

Name

M2A-1R2I1P1

ClassTacticianLvl1xp00

AncestryDragon Knight

SIGNATURE TRAIT: WYRMPLATE
Your hardened scales grant you immunity equal to your level to one of the following damage types: acid, cold, corruption, fire, lightning, or poison. You can change your damage immunity type when you finish a respite.

DRACONIAN GUARD (COSTS 1 POINT)
When you or a creature adjacent to you takes damage from a strike, you can use a triggered action to swing your wings around and guard against the blow, reducing the any damage from the strike by an amount equal to your level.

DRACONIAN PRIDE (COSTS 2 POINTS)
You can use the following signature ability.
DRACONIAN PRIDE
You let loose a mighty roar to shake your foes' spirits.
(See Ability Card Below)

Lifespan: 50-90Age:Size: 1M

CultureCulture Name

EnvironmentOrganizationUpbringing

WildernessCommunalLabor

Skills Granted:

CareerCareer Name

Renown:0Wealth:1

Stamina33 Max
16 Winded
0 Dying
Temp: 0-16 Dead

Recoveries
+11
Max: 10Value

Surges
+2 Damage

Victories

2 focus start of your turn.
1 focus first time each round you or an ally damages a target you've marked.
1 focus first time each round an ally within 10 squares uses a heroic ability.

Focus

Melee1Range10Speed6Disengage2Stability1

SkillsClimb, Endurance, Empathize, Interrogate, Alertness, Monsters, Jump, Lead, Society

Languages: Caelian, Hyrallic, Khemharic, Vaniric

Immunity: Fire 1

Weakness:

Kit 1Ranger
Kit 2Shining Armor

Stamina: +12 /echelon
Speed: +1
Stability: +1
Distance: +5
Disengage: +1

KIT 1 EQUIPMENT
You wear medium armor and wield a medium weapon and a bow.

KIT 2 EQUIPMENT
You wear heavy armor and wield a shield and a medium weapon.

Melee Weapon Damage
+2+2+2
<1112-1617+

Range Weapon Damage
+1+1+1
<1112-1617+

Class FeaturesVanguard

Warfare is as old as civilization—and perhaps even older. As battle became ever more developed and complex, military leaders invented tactical doctrine, outlining how combatants should be structured, used, and deployed. Doctrine can be learned at war colleges passing on ancient martial traditions, or directly through blood and sweat on the battlefield. Whatever path brought you to your mastery of tactics of historical significance:

Vanguard (Shock and Awe): You have learned the tactics and stratagems of the heroes of ancient history, letting you lead from the front lines of battle and seek victory through sheer force of will and personality.

You command any room you walk into. While you are present, each hero with you is treated as having a Renown 2 higher than usual for the purpose of negotiations and influencing tests. Additionally, each hero with you has a double edge on tests made to stop combat and start a negotiation with the other side.

