



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</i> . <i>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. <i>Amp.</i> 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

| | | | | | |
|------------------------|------------------|------|---|--|----------------|
| 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 . <i>Sust.</i> Effect: Repeat Effect. | Fast |
| Pegasus Charger | Sustain Spell | Self | - | Your first Move Action and Basic Melee Attack each Round are Free Actions. <i>Sust.</i> Effect: Repeat Effect. | Slow + 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

Item:

Service Medal

Effect:

Your next Action gains **AUTO-CRIT**.

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.

| | | |
|--|---|--|
| <div>POISON</div> <div>DAMAGE OVER TIME</div> | <div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div> <div><input type="checkbox"/><input type="checkbox"/></div> | Combatant takes 1d6 x [Stack] PIERCING Damage at the start of each of their Turns. |
| <div>BURNING</div> <div>DAMAGE OVER TIME</div> | <div><input type="checkbox"/><input type="checkbox"/></div> | Combatant takes 1d20 x [Stack] PIERCING Damage at the start of each of their Turns. |
| <div>FRAGILITY</div> <div>DAMAGE</div> | <div><input type="checkbox"/></div> | All Damage Combatant takes has the PIERCING property. FRAGILITY is removed next Round at the start of Combatant's Turn. |
| <div>VULNERABILITY</div> <div>DAMAGE</div> | <div>____ (Max ∞)</div> | -1 x [Stack] & . |
| <div>WEAKNESS</div> <div>DAMAGE</div> | <div>____ (Max ∞)</div> | -1 x [Stack] Damage to all of your Actions. |
| <div>DAZE</div> <div>HIT RATE</div> | <div><input type="checkbox"/></div> | On Hero: -4 A . On Foe: Heroes have +4 against Actions used by Foe. |
| <div>OFF-GUARD</div> <div>HIT RATE</div> | <div><input type="checkbox"/></div> | On Hero: -2 . On Foe: +2 A to CAP Checks to Actions that Target only this Foe. |
| <div>PRONE</div> <div>HIT RATE</div> | <div><input type="checkbox"/></div> | 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. |
| <div>SLEEP</div> <div>HIT RATE</div> <div>ACTION RESTRICTION</div> | <div><input type="checkbox"/></div> | 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. |
| <div>SILENCE</div> <div>ACTION RESTRICTION</div> | <div><input type="checkbox"/></div> | 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. |
| <div>CHILL</div> <div>ACTION RESTRICTION</div> | <div><input type="checkbox"/></div> | On Hero: Restore -1 Action Point at the start of each your Turns. On Foe: Skip last Action in Action Chain. |
| <div>PARALYSIS</div> <div>ACTION RESTRICTION</div> | <div><input type="checkbox"/></div> | 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 |
|--|-------|--|----------|--|-------|--|------|

More info available
on back of Card. →

