

HUMAN BANDIT CHIEF	LEVEL 3 LEADER
Human, Humanoid	EV 20
Stamina 120	Immunity Corruption 4, Psychic 4
Speed 5	Size 1M / Stability 2 Free Strike 5
Might +2 Agility +3 Reason +2 Intuition +3 Presence +2	
Whip & Magic Longsword (Action) ♦ 2d10 + 3 ♦ Signature	
Keywords Magic, Melee, Strike, Weapon	
Distance Melee 3	Target Two enemies or objects
♦ ≤11	8 damage; pull 1
★ 12–16	12 damage; pull 2
* 17+	15 damage; pull 3
Effect	A target who is adjacent to the bandit chief after the ability resolves takes 5 corruption damage.
2 Malice	The bandit chief targets an additional enemy or object.
Kneel, Peasant! (Maneuver) ♦ 2d10 + 3	
Keywords Melee, Weapon	
Distance Melee 1	Target One enemy or object
♦ ≤11	Push 1; M<1 prone
★ 12–16	Push 2; M<2 prone
* 17+	Push 4; M<3 prone
2 Malice	This ability targets each enemy adjacent to the bandit chief.
Bloodstones (Triggered Action)	
Keywords Magic	
Distance Self	Target Self
Trigger	The bandit chief makes a power roll.
Effect	The bandit chief takes 9 corruption damage and increases the result of the power roll by one tier.
End Effect	
At the end of their turn, the bandit chief can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.	
Supernatural Insight	
The bandit chief ignores concealment if it's granted by a supernatural effect, or the target is supernatural.	
Shoot! (Villain Action 1)	
Keywords Area	
Distance 10 burst	Target All artillery allies in the burst
Effect	Each target makes a ranged free strike.
Form Up! (Villain Action 2)	
Keywords Area	
Distance 10 burst	Target All allies in the burst
Effect	Each target shifts up to their speed. Until the end of the encounter, the bandit chief and all allies have damage immunity 2 while adjacent to a target.
Lead From the Front (Villain Action 3)	
Keywords —	
Distance Self	Target Special
Effect	Shift 10. During or after this movement, the bandit chief can use their Whip & Magic Longsword targeting up to four targets. One ally adjacent to each target can make a free strike against that target.

LAESI	LEVEL 2 ELITE HARRIER
Humanoid, Human, Rival	EV 16
Stamina 80	
Speed 7	Size 1M / Stability 3
Free Strike 5	
Might +0 Agility +2 Reason +1 Intuition +0 Presence +0	
Nimble Step (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target Two creatures or objects
♦ ≤11	7 damage; shift 2
★ 12–16	10 damage; shift 3
* 17+	13 damage; shift 4
Numb (Maneuver) ♦ 2d10 + 2 ♦ 2 Malice	
Keywords Melee, Psionic, Strike, Weapon	
Distance Melee 1	Target One creature or object
♦ ≤11	7 damage; R<0 slowed (EoT)
★ 12–16	10 damage; R<1 slowed (EoT)
* 17+	13 damage; R<2 slowed and dazed (EoT)
Inertial Shield	
Laesi halves the damage of the first strike she is targeted by each round.	
Determination	
If Laesi is frightened, slowed, or weakened, she can use a maneuver to end the condition.	
Rivalry	
Laesi selects one creature within line of effect at the start of an encounter. Both Laesi and the creature can add a 1d3 to all power rolls made against each other.	