

Gorzan

Character Name

Hakaan

Ancestry

Criminal

Career

Tactician

Class

Insurgent

Subclass (Tactical Doctrine)

VICTORIES:

Progress bar for victories: 11 empty slots.

LEVEL

1

WEALTH

1

REOWN

0

XP

0

MIGHT **A**GILITY **R**EASON **I**NTUITION **P**RESENCE

Ability scores: MIGHT 2, AGILITY 1, REASON 2, INTUITION -1, PRESENCE 1.

1L Size, 8 Speed, 2 Disengage, 1 Stability

STAMINA

Stamina gauge: Winded ≤ 13, Dying 0 to -13. Current: 27. Temporary: 27. Max: 27.

RECOVERIES

Recovery gauge: 9/10. Stamina: 9. Max: 10.

HEROIC RESOURCE

Heroic Resource gauge: Focus. Name: Focus.

SURGES

Surge gauge: 1 Surge = Damage +2, 2 Surges = Potency +1.

EQUIPMENT AND MODIFIERS ♦ Kit

Crimson Knight & Whirlwind
Kits

Medium Weapon, Whip
Weapon / Implement

Medium Armor
Armor / Ward

+3 Speed, +1 Disengage, +6 Stamina, +1 Stability, +1 Melee Dist., 0 Ranged Dist.

Melee Damage Bonus: +2 (≤11), +2 (12-16), +2 (17+). Ranged Damage Bonus: ≤11, 12-16, 17+.

EFFECTS

- Draining Strike** (Main Action): Just let it flow straight to me!
- Extension Of My Arm** (Main Action): When you draw your whip back after an attack, your enemy is drawn ever closer.

CONDITIONS

Condition	End of Turn	Save Ends*
Bleeding	◇	◇
Dazed	◇	◇
Frightened	◇	◇
Grabbed	◇	◇
Prone	◇	◇
Restrained	◇	◇
Slowed	◇	◇
Taunted	◇	◇
Weakened	◇	◇
	◇	◇
	◇	◇

* Save Ends = 6 or higher on 1d10 at the end of your turn removes the effect.

Immunities

None

Weaknesses

None

POTENCY

WEAK 0, AVERAGE 1, STRONG 2

GAINING FOCUS

Gain When

- 2 Start of your turn
- 1 The first time each round that you or an ally damages a creature you have marked
- 1 The first time in a round that an ally within 10 squares of you uses a heroic ability

SPENDING HERO TOKENS

- 1 Token: Gain 2 Surges.
- 1 Token: Succeed on a saving throw instead of failing.
- 1 Token: Roll a test and use the new result.
- 2 Tokens: On your turn or when you take damage, regain Stamina equal to your recovery value without spending a Recovery before taking the damage.

YOUR TURN

Each creature can take a move action, a maneuver, and a main action on their turn — in any order

Move Actions

- Advance
- Disengage
- Ride

Main Actions

- Charge
- Defend
- Heal
- Free Strike

Maneuvers

- Aid Attack
- Catch Breath
- Claw Dirt
- Escape Grab
- Grab
- Hide
- Knockback
- Make or Assist Test
- Search for Hidden Creature
- Stand Up
- Use Consumable

CLASS FEATURES

Covert Operations

While in your presence or working according to your plans, each of your allies gains an edge on tests using any skill from the intrigue skill group. Additionally, you can use the Lead skill to assist another creature with any test made using a skill from the intrigue group.

At the Director's discretion, you and your allies can use skills from the intrigue skill group to attempt research or reconnaissance during a negotiation instead of outside of a negotiation.

1 Mark: Trigger (Free Triggered Action)

1 Advanced Tactics (Triggered Action)

Your leadership aids an ally.

1 Mark (Maneuver)

You draw your allies' attention to a specific foe—with devastating effect.

1 "Strike Now!" (Main Action)

Your foe left an opening. You point this out to an ally!

- Heroic Resource: Focus
- Kit: Field Arsenal

You have drilled with a broad array of arms and armor, and have developed techniques to optimize their use. You can use and gain the benefits of two kits, including both their signature abilities. Whenever you would choose or change one kit, you can choose or change your second kit as well.

