

NAME: Thaddeus, the Wild Man.

NATURE: Deranged

EQUIPMENT: Lantern, Camping Gear.

LV: 2

NOTES: 4/session you may re-roll any roll.

Reduce all non-Fear End Dmg against you by 3.

Adjacent Allies dont reduce End Dmg.

EVERYDAY SKILLS	WEALTH	-2
	PERSUASION	-2
	LEADERSHIP	+2
	INSIGHT	-2
	AWARENESS	+1
	RESOLVE	+2
	PHYSICAL	+1
CITY SKILLS	STEALTH	+1
	NATURE	+1
	UNDERWORLD	-1
	IMPOVERISHED	-1
	COMMONERS	-1
	HIGH SOCIETY	-2
	PRODUCTION	-2
	INFERNAL	-2
	CELESTIAL	-2



RANDOM DMG

MIG	5	1
AGI	3	2
SPE	4	3
CON	2	4
EMP	2	5
UND	2	6

COMBAT ORDER
UND + = 2

MAX MOMENTUM PTS
CON + = 2

ADJACENT TO ALLY
DEFENCE +EMP VS FEAR.
REDUCE ALL END DMG BY 2.

LIGHT COVER
DEFENCE +UND.

HEAVY COVER
DEFENCE +UND x2.

ENTRENCHED COVER
DEFENCE +UND x3.
ARMOUR +1.

STANCE	DEFENCE	VS FEAR	DIRECT ARMOUR	SPLASH ARMOUR	ENDURANCE	RECOVERY	MOVEMENT	ACQUIRE	RESOURCES
Endure, Imposing	8	19	5	5	35	3	SPEED + -1	3	1
While you have Endurance; Once before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself. You have -1 Armour while you have 0 Endurance.									

WEAPONS	HIT D6	+HIT	RANGE	MAX RNG	END DMG	CRIT DMG	HANDS	TYPE	ACQUIRE	RESOURCES
Great Sword	3d6	-1	2	2	6	5	2	Melee.		3
Large, Splash 2 (Any), Pen 1 Min 4, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields).										

STR HIT	REQUIREMENTS	RESULT
CRITICAL HIT	ONCE PER ACTION. HIT, NOT SPLASH.	DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.
BUILD MOMENTUM	DOES NOT REQ HIT OR SUCCESS.	GAIN +1 MOMENTUM POINT.
Mass Control	Leadership, Success	A human crowd is inclined to do something that you tell them to do.

COMBAT ACTIONS, 2 PER TURN

RUSH MOVE.	} SPEED: +2. KILL AN ADJACENT HENCHMEN BODY. MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.
THINK MOVE, RECOVER.	} MAKE A SKILL ROLL. RECOVERY: +MIGHT -2.
DODGE MOVE.	} GAIN: +AGI DEF VS THE NEXT 2 NON-FEAR ATTACKS. MOMENTUM 1: +1 COVER STEP.
GET READY MOVE, RECOVER.	} +1 MOMENTUM. SPEED: -2. ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.
STRIKE MOVE, ATTACK.	} HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: ALTER CRIT LOCATION BY +/-1.
UNLEASH ATTACK.	} HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: +1 END & CRIT DMG.

SPECTRE FORM

+1 ARMOUR AND CRIT DMG.
IMMUNE TO FEAR, AND BLEEDING.
YOU MAY FLY AND ARE INCORPOREAL.
EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES.
FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

HEALING (1 FREE ROLL PER BALANCED COMBAT)

12T	} REVIVE: HEAL 1, 2 IF MID-COMBAT. HEALS ALL ALLIES WITHIN A 'EMP x2' SPLASH AREA.
14T	} PURIFY: HEAL EMP x2. ONLY HEALS YOURSELF.
14T	} REBIRTH: HEAL THEIR EMP x1. BRINGS A TETHERED BACK TO LIFE. MAY NOT CAST WHEN YOU'RE A SPECTRE OR IN COMBAT.

