

BUGBEAR COMMANDER	LEVEL 2 ELITE SUPPORT
Bugbear, Goblin, Humanoid, Fey	EV 16
Stamina 80	Size 1L / Stability 0
Speed 5	
Free Strike 5	
Might +2 Agility +1 Reason +2 Intuition 0 Presence 0	
Inspiring Swordplay (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target 2 creatures or objects
♦ ≤11 7 damage	
★ 12–16 10 damage	
* 17 13 damage; one target is grabbed	
Effect 1 ally within 5 of the commander has an edge on their next strike until the start of the commander's next turn.	
You Next! (Action)	
Keywords —	
Distance Ranged 8	Target 1 ally
Effect The target moves up to their speed and uses a signature action.	
Fall Back! (Action) ♦ 5 Malice	
Keywords —	
Distance Self and 5 burst	Target Self and all allies
Effect Each target shifts up to their speed. Each target can use the Throw maneuver if they are grabbing a creature or object.	
Throw (Maneuver)	
Keywords Melee, Strike	
Distance Melee 1	Target 1 creature or object grabbed by the commander
Effect Vertical push 4. An ally target doesn't take damage from being force moved.	
Catcher (Free Triggered Action)	
Keywords —	
Distance Melee 1	Target 1 size 1 creature or object
Trigger The target is force moved into a square adjacent to the commander.	
Effect The target is grabbed by the commander.	
The Commander's Watching	
While an ally has line of effect to the commander, the ally can end one condition afflicting them at the start of their turn.	

MEMORIAL IVY	LEVEL 2 MINION ARTILLERY
Plant, Ruinborn, Undead	EV 4 for four minions
Stamina 4	Immunity poison 2 / Weakness fire 3
Speed 3 (climb)	Size 1S / Stability 0
With Captain Edge on strikes	Free Strike 3
Might 0 Agility +2 Reason –3 Intuition +1 Presence –3	
Grasping Ivy (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Ranged, Strike, Weapon	
Distance Ranged 8	Target One creature or object per minion
♦ ≤11 3 damage; pull 2	
★ 12–16 4 damage; pull 4	
* 17+ 6 damage; pull 5	
Creeper	
The memorial ivy can use its move action to I<1 compel a creature or object it's climbing on to move up to their speed. An ally can choose to fail.	
TARGON	LEVEL 2 ELITE ARTILLERY
Humanoid, Human Rival	EV 16
Stamina 60	
Speed 5	Size 1M / Stability 2
Free Strike 5	
Might +2 Agility +0 Reason +1 Intuition +0 Presence +0	
Dual Targeting Shot (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Ranged, Strike, Weapon	
Distance Ranged 10	Target Two creatures or objects
♦ ≤11 7 damage	
★ 12–16 11 damage	
* 17 14 damage	
Effect 2 Malice Two allies within distance can make a free strike against one of the targets.	
I'll Cover You! (Action) ♦ 2d10 + 2 ♦ 3 Malice	
Keywords Ranged, Strike, Weapon	
Distance Ranged 5	Target One creature or object
♦ ≤11 8 damage; M<0 weakened (save ends)	
★ 12–16 13 damage; M<1 weakened (save ends)	
* 17 16 damage; M<2 weakened (save ends)	
Effect An ally adjacent to the target regains 5 Stamina.	
Overwatch (Triggered Action)	
Keywords Ranged	
Distance Ranged 10	Target 1 enemy
Trigger The target moves.	
Effect At any point during the movement, Targon makes a free strike against the target.	
Determination	
If Targon is frightened, slowed, or weakened, he can use a maneuver to end the condition.	
Rivalry	
Targon selects one creature within line of effect at the start of an encounter. Both Targon and the creature can add a 1d3 to all power rolls made against each other.	