- 3 Cost Class Ability: Battle Cry
- 5 Cost Class Ability: Hammer And Anvil

- Stamina: +21 Stamina
- Recoveries: +10 Recoveries

- 1 Skill: Lead
- 2 Exploration Skills: Blacksmithing, Climb
- 1 Intrigue Skill: Escape Artist

CULTURE

CULTURE NAME

Dragon Knight

CULTURE LANGUAGE

• 1 Language **Vastariax**

You gain an edge on tests made to recall lore about your culture, and on tests made to influence and interact with people of your culture.

LANGUAGES

- Caelian
- Urollialic
- Vastariax

ENVIRONMENT

Secluded

• 1 Interpersonal or Lore Skill **Rumors**

ORGANIZATION

Bureaucratic

• 1 Interpersonal or Intrigue Skill **Pick Lock**

UPBRINGING

Martial

• 1 Skill **Monsters**

CAREER

Criminal

BENEFIT

- **Project Points: +120 Project Points**
- 1 Language **Urollialic**
- 1 Intrigue Perk **Master of Disguise**
- 1 Skill **Criminal Underworld**
- 2 Intrigue Skills **Conceal Object** **Pick Pocket**

INCITING INCIDENT

Atonement

The last criminal job you pulled led to the death of someone or the destruction of something you love. To make up for the loss you caused, you left your criminal ways behind and became a hero.

COMPLICATION

BENEFIT

DRAWBACK

SKILLS

Have 1+ skills that apply to a test? +2 bonus

CRAFTING

- ◇ Alchemy
- ◇ Architecture
- ◆ Blacksmithing
- ◇ Carpentry
- ◇ Cooking
- ◇ Fletching
- ◇ Forgery
- ◇ Jewelry
- ◇ Mechanics
- ◇ Tailoring

EXPLORATION

- ◆ Climb
- ◇ Drive
- ◇ Endurance
- ◇ Gymnastics
- ◇ Heal
- ◇ Jump
- ◇ Lift
- ◇ Navigate
- ◇ Ride
- ◇ Swim

INTERPERSONAL

- ◇ Brag
- ◇ Empathize
- ◇ Flirt
- ◇ Gamble
- ◇ Handle Animals
- ◇ Interrogate
- ◇ Intimidate
- ◆ Lead
- ◇ Lie
- ◇ Music
- ◇ Perform
- ◇ Persuade
- ◇ Read Person

INTRIGUE

- ◇ Alertness
- ◆ Conceal Object
- ◇ Disguise
- ◇ Eavesdrop
- ◆ Escape Artist
- ◇ Hide
- ◆ Pick Lock
- ◆ Pick Pocket
- ◇ Sabotage
- ◇ Search
- ◇ Sneak
- ◇ Track

LORE

- ◆ Criminal Und.
- ◇ Culture
- ◇ History
- ◇ Magic
- ◆ Monsters
- ◇ Nature
- ◇ Psionics
- ◇ Religion
- ◆ Rumors
- ◇ Society
- ◇ Strategy
- ◇ Timescape

ANCESTRY TRAITS AND PERKS

All Is A Feather

You are exceptionally strong. You gain an edge on tests made to lift and haul heavy objects.

Master of Disguise

You can don or remove a disguise as part of any test you make using the Hide skill, or while using the Hide maneuver.

- **Great Fortitude: Immune to** **Weakened**
- **Size: Big!**

MAIN ACTION

DRAINING STRIKE

Just let it flow straight to me!

Melee, Strike, Weapon Main Action
 ⚔ Melee 2 🎯 One creature or object

Power Roll + 2

≤11 6 damage

12-16 9 damage

17+ 11 damage; M<2 weakened (save ends)

Effect:

You gain temporary Stamina equal to your highest characteristic score.

MAIN ACTION

"STRIKE NOW!"

Your foe left an opening. You point this out to an ally!

Ranged Main Action
 ⚔ Ranged 10 🎯 One ally

Effect:

The target can use a signature ability as a free triggered action.

Spend 5:

You target two allies instead of one.

SIGNATURE ABILITY

EXTENSION OF MY ARM

When you draw your whip back after an attack, your enemy is drawn ever closer.

Melee, Strike, Weapon Main Action
 ⚔ Melee 3 🎯 One creature

Power Roll + 2

≤11 7 damage; vertical pull 1

12-16 10 damage; vertical pull 2

17+ 13 damage; vertical pull 3

HEROIC ABILITY

HAMMER AND ANVIL

5 COST

"Let's not argue about who's the hammer and who's the anvil!"

