

Name: Xip Coatl Race: Tolatl, Noble. Lv: 2

Everyday Skills	Persuasion (Int)	+1	Education Skills	Apothecary	+2	Personal Combat Skills	Finesse	-2
	Leadership (Str)	-2		Philosophy	+1		Brawn	-2
	Streetwise (Int)	+2		Heraldry	-1		Range	+1
	Pathfinding (Int)	-3		Stewardship	+1		Tactical	+1
	Stealth (Ref)	+3		Construction	-2			
	Resolve (Wil)	-2		Metallurgy	-2			
	Physical (Str/Ref/Mov)	-2		Fauna	-2			
Awareness (Foc)	-1	Forestry	-2					



Equipment: Apothecary Toolbox, Stealth Toolbox.
 Notes: You're Tiny. Access to Regency Council.Tail.
The first Potion Attack each Combat gains +2d6 Hit.

Body Attributes	Str	2	Random Damage	
	Ref	4		
	Mov	3		
	Foc	4		
	Int	3		
	Wil	2		

Combat Order
 Maximum Momentum
 Int + = 3
 Foc + = 4

Def 10 + Ref + Cover + 1 = 15
 vs Tac Defence + Str + = 17

Body Arm 2
 Head Arm 2
 at 0 End

End 10 + (Str x5) + = 20
 Recovery Focus + = 4

Cover Steps

- Adjacent to an Ally Reduce all End Dmg by 2
- 1) Light Cover +Int Defence
- 2) Heavy Cover +Int x2 Defence
- 3) Entrenched. +Int x3 Defence
Immune to Critical Hits if you have Endurance.

Weapons	Hit	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Resources
Limbs	*	1	1	1	Str-2**	1	Infinite	-	-	Tackle.	-

Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a improvised Weapon (torch, sword hilt, chair or stick).

Utility Belt	-1	3	Str x4	2nd	3	3	4	0	0	Alch, Potion, S Lightning	1
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Small, Energy, Strong Hit (5-6). Strong Hit: Shock (Hit) A damaged character becomes Suppressed.

Field Satchel	+2	3	Str x4	2nd	6	0	7	1	1	Alchemy, Potion, Marker.	2
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Strong Hit (5-6). Strong Hit: Marked (Hit) All attacks gain +1 Hit and End Dmg vs all d amaged characters until the end of Comb at (Stacks).

	-1d6+3	3	Str x4	2nd	8	4	3	1		Alchemy, Potion, Blast.	
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Strong Hit (5-6), Shield Bash (5). Strong Hit: Knock Back (Once per Attack, Hit) A damaged character is pushed 1d3 spaces back.

Used Ammunition

Strong Hit	Requirements	Result
Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.

Personal Combat Actions, 2 per Turn

Tactical Actions	Defensive Actions	Offensive Actions
Encourage Move Skill Roll An Ally gains a Recovery. Momentum 2: Two Allies gain +1 Momentum.	Full Move Move Move +2. Momentum 1: +2 Movement. Momentum 2: +1 Cover Step.	Assault Attack, May Crit Hit: +Ref. On Hit: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.
Prepare Pick 2: Move, Draw, Reload, Recover, Skill Roll. Set Up, Pull Down, +1 Momentum (once per Turn) or Alter your next Crit Location by +/-1.	Guard Move*, Attack Move -1. Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: +1 Cover Step.	Tackle Move, Attack Hit: +Ref. On Hit: Apply 1 Tackle Effect. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.
Ready Attack Attack*, May Crit Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: Your next Attack gains +2d6 Hit.	Quick Strike Attack, May Crit Hit: +Ref. Pick 1: Move, Draw or Reload. Momentum 2: Your next Attack gains +2d6 Hit.	Charge Move, Attack, May Crit Move +2 (Straight Line). 3+ Movement towards a foe: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.

