



# RATH

Tier: 2

HP:	/ 34	Class:	Rogue
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## Barrier Values

<b>Toughness:</b>	6	<b>Resistance:</b>	6
<b>Athletics:</b>	8	<b>Insight:</b>	12
<b>Endurance:</b>	12	<b>Knowledge:</b>	8
<b>Intimidate:</b>	8	<b>Mend:</b>	8

## Defence Values

<b>Dodge:</b>	10	<b>Willpower:</b>	4
<b>Acrobatics:</b>	8	<b>Focus:</b>	8
<b>Stealth:</b>	8	<b>Fast Talk:</b>	16
<b>Sleight of Hand:</b>	12	<b>Leadership:</b>	8

## CAP Check

**Critical Accuracy Penetration**

<b>C:</b> 3	→	<b>A:</b> 14	→	<b>P:</b> 6
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- Roll 1d20 when your Action Targets at least 1 Foe.
- Must be ≤ than **CAP** Values to succeed.

## Special Action Limits

<b>Trigger:</b>	1	<b>Sustain:</b>	1	<b>Amplify:</b>	2
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## Action Pool



- Slow Action: Check 2 ☒
- Fast Action: Check 1 ☒

Name	Type	Target	Range	Effect	Speed
<b>MOVEMENT</b>				• You cannot end your Movement in an Occupied Square.	
<b>Move Action</b>				Move 1 - 5 Squares. Can move through friendly Combatants.	Slow
<b>Shift Action</b>				Move 1 Square. Can move through friendly Combatants.	Fast
<b>MANEUVER</b>				• You cannot end your Maneuver in an Occupied Square.	
<b>Tumble</b>				Move 1-3 Squares. Can move through any Combatant.	Slow
<b>BASIC ACTIONS</b>				• Circle corresponding Barrier Value.	
<b>Axe</b>	Melee	1 Foe	Melee 1	3d8 Damage <b>VS</b>	Slow
<b>Bow</b>	Ranged	1 Foe	Ranged 5	3d8 Damage <b>VS</b>	Slow

## CLASS ACTIONS

<b>Spinal Tap</b>	General Exploit	1 Foe	Melee 1	3d8 Damage <b>VS</b> . If <i>Spinal Tap</i> Hits an <b>OFF-GUARD</b> Foe, they are knocked <b>PRONE</b> .	Slow
<b>Pinpoint Strike</b>	General Exploit	1 Foe	Melee 1	+2 <b>C</b> during <i>Pinpoint Strike</i> . 3d8 Damage <b>VS</b> . If <i>Pinpoint Strike</i> is amplified with <i>Dual Attack</i> , deal 2x Damage instead.	Slow
<b>Dual Attack</b>	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
<b>Envenom</b>	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 <b>POISON</b> .	Fast
<b>Toxic Shock</b>	Trigger Exploit	1 <b>POISONED</b> Foe	Ranged 3	<i>Trig. Cond.:</i> If a <b>POISONED</b> Foe uses a non-Movement Action, <i>Trig. Effect:</i> Cancel that Action. Deal 3 x [each Stack of <b>POISON</b> on that Foe] <b>PIERCING</b> Damage.	Fast
<b>Shadowsteel Step</b>	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: ☐ ☐

<b>Heatseeker</b>	Sustain Exploit	Self	-	All Damage-dealing Actions you use deal <b>PIERCING</b> Damage. <i>Sust. Effect:</i> Repeat Effect.	Slow
<b>Fool's Luck</b>	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. →

EMBERWIND

# Inventory

Item:

Clockwork Heart

Effect:

+1 Action Point this Turn.

Action:

Free

Use:

1 Per Combat

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] <b>PIERCING</b> 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] <b>PIERCING</b> 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 <b>PIERCING</b> property. <b>FRAGILITY</b> 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 <b>A</b> . 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 <b>A</b> to <b>CAP</b> Checks to Actions that Target only this Foe.
<div>PRONE</div> <div>HIT RATE</div>	<div><input type="checkbox"/></div>	Hero: <b>OFF-GUARD</b> and cannot take Actions. Remove <b>PRONE</b> by expending 1 Fast Action during your Turn. Foe: <b>OFF-GUARD</b> 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. <b>SLEEP</b> is removed at the end of that Turn or if the Combatant takes Damage. Actions that Target only that Combatant gains the <b>AUTO-CRIT</b> property.
<div>SILENCE</div> <div>ACTION RESTRICTION</div>	<div><input type="checkbox"/></div>	On Hero: Cannot use Spells or Tide-Turners. <b>SILENCE</b> is removed next Round at the start of Hero's Turn. On Foe: Skips Special Ability Hexes. <b>SILENCE</b> 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. <b>PARALYSIS</b> is removed at the end of that Turn.

Anchors	Deadweights
Kendrick Maddox	
Smuggling	
Airship - Sky Sailing	

## SPECIAL PROPERTIES

<b>AUTO-CRIT:</b>	Action is a <b>Critical Hit</b> —hits Target, bypasses  &  , and deals Max Damage.	
<b>AUTO-HIT:</b>	Hero Action: Skip <b>CAP</b> Check. Damage dealt is always reduced by  /  .	Foe Action: Skip Hero's Defence Check.
<b>PIERCING:</b>	Damage bypasses  &  .	

## LEGEND: FOE RANKS

	Grunt		Awakened		Elite		Boss
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More info available  
on back of Card. →

