

Warrior Poet



Name



HP

/ 70



Bloodied 35

Basic Melee

3d8, Melee 1



Mana

(2)

Basic Ranged

2d6, Ranged 5



Speed

Basic Techniques



Potent (2, Stackable)

+1 damage die with this attack.



Accurate (2, Kick-In)

Kick-In after making a damage roll. Reroll it and use the higher roll.

You may use these Techniques on any basic attack, and any power that deals damage immediately. (The Mana Cost of a technique is the first number in the Parentheses.)

Properties

Blood Cries for Vengeance



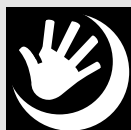
The first time you are attacked each Monster Turn, gain 1 Mana.

A Weapon Searches for Justice



Whenever you attack an enemy, Mark that enemy.

Disrespect Demands Retribution



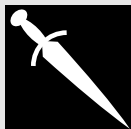
When an adjacent enemy Marked by you makes an attack that does not include you as a target, you may make an Opportunity Attack against them.

Crisis State

While you are in Crisis State, enemies adjacent to you are Marked by you. At the start of your turn in Crisis State, take one of the following actions:



Move 3 squares.



















Make a attack for 3d6 damage, Melee 2




Target an ally within Melee 1. They gain 1 Mana.


Conditions


-  Blinded
-  Cursed
-  Dazed
-  Distracted
-  Ensozelled
-  Harrowed
-  Immobilized
-  Manalocked
-  Marked
-  Overwhelmed
-  Pinned
-  Slowed
-  Staggered
-  Sundered
-  Swallowed
-  Weakened

Advance Like Lightning

Warrior Poet Attack

 Action: Major

 Shift your Speed in a straight or diagonal line. You may pass through enemies during this shift.


 Then, make an attack against each creature you passed through as if you were adjacent for 3d6 damage.

 **Conquering (1)**

Creatures are Displaced from the area you shifted through.

 **Soaring (1)**

You Jump during the Shift, and only damage Flying creatures you pass through.

 **Splitting (2, Expend)** ✦

Additionally, targets are Perma-Sundered.


 **The Sky Crackles over the Earth/** ✨


Thunder From Heaven (2, Burnout, Move)


Use this power as a Move action. The next attack you make this turn is Brutal.

All Things Must Perish

Warrior Poet Attack

 Action: Major

 Range: Melee 1, One Target


 3d8 damage, and the target is Perma-Harrowed 1.

 **Opportunistic (1)**

If the target is already Harrowed, this attack is Brutal.

 **Bloody (2)**

Instead, the target is Perma-Harrowed 5.

 **Dooming (2, Expend)** ✦

Additionally, the target is Perma-Sundered.


 **It is a Good Day to Die/** ✨


Hell Beckons us Both (4, Burnout)


You are Perma-Harrowed 10, which cannot be prevented, resisted, or removed. Target is Perma-Harrowed 15, which cannot be prevented, resisted, or removed.

Direct the River

Warrior Poet Attack


 Action: Major

 Range: Melee 1, One Target

 3d8 damage, Slide the target 1 Square, and Shift 1 into a square vacated by the target.

 **Inexorable (1)**

Ignore difficult terrain during the Shift.

 **Treacherous (2, Stackable)**

Add +1 to the Slide and Shift.

 **Tumultuous (2)** ✦

Additionally, the target is Slowed and Staggered.

 **The River Takes to Heaven/** ✨


The Fallen Rain Down (2, Exclusive, Burnout)


Instead of Sliding the target, Throw the target 10 squares.

Instead of Shifting, Jump 10 squares.

Slice Through Illusions

Warrior Poet Attack


 Action: Major

 Range: Melee 1, One Target

 3d8 damage that ignores Resist.

 **Piercing (2)**


Additionally, Target is Sundered.

 **Counter the Counter (2, Kick-In, Stackable)** ✨

Kick-In this technique to negate a React used in response to this power.

 **Disenchanting (2, Expend)** ✦

End a buff on the target. That target can't regain that buff until the end of the next Monster Phase.


 **Perseverance is Falsehood/** ✨

The Sword Seeks Truth (4, Burnout)

Until the end of the Encounter, your attacks ignore Resist, and target can't benefit from Resist.

Swords Fall like Blossoms

Warrior Poet Attack

 Action: Major

 Range: Close Burst 1, Each Target


 2d6 damage.

 **Beautiful (2)**

Additionally, targets are Distracted.

 **Burning (2)**

Additionally, targets are Perma-Harrowed 5.