Attack Roll Formula +3d6 +Hit 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: Aneni Chi Race: Remnant, Religious. Lv: 2



Everyday Skills

- Persuasion (Int) $\diamond -2$
- Leadership (Str) $\diamond +2$
- Streetwise (Int) $\diamond -2$
- Pathfinding (Int) $\diamond -2$
- Stealth (Ref) $\diamond -2$
- Resolve (Wil) $\diamond +3$
- Physical (Str/Ref/Mov) $\diamond -2$
- Awareness (Foc) $\diamond -2$

Education Skills

- Apothecary $\diamond +2$
- Philosophy $\diamond +3$
- Heraldry $\diamond +1$
- Stewardship $\diamond -2$
- Construction $\diamond -2$
- Metallurgy $\diamond +1$
- Fauna $\diamond -2$
- Forestry $\diamond -2$

Personal Combat Skills

- Finesse $\diamond +1$
- Brawn $\diamond +1$
- Range $\diamond -2$
- Tactical $\diamond -2$

Equipment: Holy Book (Resolve and Philosophy Toolbox). Torch.

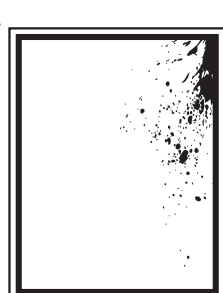
Notes: If you take 2+ Attribute Dmg your Turns, you start to Bleed.
1/session you may heal 1 point of Attribute Dmg with a Healing Roll.

Body Attributes

- Str $\diamond 4$
- Ref $\diamond 3$
- Mov $\diamond 3$
- Foc $\diamond 3$
- Int $\diamond 3$
- Wil $\diamond 4$

Head Attributes

- Def $\diamond 13$
- vs Tac $\diamond 16$



Combat Order

Maximum Momentum

Int + $\diamond = 3$

Foc + $\diamond = 3$

Def $10 + \text{Ref} + \text{Cover} + \diamond = 13$

vs Tac $\text{Defence} + \text{Str} + \diamond = 16$

Body Arm $\diamond 3$

Head Arm $\diamond 2$

at 0 End $\diamond -1$

End $10 + (\text{Str} \times 5) + \diamond + 5 = 35$

Recovery $\text{Focus} + \diamond = 3$

- Cover Steps
- Adjacent to an Ally Reduce all End Dmg by 2
 - 1)** Light Cover +Int Defence
 - 2)** Heavy Cover +Int x2 Defence
 - 3)** Entrenched. +Int x3 Defence
Immune to Critical Hits if you have Endurance.

Weapons	Hit	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Resources
Limbs	*	1	1	1	Str-2**	1	Infinite	-	-	Tackle.	-

Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a improvised Weapon (torch, sword hilt, chair or stick).

Warhammer	+1	1	3	2nd	7	3	-	1	3	Hammer, Steel.	2
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Shield Bash (4), Modifications: 2 Handed Practice, Long Haft.

Used Ammunition $\diamond \diamond$

Strong Hit	Requirements	Result
Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.
Sap	Blunt, Hit	Your target loses 2 Momentum (down to a minimum of 2).

Personal Combat Actions, 2 per Turn

Tactical Actions	Defensive Actions	Offensive Actions
Encourage Move Skill Roll An Ally gains a Recovery. Momentum 2: Two Allies gain +1 Momentum.	Full Move Move Move +2. Momentum 1: +2 Movement. Momentum 2: +1 Cover Step.	Assault Attack, May Crit Hit: +Ref. On Hit: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.
Prepare Pick 2: Move, Draw, Reload, Recover, Skill Roll. Set Up, Pull Down, +1 Momentum (once per Turn) or Alter your next Crit Location by +/-1.	Guard Move*, Attack Move -1. Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: +1 Cover Step.	Tackle Move, Attack Hit: +Ref. On Hit: Apply 1 Tackle Effect. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.
Ready Attack Attack*, May Crit Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: Your next Attack gains +2d6 Hit.	Quick Strike Attack, May Crit Hit: +Ref. Pick 1: Move, Draw or Reload. Momentum 2: Your next Attack gains +2d6 Hit.	Charge Move, Attack, May Crit Move +2 (Straight Line). 3+ Movement towards a foe: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.

