

BODDORFF BUCKFEATHER	LEVEL 2 ELITE SUPPORT
Humanoid, Polder, Rival	EV 16
Stamina 80	Size 1S / Stability 1
Speed 5	
Free Strike 5	
Might +1 Agility +0 Reason +0 Intuition +2 Presence +0	
Thunder of Heavens (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Magic, Melee, Ranged, Strike	
Distance Melee 1 or Ranged 10 Target Two creatures or objects	
♦ ≤11 7 holy damage	
★ 12–16 10 holy damage	
* 17 13 holy damage	
Effect Boddorff or an ally within distance regains Stamina equal to half the damage dealt.	
Imbue with Might (Maneuver) ♦ 2 Malice	
Keywords Magic	
Distance Ranged 10 Target Self and up to 5 allies	
Effect Each target has an edge on their next strike.	
Stalwart Guardian	
Strikes made against allies adjacent to Boddorff have a bane.	
Nimblestep	
Boddorff ignores the effects of difficult terrain and moves at full speed while he's sneaking.	
Rivalry	
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
Stamina 100	Size 1M / Stability 2
Speed 5	
Free Strike 5	
Might +2 Agility +1 Reason +0 Intuition +0 Presence +0	
Brutal Impact (Action) ♦ 2D10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1 Target Two creatures or objects	
♦ ≤11 7 damage; push 1	
★ 12–16 11 damage; push 2	
* 17 14 damage; push 3	
Effect Gorek Each target is M<1 slowed (save ends).	
Let's Tussle (Action) ♦ 2D10 + 2 ♦ 2 Malice	
Keywords Melee, Strike, Weapon	
Distance Melee 1 Target 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	
Effect Gorek has an edge on strikes against a grabbed creature.	
Overwhelm	
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.	
Great Fortitude	
Gorek can't be weakened.	
Rivalry	
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.	