

Name	Type	Target	Range	Effect	Action Speed
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MOVEMENT

You cannot end your Movement in an Occupied Square.

Move				Move ___ - ___ Squares. Can move through friendly Combatants.	Slow
Shift				Move ___ Square(s). Can move through friendly Combatants.	Fast

MANEUVER

You cannot end your Maneuver in an Occupied Square.

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BASIC ACTIONS

	Melee				Slow
	Ranged				Slow

CLASS ACTIONS

Trigger Limit: Sustain Limit: Amplify Limit:

CLASS TIDE-TURNER ACTIONS

(Check 1 box each time you use a Tide-Turner.) Tide-Turner Charges:

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. →

Name:

HP: / Class: Subclass: Tier:

Strength: Intelligence:

Barrier Values

Toughness: Resistance:

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

Dexterity: Resilience:

Defense Values

Dodge: Willpower:

Acrobatics:	Skills	Focus:
Stealth:		Fast Talk:
Sleight of Hand:		Leadership:

CAP Check

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

C: → A: → P:
 Critical Accuracy Penetration

Action Pool

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

Action Surges: /

Inventory

Melee Weapon: _____ Ranged Weapon: _____

Off-hand: _____ Armour: _____

Keepsake:
Description:
Effect:
Action: _____ Use: _____

Keepsake: Emberwind Spark
Effect: Alter 1 Roll result by up to +/- 4. Usable outside of combat.
Action: Free Use: 1 Per Campaign <input type="checkbox"/>

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.

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

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

- 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.

- 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.

- 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.

Anchors

DEADWEIGHTS



- POISON [PIERCING]**
Max 5
 - Combatant takes 1d6 Damage per Stack at the beginning of their Turn.

- BURNING [PIERCING]**
Max 2
 - Combatant takes 1d20 Damage per Stack at the beginning of their Turn.

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

- VULNERABILITY**
Max ∞
 - -1 to Barrier Values per Stack.

- WEAKNESS**
Max ∞
 - -1 to Action Damage per Stack.

- CHILL**
Max 2
 - Hero: -1 Action each Round.
 - Foe: Skips the last Action in their Action Chain.

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

Icon Legend

FOE RANKS



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.