Attack Roll Formula

$+3d6 + \text{Hit}$ 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: Claudia Redcloud Race: Legion, Soldier. Lv: 2

Everyday Skills

- Persuasion (Int) -2
- Leadership (Str) +4
- Streetwise (Int) -2
- Pathfinding (Int) -2
- Stealth (Ref) -2
- Resolve (Wil) -1
- Physical (Str/Ref/Mov) +1
- Awareness (Foc) -2

Education Skills

- Apothecary -2
- Philosophy -2
- Heraldry +1
- Stewardship +2
- Construction +2
- Metallurgy +3
- Fauna -2
- Forestry -2

Personal Combat Skills

- Finesse +1
- Brawn -2
- Range -2
- Tactical +1



Equipment: Metallurgy Toolbox, Torch.

Notes: All allies who are adjacent to you gains +2 Defence (does not Stack).
Reduce all End Dmg you receive from all sources by 1.

Body Attributes

- Str 5
- Ref 2
- Mov 2
- Foc 2
- Int 4
- Wil 3

Head Attributes

- Def 10 + Ref + Cover + 2 = 12
- vs Tac Defence + Str + 2 = 19



Combat Order

Maximum Momentum

Int + 4 = 4
 Foc + 2 = 2

Def 10 + Ref + Cover + 2 = 12
 vs Tac Defence + Str + 2 = 19

Body Arm 3
 Head Arm 3
 at 0 End
 -1

End 10 + (Str x5) + 8 = 43
 Recovery Foc + 2 = 2

Cover Steps

Adjacent to an Ally
 Reduce all End Dmg by 2

1) Light Cover
 +Int Defence

2) Heavy Cover
 +Int x2 Defence

3) Entrenched. +Int x3 Defence
 Immune to Critical Hits if you have Endurance.

Weapons	Hit	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Resources
Limbs	*	1	1	1	Str-2**	1	Infinite	-	-	Tackle.	-
Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a improvised Weapon (torch, sword hilt, chair or stick).											
Broadsword	+4	2	2	1st	4	3	-	1	3	Blade, Steel.	2
Shield	+3	1	1	1st	1	1	-	2	3	Shield, Tackle-Push, Prim.	1

You gain Heavy Front Cover.

Used Ammunition

Strong Hit	Requirements	Result
Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.
Inspire	Once per Turn, Hit	An ally who is adjacent to another ally gains +1 Momentum.

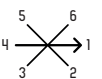
Personal Combat Actions, 2 per Turn

Tactical Actions	Defensive Actions	Offensive Actions
Encourage Move Skill Roll An Ally gains a Recovery. Momentum 2: Two Allies gain +1 Momentum.	Full Move Move Move +2. Momentum 1: +2 Movement. Momentum 2: +1 Cover Step.	Assault Attack, May Crit Hit: +Ref. On Hit: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.
Prepare Pick 2: Move, Draw, Reload, Recover, Skill Roll. Set Up, Pull Down, +1 Momentum (once per Turn) or Alter your next Crit Location by +/-1.	Guard Move*, Attack Move -1. Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: +1 Cover Step.	Tackle Move, Attack Hit: +Ref. On Hit: Apply 1 Tackle Effect. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.
Ready Attack Attack*, May Crit Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: Your next Attack gains +2d6 Hit.	Quick Strike Attack, May Crit Hit: +Ref. Pick 1: Move, Draw or Reload. Momentum 2: Your next Attack gains +2d6 Hit.	Charge Move, Attack, May Crit Move +2 (Straight Line). 3+ Movement towards a foe: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.

