



# CHASER MISTWALKER

- 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**

- Slippery:** May save 1 Move Action and use it at the end of their Action Chain instead.
- Ranged Fighter:** Maintains 5 Squares of distance from nearest Hero whenever possible.
- Immediacy:** Attacks farthest Hero in Range.

**OPTIONAL MODIFIERS**

**Swap:** If a Hero deals Damage to this Foe, it switches Occupied Squares with the nearest Human-Type Foe.

**HP:**  /35 
 **Toughness:** 4 
 **Resistance:** 8 
 **Rank:** Awakened 
 **Type:** Human 
 **Size:** 1x1

Name	Type	Range	Effect
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**BASIC ACTIONS** [Storyteller only] Actions per Turn: 2

<b>Aetherburn</b> vs	Ranged	5	Deal 2d10 + 10 Damage vs .
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**SPECIAL ABILITIES**

<b>Chilling Cloud</b> <i>AUTO-HIT</i>	A	5	<i>AUTO-HIT.</i> Hero suffers from <i>CHILLED</i> vs  and <i>DAZED</i> vs .
<b>Silencing Stare</b> <i>AUTO-HIT</i>	B	5	<i>AUTO-HIT.</i> Hero suffers from <i>SILENCE</i> vs [Focus OR Intimidate]