

# BLOODRAGER

Size on map: 2 x 2

## TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll a d6.
3. Perform the action in the Central Action Hex, followed by each Action in every subsequent Action Hex.

HP:  /150

Toughness: 15

Resistance: 8

Rank: Elite  
Type: Carrion

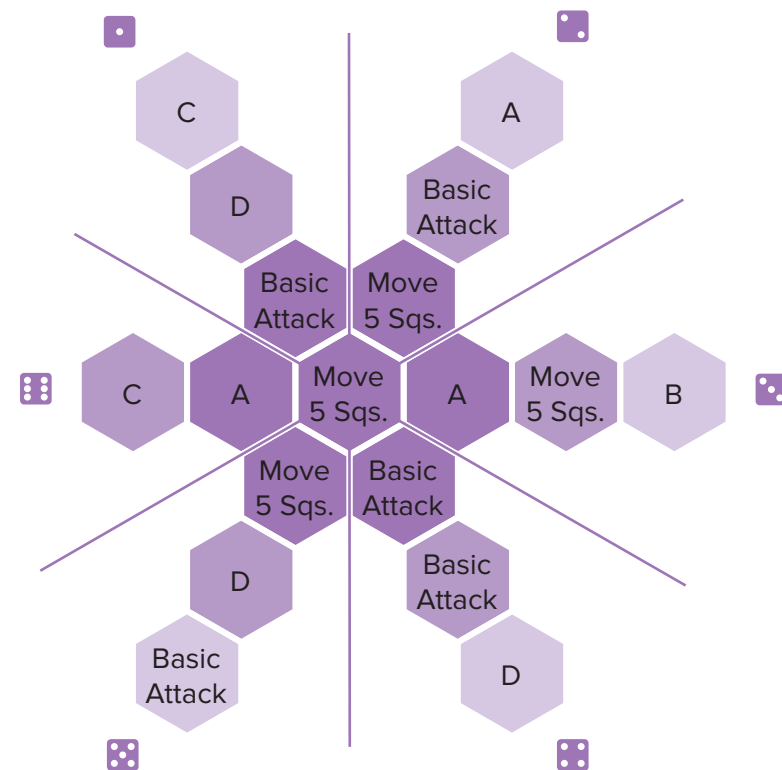
## DEFAULT CHARACTERISTICS

**Last Straw:** Moves toward and Targets Hero with highest Sustain Limit.

**Mother's Love:** If Bloodrager is within 5 Squares of a Blood Mother, Bloodrager cannot be the Target of Spells.

## OPTIONAL MODIFIERS

**Trigger Happy:** Moves toward and Targets Hero with highest Trigger Limit instead.



Name	Type	Range	Effect
<b>BASIC ACTIONS</b>			[Storyteller only] Actions per Turn: 3
<b>Seismic Thrash</b> vs	Melee	1	Deal 2d10 + 5 <b>vs</b> . Deals +10 Damage if that Hero is currently Sustaining an Effect.
<b>SPECIAL ABILITIES</b>			
<b>Goring Charge</b> vs <b>Acrobatics</b>	A	5	Moves up to 5 Squares toward furthest Hero. Deal 10 <b>PIERCING</b> Damage to each Hero adjacent to this Foe during and at the End of this Action.
<b>Siphoning Strike</b> vs	B	1	Deal 1d10 + 10 Damage <b>vs</b> . Hero suffers 5 Stacks of <b>WEAKNESS</b> . Bloodrager heals HP equal to Damage dealt.
<b>Rain of Blood</b> <b>AUTO-HIT</b>	C	Field	Bloodrager loses 25 HP. Remove 1 Hero-placed Field Effect.
<b>Increasing Savagery</b>	D	-	Bloodrager deals +5 Damage on all Actions.