Attack Roll Formula: $+3d6 +Hit$ vs Targets Defence
-2 per Rng Increment outside your Ideal Rng. Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter
Scatters distance = 1d6 in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.



NAME: Alice, the Ex-Cultist.

NATURE: Thaumaturge.

EQUIPMENT: Lantern, Diary, Book of Magic.

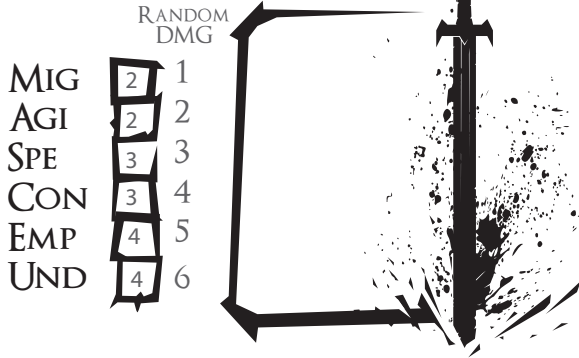
LV: 2

NOTES: +2 with Infernal Spell Rolls.

Place 2 Dangerous Terrains from
your Arcane Weapons.

1/Turn if no other character can see you; you can
Teleport 40 spaces to a location where no
other character can see you.

EVERYDAY SKILLS	WEALTH	-2
	PERSUASION	+3
	LEADERSHIP	-2
	INSIGHT	+1
	AWARENESS	+2
	RESOLVE	-2
	PHYSICAL	-2
CITY SKILLS	STEALTH	-2
	NATURE	-2
	UNDERWORLD	+1
	IMPOVERISHED	-2
	COMMONERS	+1
	HIGH SOCIETY	-2
	PRODUCTION	-1
	INFERNAL	+2
	CELESTIAL	-2



COMBAT ORDER
UND + 1 = 5

MAX MOMENTUM PTS
CON + 3 = 3

ADJACENT TO ALLY
DEFENCE +EMP VS FEAR.
REDUCE ALL END DMG BY 2.

LIGHT COVER
DEFENCE +UND.

HEAVY COVER
DEFENCE +UND x2.

ENTRENCHED COVER
DEFENCE +UND x3.
ARMOUR +1.

STANCE	DEFENCE	VS FEAR	DIRECT ARMOUR	SPLASH ARMOUR	ENDURANCE	RECOVERY	MOVEMENT	ACQUIRE	RESOURCES
Block, Attractive	16	11	1d6*	2*	28	3	SPEED + 3		1
*While you have Endurance; Once (before your next Turn you may gain +1 Armour vs a non-Fear Attack).									

WEAPONS	HIT D6	+HIT	RANGE	MAX RNG	END DMG	CRIT DMG	HANDS	TYPE	ACQUIRE	RESOURCES
Eldritch Tendrils	2d6*	+0	8	40	2	4	1	Ranged.		3
Large, *+1d6 Hit with Unleash Action, Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack).										

STR HIT	REQUIREMENTS	RESULT
CRITICAL HIT	ONCE PER ACTION. HIT, NOT SPLASH.	DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.
BUILD MOMENTUM	DOES NOT REQ HIT OR SUCCESS.	GAIN +1 MOMENTUM POINT.
Read Thoughts	Persuasion, Success	You may read the surface thoughts of a human. If this person is corrupted by a Fiend or mentally ill, you suffer 1 point of Damage (no Armour) to a random (1d3+3) Attribute.

COMBAT ACTIONS, 2 PER TURN

RUSH MOVE.	}	SPEED: +2. KILL AN ADJACENT HENCHMEN BODY. MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.
THINK MOVE, RECOVER.		MAKE A SKILL ROLL. RECOVERY: +MIGHT -2.
DODGE MOVE.	}	GAIN: +AGI DEF VS THE NEXT 2 NON-FEAR ATTACKS. MOMENTUM 1: +1 COVER STEP.
GET READY MOVE, RECOVER.		+1 MOMENTUM. SPEED: -2. ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.
STRIKE MOVE, ATTACK.	}	HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: ALTER CRIT LOCATION BY +/-1.
UNLEASH ATTACK.		HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: +1 END & CRIT DMG.