Melee, Ranged, Strike, Weapon Main Action
 ⚔ Melee 2, Ranged 5 🎯 One creature or object

Power Roll + 2

≤11 9 damage (Melee) | 7 damage (Ranged); one ally within 10 squares of you can use a strike signature ability against the target as a free triggered action

12-16 13 damage (Melee) | 11 damage (Ranged); one ally within 10 squares of you can use a strike signature ability that gains an edge against the target as a free triggered action

17+ 16 damage (Melee) | 14 damage (Ranged); two allies within 10 squares of you can each use a strike signature ability that gains an edge against the target as a free triggered action

Effect:

If the target is reduced to 0 Stamina before one or both chosen allies has made their strike, the ally or allies can pick a different target.

MANEUVER

MARK

You draw your allies' attention to a specific foe—with devastating effect.

Ranged Maneuver
 ⚔ Ranged 10 🎯 One creature

Effect:

The target is marked by you until the end of the encounter, until you are dying, or until you use this ability again. You can willingly end your mark on a creature (no action required), and if another tactician marks a creature, your mark on that creature ends. When a creature marked by you is reduced to 0 Stamina, you can use a free triggered action to mark a new target within distance.

You can initially mark only one creature using this ability, though other tactician abilities allow you to mark additional creatures at the same time.

While a creature marked by you is within your line of effect, you and allies within your line of effect gain an edge on power rolls made against that creature.

HEROIC ABILITY

BATTLE CRY

3 COST

You shout a phrase that galvanizes your team.

Ranged Maneuver
 ⚔ Ranged 10 🎯 Three allies

Power Roll + 2

≤11 Each target gains 1 surge.

12-16 Each target gains 2 surges.

17+ Each target gains 3 surges.

HEROIC ABILITY

MARK: TRIGGER

1 COST

Free Triggered Action

⚔ Special 🎯 Special

Trigger: You or any ally uses an ability to deal rolled damage to a creature marked by you

Effect:

You gain one of the following benefits:

- The ability deals extra damage equal to twice your Reason score.
- The creature dealing the damage can spend a Recovery.
- The creature dealing the damage can shift up to a number of squares equal to your Reason score.
- If you damage a creature marked by you with a melee ability, the creature is taunted by you until the end of their next turn.

You can't gain more than one benefit from the same trigger.

TRIGGERED ACTION

ADVANCED TACTICS

Your leadership aids an ally.

Ranged Triggered Action
 ⚔ Ranged 10 🎯 One ally

Trigger: The target deals damage to another creature.

Effect:

The target gains 2 surges, which they can use on the triggering damage.

Spend 1:

If the damage has any potency effect associated with it, the potency is increased by 1.

FREE STRIKE

MELEE FREE STRIKE

Charge, Melee, Strike, Weapon Free Strike
 ⚔ Melee 2 🎯 One creature or object

Power Roll + 2

≤11 6 damage

12-16 9 damage

17+ 11 damage

FREE STRIKE

RANGED FREE STRIKE

Ranged, Strike, Weapon Free Strike
 ⚔ Ranged 5 🎯 One creature or object

Power Roll + 2

≤11 4 damage

12-16 6 damage

17+ 8 damage

NOTES

MAIN ACTIONS

Any creature can take the following main actions, in addition to those listed in their stats:

- **Charge:** Move up to your speed in a straight line without shifting, and can then make a melee free strike or use an ability with the Charge keyword against a creature when you end your move.
- **Defend:** All ability power rolls made against you have a double bane until the start of your next turn. You gain no benefit from this action while another creature is taunted by you.
- **Free Strike:** You make a free strike.
- **Heal:** Choose an adjacent creature who can spend a Recovery or make a saving throw.
- **Trade:** You can convert your main action into a maneuver or move action, allowing you to take two maneuvers or move actions on your turn.

HIDING

To hide from a creature, you must have cover or concealment from that creature (see Chapter 10: Combat), who can't observe you attempting to hide. A creature is observing you if they're aware of your specific location before you attempt to hide. This means they can pinpoint you with their senses and point a finger (or paw or tentacle) at you as if to shout, "There they are!" If you duck behind a barrel to hide from a foe, your attempt to hide has a chance of succeeding only if your foe doesn't notice you doing so. If you're being chased by a hungry dragon, you can hide only if you first move to a location where the dragon can't observe you—for instance, by turning a sharp corner into a tunnel full of giant stalagmites before the dragon does. You then make your hide attempt.

