

# Heroes: FoE



# Tyrellia

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

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

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

**Defeat Limit**– the amount of defeat Tyrellia can take before she 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; Tyrellia has crush resistance.
- Magical is used when a magic attack is used on Tyrellia. Pay attention to the attack type, and add the resistance to the specific type; Tyrellia has both poison and disease resistances.
- Mental is used for mental attacks and tricks. Pay attention to the attack type, and add the resistance to the specific type; Tyrellia 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 Tyrellia 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. Tyrellia's Estoc attack has her roll 8 tier-3 dice.
  3. Tumble Shot allows Tyrellia to make a tumble trick and if the trick is successful she can shoot a foe with her pistol in a vulnerable spot, causing bleed. (see abilities for more information on bleed)
  4. Feint allows Tyrellia to manipulate (4T2 vs mental defense) a foe causing them to open their defense. If successful, Tyrellia's next attack if used against that foe is raised by 1 die, and all of the dice are 1 tier higher.
  5. Decoy Cut allows Tyrellia to make a 4T3 slash attack, ignoring on of the foe's active defense dice. This means if a foe either dodges or blocks they roll one

# 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
Quick-load	1/R8	Range: 0-1 M, 100M Roll: 6T3 thrusting (Armor piercing 4)
Thrust Knife	2	Range 0-1 M or 9 M Roll: 4T2 Thrust or 3T2 Slash (Armor piercing 1, Throwing 2)
Tumble Shot	2/R8	Tumble (7T2) make pistol attack. If defeat is dealt victim gains 2T1 bleed
Feint	1	Manipulate (4T2) foe to use a defense, if successful gain 1T1 of 1T1 on next attack
Decoy Cut	3	4T3 slash (ignore 1 Active defense die) if defeat is dealt move to back side, and victim

**Conditions:**

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

Equipment Name	Weight	Special Qualities
Estoc	1.6 KG	Thrusting 4, Two-handed 1
Quick-Load Pistol	1 KG	Armor piercing 4, Reload 8, Thrusting 3
Thrusting knife	0.3 KG	Armor piercing 1, Short 1, Slashing 1, Throwing 2, Thrusting 2
Studded Leather	6.7 KG	light -1, resistance [crush 1]
Leather armor	7.4 KG	light 3, resistances [crush 2]
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less die. Tyrellia then gets to move 2 meters around the foe, or to their backside if possible. If the attack is successful then the victim takes bleed (see abilities for more information on bleed).

- 6. **Conditions**– are already calculated into Tyrellia's attacks rolls.

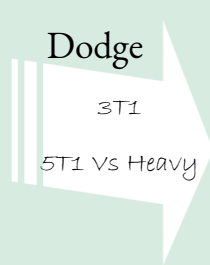
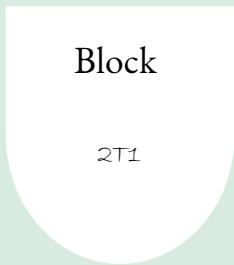
**Equipment**

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

## 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	
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	KG	
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	KG	
<b>Equip. Total Weight:</b>	<b>23.76 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 Tyrellia'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 Tyrellia 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 Tyrellia'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 Tyrellia 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.

### Dodge

- Costs 1 AT for each dodge prepared, move a token to from the AT pile to the dodge pile.
- Is triggered when Tyrellia 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.
- When Tyrellia 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 Tyrellia's range. Move one token from Riposte to Used pile.

## Disposition

- 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 Tyrellia adds 0 to her disposition.
- A higher disposition means that 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, and allows Tyrellia 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 that 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

- Also works for materials
- 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.

# 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

	All	2T1		
Familiarity				

## 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 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).

## 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		
Ability:	Type:	Components:
Description:		
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**Race:**

**Grakoolyn**– A race with its origin as hunter/gathers, they have come a far way as they are now one of the top seafaring races.

**Build:**

**Duelist-**

- Mostly Physical and some Mental build
- Medium damage
- Medium defenses
- Medium Defeat Limit
- Medium social skills

Tyrellia was the daughter and rightful heiress of baron Holeum and his barony. She was raised with a quick wit and a sharp blade. On the night of the nafrine invasion her fathers keep was one of the first to be taken. Her father died in her arms that night. Baron Holeum gave Tyrellia his favored pistol and told her to run and not to look back until she was safe. For the past 3 weeks she has been going from refugee camp to refugee camp looking for other survivors from her barony.