

Name: **CHASER MISTWALKER** [Veteran]

HP: /55

Toughness: 4

Resistance: 8

Rank:  Awakened

Type: Human

Flow: 4

Size: 1x1

DEFAULT CHARACTERISTICS

Slippery: May save 1 move Action and use it at the end of their Action Chain.

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

Backline Attacker: Attacks farthest Hero in Range.

OPTIONAL MODIFIERS

Attack of Opportunity: If a Hero within 5 Squares takes a Move Action, Chaser Mistwalker makes a Basic Attack on that Hero before their Move Action is completed.

Swap: If a Hero deals Damage to this Chaser Mistwalker, it switches occupied Squares with the nearest Chaser Streetjack.


Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Aetherburn Ranged 5 Deal 2d10 + 10 vs .

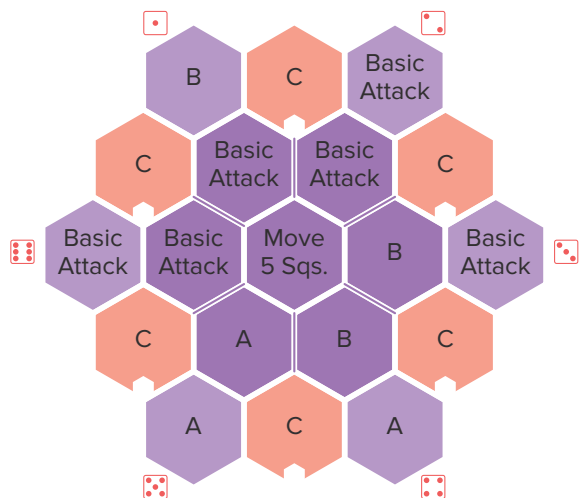
SPECIAL ABILITIES

Chilling Cloud
AUTO-HIT A 5 Hero Suffers from *CHILLED* and *DAZED* vs .

Silencing Stare
AUTO-HIT B 5 Hero Suffers from *SILENCE* vs [Focus or Intimidate].

LEARNABLE SPECIAL ABILITIES

Phasing Presence C -
Trig. Cond.: If a Hero uses a Ranged Action that includes Chaser Mistwalker as a Target,
Trig. Effect: That Action misses Chaser Mistwalker (but not other Targets).



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.