



HP: /35 **Toughness:** 4 **Resistance:** 6 **Rank:** **Grunt** **Type:** Human **Size:** 1x1

DEFAULT CHARACTERISTICS

Ranged Fighter: Maintains 5 Squares of distance from nearest Hero whenever possible.

Immediacy: Attacks nearest Hero.

OPTIONAL MODIFIERS

Coordinated Assault: Targets the last Hero another Foe Attacked.

Blink: Move Actions are Teleports (cannot be obstructed and are not affected by Elevation).

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

Rift Bolt vs	Ranged	5	Deal 1d10 + 10 Damage vs .
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SPECIAL ABILITIES

Dazing Bolt vs	A	5	Deal 1d10 + 10 Damage vs Hero suffers from <i>DAZE</i> vs .
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Dew from Beyond	B	-	Nearest wounded Slitherspine heals for 10 HP.
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RIFTKEEPER

- 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.