

EMBERWIND



HOUND
MASTER

Name: **HOUNDMASTER** [Veteran]HP: /120

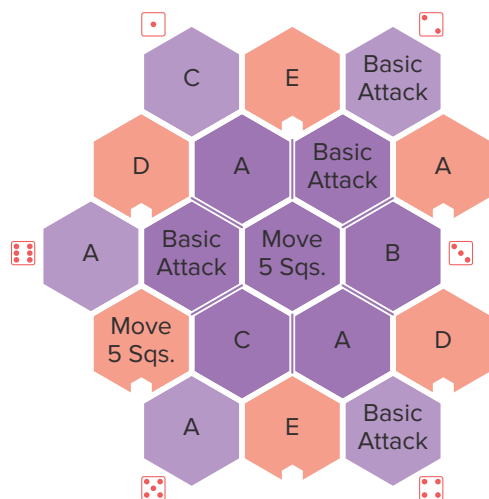
Toughness: 10

Resistance: 8

Rank: Awakened

Type: Human

Flow: 4 Size: 1x1

**DEFAULT CHARACTERISTICS****Tunnel Vision:** Moves toward nearest Hero.**Immediacy:** Attacks nearest Hero.**Melee Focused:** Executes Melee Attack over Ranged Attack if possible.**OPTIONAL MODIFIERS****Bonded:** Targets the last Hero that targeted a Bloodhound.**Attack of Opportunity:** If a Hero within 5 Squares takes a Move Action, Houndmaster makes a Basic Attack on that Hero before their Move Action is completed.**Avenger:** Makes 1 additional Basic Attack at the end of each Turn if 1 or more Bloodhounds are **FALLEN**.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Dagger vs Melee 1 Deal 2d10 + 10 vs .**Whip vs** Ranged 5 Deal 1d10 + 10 vs .**SPECIAL ABILITIES****Disarming Lash vs** A 5 Deal 1d10 + 10 Damage vs . Hero suffers 5 Stacks of **WEAKNESS vs** .**Animal Handling** B - All Bloodhounds heal 15 HP.**Unleash** C - The 2 Bloodhounds nearest to Houndmaster deal +10 Damage on all Actions next Turn.**LEARNABLE SPECIAL ABILITIES****Crack the Whip** D - The Bloodhound nearest to Houndmaster takes an extra Turn at the End of the Houndmaster's Turn.**Thundercrack**
AUTO-HIT E 5 *Trig. Cond.:* If a Hero uses a Spell, *Trig. Effect:* Deal 1d10 + 10 Damage vs and Cancel that Hero's Action. Hero suffers **SILENCE vs** .**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.