

BODDORFF BUCKFEATHER	LEVEL 2 ELITE SUPPORT
Humanoid, Polder, Rival	EV 16
<b>Stamina</b> 80	<b>Size</b> 1S / <b>Stability</b> 1
<b>Speed</b> 5	
<b>Free Strike</b> 5	
<b>Might +1</b> <b>Agility +0</b> <b>Reason +0</b> <b>Intuition +2</b> <b>Presence +0</b>	
<b>Thunder of Heavens</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Magic, Melee, Ranged, Strike	
<b>Distance</b> Melee 1 or Ranged 10	<b>Target</b> Two creatures or objects
♦ ≤11	7 holy damage
★ 12–16	10 holy damage
* 17	13 holy damage
<b>Effect</b>	Boddorff or an ally within distance regains Stamina equal to half the damage dealt.
<b>Imbue with Might</b> (Maneuver) ♦ 2 Malice	
<b>Keywords</b> Magic	
<b>Distance</b> Ranged 10	<b>Target</b> Self and up to 5 allies
<b>Effect</b>	Each target has an edge on their next strike.
<b>Stalwart Guardian</b>	
Strikes made against allies adjacent to Boddorff have a bane.	
<b>Nimblestep</b>	
Boddorff ignores the effects of difficult terrain and moves at full speed while he's sneaking.	
<b>Rivalry</b>	
Boddorff selects one creature within line of effect at the start of an encounter. Both Boddorff and the creature can add a 1d3 to all power rolls made against each other.	

GOREK	LEVEL 2 ELITE BRUTE
Humanoid, Dwarf, Rival	EV 16
<b>Stamina</b> 100	<b>Size</b> 1M / <b>Stability</b> 2
<b>Speed</b> 5	
<b>Free Strike</b> 5	
<b>Might +2</b> <b>Agility +1</b> <b>Reason +0</b> <b>Intuition +0</b> <b>Presence +0</b>	
<b>Brutal Impact</b> (Action) ♦ 2D10 + 2 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> Two creatures or objects
♦ ≤11	7 damage; push 1
★ 12–16	11 damage; push 2
* 17	14 damage; push 3
<b>Effect</b>	2 Malice Each target is M<1 slowed (save ends).
<b>Let's Tussle</b> (Action) ♦ 2D10 + 2 ♦ 2 Malice	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> One creature the fury's size or smaller
♦ ≤11	8 damage; M<0 grabbed
★ 12–16	13 damage; M<1 grabbed
* 17	16 damage; M<2 grabbed
<b>Effect</b>	Gorek has an edge on strikes against a grabbed creature.
<b>Overwhelm</b>	
Once per turn, when Gorek force moves a target or shifts into a square adjacent to a creature or object, he can make a free strike against them.	
<b>Great Fortitude</b>	
Gorek can't be weakened.	
<b>Rivalry</b>	
Gorek selects one creature within line of effect at the start of an encounter. Both Gorek and the creature can add a 1d3 to all power rolls made against each other.	