



Heroes. FoE



Tyrellia

Action Speed (As) –place Tyrellia 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) Tyrellia can move per die spent on movement.

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

Passive Defenses

- Armor is used when a physical attack is used. Add Tyrellia's Crush resistance if applicable.
- Magical is used when a magic attack is used on Tyrellia.
- 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 Tyrellia's pistol the 1/R8 means that it costs 1 AT to fire the bow and 8 AT to reload.
 - Dice & Effects column is read;
1. Range is the distance, in meters (M), from the target Tyrellia 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 Tyrellia has gained through raising milestones, grades, and skills. They are already calculated into Tyrellia's attack rolls.

Action Tokens

- Regained at the beginning of Tyrellia'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 Tyrellia'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

17

Passive Defenses

Armor: 4T1

Magical: 1T1

Mental: 2T1

Resistances: 1T1; Poison and Disease 2T1, Crush 3T1

Attack	Cost	Dice & Effects
Estoc	3	Range: 1-2 M Roll: 8T3 thrusting, 4T3 slashing
Pistol	1/R8	Range: S9, 1100M Roll: 6T3 thrusting (Armor piercing 4)
Stiletto	2	Range 0-1 M or 9 M Roll: 4T2 Thrust or 3T2 Slash (AP 1, Throwing 2)
Sneak	2/R8	Tumble (7T2) make pistol attack. If defeat is dealt victim gains 2T1 bleed
Decoy Cut	3	4T3 slash (ignore 1 Active defense die) if defeat is dealt move to back side, and victim gets 2T1 bleed.
Feint	1	Manipulate (4T2) foe uses active defense and gain 1T1 extra on next attack

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 Tyrellia 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 Tyrellia dodges an attack. When the dodge is used place the tracker chip in the used pile

- May be used for all physical attacks.
- When Tyrellia 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 Tyrellia'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	3T2	Swim	3T2	Climb	3T2
Celerity	Stealth	3T2	Juke	3T2	Tumble	3T2
Expedition	Balance	2T2				

Interaction tricks: Cost 1 AT per 10 words

Domination	Intimidation	2T1	Manipulation	2T2		
Magnetism	Attraction	1T1	Charm	1T1	Inspiration	1T1
Negotiation	Diplomacy	1T1	Haggling	1T1		
Patience	Empathy	1T1				

Mental Tricks: Cost 1 AT

Observation	Hearing	3T1	Sight	3T1	Smell	3T1
	Taste	3T1	Touch	3T1	Gut	3T1
Comprehension	Learn	2T1	Know	2T1	Read	2T1
Patience	Faith	1T1	Waiting	1T1		

Tool Tricks: Cost dependent upon the tool used

Familiarity	All	2T1				

Disposition

- First impressions matter, when meeting a new NPC Tyrellia 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 Tyrellia 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 Tyrellia 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 Tyrellia when a foe uses an Observation trick.

- Opposed rolls are 1T1 for base trick, 1T2 for advanced trick, and 2T3 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 Tyrellia 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 Tyrellia 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

- Tyrellia has 3 abilities she can use.
- Each ability can be used as many times as she wants to use it.
- Two are physical maneuvers, the other is a physical/mental combat trick
- 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.

Tumble Shot: *Tyrellia recognizes an opening, makes a quick roll on her left shoulder Following through not her feet. Tyrellia aims her father's pistol shooting her the foe right in the kidney.*

- Requires a loaded pistol
- Costs 2 AT
- Tyrellia makes a tumble roll 7T2 vs 4T2 expert trick.
- If successful then Tyrellia may move a number of meters equal to the number of success over the opposed roll.
- Tyrellia make a pistol attack 6T3, pistols have the armor piercing 4 quality meaning the bullets ignore half of the targets passive armor, to maximum of 4 ignored dice. This means that the foe only rolls half of their passive armor defense , or loose 4 dice if their passive armor is 8 or higher.
- If the attack is successful then the foe gains a 2T1 bleed.
- Bleed causes the victim to take an automatic 2T1 bleed attack when the foe regains their AT. The attack is opposed by the targets bleed resistance. If the victim take 2 or more defeat then bleed worsens , the automatic attack gains 1 die and all dice are raised by 1 tier. If the victim gets more than 2 successes over the attack then the bleed lessens by 1 die and 1 tier., When the die or tier count reaches 0 the bleed is over

Feint: *With a flourish of her blade Tyrellia is able to make her foe believe she is attacking .The foe raises their shield to block the "incoming" attack, opening them up for an other even more devastating attack.*

- Requires Tyrellia to have her weapon in her hand.
- Costs 1 AT
- Roll an opposed manipulate trick 4T2 vs the targets mental defense
- On a success the target uses one of its prepared active defenses, and the next attack. Tyrellia's next attack roll has an extra die and all dice are 1 tier

Abilities

Ability: Tumble Shot	Type: Man.	Components: Pistol + Thrust + Tumble
Description: make tumble roll, if successful then move to desired location within the distance and perform a pistol attack. If the attack deals defeat, then the victim gains a 2T1 bleed.		
Ability: Feint	Type: CT	Components: Manipulation + Strafe + Desire to distract foe
Description: move 1 meter to the side, then perform a Manipulation trick of 4T2 opposed by the foe's mental defense. If you win then the foe "uses" one of their defenses.		
Ability: Decoy Cut	Type: Man.	Components: Estoc + Diagonal up slash + Circle
Description: perform a 4T3 slash estoc attack with a diagonal up slash (ignores one of defender's block dice) if the attack deals defeat then the defender takes a 2T1 bleed, and you get to move to the defender's backside without them being able to use a riposte.		
Ability:	Type:	Components:
Description:		
Ability:	Type:	Components:
Description:		

higher.

- Tyrellia may also move 1 meter to her left or right without triggering a riposte.

Decoy Cut: *Tyrellia makes a lunge for her foes face, at the last second she changes the angle and moves past them. Leaving a nasty cut on them.*

- Tyrellia makes a slash attack at a foe 4T3 slash
- Costs 3 AT
- Tyrellia then moves 2 meters to another spot within reach of the foe preferable on their backside.
- If the attack causes defeat then the target gains the bleed status (see Tumble Shot for more information on how to handle bleed).