 **Beckoning (X, Expend)** ✦

Before the attack, Pull each enemy in Close Burst 5 X squares.


 **Kingdoms Rise, Empires Burn/
Bear Heaven's Bright Torch (3, Burnout)** ✨


Range: Close Burst 5, Each Target

After the attack, Teleport to any square in Burst.


Sympathetic Sword

Warrior Poet Attack

 Action: Major

 Range: Melee 1, One Target


3d8 damage.

 Choose one condition you are suffering. Inflict that Condition (*without the Perma tag*) on the target.

Whenever this power inflicts a condition on a Monster, that Monster may Ward it for 1 Threat Point.

 **Invigorating (2)**


Additionally, remove the Perma flag from the chosen Condition(s) you are suffering.

 **Ambivalent (2, Stackable)**

Choose an additional condition you are suffering, and inflict that Condition (*without the Perma tag*) on the target.

 **Enduring (2, Expend, Kick-In)** ✦ ✨

Kick-In after all defensive choices have been chosen against this power. Add the Perma tag to the inflicted condition(s).

 **All Who Witness its Power/
Are Forever Changed (2, Burnout)** ✨

Instead, inflict the chosen Condition(s) on each creature within Close Burst 5.


Block

Universal Power

 Action: React

React when attacked, after seeing all damage and effects of the attack.

 Gain Resist 10 until the start of the next Hero turn.

 Expend this power.

 **Ward (0, Exclusive)**

Instead of gaining Resist, Ward all conditions and effects that the attack would have on you.

 **Endure (0, Exclusive)**

Instead of gaining Resist, gain 2 Mana. If you are Bloodied after the attack, instead gain 3 mana.

 **Guard (0, Exclusive)**

Use when an adjacent ally is attacked. Instead, give them Resist 15 against that attack only.

 **Roll (X, Exclusive)**

In addition, Shift X squares.



A Dish Called Revenge

Warrior Poet Utility

Action: React

React when an enemy attacks you.
The enemy is Perma-Marked by you.
This condition can't be Warded or removed,
except by you going into Crisis State.

Expend this Power.

Intimidating (1)

While the enemy is Marked by you, it is also Cursed.

Poisoned (2)

While the enemy is Marked by you, it is also Perma-Harrowed 5.

Deadly (2)

While the enemy is Marked by you, your attacks against it are Brutal.

Seven Thousand Chefs Agree/

Nothing is Sweeter (2, Burnout)

While the enemy is Marked by you, whenever it violates your mark, you may, as a React, Shift your Speed, then make a Basic Melee Attack against the Marked enemy.



Bend Like the Willow

Warrior Poet Utility

Action: React

React when an enemy you have marked attacks you.

Gain Resist 15 against the triggering attack.

Expend this Power.

Nimble (1)

After the attack is resolved, Shift 1 square or Move 3 squares.

Righteous (2)

Ward all effects from the triggering attack.

Flexible (3)

Instead, React when any creature attacks you.

Hard Yet Soft, Strong Yet Yielding/ Iron Wrapped in Silk (2, Burnout)

Instead, Negate the attack against you.



Footsteps Like Petals

Warrior Poet Utility

Action: Move

Move your Speed.
Enemies that you have Marked may not make opportunity attacks against you during this movement.
You must end the movement adjacent to an enemy you have Marked.

Fascinating (1, Stackable)

Choose an enemy you move away from during this movement. That enemy is Staggered.

Instant (2, Expend, Free)

This is a Free Action rather than a Move Action.

Weightless (2, Expend)

Additionally, you have the Climb and Swim properties during the move.

Impossible Grace and Poise/ Steps Between Raindrops (3, Burnout)

Additionally, until the end of the encounter, enemies that are marked by you can't make Opportunity attacks against you.



Strike Without Striking

Warrior Poet Utility

Action: Move

Range: Melee 1, One Target

Target is Staggered, Overwhelmed, Cursed, and Marked.

Absolute (2)

If the target violates the mark before the end of the next Monster Phase, you deal an additional 2 dice of damage on your next attack against it.

Demoralizing (2)

Target is Distracted and Weakened.

Masterful (2, Expend, Exclusive)

Instead, target is Perma-Staggered, Perma-Marked, Perma-Overwhelmed, and Perma-Cursed.

A Thousand Enemies Fall/ The Swords are Silent (3, Burnout)

Range: Special - All Enemies, Ignoring Line of Sight and Cover
2d6 damage, and the conditions effect all targets.

