

Heroes: FoE

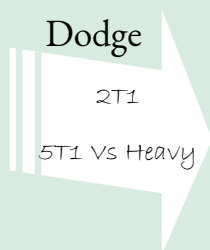
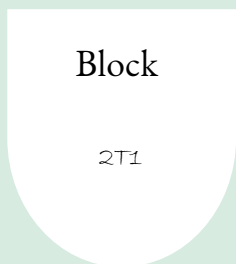


Muntor

Action Tokens



Active Defenses



Equipment Name	Weight	Special Qualities
Flint and steel	0.04 KG	Can start fire
10 days rations	5 KG	Eat for a day
Backpack	1 KG	Holds up to .3 meters cubed
Bedroll	2.5 KG	Allows hero to rest in comfort
Small tent	5 KG	1 person
Whetstone	0.02 KG	
Lamp	0.5 KG	
	KG	
	KG	
	KG	
	KG	
	KG	
	KG	
	KG	
	KG	
Equipment Total Weight:	23.76 KG	

Equipment Continued

- Equipment Total weight is what is carried.
- Flint and Steel takes 3 success, 3T3 vs 3T3oposed

Action Tokens

- Regained a the beginning of Muntor'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. The Action Tokens circle is a good place to track this

Used— Tracks spent AT, used for attacks, abilities, tricks, movements, and used defenses. You can place all used Action Tokens in the used section

Banked Dice- Used to track the number of dice that are added to Muntor's next turn. Only a maximum of 4 AT can be held for next turn. Place AT that are being banked for the next turn here

Block

- Costs 1 AT to prepare. Put a tracker when the cost is paid.
- is triggered when Muntor wants to block an attack. When the block is used place the tracker chip in the used pile.
- May be used for all physical attacks and area of effect spells using the Gra "explode" syllable.

Dodge

- Costs 1 AT to prepare. When paid for put a tracker chip in dodge
- is triggered when Muntor wants to dodge an attack. When the dodge is used place the tracker chip in the used pile
- May be used for all physical attacks and area of effect spells using the Ien "project" syllable.
- Top number is used against most attacks
- When Muntor is targeted by a heavy attack then he may use the bottom number.

Riposte

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

Disposition

- First impressions matter, when meeting a new NPC Muntor 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 Muntor 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 Muntor to roll the indicated dice.
- Each success over the opposed roll gives 1 meter of movement in the form of the 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 Muntor 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 Muntor 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.

Role-Playing			
Starting Disposition		Disposition Change	
+0		5	
Movement Tricks: cost 2 AT			
Prowess	Jump 2T1	Swim 2T1	Climb 2T1
Celerity	Stealth 1T1	Juke 1T1	Tumble 1T1
Expedition	Balance 1T1		
Interaction Tricks: Cost 1 AT per 10 words			
Domination	Intimidation 1T1	Manipulation 1T1	
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 2T1	Know 2T1	Read 2T1
Patience	Faith 1T1	Waiting 1T1	
Tool Tricks: Cost dependent upon the tool used			
Familiarity	All 1T1		

Abilities

- Muntor has 5 magical spells in his tome. He may only have 3 prepared at any time.
- It takes 60 minutes to prepare either Firebolt, or Earth Tooth. It takes only 5 minutes to prepare any other spell (because they use the tome as a component in the ability).
- Each ability can be used as many times as he wants to use it.
- 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.

Firebolt: *Muntor finishes his incantation as the tip of his wand begins to combust. As he whips it around and pointing at his target the mote of fire trails off chasing down its intend target.*

- Requires the use of a wand and Muntor being able to speak.
- Costs 4 AT
- Pick target within 33m and roll 6T2 heat
- If successful the target gains 1 scorch
- Scorch raises the tier of all heat attacks used on the victim by 1, additional scorches do not further increase tier. After 3 scorches the victim is set aflame.
- Victims that are aflame take an automatic 2T2 (scorch included) heat attack when their AT returns, opposed by their heat resistance. Any time heat defeat

is dealt to an aflame victim their automatic heat attack is raised by 1 die and 1 tier.

