



CHASER DOORCRASHER

- TURN BLOCK:**
1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
 2. Roll 1d6.
 3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

DEFAULT CHARACTERISTICS

Unpredictable: Assign a number to each non-FALLEN Hero with a 1d4. Roll 1d4 at the start of Chaser Doorcrasher's Turn. Chaser Doorcrasher Moves toward and Attacks that Hero this Turn. Reroll if roll result is unassigned to a Hero.

Overstrung: Loses 10 HP at the start of each of its Turns.

Juggernaut: Negate the first 30 Damage (before /) this Chaser Doorcrasher takes each Round.

OPTIONAL MODIFIERS

Manic Movement: 2 Free Shifts at any point during Chaser Doorcrasher's Turn.

HP: /150 Toughness: 15 Resistance: 15 Rank: Elite Type: Human Size: 1x1

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Chop vs	Melee	1	Deal 2d10 + 10 Damage vs .
SPECIAL ABILITIES			
Wirling Axe vs	A	1	Deal 1d10 + 10 Damage vs . Hero cannot take Move Actions until the end of next Turn.
Meat Cleaver vs	B	1	Deal 2d10 + 10 Damage vs . Hero suffers from FRAGILITY vs .
Huff Pixie	C	-	+10 until start of next Turn. Lose 10 HP.
Defend and Recover	D	-	+10 until start of next Turn. Heals 15 HP.