

Character Sir Gerard
Player Front Line Fighter
Career Title Versatile Warrior
Ancestry Human

TACTICIAN
Level 1
Renown 1

Career Soldier
Complication Primordial Sickness
Languages Caelian, Hyrallic, Vaslorian, Zaliac

Culture Environment Urban
Organization Bureaucratic
Upbringing Martial

MGT	AGL	REA	INU	PRS
2	-1	2	1	1

Stamina

30

30

Max

15

Winded
1/2 Max

Recoveries

13

13

+10

Stamina *Value*
1/3 Max Stamina

Size	Weight	Reach	Speed	Stability
1	4	2	6	2

Victories

Heroic Resource
Focus *Name*

Melee Free Strike

Keywords Attack, Melee, Weapon **Type** Action
Distance Reach 2 **Target** 1 creature or object

Power Roll + Characteristics **2d10+2**

<11

 4 damage

12-16

 8 damage

17+

 11 damage

Ranged Free Strike

Keywords Attack, Ranged, Weapon **Type** Action
Distance Ranged 5 **Target** 1 creature or object

Power Roll + Characteristics **2d10+2**

<11

 2 damage

12-16

 5 damage

17+

 8 damage

Kits Retiarius and Mountain **Equipment** Heavy Armor, Polearm, Ensaring Weapons

Melee Weapon DMG+ **Ranged Weapon DMG+** **Magic DMG+**

+2

+2

+2

+0

+0

+0

+0

+0

+0

<11

12-16

17+

<11

12-16

17+

<11

12-16

17+

Area+ 0 **Stability+** 2
Distance+ 0 **Stamina+** 9
Reach+ 1 **Speed+** 1

Mobility+ When an enemy ends their turn adjacent to you, you can shift up to 2 squares as a free triggered action.

Kit Signature Ability

 Net and Stab

Keywords Attack, Melee, Weapon **Type** Action
Distance Reach 2 **Target** 1 creature

Power Roll + Characteristics **2d10+2**

<11

 4 damage

12-16

 7 damage; slowed (EoT)

17+

 10 damage; restrained (EoT)

Triggered Action

 Parry

Keywords Melee, Weapon **Type** Triggered
Distance Self or Reach 2 **Target** Self or 1 ally

Trigger A creature makes a Weapon attack against the target.

Effect The attack's damage against the target is halved.

Spend 1 Focus: The result of the attack's power roll is treated as one tier lower before the damage is halved. If the attack is a critical hit, the attacker can still take an additional action.

Kit Signature Ability

 Pain for Pain

Keywords Attack, Melee, Weapon **Type** Action
Distance Reach 2 **Target** 1 creature

Power Roll + Characteristics **2d10+2**

<11

 5 damage

12-16

 10 damage

17+

 14 damage

Effect If the target dealt damage to you since the end of your last turn, this attack gains an edge.

Heroic Ability

 Inspiring Strike

Cost

3

Keywords Area, Melee, Ranged, Weapon **Type** Action
Distance Reach 2 or Ranged 5 **Target** 1 creature or object

Power Roll + Characteristics **2d10+2**

<11

 8 damage; you or an ally within 10 can spend a Recovery

12-16

 10 damage; you or an ally within 10 can spend a Recovery

17+

 15 damage; you or an ally within 10 can spend a Recovery, and each of you gains an edge on the next attack they make this encounter

Heroic Ability

 Hammer and Anvil

Cost

5

Keywords Area, Melee, Ranged, Weapon **Type** Action
Distance Reach 2 or Ranged 5 **Target** All enemies

Power Roll + Characteristics **2d10+2**

<11

 9 damage; an ally within 10 can make a signature attack against the target as a free triggered action

12-16

 12 damage; an ally within 10 can make a signature attack with an edge against the target as a free triggered action

17+

 18 damage; two allies within 10 can each make a signature attack with an edge against the target as a free triggered action

Effect If an attack is left to be resolved and the target was reduce to 0 Stamina, the attacker can pick a different target.