Earth Tooth: *CrOOKing his out stretched hand and pointing his wand through it at the ground he recants a mighty spell. When he is done the earth beneath his foe's feet shoots up, impaling them.*

- Requires the use of a wand and Muntor being able to speak
- Cost 6 AT
- Pick a within 5 M, this is the center point for a 4 M radius X 3 M high column
- Any creature in the area then suffers a 9T2 crushing and thrusting attack

Momentum Shift: *Muntor holds his tome, outstretched Infront of him. He speaks an incantation as he brings his tome back toward himself. As he finishes his spell a strange barrier appears Infront of him. It seems to push everything away from him*

- Requires the use of a tome and Muntor being able to speak
- Cost 4 AT
- Gain extra 4T2 dice with Armor Defense against attacks from the front arc and with Muntor's physical attacks
- Loose 1 die when Muntor regains AT

Transport: *Muntor speaks a command word and touches his ally. The ally disappears momentarily, reappearing on the other side of their foe.*

- Requires a tome and for Muntor to be able to speak
- Costs 4 AT

- Touched creature disappears, and reappears in a up to 9 m away.

Heal: *His tome raised, Muntor finishes his incantation causing his tome to glow a dim yellow. His wounded ally begins to glow as well as their wounds begin to close and the ally feels begins to feel better.*

- Requires the use of a tome and Muntor being able to speak
- Muntor picks an ally within 33 meters
- Muntor rolls 4 tier 4 dice and doubles all of the successes. This is the number of defeat that his ally looses. Bringing the ally further from the end.

Abilities

Ability: Firebolt	Type: Spell	Components: Fire Essence + Wand + 1en "Project"
Description: Cost 4AT Range: 33 M Roll: 6T2 fire if deals defeat the victim is scorching.		
Ability: Earth Tooth	Type: Spell	Components: Earth Essence + wand + Mex "Column"
Description: Cost 6AT Range: 5 M, 4M area Roll: 9T2 crushing and thrusting.		
Ability: Momentum Shift	Type: Spell	Components: Inertia Essence + Tome + Mok "Shield"
Description: Cost 4AT create shield of momentum in front arch of hero. Anything that is sent through the Shift is accelerated away from the hero. This gives the hero an extra 4T2 Armor Defense on all attacks that have to pass through the shield. The uni-directional shield also allows attacks form the inside to be accelerated to gain an extra 4T2 dice. Each turn order after the fist the effects wear off 1T0 per turn order.		
Ability: Transport	Type: Spell	Components: Space Essence + Tome + Oud "Touch"
Description: Cost (4)AT Range: touch Effect: move the creature touched, including self, through a portal in space up to 8M.		
Ability: Heal	Type: Spell	Components: Life Essence + Tome + 1en "Project"
Description: Cost (4) Range: 33 M Effect: heal target 4T4 life, or twice the amount of defeat		
Ability:	Type:	Components:
Description:		

The page is framed by a complex steampunk border. It features brass pipes, various sized gears, and intricate mechanical designs. The background is a light-colored, weathered wood grain. The text is centered on the page.

Race:

Baccum— Originally part of the perfect Madrine race the Baccum started to show strange adaptations and were thus cast out. They have since developed their elementalism and primal magics.

Build:

Mage—

- All magic build
- High Defeat potential
- Good situational defense (else poor),
- Poor social tricks
- Baseline Defeat Limit.

Muntor is a young Bacuum. He was pushed to be an arcanist at the young age of 3, when he burnt down a barn when he was mad. He was raised by a master wizard near the forest of serpents. On the day of the invasion Muntor was sent to the nearby city to warn them of the invasion. But he was taken captive before he made it. The Nafrine that captured him were then attacked by a small group of soldiers, who were able to free Muntor. Muntor is now on his way to Icaros to seek out a new master.