

Heroes. FoE



Muntor

Action Speed (As) –place Muntor at the 3 AS mark, he goes before all foes that also have 3 AS

Armor Reduction– This number is based off of the armor that the hero has equipped. It is subtracted from Move Speed and Action Tokens. Already calculated into move speed and AD

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

Defeat Limit– This is the amount of defeat Muntor 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; Muntor has Crush and Thrust resistance.
- Magical is used when a magic attack is used on Muntor.
- 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.
 - Muntor has more spells prepared in his tome, but may only have 3 active at one time.
 - The Dice & Effects column is read;
- Range is the distance, in meters (M), from the target Muntor can attack. For ranged attacks the overall distance is given.
 - Roll is the amount and tier of dice that are rolled for the action. Things that follow are in addition if the condition applies. Different defeat types are stated after the roll. For example; Firebolt allows Muntor to roll 6 dice at tier 2 and they deal heat defeat and gives the victim 1 scorch (see abilities page for more rules on Scorch).

Conditions– These are bonuses that Muntor has gained through raising milestones, grades, and skills. They are already calculated into Muntor's attack rolls.

Action Tokens

- Regained at 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.

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

Combat

Action Speed 3

Armor Reduction: 0

Move Speed 5 m/die

Defeat Limit

15

Passive Defenses

Armor: 2T1

Magical: 2T2

Mental: 2T2

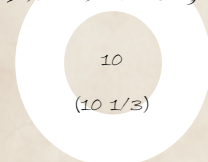
Resistances: 1T1; Crush 2T1, Thrust 1T1

Attack	Cost	Dice & Effects
Staff	3	Range: 1-3 M Roll: 3T1 (Non-proficient)
Stiletto	2	Range 0-1 M or 9 M Roll: 2T1 Thrust or Slash (non-Proficient)
Firebolt	4	Range : 33 M Roll: 6T2 fire if deals defeat the victim is scorching.
Earth Tooth	6	Range: 5 M, 4 M area Roll: 9T2 crushing and thrusting.
Momentum shift	4	Create 4T2 unidirectional shield raising outgoing dice, and lowering incoming Dice. The shield is lowered by 1 die every turn order until it is gone

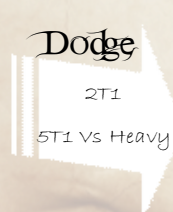
Conditions:

+1T1 with magic actions, +1 with Primal and Mysticism Essences,

Action Tokens



Active Defenses



Banked Dice– Tracks the number of tokens 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.
- Triggered when Muntor blocks 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
- Triggered when Muntor dodges an attack. When the dodge is used place the tracker chip in the used pile
- May be used for all physical attacks.
- When Muntor 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 Muntor'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	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				

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.

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 in front of him. He speaks an incantation as he brings his tome back toward himself. As he finishes his spell a strange barrier appears in front of him. It seems to push everything away from him*

Abilities

Ability: Firebolt	Type: Spell	Components: Fire Essence + Wand + Ien "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, 4 M 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		
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 + Ien "Project"
Description: Cost (4) Range: 33 M Effect: heal target 4T4 defeat		

- 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 loses. Bringing the ally further from the end.