

Name:

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Sleight of Hand: 8

Class: Archer Subclass:

Tier: 1

Aspects:

OFFENSIVE **Precise** 

DEFENSIVE Evasive UTILITY Swift

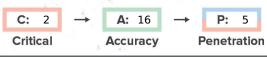
Leadership: 8

Barrier Values						
Toughness: 4	Resistance: 5					
Athletics: 12	nsight: 12					
Endurance: 8	Knowledge: 8					
Intimidate: 8	Mend: 8					

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Defens	se Values		
🛔 Dodge: 7	Willpower: 4		
Acrobatics: 8	σ Focus: 12		
Stealth: 14	Fast Talk: 8		

## CAP Check

Roll 1d20 when an Action targets at least 1 Foe. Must be equal or less than **CAP** Values to succeed.



**Action Pool** 

Check 2 Boxes when using a Slow Action. Check 1 Box when using a Fast Action.

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Name	Туре	Target	Range	Effect	Action Speed
MOVEMENT				You cannot end your Movement in an Occupied Square.	
Move				Move $\underline{1}$ - $\underline{6}$ Squares. Can move through friendly Combatants.	Slow
Shift				Move <u>1</u> Square(s). Can move through friendly Combatants.	Fast
MANEUVER				You cannot end your Maneuver in an Occupied Square.	
Fade				Make a Skill Check. If you succeed, Foes cannot. Target you until your next $\operatorname{Turn}$ .	Slow
BASIC ACTIO	NS				
Dagger	Melee	1 Foe	1	2d6+3 vs. Toughness	Slow
	Ranged	1 Foe	5	2d8+3 vs. Toughness	Slow
CLASS ACTIO	NS			Trigger Limit: 1 Sustain Limit: 1 Amplify Limit: 1	
Terminal Velocity (Ranged)	Passive	-	-	+3 Damage to all Damage-dealing Ranged Actions.	
Distracting Strike	Trigger Exploit	1 Foe	Ranged 5	Trig. Cond.: If a Foe uses an Action, Trig. Effect: Cancel that Action. 1 per Round.	Fast
Enchanted Armament	Sustain Exploit	Self	-	Deal Damage vs. Resistance. Sust. Effect: Repeat Effect.	Fast
Overdraw	Amplify Exploit	1 Damage- dealing Action	-	Amp. Effect: When you Hit Foe(s) with a Damage-dealing Action, deal +4 Damage to 1 Foe.	Fast
Whirling Dervish	General Exploit	1 Foe	Melee 1	+2 A to CAP Check. [Melee Weapon Damage]. If your last Damage- dealing Action before Whirling Dervish was a Ranged Action, +3 to Dodge until the start of your next Turn.	Slow
Farsight Shot	General Exploit	1 Foe	Ranged 5	+2 A to CAP Check. [Ranged Weapon Damage]. If your last Damage-dealing Action before Farsight Shot was a Melee Action, deal +3x[number of Squares your Target is from you] Damage.	Slow
CLASS TIDE-TURNER ACTIONS			(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges: [		
Seeking Weapon	Sustain Exploit	Self	-	All Actions you use gain the AUTO-HIT property. Sust. Effect: Repeat Effect.	Fast
Repeating Shot	General Exploit	1 Foe	Ranged Wespo n Range	+4 P to CAP Check. [Ranged Weapon Damage]. Amp. Effect: Expend additional Fast Actions to make 1 additional Repeating Shot per expended Fast Action.	Fast

YOUR TURN: 1. Restore Action Pool. 2. Select Sustains. 3. Use up to your Action Pool of Actions. AT END OF COMBAT: Restore HP to Full and remove All Conditions.

Inventory, Conditions, Anchors, and Icon Legend can be found on the back of this card.

## Conditions Inventory Check off the box next to the Condition you are currently suffering from. If a max is specified, write the number of Stacks instead Melee Weapon: Ranged Weapon: Dagger (Sword [1H]) OFF-GUARD BURNING [PIERCING] • Combatant takes 1d20 Damage per Stack at the · Hero: -2 Dodge. Off-hand: Armor: • Foe: +2 Accuracy to Hero CAP Checks. beginning of their Turn. Off-hand Weapon Light Armor PRONE POISON [PIERCING] Keepsake: Lucky Bow • Combatant takes 1d6 Damage per Stack at the Hero: off-guard and cannot take Actions until Description: they expend a Fast Action to remove **PRONE**. beginning of their Turn. Foe: OFF-GUARD and removes PRONE by skipping the first Action of their Action Chain. WEAKNESS A special bow that always seems to pull through • -1 to Action Damage per Stack. when needed. Max co DAZE · Hero: -4 Accuracy. VULNERABILITY Effect: • Foe: Heroes have +4 Dodge. • -1 to Barrier Values per Stack. Max co SLEEP You next Action gains the Auto-Hit property. FRAGILITY Combatant cannot take Actions on their next Turn. Actions targeting Combatant gain the PIERCING **SLEEP** is removed when Combatant takes Damage property. FRAGILITY is removed at the end of or at the end of their next Turn. Actions that Target Action: Fast Use: 1/Combat Combatant's next Turn. Sleeping Combatant gain the AUTO-CRIT property. CHILL Keepsake: Emberwind Spark SILENCE Hero: -1 Action each Round. Max 2 · Hero: Cannot use Spell or Tide-Turner Actions. • Foe: Skips the last Action in their Action Chain. **Effect:** Effect: Alter 1 Roll result by up to **SILENCE** is removed at the end of Hero's next +/- 4.Usable outside of combat. Turn. **PARALYSIS** • Foe: Cannot use Special Ability Hexes. sILENCE is Action: Free Use: 1 Per Milestone □ Combatant takes 1 Action during their next Turn. removed at the end of the Foe's next Turn. PARALYSIS is removed at the end of that Turn. Item: **Anchors** Icon Legend Effect: Action: Use: **FOE RANKS** ST? Elite **♥** Grunt **Awakened** Item: OFFENSIVE PROPERTIES

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

Use:

**DEADWEIGHTS** 

Effect:

Action:

AGMM!

AUTO-HIT: Foe Action: Skip Hero Defense Check. Hero Action: Skip CAP Check. Damage dealt is always reduced by Barrier Values. Damage dealt bypasses Barrier Values. PIERCING:

AUTO-CRIT: Hits and deals Max PIERCING Damage.

Boss