



Name:

HP: / 21 Class: Archer
Subclass: Tier: 1

Aspects:

OFFENSIVE DEFENSIVE UTILITY
Precise Evasive Swift

Barrier Values

Toughness: 4 Resistance: 5

Athletics: 12	Skills	Insight: 12
Endurance: 8		Knowledge: 8
Intimidate: 8		Mend: 8

Defense Values

Dodge: 7 Willpower: 4

Acrobatics: 8	Skills	Focus: 12
Stealth: 14		Fast Talk: 8
Sleight of Hand: 8		Leadership: 8

CAP Check

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

C: 2 → A: 16 → P: 5
Critical Accuracy Penetration

Action Pool

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



Name	Type	Target	Range	Effect	Action Speed
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MOVEMENT

You cannot end your Movement in an Occupied Square.

Move				Move <u>1</u> - <u>6</u> 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 Turn.	Slow
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BASIC ACTIONS

Dagger	Melee	1 Foe	1	2d6+3 vs. Toughness	Slow
	Ranged	1 Foe	5	2d8+3 vs. Toughness	Slow

CLASS ACTIONS

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 <small>Weapon in Range</small>	+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. →

Inventory

Melee Weapon:

Dagger (Sword [1H])

Ranged Weapon:

Bow

Off-hand:

Off-hand Weapon

Armor:

Light Armor

Keepsake: Lucky Bow

Description:

A special bow that always seems to pull through when needed.

Effect:

You next Action gains the Auto-Hit property.

Action: Fast

Use: 1/Combat

Keepsake: Emberwind Spark

Effect: Effect: Alter 1 Roll result by up to +/- 4. Usable outside of combat.

Action: Free

Use: 1 Per Milestone ☐

Item:

Effect:

Action:

Use:

Item:

Effect:

Action:

Use:

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

Conditions

Check off the box next to the Condition you are currently suffering from. If a max is specified, write the number of Stacks instead.

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OFF-GUARD

- Hero: -2 Dodge.
- Foe: +2 Accuracy to Hero CAP Checks.

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PRONE

- Hero: **OFF-GUARD** and cannot take Actions until they expend a Fast Action to remove **PRONE**.
- Foe: **OFF-GUARD** and removes **PRONE** by skipping the first Action of their Action Chain.

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DAZE

- Hero: -4 Accuracy.
- Foe: Heroes have +4 Dodge.

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SLEEP

- Combatant cannot take Actions on their next Turn. **SLEEP** is removed when Combatant takes Damage or at the end of their next Turn. Actions that Target Sleeping Combatant gain the **AUTO-CRIT** property.

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SILENCE

- Hero: Cannot use Spell or Tide-Turner Actions. **SILENCE** is removed at the end of Hero's next Turn.
- Foe: Cannot use Special Ability Hexes. **SILENCE** is removed at the end of the Foe's next Turn.

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Max 5

BURNING [PIERCING]

- Combatant takes 1d20 Damage per Stack at the beginning of their Turn.

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Max 2

POISON [PIERCING]

- Combatant takes 1d6 Damage per Stack at the beginning of their Turn.

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Max 00

WEAKNESS

- -1 to Action Damage per Stack.

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Max 00

VULNERABILITY

- -1 to Barrier Values per Stack.

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FRAGILITY

- Actions targeting Combatant gain the **PIERCING** property. **FRAGILITY** is removed at the end of Combatant's next Turn.

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Max 2

CHILL

- Hero: -1 Action each Round.
- Foe: Skips the last Action in their Action Chain.

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PARALYSIS

- Combatant takes 1 Action during their next Turn. **PARALYSIS** is removed at the end of that Turn.

Anchors

DEADWEIGHTS	



Icon Legend

FOE RANKS



Grunt



Awakened



Elite



Boss

OFFENSIVE PROPERTIES

- AUTO-HIT:** Foe Action: Skip Hero Defense Check.
Hero Action: Skip CAP Check. Damage dealt is always reduced by Barrier Values.
- PIERCING:** Damage dealt bypasses Barrier Values.
- AUTO-CRIT:** Hits and deals Max **PIERCING** Damage.