SPECTRE FORM

+1 ARMOUR AND CRIT DMG.
IMMUNE TO FEAR, AND BLEEDING.
YOU MAY FLY AND ARE INCORPOREAL.
EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES.
FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

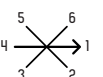
HEALING (1 FREE ROLL PER BALANCED COMBAT)

12T	}	REVIVE: HEAL 1, 2 IF MID-COMBAT. HEALS ALL ALLIES WITHIN A 'EMP x2' SPLASH AREA.
14T		PURIFY: HEAL EMP x2. ONLY HEALS YOURSELF.
14T	}	REBIRTH: HEAL THEIR EMP x1. BRINGS A TETHERED BACK TO LIFE. MAY NOT CAST WHEN YOU'RE A SPECTRE OR IN COMBAT.

Attack Roll Formula

+3d6 +Hit	vs	Targets Defence
-2 per Rng Increment outside your Ideal Rng.		Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter
Scatters distance = 1d6 in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.



NAME: Lancelot, the Clockwork Knight.

NATURE: Apex Predator.

EQUIPMENT: Lantern, Small Golem, Music Box.

LV: 2

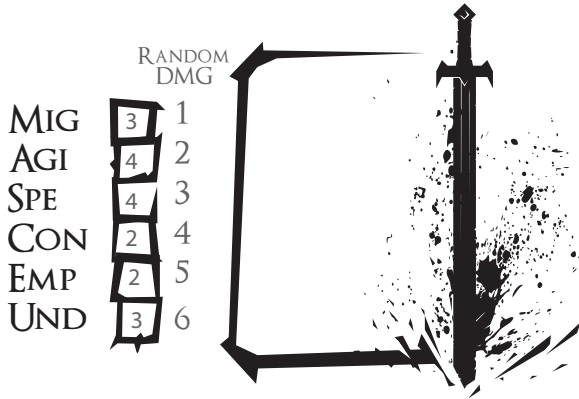
NOTES: Wound 'Target Prey' = +1 Momentum.

Kill 'Target Prey' = +2 Momentum.

Rush does not Kill Henchmen.

Strong Hit: Momentum may grant a Momentum Point to an ally rather than yourself.

EVERYDAY SKILLS	WEALTH	+1
	PERSUASION	-1
	LEADERSHIP	+1
	INSIGHT	-2
	AWARENESS	-2
	RESOLVE	+3
	PHYSICAL	+0
CITY SKILLS	STEALTH	-1
	NATURE	-2
	UNDERWORLD	-2
	IMPOVERISHED	-2
	COMMONERS	-1
	HIGH SOCIETY	+2
	PRODUCTION	+2
	INFERNAL	-1
	CELESTIAL	+1



COMBAT ORDER
UND + = 3

MAX MOMENTUM PTS
CON + = 2

ADJACENT TO ALLY
DEFENCE +EMP VS FEAR.
REDUCE ALL END DMG BY 2.

LIGHT COVER
DEFENCE +UND.

HEAVY COVER
DEFENCE +UND x2.

ENTRENCHED COVER
DEFENCE +UND x3.
ARMOUR +1.

STANCE	DEFENCE	VS FEAR	DIRECT ARMOUR	SPLASH ARMOUR	ENDURANCE	RECOVERY	MOVEMENT	ACQUIRE	RESOURCES
Block, Practical	13	13	1d6*	2*	30	4	SPEED + 4		1

*While you have Endurance; Once (before your next Turn you may gain +1 Armour vs a non-Fear Attack.
When you take Damage from a Melee Weapon; deal 5 End Dmg to the Attacker.

