

Name: **CHASER STREETJACK** [Veteran]

HP: /55

Toughness: 4

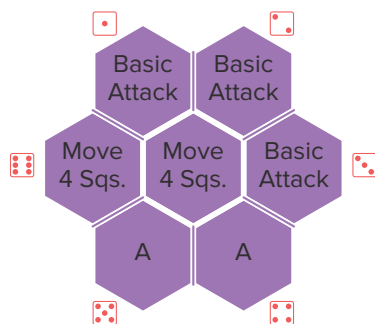
Resistance: 4

Rank: Grunt

Type: Human

Flow: 3

Size: 1x1



DEFAULT CHARACTERISTICS

Attack of Opportunity: If an adjacent Hero takes a Move Action, Chaser Streetjack makes a Basic Attack on that Hero before their Move Action is completed.

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

OPTIONAL MODIFIERS

Mob Mentality: Prefers to Flank Heroes whenever possible.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

Bludgeon vs	Melee	1	Deal 1d10 + 15 vs .
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SPECIAL ABILITIES

Spiteful Thrash

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Until Chaser Streetjack's next Turn, whenever an adjacent Hero Targets a Foe with an Action, this Foe makes a Basic Attack on that Hero. If the Attack hits, deal Basic Attack Damage and Cancel that Hero's Action.

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.