

EMBERWIND

CHASER
DOORCRASHER



Name: **CHASER DOORCRASHER** [Veteran]

HP: /250

Toughness: 20

Resistance: 20

Rank: Elite

Type: Human

Flow: 5

Size: 1x1

DEFAULT CHARACTERISTICS

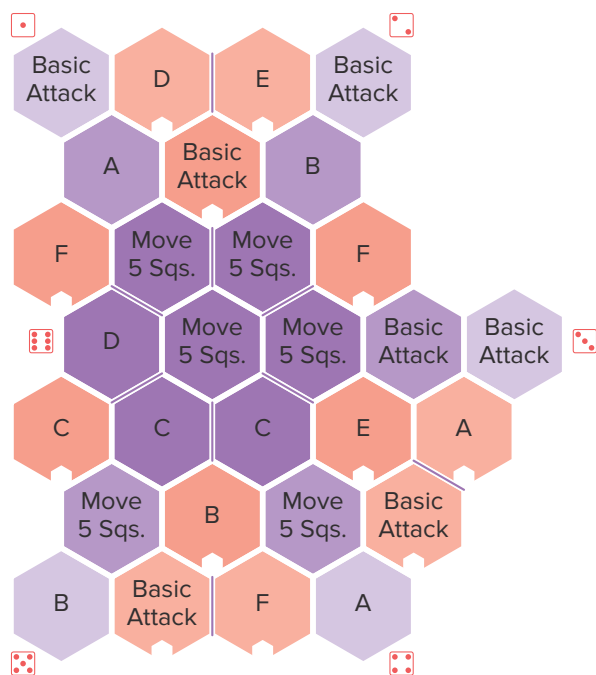
Unpredictable: Assign a number to each non-FALLEN Hero on a d4. Roll a d4 at the start of Chaser Doorcrasher's Turn. Chaser Doorcrasher Moves toward and Attacks that Hero this Turn. Reroll if roll result is unassigned to a Hero.

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

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

OPTIONAL MODIFIERS

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



Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 4

Chop vs 	Melee	1	Deal 2d10 + 15 vs .
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SPECIAL ABILITIES

Whirling Axe vs 	A	1	Deal 1d10 + 10 Damage vs . Hero cannot take Move Actions until the end of next Turn.
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Meat Cleaver vs 	B	1	Deal 2d10 + 10 Damage vs . Hero suffers FRAGILITY vs .
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Huff Pixie	C	-	+10 until start of next Turn and remove 1 Sustained Effect from Doorcrasher. Lose 10 HP.
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Defend and Recover	D	-	+10 until start of next Turn. Heals 30 HP.
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LEARNABLE SPECIAL ABILITIES

Bowling Bash <i>AUTO-HIT</i>	E	1	Deal 2d10 + 10 Damage vs and Hero is pushed directly away 5 Squares (if possible). All other Heroes adjacent to pushed Target during or when the Forced Movement ends take 5 PIERCING Damage.
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Savage Slash vs [Acrobatics OR Endurance]	F	1	<i>Trig. Cond:</i> If an adjacent Hero uses a Basic Attack or Exploit, <i>Trig. Effect:</i> Doorcrasher makes a Basic Attack before that Hero's Action is completed. If the Attack hits, deal Basic Attack Damage and Cancel that Hero's Action.
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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.

