선생님 보다 내가 가는 이 없었다. 이 사람이 나는 이 사람이 나는 사람이 나는 사람이 없는 그 사람이 없는 그 사람이 없는 것이다.	_					7.3
	Name	Type	Target	Range	Effect	Action Speed
	MOVEMENT				You cannot end your Movement in an Occupied Square.	
	Move				Move Squares. Can move through friendly Combatants.	Slow
	Shift				Move Square(s). Can move through friendly Combatants.	Fast
	MANEUVER				You cannot end your Maneuver in an Occupied Square.	
	BASIC ACTIO	NS				
		Melee				Slow
Name:		Ranged				Slow
LID: / Class: Tion	CLASS ACTIO	NS			Trigger Limit: Sustain Limit: Amplify Limit:	
HP: / Class: Tier: Subclass:						
Aspects: OFFENSIVE DEFENSIVE UTILITY						
Barrier Values						
Toughness: Resistance:						
Athletics: Insight: Endurance: Knowledge:	-					
Intimidate: Mend:						
Defense Values						
Dodge: Willpower:						
Acrobatics: o Focus:						
Stealth: Fast Talk: Sleight of Hand: Leadership:	-					(i.,) (
CAP Check	CLASS TIDE-T	URNER AC	CTIONS		(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges: .	
Roll 1d20 when an Action targets at least 1 Foe. Must be equal or less than CAP Values to succeed.	•					
C: → A: → P:						
Critical Accuracy Penetration						
Action Pool					**************************************	2 (5) see 1480
Check 2 Boxes when using a Slow Action. Check 1 Box when using a Fast Action.					Sustains. 3. Use up to your Action Pool of Actions.	
					d can be found on the back of this card.	

Inventory		Conditions	E P F W IN		
Melee Weapon:	Ranged Weapon:	Check off the box next to the Condition you are currently suffering	ng from. If a max is specified, write the number of Stacks instead		
Off-hand:	Armour:	 DAZE Hero: -4 Accuracy. Foe: Heroes have +4 Dodge. 	POISON [PIERCING] • Combatant takes 1d6 Damage per Stack at the beginning of their Turn.		
Keepsake: Description:		• Hero: -2 Dodge. • Foe: +2 Accuracy to Hero CAP Checks.	BURNING [PIERCING] • Combatant takes 1d20 Damage per Stack at the beginning of their Turn.		
Effect:		 PRONE Hero: OFF-GUARD and cannot take Actions until they expend a Fast Action to remove PRONE. Foe: OFF-GUARD and removes PRONE by skipping the first Action of their Action Chain. 	FRAGILITY Actions targeting Combatant gain the PIERCING property. FRAGILITY is removed at the end of Combatant's next Turn.		
		SILENCE Hora: Cannot usa Spall or Tida Turnar Actions	✓ VULNERABILITY→ -1 to Barrier Values per Stack.		
Action: Use:		 Hero: Cannot use Spell or Tide-Turner Actions. SILENCE is removed at the end of Hero's next Turn. Foe: Cannot use Special Ability Hexes. SILENCE is 	WEAKNESS→ -1 to Action Damage per Stack.		
Keepsake: Emberv	vind Spark	removed at the end of the Foe's next Turn. SLEEP	 CHILL Hero: -1 Action each Round. Foe: Skips the last Action in their Action Chain. 		
	result by up to le outside of combat. Use: 1 Per Campaign	Combatant cannot take Actions on their next Turn. SLEEP is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target Sleeping Combatant gain the AUTO-CRIT property.	PARALYSIS Combatant takes 1 Action during their next Turn. PARALYSIS is removed at the end of that Turn.		
Item:		Anchors	Icon Legend		
Action:	Use:		FOE RANKS		
Action.	ose.		♥ Grunt		
Item:			OFFENSIVE PROPERTIES		
Effect:			AUTO-HIT: Foe Action: Skip Hero Defense Check.		
Action:	Use:	DEADWEIGHTS	Hero Action: Skip CAP Check. Damage dealt is always reduced by Barrier Values. PIERCING: Damage dealt bypasses Barrier Values.		
To track more items	or anchors, use a separate sl	heet of paper	AUTO-CRIT: Hits and deals Max PIERCING Damage.		

To track more items or anchors, use a separate sheet of paper.