

Name: **RIFTKEEPER** [Veteran]

HP:  /50

Toughness: 4

Resistance: 8

Rank: Grunt

Type: Human

Flow: 3

Size: 1x1

### DEFAULT CHARACTERISTICS

**Ranged Fighter:** Maintains 7 Squares of distance from nearest Hero whenever possible.

**Immediacy:** Attacks nearest Hero.

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

### OPTIONAL MODIFIERS

**Coordinated Assault:** Targets the last Hero another Foe Attacked.

| Name | Type | Range | Effect |
|------|------|-------|--------|
|------|------|-------|--------|

### BASIC ACTIONS

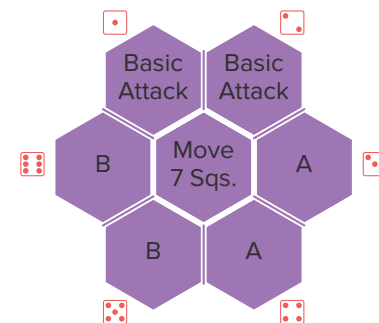
[Storyteller only] Actions per Turn: 2

**Rift Bolt** vs Ranged 7 Deal 1d10 + 15 vs .

### SPECIAL ABILITIES

**Dazing Bolt** vs A 7 Deal 1d10 + 15 Damage vs . Hero suffers from **DAZE** vs .

**Dew from Beyond** B - Nearest wounded Rift-type Foe heals 1/2 of their Max HP and remove all Stacks of 1 Condition from that Foe.



### 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.