WEAPONS	HIT D6	+HIT	RANGE	MAX RNG	END DMG	CRIT DMG	HANDS	TYPE	ACQUIRE	RESOURCES
Longsword & Rifle	3d6	+1	1	2	2	4	2	Melee.		3

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Pen 1 Min 4, Strong Hit: Sweep (Hit) Splash +2 (Any) (Stacks).

Momentum 2: Your next Attack with this Weapon gains +2 Rng, +10 Max Rng and gains +1d6 Hit.

STR HIT	REQUIREMENTS	RESULT
CRITICAL HIT	ONCE PER ACTION, HIT, NOT SPLASH.	DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.
BUILD MOMENTUM	DOES NOT REQ HIT OR SUCCESS.	GAIN +1 MOMENTUM POINT.
Angelic Power	Once per Turn, Hit	A Damaged character takes 1 Attribute Damage (no Armour) to a random (1d6) Attribute.

COMBAT ACTIONS, 2 PER TURN

RUSH MOVE.	} SPEED: +2. KILL AN ADJACENT HENCHMEN BODY. MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.
THINK MOVE, RECOVER.	} MAKE A SKILL ROLL. RECOVERY: +MIGHT -2.
DODGE MOVE.	} GAIN: +AGI DEF VS THE NEXT 2 NON-FEAR ATTACKS. MOMENTUM 1: +1 COVER STEP.
GET READY MOVE, RECOVER.	} +1 MOMENTUM. SPEED: -2. ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.
STRIKE MOVE, ATTACK.	} HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: ALTER CRIT LOCATION BY +/-1.
UNLEASH ATTACK.	} HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: +1 END & CRIT DMG.

SPECTRE FORM

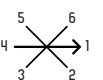
+1 ARMOUR AND CRIT DMG.
IMMUNE TO FEAR, AND BLEEDING.
YOU MAY FLY AND ARE INCORPOREAL.
EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES.
FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

HEALING (1 FREE ROLL PER BALANCED COMBAT)

12T	} REVIVE: HEAL 1, 2 IF MID-COMBAT. HEALS ALL ALLIES WITHIN A 'EMP x2' SPLASH AREA.
14T	} PURIFY: HEAL EMP x2. ONLY HEALS YOURSELF.
14T	} REBIRTH: HEAL THEIR EMP x1. BRINGS A TETHERED BACK TO LIFE. MAY NOT CAST WHEN YOU'RE A SPECTRE OR IN COMBAT.

Attack Roll Formula $\left[\begin{array}{l} +3d6 +Hit \\ -2 \text{ per Rng Increment outside your Ideal Rng.} \end{array} \right]$ vs Targets Defence
Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter
Scatters distance = 1d6 in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.



NAME: Tobias, the Vampire.

NATURE: Beast

EQUIPMENT: Lantern, Bag of Money (+2 to one failed Wealth roll). LV: 2

NOTES: Beast Mode = +4 Momentum, +2 Max Momentum.

Beast Mode = All Allies take 6 End Dmg.

Your first Action each Turn ignores all
Difficult Terrain (but not climbing).

EVERYDAY SKILLS	WEALTH	+1
	PERSUASION	-2
	LEADERSHIP	-1
	INSIGHT	-1
	AWARENESS	+1
	RESOLVE	-2
	PHYSICAL	+3
CITY SKILLS	STEALTH	+3
	NATURE	-1
	UNDERWORLD	-2
	IMPOVERISHED	-2
	COMMONERS	-2
	HIGH SOCIETY	+2
	PRODUCTION	-2
	INFERNAL	+2
	CELESTIAL	-2



MIG 2 1
AGI 5 2
SPE 5 3
CON 2 4
EMP 2 5
UND 2 6

RANDOM DMG

COMBAT ORDER
UND + = 2

MAX MOMENTUM PTS
CON + = 2



ADJACENT TO ALLY
DEFENCE +EMP VS FEAR.
REDUCE ALL END DMG BY 2.



