



RATH

Tier: 2

HP: / 34 Class: Rogue

Barrier Values

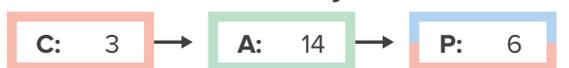
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|--------------------|----|--------------------|----|
| Toughness: | 6 | Resistance: | 6 |
| Athletics: | 8 | Insight: | 12 |
| Endurance: | 12 | Knowledge: | 8 |
| Intimidate: | 8 | Mend: | 8 |

Defence Values

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|-------------------------|----|--------------------|----|
| Dodge: | 10 | Willpower: | 4 |
| Acrobatics: | 8 | Focus: | 8 |
| Stealth: | 8 | Fast Talk: | 16 |
| Sleight of Hand: | 12 | Leadership: | 8 |

CAP Check

Critical Accuracy Penetration



- 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: 2

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. | | | | | |
| Axe | Melee | 1 Foe | Melee 1 | 3d8 Damage VS | Slow |
| Bow | Ranged | 1 Foe | Ranged 5 | 3d8 Damage VS | Slow |

CLASS ACTIONS

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|------------------|-----------------|-------------------------|-------------|--|------|
| Spinal Tap | General Exploit | 1 Foe | Melee 1 | 3d8 Damage VS . If <i>Spinal Tap</i> Hits an OFF-GUARD Foe, they are knocked PRONE . | Slow |
| Pinpoint Strike | General Exploit | 1 Foe | Melee 1 | +2 C during <i>Pinpoint Strike</i> . 3d8 Damage VS . If <i>Pinpoint Strike</i> is amplified with <i>Dual Attack</i> , deal 2x Damage instead. | Slow |
| Dual Attack | Amplify Exploit | 1 Damage-Dealing Action | - | <i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with a Damage-dealing Action, deal 1.5x Damage. 1 per Action. | Fast |
| Envenom | Amplify Exploit | 1 Action | - | <i>Amp. Effect:</i> When you Hit 1 or more Foe(s) with an Action, 1 of those Foe(s) suffers 2 Stacks of POISON . | Fast |
| Toxic Shock | Trigger Exploit | 1 POISONED Foe | Ranged 3 | <i>Trig. Cond.:</i> If a POISONED Foe uses a non-Movement Action, <i>Trig. Effect:</i> Cancel that Action. Deal 3 x [each Stack of POISON on that Foe] PIERCING Damage. | Fast |
| Shadowsteel Step | General Exploit | 1 Square | Ranged 3 | Teleport to Target Square. If you now occupy a Square adjacent to a Foe, you may Teleport 1 other Hero to an unoccupied Square Flanking that Foe. | Fast |

CLASS TIDE-TURNER ACTIONS

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

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|-------------|-----------------|----------|-------|--|------|
| Heatseeker | Sustain Exploit | Self | - | All Damage-dealing Actions you use deal PIERCING Damage. <i>Sust. Effect:</i> Repeat Effect. | Slow |
| Fool's Luck | Trigger Exploit | 1 Action | Field | <i>Trig. Cond.:</i> If you are the Target of a Foe's Action, <i>Trig. Effect:</i> Target Foe becomes the Target of that Action instead of you. If there are no valid Targets, the Action Misses you instead. | Fast |

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. →



Inventory

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| Item: Clockwork Heart |
| Effect: +1 Action Point this Turn. |
| Action: Free Use: 1 Per Combat <input type="checkbox"/> |

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| 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"/> |

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| Item: |
| Effect: |
| Action: Use: |

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| Item: |
| Effect: |
| Action: Use: |

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| Item: |
| Effect: |
| Action: Use: |

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| 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

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| Kendrick Maddox | |
| Smuggling | |
| Airship - Sky Sailing | |
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SPECIAL PROPERTIES

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| 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

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|--|-------|--|----------|--|-------|--|------|
| | Grunt | | Awakened | | Elite | | Boss |
|--|-------|--|----------|--|-------|--|------|

More info available on back of Card. →

