

Heroes: FoE



Reyzak

**Action Speed (As)** –place Reyzak at the 0 AS mark, he goes before all foes that also have 0 AS

**Armor Reduction**– Already calculated into move speed and AT

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

**Defeat Limit**– 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. Pay attention to the attack type, and add the resistance to the specific type; Reyzak has Crush, Slash, and Thrust resistance.
- Magical is used when a magic attack is used on Reyzak. Pay attention to the attack type, and add the resistance to the specific type; Reyzak doesn't have any specific resistances.
- Mental is used for mental attacks and tricks. Pay attention to the attack type, and add the resistance to the specific type; Reyzak doesn't have any specific resistances.

**Attacks**

- The Attack column tells the name of the attack.
- The cost column tells how many AT are required to use the attack. If the column has #/R# then the first # is the cost to use, the second # is the cost to reload the weapon or attack.
- The Dice & Effects column is read;
  1. Range is the distance, in meters (M), from the target that Reyzak can attack. For ranged attacks the overall distance is given followed by a short distance. If the target is within the short distance then the hero may use any bonuses from short distance.
  2. Roll is the amount and tier of dice that are rolled for the action. Things that follow are in addition if the condition applies. Reyzak's Felling Spear attack has him roll 7 tier-2 dice, then he gains an addition 2 dice when he uses a riposte (Bracing 2), and an extra die when the spear is thrown (Throwing 1). If the attack hits then the victim must roll against the defeat dealt, meaning the amount of successes left over after the roll is the number of dice Reyzak rolls to knock down his target, and the tier of the roll is the same as the initiating attack.
  3. Turtle Poke allows Reyzak to use both a Block and a Riposte at the same time, on foe's turn. Both Block and Riposte are at 1 die more; 6T2 for block, 8T2 thrust + push 1 and Knockdown (see end of 2 above for details how to use push and knockdown)

# Combat

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



**Passive Defenses**

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

Attack	Cost	Dice & Effects
Felling 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
Cut Knife	2	Range: 0-1 M Roll: 5T2 Chopping or 4T2 slashing + 1 die when thrown
Turtle Poke	2	use both block and riposte defense (riposte, + 1 die, and push 1m)
Jump Shot	2/R1	Make jump (5T2) if successful make bow attack at 8T3 thrust
Retreat Attack	2	5T2 slash + knockdown, ignore 1 dodge die, Move 1 m back without riposte

**Conditions:**

+1 die for physical and magical actions, +1 extra die with spear, +1 tier for physical actions, abilities, tricks, and attacks

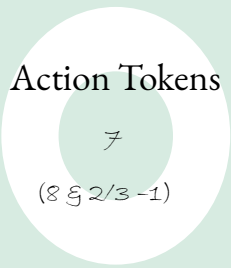
Equipment Name	Weight	Special Qualities
Felling Spear	1.8 KG	Bracing 2, (Two-handed 2), Throwing 1, Thrusting 2 + knockdown
Shield	3 KG	Raise block dice by 1 tier
Bow	1.4 KG	Reload 1, Thrusting 2, Two-handed 2
Cutting Knife	0.2 KG	Short 1, Slashing 2, Throwing 1, Thrusting 1
Lamellar	10.8 KG	light -2, deflect 1, resistances [crush 1, slash 2, thrust 1]
Cloth armor	5.25 KG	light 3, resistances [crush 2, thrust 1]
	KG	
	KG	
	KG	
	KG	
	KG	
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4. Jump Shot has Reyzak jump into the air to gain the higher ground status when he shoot, already included in the attack.
5. Retreat attack allows Reyzak to make a slash attack with his spear (at a reduced roll) then move 1 meter away without triggering a riposte.

**Conditions**– are already calculated into Reyzak's attacks rolls.

**Equipment**

- Measured in kilograms (KG)
- Special Qualities are already accounted for in the rolls



## 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
	KG	
	KG	
	KG	
	KG	
	KG	
	KG	
	KG	
	KG	
	KG	
<b>Equip. Total Weight:</b>	<b>35.99 KG</b>	

### 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 Reyzak's turn. plus any dice that are banked.
- Used to pay for actions in combat.
- Move all tokens, even unspent defenses and banked dice, to the AT pile.

**Used**— Tracks spent AT, used for attacks, abilities, tricks, movements, and used defenses. When Reyzak uses an action move a number of tokens equal to the cost of the action from the AT pile to the used pile.

**Banked Dice**- Used to track the number of dice that are added to Reyzak's next turn. Only a maximum of 4 AT can be held for next turn. When banking dice, for every AT banked move one token from the AT pile to the used pile and place a different token on the banked pile.

### Block

- Costs 1 AT for each block prepared, move a token to from the AT pile to the Block pile.
- Is triggered when Reyzak wants to block an attack. Move one token from Block to Used pile.
- May be used for all physical attacks and area of effect spells using the Gra "explode" syllable.
- The top number is used when Reyzak is not using a shield
- The bottom number is used when Reyzak is using a shield.

### Dodge

- Costs 1 AT for each dodge prepared, move a token to from the AT pile to the dodge pile.
- Is triggered when Reyzak wants to dodge an attack. Move one token from dodge to 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 Reyzak is targeted by a heavy attack then he may use the bottom number.

### Riposte

- Costs 1 AT for each riposte prepared, move a token to from the AT pile to the riposte pile.
- Is triggered when foe enters Reyzak's range. Move one token from riposte to used pile.
- Reyzak uses the top number if he has a foe in range when he prepares
- If there is not a foe in Reyzak's range when he prepares a Riposte then he may brace his spear, granting him an additional 2 dice. The bottom number of the riposte section.

## Disposition

advanced task is 2T2, and an expert task is 3T3.

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

## Tool Tricks

- Also works for materials
- 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.

## 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.
- 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

Role-Playing			
Starting Disposition		Disposition Change	
+0		5	
<b>Movement Tricks:</b> cost 2 AT			
Prowess	Jump 2T2	Swim 2T2	Climb 2T2
Celerity	Stealth 2T2	Juke 2T2	Tumble 2T2
Expedition	Balance 2T2		
<b>Interaction Tricks:</b> 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		
<b>Mental Tricks:</b> 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	
<b>Tool Tricks:</b> Cost dependent upon the tool used			
	All 1T1		
Familiarity			

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

## 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 defeat is dealt 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:		
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Description:		
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Description:		



**Race:**

**Beamox**– A race of proud warriors that have developed in the cold mountains to the north. They have learned to use and master the elemental essences as well as very large weapons.

**Build:**

**Soldier**– All Physical build

- Medium damage potential
- Good Defense
- Great Defeat Limit
- Poor social skills

Reyzak was on a hunting trip when his village was under attack from the Nafrine. When he returned, he found the village in ruin. He vowed to kill those responsible for the attack and has been helping the refugees from other attacks. He has finally made his way to Icaros.