Melee Weapon Free StrikeA

Keywords: Charge, Melee, Strike, Weapon, Action

Distance: Melee 1Target: 1 Creature or Object

Power Roll + MGT or AGL:
2d10+2

≤ 11: 6 damage
★ 12-16: 9 damage
* ≥ 17: 11 damage

Ranged Weapon Free StrikeA

Keywords: Strike, Weapon, Action, Ranged

Distance: Ranged 10Target: 1 Creature or Object

Power Roll + MGT or AGL:
2d10+2

≤ 11: 5 damage
★ 12-16: 7 damage
* ≥ 17: 9 damage

Mark	M
<i>You draw your allies' attention to a specific foe—with devastating effect.</i>	
Keywords: Ranged, Maneuver	
Distance: Ranged 10	Target: One creature
<p>Effect: The target is marked by you until the end of the encounter; you die, you use this ability again, or you willingly end this effect (no action required). If another tactician marks the target, then your mark on the target ends. You can have one target marked this way, but other tactician abilities can allow you to have multiple marked creatures.</p> <p>While the target is marked and within your line of effect, you and allies within your line of effect have an edge on power rolls made against the target.</p> <p>When the marked creature is reduced to 0 Stamina, you can use a free triggered action to move the mark to a new target within 10 squares.</p> <p>In addition, you can spend 1 focus to take one of the following free triggered actions whenever you or an ally damages a target with an ability. You can't use more than one instance of a benefit per trigger:</p> <ul style="list-style-type: none">• The ability deals additional damage equal to twice your Reason score.• The damage dealer can spend a Recovery.• The damage dealer can shift up to a number of squares equal to your Reason score.	

"Strike Now!"	A
<i>Your foe left an opening. You point this out to an ally!</i>	
Keywords: Ranged, Action	
Distance: Ranged 10	Target: One ally
<p>Effect: The target can make a signature attack as a free triggered action.</p> <p>Spend 5 Focus: You target two allies instead of one.</p>	

Parry	T
<i>Your quick reflexes cost an enemy the precision they seek.</i>	
Keywords: Melee, Weapon, Triggered	
Distance: Melee 1	Target: Self or 1 ally
<p>Trigger: A creature deals damage to the target.</p> <p>Effect: The damage is halved. If any effect of the damage has a potency effect, you decrease the potency by 1.</p> <p>Spend 1 Focus: The target can shift a number of squares equal to your Reason score.</p>	

Hamstring Shot	KS
<i>A well-placed shot leaves your enemy struggling to move.</i>	
Keywords: Ranged, Strike, Weapon, Action	
Distance: Ranged 10	Target: One creature
<p>Power Roll + Might or Agility: 2d10 + 2</p> <p>♦ 11 or lower: 5 damage; A < 0 slowed (save ends) ★ 12-16: 7 damage; A < 1 slowed (save ends) ✱ 17+: 9 damage; A < 2 slowed (save ends)</p>	

Battle Cry	3
<i>You shout a phrase that galvanizes your team.</i>	
Keywords: Ranged, Maneuver	
Distance: Ranged 10	Target: Three allies
<p>Power Roll + Reason: 2d10 + 2</p> <p>♦ 11 or lower: the target gains one surge ★ 12-16: the target gains two surges ✱ 17+: the target gains three surges</p>	

Draconian Pride	A
<i>You let loose a mighty roar to shake your foes' spirits.</i>	
Keywords: Area, Magic, Action	
Distance: 1 burst	Target: All enemies
<p>Power Roll + Might or Presence: 2d10 + 2</p> <p>♦ 11 or lower: 2 damage ★ 12-16: 5 damage; push 1 ✱ 17+: 7 damage; push 2</p>	

Protective Attack	KS
<i>The strength of your assault makes it impossible for your foe to move.</i>	
Keywords: Melee, Strike, Weapon, Action	
Distance: Melee 1	Target: One creature
<p>Power Roll + Might or Agility: 2d10 + 2</p> <p>♦ 11 or lower: 7 damage ★ 12-16: 10 damage ✱ 17+: 13 damage</p> <p>Effect: The target is taunted (EoT).</p>	

Hammer and Anvil	5
<i>"Let's not argue about who's the hammer and who's the anvil!"</i>	
Keywords: Melee, Ranged, Strike, Weapon, Action	
Distance: Melee 1 or ranged 10	Target: One creature or object
<p>Power Roll + Might: 2d10 + 2</p> <p>♦ 11 or lower: 5 + M damage; one ally within 10 squares can make a signature strike against the target as a free triggered action ★ 12-16: 9 + M damage; one ally within 10 squares can make a signature strike that gains an edge against the target as a free triggered action ✱ 17+: 12 + M damage; two allies within 10 squares can each make a signature strike that gains an edge against the target as free triggered actions</p> <p>Effect: If the target is reduced to 0 Stamina and a strike granted by this ability hasn't been made, the striker can pick a different target.</p>	