Crafting Skills

Alchemy

Architecture

Blacksmithing

Fletching

Forgery

Jewelry

Mechanics

Tailoring

Exploration Skills

Climb

Drive

Endurance

Gymnastics

Heal

Jump

Lift

Navigate

Ride

Swim

Interpersonal Skills

Brag

Empathize

Flirt

Gamble

Handle Animals

Interrogate

Intimidate

Lead

Lie

Music

Persuade

Read Person

Intrigue Skills

Alertness

Conceal Object

Disguise

Eavesdrop

Escape Artist

Hide

Performance

Pick Lock

Pick Pocket

Sabotage

Search

Sneak

Track

Lore Skills

Culture

Criminal Underworld

History

Magic

Monsters

Nature

Psionics

Religion

Rumors

Society

Timescape

Class

TACTICIAN

Focus

The ring of steel panics others but brings order to your mind, granting you a Heroic Resource called focus.

Outside of combat and other dangerous situations tracked in turns and rounds, you have focus equal to your Victories. If you lose some or all of this focus outside of combat, it takes you 1 minute to regain it.

When a combat encounter begins, you keep any focus you had outside of combat. At the start of each of your turns during combat, you gain 2 focus. If an ally gets a tier 3 result on an attack against a target you have marked, you gain 1 focus. When combat ends, you once again have focus equal to your Victories.

Tactical Doctrine: Vanguard

You lead from the front lines of battle and seek victory through sheer force of will and personality.

Imposing Attitude

You command any room you walk into. While you are present, each hero with you is treated as having a Renown 2 higher than usual for the purpose of negotiations and influencing tests. Additionally, each hero with you has a double edge on tests made to stop combat and start a negotiation with the other side.

Field Arsenal

Whenever you select or change your kit, you can select an additional martial kit and gain the benefits of both kits.

Ancestry

HUMAN

Detect the Supernatural

As a maneuver, you open your awareness to detect supernatural creatures and phenomena. Until the end of your next turn, you know the location of any supernatural object, Undead, Construct, or creature from another plane of existence within 5 squares of you, even if you don't have line of effect to them. You know if you're detecting an item or a creature, and you know if a creature is Undead, a Construct, or from another plane of existence.

Complication

Primordial Sickness

Benefit

You have poison immunity 5 and corruption immunity 5.

Drawback

The number of Recoveries you have is reduced by 1.

You once contracted a terrible illness for which no one could find a cure. You sought out a primordial swamp said to be either incredibly poisonous or miraculously salubrious. It turned out to be both, keeping your illness at bay while corrupting your body with its unnatural energy.

Culture

Languages Caelian, Vaslorian

Environment: Urban

You were raised in Blackbottom.

Organization: Bureaucratic

You spent many years in the army.

Upbringing: Martial

Your parents were mercenaries.

Career

Soldier

Skills 2 skills from list

Languages Hyrallic, Zaliac

Sole Survivor

You were the last surviving member of your unit after an arduous battle or monstrous assault, surviving only because of your luck. You turned away from the life of a soldier then, seeking to become a hero who could stand against such threats.

Career Title: Versatile Warrior

Whenever you change your kit as a respite activity, you can perform another respite activity as well.

Mark

Keywords Ranged

Distance Ranged 10

Type Maneuver

Target 1 creature

Effect

The target is marked by you until the start of your next turn. When attacking a marked target, you and each of your allies gains an edge on power rolls and deals extra damage equal to your Reason score (2).

Spend 1 Focus: You mark 1 additional creature within distance.

Seize the Opening

Keywords Ranged

Distance Ranged 10

Type Action

Target 1 ally

Effect

The target makes a signature attack as a free triggered action, and deals extra damage equal to your Reason score (2).

Spend 5 Focus: You target two allies instead of one.

Renown

1

Project

Points