LIGHT COVER
DEFENCE +UND.



HEAVY COVER
DEFENCE +UND x2.



ENTRENCHED COVER
DEFENCE +UND x3.
ARMOUR +1.

STANCE	DEFENCE	VS FEAR	DIRECT ARMOUR	SPLASH ARMOUR	ENDURANCE	RECOVERY	MOVEMENT	ACQUIRE	RESOURCES
Avoidance, Practical	15*	10	1	5	15	3	SPEED + 1 6		0

*Once before your next Turn you may gain +1d6 Defence vs an Attack.

WEAPONS	HIT D6	+HIT	RANGE	MAX RNG	END DMG	CRIT DMG	HANDS	TYPE	ACQUIRE	RESOURCES
Arcane Blade	3d6	+2	1	1	0	4	1	Melee		4

Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Pen 1 Min 4.

After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space.

Strong Hit: Primal Wrath (Does not Req Hit) For the remainder of the Combat you gain +2 Hit and End Dmg (Stacks).

STR HIT

REQUIREMENTS

RESULT

CRITICAL HIT

ONCE PER ACTION. HIT, NOT SPLASH.

DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.

BUILD MOMENTUM

DOES NOT REQ HIT OR SUCCESS.

GAIN +1 MOMENTUM POINT.

Pride

Hit

If you are not Hit before your next Turn you Heal 5 Endurance.

COMBAT ACTIONS, 2 PER TURN

RUSH MOVE.	} SPEED: +2. KILL AN ADJACENT HENCHMEN BODY. MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.
THINK MOVE, RECOVER.	} MAKE A SKILL ROLL. RECOVERY: +MIGHT -2.
DODGE MOVE.	} GAIN: +AGI DEF VS THE NEXT 2 NON-FAIR ATTACKS. MOMENTUM 1: +1 COVER STEP.
GET READY MOVE, RECOVER.	} +1 MOMENTUM. SPEED: -2. ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.
STRIKE MOVE, ATTACK.	} HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: ALTER CRIT LOCATION BY +/-1.
UNLEASH ATTACK.	} HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: +1 END & CRIT DMG.

SPECTRE FORM

+1 ARMOUR AND CRIT DMG.
IMMUNE TO FEAR, AND BLEEDING.
YOU MAY FLY AND ARE INCORPOREAL.
EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES.
FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

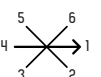
HEALING (1 FREE ROLL PER BALANCED COMBAT)

12T	} REVIVE: HEAL 1, 2 IF MID-COMBAT. HEALS ALL ALLIES WITHIN A 'EMP x2' SPLASH AREA.
14T	} PURIFY: HEAL EMP x2. ONLY HEALS YOURSELF.
14T	} REBIRTH: HEAL THEIR EMP x1. BRINGS A TETHERED BACK TO LIFE. MAY NOT CAST WHEN YOU'RE A SPECTRE OR IN COMBAT.

Attack Roll Formula: +3d6 +Hit vs Targets Defence
-2 per Rng Increment outside your Ideal Rng. Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter

Scatters distance = 1d6 in a random (roll 1d6) direction.
Weapons with 'Splash' Keyword only.



NAME: Count Erin Vanguard, the Gunslinger. NATURE: Shrewd

EQUIPMENT: Lantern, Makeup Kit.

LV: 2

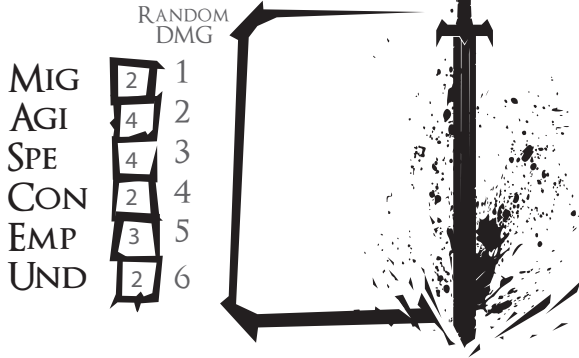
NOTES: 1 Free Dodge Action per Combat.

