit	All Other Heroes	Ranged 5	Target Other Heroes may alter their next Roll result by +/-2.	Slow
Word of Comfort	General Spell	1 Hero	Ranged 5	Target heals 1d10 HP. Amp. Effect: Expend additional Fast Actions to heal +5x[each additional Fast Action] HP.	Fast
Warsong: Strengthen the Line	General Spell	All Other Heroes	Ranged 5	Your Target(s) heal 5 HP.	Slow

CLASS TIDE-TURNER ACTIONS

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

Blaze of Glory	Sustain Spell	Self	-	Your Damage-dealing Actions cause Hit Foe(s) to suffer 1 Stack of BURNING . Any Damage dealt by your Actions may be dealt VS . Sust. Effect: Repeat Effect.	Fast
Pegasus Charger	Sustain Spell	Self	-	Your first Move Action and Basic Melee Attack each Round are Free Actions. Sust. Effect: Repeat Effect.	Slow + Slow

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: Service Medal
Effect: Your next Action gains AUTO-CRIT .
Action: Fast Use: 1 Per Campaign <input type="checkbox"/>

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

Gelspar	
The Chasers	
Airship - Weapons	

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 back of Card. →