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: Lot Fletcher Race: Kaltoran, Misc Rural. Lv: 2

Everyday Skills

- Persuasion (Int) +2
- Leadership (Str) -2
- Streetwise (Int) -1
- Pathfinding (Int) +2
- Stealth (Ref) -1
- Resolve (Wil) -3
- Physical (Str/Ref/Mov) +3
- Awareness (Foc) +2

Education Skills

- Apothecary -2
- Philosophy -2
- Heraldry -3
- Stewardship -2
- Construction -2
- Metallurgy -2
- Fauna +1
- Forestry +3

Personal Combat Skills

- Finesse +1
- Brawn -2
- Range +1
- Tactical -2



Equipment: Pathfinding Toolbox, Physical Toolbox.

Notes: Each Combat you gain +1 Momentum (+3 Surprise Round).
Reduce Limited Vision and Low Light Cover penalties by 1 Step.

Body Attributes

- Str 3
- Ref 4
- Mov 4
- Foc 2
- Int 3
- Wil 2

Head Attributes

- Def 3
- vs Tac 1



Combat Order

Maximum Momentum

Int + \diamond = 3
Foc + \diamond = 2

Def 10 + Ref + Cover + 3 = 17
vs Tac Defence + Str + 1 = 21

Body Arm 1
Head Arm 1
at 0 End
Arm -1

End 10 + (Str x5) + \diamond = 25
Recovery Foc + \diamond = 2

Cover Steps

- Adjacent to an Ally Reduce all End Dmg by 2
- 1) Light Cover +Int Defence
- 2) Heavy Cover +Int x2 Defence
- 3) Entrenched. +Int x3 Defence Immune to Critical Hits if you have Endurance.

Weapons	Hit	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Resources
Limbs	*	1	1	1	Str-2**	1	Infinite	-	-	Tackle.	-

Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a Improvised Weapon (torch, sword hilt, chair or stick).

Short Bow	Hit	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Resources
	+1	7	42	2nd	4	3	12	1	1	Bow, Composite, A, Broad.	3
	+3	7	42	2nd	4	3	2	1		Bow, Composite, A, Broad.	

Large. Used Ammunition $\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond$

Strong Hit	Requirements	Result
Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.
Spot Trouble	Does not require Hit	All allies gain one of the following until the end of Combat: +1 Healing Rolls, Combat Order (Stacks up to +2) OR Defence (Stacks up to +2).

Personal Combat Actions, 2 per Turn

Tactical Actions	Defensive Actions	Offensive Actions
Encourage Move Skill Roll An Ally gains a Recovery. Momentum 2: Two Allies gain +1 Momentum.	Full Move Move Move +2. Momentum 1: +2 Movement. Momentum 2: +1 Cover Step.	Assault Attack. May Crit Hit: +Ref. On Hit: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.
Prepare Pick 2: Move, Draw, Reload, Recover, Skill Roll. Set Up, Pull Down, +1 Momentum (once per Turn) or Alter your next Crit Location by +/-1.	Guard Move*, Attack Move -1. Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: +1 Cover Step.	Tackle Move, Attack Hit: +Ref. On Hit: Apply 1 Tackle Effect. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.
Ready Attack Attack*, May Crit Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: Your next Attack gains +2d6 Hit.	Quick Strike Attack, May Crit Hit: +Ref. Pick 1: Move, Draw or Reload. Momentum 2: Your next Attack gains +2d6 Hit.	Charge Move, Attack, May Crit Move +2 (Straight Line). 3+ Movement towards a foe: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.

Attack Roll Formula

+3d6 +Hit vs Targets Defence

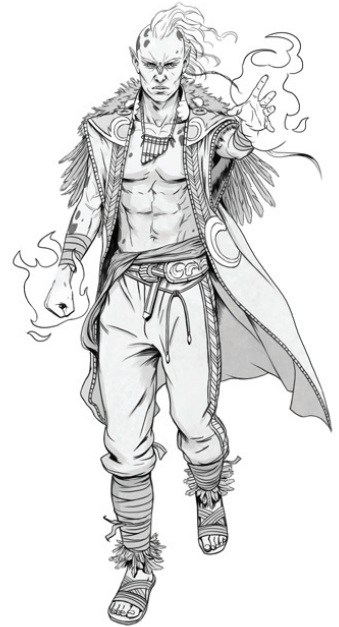
-2 per Rng Increment outside your Ideal Rng. Gain a free Critical Hit vs Targets with 0 Endurance.