1 Free Get Ready Action per Combat.

You look incredibly attractive.

When you take Attribute Damage; you may Teleport 4 spaces.

EVERYDAY SKILLS	WEALTH	+2
	PERSUASION	+3
	LEADERSHIP	-2
	INSIGHT	+1
	AWARENESS	-1
	RESOLVE	-2
	PHYSICAL	+1
	STEALTH	+1
CITY SKILLS	NATURE	-2
	UNDERWORLD	-1
	IMPOVERISHED	-2
	COMMONERS	-2
	HIGH SOCIETY	+3
	PRODUCTION	-2
	INFERNAL	-2
	CELESTIAL	-2



COMBAT ORDER
UND + 1 = 3

MAX MOMENTUM PTS
CON + 2 = 2

ADJACENT TO ALLY
DEFENCE +EMP VS FEAR.
REDUCE ALL END DMG BY 2.

LIGHT COVER
DEFENCE +UND.

HEAVY COVER
DEFENCE +UND x2.

ENTRENCHED COVER
DEFENCE +UND x3.
ARMOUR +1.

STANCE	DEFENCE	VS FEAR	DIRECT ARMOUR	SPLASH ARMOUR	ENDURANCE	RECOVERY	MOVEMENT	ACQUIRE	RESOURCES
Avoidance, Attractive	15*	8	1	6	15	2	SPEED + 1	5	1

*Once before your next Turn you may gain +1d6 Defence vs an Attack.

At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces.

WEAPONS	HIT D6	+HIT	RANGE	MAX RNG	END DMG	CRIT DMG	HANDS	TYPE	ACQUIRE	RESOURCES
Dual Pistols	4d6	-1/-3	5**/3**	20/15	1/3	3	1/2*	Ranged.		3

Dual, *Splash 4 (Any).

**Strong Hit +1 vs Targets within your second range increment while you're performing the Unleash Action.

STR HIT

REQUIREMENTS

RESULT

CRITICAL HIT

ONCE PER ACTION. HIT, NOT SPLASH.

DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.

BUILD MOMENTUM

DOES NOT REQ HIT OR SUCCESS.

GAIN +1 MOMENTUM POINT.

With Style!

Once per Turn, Hit

You and an ally who can see you gains +1 Momentum Point.

COMBAT ACTIONS, 2 PER TURN

RUSH MOVE.	}	SPEED: +2. KILL AN ADJACENT HENCHMEN BODY. MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.
THINK MOVE, RECOVER.		MAKE A SKILL ROLL. RECOVERY: +MIGHT -2.
DODGE MOVE.	}	GAIN: +AGI DEF VS THE NEXT 2 NON-FEAR ATTACKS. MOMENTUM 1: +1 COVER STEP.
GET READY MOVE, RECOVER.		+1 MOMENTUM. SPEED: -2. ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.
STRIKE MOVE, ATTACK.	}	HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: ALTER CRIT LOCATION BY +/-1.
UNLEASH ATTACK.		HIT: +AGILITY. END DMG: +MIGHT. MOMENTUM 1: +1 END & CRIT DMG.

SPECTRE FORM

+1 ARMOUR AND CRIT DMG.
IMMUNE TO FEAR, AND BLEEDING.
YOU MAY FLY AND ARE INCORPOREAL.
EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES.
FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

◇ HEALING (1 FREE ROLL PER BALANCED COMBAT)

12T	}	REVIVE: HEAL 1, 2 IF MID-COMBAT. HEALS ALL ALLIES WITHIN A 'EMP x2' SPLASH AREA.
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Attack Roll Formula: +3d6 +Hit vs Targets Defence
-2 per Rng Increment outside your Ideal Rng. Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter

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Weapons with 'Splash' Keyword only.

