



Heroes. FoE



Reyzak

Action Speed (As) –place Reyzak at the 0 AS mark.

Armor Reduction– Is subtracted from Move Speed and Action Tokens. Already calculated into move speed and AT

Move Speed– How many meters (M) Reyzak can move per die spent on movement.

Defeat Limit– This is the amount of defeat Reyzak can take before he is no longer a threat.

Passive Defenses

- Armor is used when a physical attack is used. Add Reyzak's Crush resistance if applicable.
- Magical is used when a magic attack is used on Reyzak.
- Mental is used for mental attacks and tricks.

Attacks

- The Attack column tells the name of the attack.
 - The cost column tells how many AT are required to use the attack. For Reyzak's bow the 2/R1 means that it costs 2 AT to fire the bow and 1 AT to reload.
 - Dice & Effects column is read;
1. Range is the distance, in meters (M), from the target Reyzak can attack.
 2. Roll is the amount and tier of dice that are rolled for the action. Addition effects follow. Different defeat types are stated after the roll.

Conditions– These are bonuses that Reyzak has gained through raising milestones, grades, and skills. They are already calculated into Reyzak's attack rolls.

Action Tokens

- Regained at the beginning of Reyzak's turn. plus any dice that are banked.
- Action Tokens are used to pay for actions in combat.
- Best to use tokens, counter, chip, or die to track current number.

Used— Tracks spent AT. Place all used ATs in the used section

Banked Dice- Tracks the number of tokens that are added to Reyzak's next turn. A maximum of 4 AT can be held for next turn.

Combat

Action Speed:	0
Armor Reduction:	-1
Move Speed:	5 m/die

Defeat Limit

23

Passive Defenses

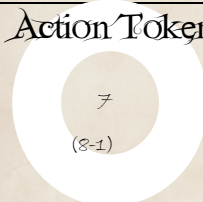
Armor: 3T2 + 2T1	Magical: 1T1	Mental: 1T1
Resistances: 1T1; Crush 1T2 + 2T1, Slash 2T2, Thrust 1T2 + 1T1		

Attack	Cost	Dice & Effects
Spear	2	Range: 1-2 M Roll: 7T2 thrusting (Bracing 2, Throwing 1) + Knockdown
Bow	2/R1	Range: 66M, short 9 M, Roll: 7T2 thrust
Hunting Knife	2	Range: 0-1 M Roll: 5T2 Chopping or 4T2 slashing (throwing 1)
Turtle Poke	2	Use both block and riposte defense (riposte, + 1 die, and push 1m)
Retreat Attack	2	Range: 1-2 M Roll: 5T2 slash + knockdown, ignore 1 dodge die, Move 1 m back without riposte
Jump Shot	2/R1	Manipulate (4TJump (5T2) if successful make bow attack at 8T3 thrust

Conditions:

+1T1 dice with physical actions, +1 tier with thrusting swords and firearms,

Action Tokens



Active Defenses



Block

- Costs 1 AT to prepare.
- Triggered when Reyzak blocks an attack. When the block is used place the tracker chip in the used pile.

Dodge

- Costs 1 AT to prepare. When paid for put a tracker chip in dodge
- Triggered when Reyzak dodges an attack. When the dodge is used place the tracker chip in the used pile

- May be used for all physical attacks.
- When Reyzak is targeted by a heavy attack then use the bottom number.

Riposte

- Costs 1 AT to prepare. When paid for put the tracker chip on riposte
- Triggered when a foe enters Reyzak's range. When the riposte is used place the tracker chip on the used pile

Role-Playing

Starting Disposition

+0

Disposition Change

5

Movement Tricks: cost 2 AT

Prowess	Jump	2T2	Swim	2T2	Climb	2T2
Celerity	Stealth	2T2	Juke	2T2	Tumble	2T2
Expedition	Balance	2T2				

Interaction tricks: Cost 1 AT per 10 words

Domination	Intimidation	1T1	Manipulation	1T2	
Magnetism	Attraction	1T1	Charm	1T1	Inspiration 1T1
Negotiation	Diplomacy	1T1	Haggling	1T1	
Patience	Empathy	1T1			

Mental Tricks: Cost 1 AT

Observation	Hearing	1T1	Sight	1T1	Smell	1T1
	Taste	1T1	Touch	1T1	Gut	1T1
Comprehension	Learn	1T1	Know	1T1	Read	1T1
Patience	Faith	1T1	Waiting	1T1		

Tool Tricks: Cost dependent upon the tool used

Familiarity	All	1T1		

Disposition

- First impressions matter, when meeting a new NPC Reyzak adds 0 to his disposition.
- The standard starting disposition is 76-100
- Disposition is used to influence NPCs and can be changed through role-playing and tricks.
- Role-playing is encouraged, and as such should be rewarded with either an extra success or failure on the roll.
- A higher disposition means the

NPC likes Reyzak more.