Splash Scatter

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

Name: Loiza Starlight Race: Twi, Tradesman. Lv: ##

Everyday Skills	Persuasion (Int)	-2	Education Skills	Apothecary	-2	Personal Combat Skills	Finesse	-2
	Leadership (Str)	-2		Philosophy	+1		Brawn	+1
	Streetwise (Int)	-2		Heraldry	-2		Range	+1
	Pathfinding (Int)	+1		Stewardship	-2		Tactical	-2
	Stealth (Ref)	-4		Construction	-1			
	Resolve (Wil)	+2		Metallurgy	-1			
	Physical (Str/Ref/Mov)	+1		Fauna	+2			
Awareness (Foc)	+1	Forestry	+1					



Equipment: Resolve Toolbox, Fauna Toolbox.

Notes: +1 Body and Head Armour vs Energy. Energy vs you gain Splash +1.
Energy Weapons that cause you End Dmg gains Splash +1.

Body Attributes	Str	2	Head Attributes	Int	2
	Ref	5		Foc	4
	Mov	3		Wil	2
	Foc	4			2
	Int	2			2
	Wil	2			2

Random Damage

Combat Order

Maximum Momentum

Int + \diamond = \diamond 2
 Foc + \diamond = \diamond 4

Def 10 + Ref + Cover + \diamond 2 = \diamond 18
 vs Tac Defence + Str + \diamond = \diamond 18

Body Arm \diamond 2
 Head Arm \diamond 2
 at 0 End \diamond 0

End 10 + (Str x5) + \diamond = \diamond 20
 Recovery Foc + \diamond = \diamond 4

- Cover Steps
- Adjacent to an Ally Reduce all End Dmg by 2
 - 1) Light Cover +Int Defence
 - 2) Heavy Cover +Int x2 Defence
 - 3) Entrenched. +Int x3 Defence
Immune to Critical Hits if you have Endurance.

Weapons	Hit	Range	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Resources
Limbs	*	1	1	1	Str-2**	1	Infinite	-	-	Tackle.	-

Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a Improvised Weapon (torch, sword hilt, chair or stick).

Spirit Blast	+0	4	12	2nd	2	3	5	0	-	Alchemy, Sticky Flame.	3
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Splash 1, Strong Hit (5-6), Natural, Energy, Burn.

Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).

Short Sword	+0	1	2	1st	2	3	-	1	1	Blade, Primitive.	0
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+1 Defence.

Strong Hit	Requirements	Result
Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.
Hunt Prey	Ready Attack, Hit	You gain Strong Hit +1 vs your Target for the remainder of the Combat (does not Stack).

Personal Combat Actions, 2 per Turn

Tactical Actions	Defensive Actions	Offensive Actions
Encourage Move Skill Roll An Ally gains a Recovery. Momentum 2: Two Allies gain +1 Momentum.	Full Move Move Move +2. Momentum 1: +2 Movement. Momentum 2: +1 Cover Step.	Assault Attack, May Crit Hit: +Ref. On Hit: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.
Prepare Pick 2: Move, Draw, Reload, Recover, Skill Roll. Set Up, Pull Down, +1 Momentum (once per Turn) or Alter your next Crit Location by +/-1.	Guard Move*, Attack Move -1. Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: +1 Cover Step.	Tackle Move, Attack Hit: +Ref. On Hit: Apply 1 Tackle Effect. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit.
Ready Attack Attack*, May Crit Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: Your next Attack gains +2d6 Hit.	Quick Strike Attack, May Crit Hit: +Ref. Pick 1: Move, Draw or Reload. Momentum 2: Your next Attack gains +2d6 Hit.	Charge Move, Attack, May Crit Move +2 (Straight Line). 3+ Movement towards a foe: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit.

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.