PIPER

Tier: 2

HP: ___ / 35 **Class:** Ardent

Barrier Values

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

Skills

Defence Values

🏃 Dodge:	8	🔒 Willpower:	6
Acrobatics:	12	Focus:	8
Stealth:	8	Fast Talk:	8
Sleight of Hand:	8	Leadership:	16

Skills

CAP Check

Critical	Accuracy	Penetration
C: 3	→ **A:** 13	→ **P:** 9

• 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.	
Rapier	Melee	1 Foe	Melee 1	3d6 Damage *VS* 🛡.	Slow
Wand	Ranged	1 Foe	Ranged 5	3d6 Damage *VS* 🛡.	Slow
CLASS ACTIONS					
Soul Strike	General Spell	1 Foe	Ranged 7	3d12 Damage *VS* 🛡.	Slow
Mana Echoes	General Spell	1 Foe	Ranged 7	*AUTO-HIT* (Skip **CAP**). 2d8 Damage *VS* 🛡.	Fast
Raging Inferno	General Spell	1-3 Foes	Ranged 3	3d8 Damage *VS* 🛡.	Slow
Chains of Calamity	Sustain Spell	1-3 Foes	Ranged 3	1d6 *PIERCING* Damage. Until the start of your next Turn, if 1 or more Foe(s) suffering *Chains of Calamity* is the Target of a Spell Action, deal 1d6 *PIERCING* Damage to all Foes suffering *Chains of Calamity*. *Sust. Effect*: Repeat Effect.	Slow
False Camaraderie	General Spell	1 Foe	Ranged 7	-2 **A** during *False Camraderie*. Target Foe moves up to 5 Squares toward another Foe (if possible), then makes a Basic Attack with *AUTO-HIT* against that Foe (if possible).	Slow
Times of Need	Amplify Exploit	1 Spell	-	*Amp. Effect*: When you use a Spell Action, you may use that Spell Action again as a Free Action directly after the previous use. You cannot use that Spell Action for the remainder of the Encounter.	Free
CLASS TIDE-TURNER ACTIONS				• Check 1 ☑ each time you use a Tide-Turner. Tide-Turner Charges: ☐ ☐	
Recurring Nightmare	Sustain Spell	1 Foe	Ranged 7	*AUTO-HIT*. 2d12 Damage *VS* 🛡. Until the start of your next Turn, If the Foe suffering Recurring Nightmare is the Target of a Spell, Action deal 2d12 Damage *VS* 🛡. *Sust. Effect*: Repeat Effect.	Slow
Composite Magic	General Exploit	Self	-	Your next 2 Spells are Free Actions.	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: Pheonix Pinion
Effect: Adjacent Hero recovers from *FALLEN*. That Hero heals 10 HP.
Action: Fast   **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:**

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.

Condition	Stacks	Effect	
POISON DAMAGE OVER TIME	☐ ☐ ☐ ☐ ☐	Combatant takes 1d6 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
BURNING DAMAGE OVER TIME	☐ ☐	Combatant takes 1d20 x [Stack] **PIERCING** Damage at the start of each of their Turns.	
FRAGILITY DAMAGE	☐	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	☐	On Hero: -4 **A**.	On Foe: Heroes have +4 🗡 against Actions used by Foe.
OFF-GUARD HIT RATE	☐	On Hero: -2 🗡.	On Foe: +2 A to **CAP** Checks to Actions that Target only this Foe.
PRONE HIT RATE	☐	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	☐	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	☐	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	☐	On Hero: Restore -1 Action Point at the start of each your Turns.	On Foe: Skip last Action in Action Chain.
PARALYSIS ACTION RESTRICTION	☐	Combatant may only take 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.	

Anchors | Deadweights

Anchors	Deadweights
Kendrick Maddox	
Elise Grant	
Red Market Merchant	
Navigation	

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. ➡

EMBERWIND