Disposition Change

- How much disposition is changed for each defeat that would be dealt in an RP Event.
- Using the wrong trick can have a negative effect on disposition.

Movement Tricks

- Each costs 2 AT to use in combat, but allows Reyzak to roll the indicated dice.
- Each success over the opposed roll gives 1 meter of movement in

the form of the trick. With the exception of stealth; in this case the overall score determines how difficult it is to observe Reyzak when a foe uses an Observation trick.

- Opposed rolls are 2T1 for base trick, 2T2 for advanced trick, and 4T3 for expert trick
- Base tricks are done in favorable circumstances; not slippery, good handholds, not a lot of foliage, no current, etc. with the exception of balance, which requires one circumstance to use.
- Advanced tricks are completed with an unfavorable circumstance, 2 for balance.
- Expert tricks are completed with 2 or 3 unfavorable circumstances, while 5 is the maximum number of unfavorable circumstances balance can beat.

Interaction Tricks

- Cost 1 AT per 10 words, in combat.
- Allow for disposition change.
- Opposed by mental defense and resistances.

Mental Tricks

- Cost 1 AT to use
- Observation Tricks are most often used to oppose another trick
- Comprehension tricks are opposed by a roll given by the event. Basic is 2T1, advanced is 4T2, and expert is 6T3.
- Patience tricks are opposed by a set value of based on the effect Reyzak is going for. A basic task is 1T1, an advanced task is 2T2, and an expert task is 3T3.

Tool Tricks

- Costs a set amount based upon the task. Creating objects costs 8 hours, and allows Reyzak one roll to work on production of the object.
- Opposed by rolls depending upon complexity of task, most basic tasks are 2T1, advanced task are 4T2, and expert tasks are 6T3.

Abilities

- Reyzak has 3 abilities he can use.
- Each ability can be used as many times as he wants to use it.
- All 3 are physical maneuvers.
- The top line of an ability are; the ability name, the ability type, and the components required to use the ability.
- The description tells how the ability looks the rolls and special effects that are given.

Turtle Poke: *Reyzak stands steady with his shield and spear ready for a foe. When Reyzak is attacked by a foe, Reyzak blocks the attack with his shield and stabs the foe with his spear.*

- requires Reyzak to have both a spear and a shield.
- Reyzak spends 2 AT and gains a special block, allowing him to use a riposte on the attacker
- The block is rolled at 6T2
- The riposte is rolled at 8T2, 10T2 if Reyzak is able to brace.
- The victim of the attack is then subject to both a push and knock down effect, opposed by the defeat dealt.

Jump Shot: *Reyzak lowers his stance staring intently at his target. Reyzak's left hand firmly grasping his bow, his right hand reaching for the fletching of an arrow. In an instant Reyzak makes a mighty leap upward, at the same time drawing his bow; releasing the arrow into the face of his unprepared target.*

- Requires the use of a bow
- Costs 2 AT
- Reyzak rolls a 5T2 jump, opposed by 4T2.
- If the jump is successful then Reyzak can make a bow attack at 8T3
- If he fails the bow attack is a standard bow attack, 7T2

Retreat Attack: *Reyzak takes a defensive stance and lowers the point of his spear to the ground. Shifting the weight to his back foot Reyzak looks for an opening in his foe's defense. When the opportunity arises Reyzak takes a few steps backward at the same time swinging his spear up toward his foe. The point of the spear slashing at the foe.*

- Requires a spear
- Costs 2 AT
- Reyzak moves 1 meter away from his foe without triggering a riposte
- Reyzak then makes a slashing spear attack at 5T2 slashing

Abilities

Ability: Turtle Poke	Type: Man.	Components: Spear & Shield + Thrust + Stand
Description:	Allows the Reyzak to use a special block on an opponents turn to make both a block defense and a riposte attack. The riposte attack is made with 1 extra die and if defeat is dealt then the victim is pushed back 1 m and must roll vs knockdown.	
Ability: Jump Shot	Type: Man.	Components: Bow + Thrust + Jump
Description:	5T2 to jump to better see the foe's weak spots. If the jump is successful make a bow attack, the attack gains an extra die tier for higher ground.	
Ability: Retreat Attack	Type: Man.	Components: Spear + Diagonal up Slash + Retreat
Description:	make a diagonal up slash with the Felling Spear 5T2 slash, this attack ignores one of the targets dodge defensive dice. If hits then the victim must roll against the defeat or be knocked down. After attack is made, the target cannot riposte your move. Move back 1 M.	
Ability:	Type:	Components:
Description:		
Ability:	Type:	Components:
Description:		

- The victim of the attack is subject to the knock down effect of the Felling Spear.