When you use the Hide maneuver to hide during combat while you have cover or concealment from a creature who isn't observing you, you are automatically hidden from them unless the Director deems otherwise. If you hide outside of combat, the Director might ask you to make a test using the Hide skill to determine how well hidden you are.

While you are hidden from another creature, the creature can't target you with abilities that don't have the Area keyword. This benefit ends as soon as you are no longer hidden from that creature.

Additionally, while you are hidden from another creature, you gain an edge on ability rolls made against that creature. This benefit lasts until the end of the turn in which you are no longer hidden. This means you can be hidden from another creature at the start of your turn, move out of cover or concealment toward them and use an ability against them, and still gain an edge on ability rolls made against the creature as long as you use the ability before the end of that turn.

You are no longer hidden from a creature if you don't have cover or concealment from them. If you use an ability, interact with an enemy, move without sneaking, or otherwise make noise or reveal yourself while hidden, you are no longer hidden once the activity that reveals you resolves. For instance, if you are hidden and then make a strike, you resolve the strike first, then are no longer hidden.

Searching for Hidden Creatures You can search for creatures who are hidden from you as long as those creatures are within 10 squares and you have line of effect to them. To do so, you use a maneuver to make an Intuition test using the Search skill, and any hidden creatures within 10 squares of you each make an opposed Agility test using the Hide skill (see Opposed Power Rolls earlier in this chapter). At the Director's discretion, different characteristics and skills can be used in this opposed test. For example, your foe might make a Presence test using the Handle Animals skill to hide among a flock of sheep without disturbing them, or you could make a Reason test using the Eavesdrop skill to pick out the breathing of a creature hidden in the dark.

If the total of your test is higher than that of a hidden creature, they are no longer hidden from you. Otherwise, they remain hidden from you. As part of the maneuver used to search for hidden creatures, you can point out any creatures you notice to allies within 10 squares of you, making those creatures no longer hidden from those allies.

If a creature is hidden from your allies but not from you, you can use a maneuver without making a test to point that creature out to your allies.

CLIMBING / SWIMMING

A creature who has "climb" in their speed entry, or who gains the temporary ability to automatically climb, can climb across vertical and horizontal surfaces at full speed. Likewise, a creature who has "swim" in their speed entry, or who gains the temporary ability to automatically swim, can swim in liquid at full speed.

Creatures without those types of movement can still climb or swim when a rule allows them to move, but each square of climbing or swimming costs 2 squares of movement. If a surface is difficult to climb (for instance, a sheer cliff or ice-covered wall) or a liquid is hard to swim through (a raging river or whirlpool), the Director can call for a Might test. On a failure, a creature can't climb or swim but wastes no movement in the attempt. The Director can also impose other consequences to failure, such as being caught in the spinning current of a whirlpool.

Climbing other Creatures: You can attempt to climb a creature whose size is greater than yours. If the creature is willing, you can climb them without any trouble. If the creature is unwilling, you make the following test:

Power Roll + Might or Agility:

Roll	Effect
≤11	You fail to climb the creature, and they can make a free strike against you.
12-16	You fail to climb the creature.
17+	You climb the creature.

While you climb or ride a creature, you gain an edge to melee abilities used against them. The creature can use a maneuver to attempt to knock you off, forcing you to make the following test:

Power Roll + Might or Agility:

Roll	Effect
≤11	You fall off the creature into an unoccupied adjacent space of your choice, taking falling damage and landing prone as usual.
12-16	You slide down the creature into an unoccupied adjacent space of your choice and don't land prone.
17+	You continue to hold on to the creature.

If you are knocked prone while climbing or riding a creature, you fall and land prone in an adjacent space of your choice, taking damage as usual from the fall.

SNEAKING

While you are hidden from another creature and not in combat, you can attempt to sneak—avoiding the senses of other creatures as you move around them in the open—to remain hidden. While sneaking, your speed is halved. To sneak, you make an Agility test using the Sneak skill with a difficulty set by the Director. If you succeed, you remain hidden during your movement. This test can use another characteristic at the Director's discretion, such as using Presence to blend in with a crowd on a packed city street.