

Heroes: FoE



Xarress

Action Speed (As) –place Xarress at the 0 AS mark, s 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) Xarress can move per die spent on movement.

Defeat Limit– the amount of defeat Xarress 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; Xarress has Chop, Slash, and Thrust resistance.
- Magical is used when a magic attack is used on Xarress. Pay attention to the attack type, and add the resistance to the specific type; Xarress 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; Xarress 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 Xarress she 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 what action roll is. Things that follow are in addition if the condition applies. Xarress's Mace attack has her roll 7 tier-1 dice. If the attack hits a Living Dead foe (zombie) then an extra 4T1 defeat are added to the foe.
 3. Blazing Smite allows Xarress to ignite her mace on fire. Granting her an additional 2T1 heat defeat when the mace hits a foe. The foe must make an opposed roll against the heat defeat dealt or gain one scorch. (see abilities for more details on scorch)
 4. Heal allows Xarress to use some of her Ad to remove defeat form a target of her choice.. Xarress rolls 5T3 dice and multiplies the number of successes by 2, and the target loses that much defeat.

Conditions– are already calculated into Xarress's attacks rolls.

Combat

Action Speed: 0

Armor Reduction: -2

Move Speed: 3 m/die

Defeat Limit

25

Passive Defenses

Armor: 8T1 Magical: 1T1 Mental: 2T1

Resistances: 1T1; Chop 2T1, Slash 3T1, Thrust 2T1

Attack	Cost	Dice & Effects
Mace	3	Range: 1-2 M Roll: 7T1 Heavy crush +4T1 vs the living Dead
Arbalist	3/R16	Range: 100M, short 9 M, Roll: 10T1 heavy thrust
Cut Knife	2	Range: 0-1 M Roll: 4T1 thrust or 5T1 slashing + 1 die when thrown
Blazing smite	5	8T1 heavy crushing+ 4T1 vs living dead, + 2T1 heat if defeat is dealt victim gains 1scorch; move 1m without riposte
Heal	3	Range: 33 M heal 5T3 X2 DL

Conditions:

+1 additional die with physical and magical actions +1/3 tier with discipline tricks

Equipment Name	Weight	Special Qualities
Mace of Abolishing (LD)	2 KG	Heavy 2, (Two-handed 2), crushing 2 + 4T1 vs living dead
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
Mail Armor	20.9 KG	deflect 2, resistance [chop 1, slash 1, thrust 1]
Plate Armor	13.2 KG	light -4, deflect 2, resistances [chop 1, slash 2, thrust 1]
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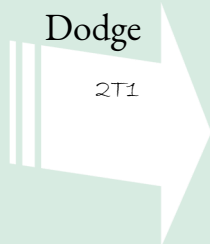
Equipment

- 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
	KG	
	KG	
	KG	
	KG	
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	KG	
	KG	
	KG	
	KG	
	KG	
Equip. Total Weight:	54.24 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 Xarress's turn. plus any dice that are banked.
- Used to pay for actions in combat.
- Best to use tokens, counter, chip, or die to track current number. 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 Xarress 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 Xarress'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 Xarress 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 Xarress is not using a shield
- The bottom number is used when Xarress 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 Xarress 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.

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 Xarress'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 Xarress adds 0 to her disposition.
- A higher disposition means that the NPC likes Xarress 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 Xarress 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 3T1 for base trick, 3T2 for advanced trick, and 6T3 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 Xarress 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 Xarress 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	2T1	Swim	2T1	Climb	2T1
Celerity	Stealth	2T1	Juke	2T1	Tumble	2T1
Expedition	Balance	2T1				

Interaction Tricks: Cost 1 AT per 10 words

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

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	2T1	Waiting	2T1		

Tool Tricks: Cost dependent upon the tool used

Familiarity	All	1T1		

Abilities

- Xarress has 2 abilities that she can use.
- Each ability can be used as many times as she wants to use it.
- One is a physical/magical smite, the other is a magical spell.
- 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 and rolls and special effects that are given.

Blazing Smite: *Gathering the anger of her deity, Xarress's mace begins to catch ignite. She then swings a might blow against her enemy. The momentary distraction from the flames allow Xarress to make a lateral move to a better position.*

- Requires a Mace
- Xarress spends 5 AT and can make a mace attack
- The attack is at 8T1
- If the attack hits a living dead foe then the foe takes a secondary 4T1 abolishing attack
- If the attack hits the victim takes a secondary 2T1 heat attack, opposed by heat resistance of the victim.
- If the secondary heat attack deals defeat then the victim takes 1 scorch.
- Scorch raises the tier of all heat attacks used on the victim by 1, 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.
- After the attack Xarress is able to move 1 meter either left or right without triggering a riposte.

Heal: *Her shield raised and brandishing the symbol of her deity, Xarress finishes her incantation causing her shield to glow a dim yellow. Her wounded ally begins to glow as well as their wounds begin to close and the ally feels begins to feel better.*

- Requires a the holly symbol inscribed on Xarress's shield. And the ability to speak.
- Xarress picks an ally within 33 meters
- Xarress rolls 5 tier 3 dice and doubles all of the successes. This is the number of defeat that her ally loses. Bringing the ally further from the end.

Abilities		
Ability: <i>Blazing Smite</i>	Type: <i>smite</i>	Components: <i>Fire Essence + Mace + Diagonal Down Slash + Strafe</i>
Description: <i>Range: 1-2M Roll: 8T1 heavy, crushing (Two-handed 2) Effect: if defeat is dealt then the victim takes 2T1 fire and gains 1 Scorch, after the attack Xarress can move 1 meter without riposte.</i>		
Ability: <i>Heal</i>	Type: <i>Spell</i>	Components: <i>Life Essence + Holy Symbol + 1en "Project"</i>
Description: <i>Range: 33 M Effect: heal target 5T3 x2 defeat</i>		
Ability:	Type:	Components:
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Ability:	Type:	Components:
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Ability:	Type:	Components:
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Ability:	Type:	Components:
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The page is framed by a complex steampunk border. At the top, a horizontal brass pipe runs across the width. The corners are filled with intricate mechanical designs, including large gears, smaller cogs, and ornate metal plates. Some of these designs feature glowing orange and red light, suggesting heat or fire. On the right side, a vertical brass pipe runs down the edge. At the bottom, another horizontal brass pipe runs across, with a large, detailed mechanical assembly on the right side, including a prominent gear and a small blue light. The background of the page is a light-colored, weathered wood grain.

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:

Champion— Physical and Magical build

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

Xarress is originally a champion from the north sent on a quest to find the source of the disturbance. The disturbance presents as a block for the Beamox seers. The new king Artankulus sent a cadre of champions, Xarress was a junior in this cadre, to find the source of the disturbance. The cadre was in a town to the east of Icaros when it was attacked by the Nafrine. Xarress was the only one of her cadre that survived. She was gravely wounded early in the battle, luckily for her she was taken by one of the fleeing refugees and has been in recovery while traveling with one of the various refugee caravans.