



Tale Spinner One Sheet Fly By Night



Warbeast Basics

A warbeast acts on its rider's initiative card, with the rider controlling it. If its rider is a Wild Card, a warbeast has three wounds, and its wound penalties are applied to its rider's Piloting rolls.

Dismounting a warbeast uses 2" of movement. Mounting a warbeast is an action. If the warbeast is not under the control of a friendly rider or is Out of Control, a successful Strength roll must be made to mount it. If a passenger other than the rider is Shaken by damage, they must succeed at a Strength roll or immediately fall off the warbeast. Flyer saddles include safety lines for the rider and all passengers, but getting back on board requires a successful Climbing roll.

Lance Bolts: These ballista bolts are launched from a flyer using the lower of the rider's Piloting or Shooting skills. A Shaken flyer cannot shoot lance bolts.

Shaken Warbeasts: If a warbeast is Shaken, its rider can, as an action, make a Riding roll. If they are successful, their warbeast is no longer Shaken. This is in addition to the warbeast's own Spirit roll to recover.

Out of Control Warbeasts: Whenever a warbeast or its rider are at least Shaken by any source, including Tests of Will and Tricks, the rider must make an immediate Riding roll or the warbeast will go Out of Control, rolling on the table above. Each passenger

other than the rider incurs a cumulative -1 penalty to this. Any actions taken by an Out of Control warbeast happen regardless of whether or not it is Shaken.

Flyer Combat

Flyer combat uses the Chase Rules. Maneuvering rolls use the Piloting skill, and Shaken flyers still roll for and receive Action Cards.

A flyer can also dive at a target. This is an action for the rider requiring a Piloting roll. Apply the range penalty from their Action Card, increased by -2 for ground targets, to this roll. If successful, the flyer and all onboard gain a +4 bonus to all Fighting damage rolls against that target this round. None of these individuals may affect any other targets this round, regardless of the dive's success. This also costs the flyer some maneuverability, inflicting a -2 on the pilots's maneuvering roll next round.

Complications in the chase have slightly different results as listed below.

Disaster: Make a Piloting roll at -4 or the flyer suffers 2 wounds, and is out of the chase.

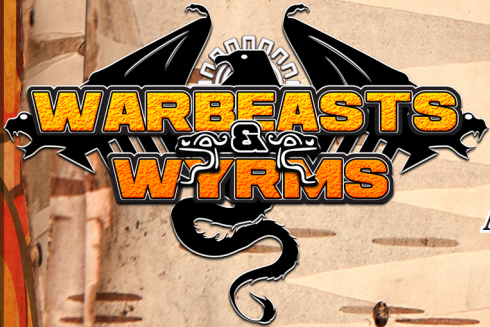
Major Obstacle: Make a Piloting roll at -2 or the flyer suffers 1 wound.

Minor Obstacle: Make a Piloting roll or the flyer is Shaken.

Warbeast Out of Control Table

2d6 Effect

- 2 Total Frenzy:** All passengers, including the rider, roll Strength (-2). Any who fail are thrown from the warbeast and Shaken. The warbeast acts independently until the rider makes a successful Riding (-2) roll.
- 3-4 Frenzy:** All passengers, including the rider, must roll Strength. Any who fail are thrown from the warbeast and Shaken.
- 5-9 Distracted:** The warbeast loses its next action. When using the Chase Rules, the warbeast loses Advantage against all targets in the chase.
- 10-11 Wild Strike:** The warbeast moves towards and attacks the nearest target, friend or foe.
- 12 Adrenaline Strike:** The warbeast immediately recovers from being Shaken, and gains a +2 to all Trait and damage rolls on its next action. When using the Chase Rules, the warbeast is dealt an additional Action Card next round.



Fly By Night

A thunderbird unleashes a destructive work of the Ancients on a elf watchfort, and to stop it the heroes must take to the skies!



Watchfort in the Wild

Serpent Hill Watchfort is an isolated fortification built by the Five Groves elves on their western border. It guards the main caravan roads connecting the wide open Blasted Prairie and the densely forested Arbor Wood, making it an important position. The rising hostilities between the nations of the Leaferation have led to the fortress being severely undermanned. The remaining warriors have also had their numbers worn down by the recent arrival of a powerful thunderbird.

Known as Stormclaw, the creature has gathered wyrmspawn minions and destroyed the watchfort's patrols, and now making lightning raids at the watchfort. Stormclaw has slain any who cross the territory, and word of its terror has not spread. But the evil thunderbird does not know that the watchfort's leader, First Bow Aellys ThreeHawks, has fled the watchfort.

Aellys is a grizzled veteran of many campaigns. Not wanting to throw her warriors' lives away, she has made a desperate attempt to escape Stormclaw's reach and find someone, anyone, who can provide aid to her beleaguered warriors. She is halfway successful, as a patrol of goblins on flying stingwings pursued her for a day and a night. That's where the heroes come in.

Crossing Flights

The heroes are crossing the Arbor Wood by flyer, paired up on skyhunters, each carrying 5 lance bolts (24/48/96, 4d6, HW). They might be delivering an important message or carrying cargo. It is an Autumn morning, with a warm sun, cold winds, and an rainbow of colors in the leaves of the great trees. Just after they take to the sky, a swarm of stingwings comes wheeling at them. Each has a goblin rider, with one flyer per hero. A Notice roll spies a wounded skyhunter fleeing them. Aellys and her skyhunter have a wound each. A heartbeat later, they all meet in a grand dogfight.

The goblins are not prepared for the heroes, and flee after losing half their number. Aellys is thankful for the aid, especially if they treat her or her flyer's wounds. She explains the situation at Serpent Hill,

and promises rewards if the heroes will aid her.

The goblin attack is a blessing in disguise, as their retreat is easy to follow. It takes three successful Tracking rolls to follow them to Stormclaw's lair. They can stop at Serpent Hill after the first two, to resupply. There are no other flyers at the watchfort, and the lair can only be reached on the wing.

Goblin

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Piloting d6, Riding d6, Stealth d8, Shooting d6, Throwing d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Gear: War mace (Str+d6, AP 2 vs rigid armors), Short Bow (8/16/32, 2d6, 20 arrows), Light hairpipe vest (+1)



Special Abilities:

- **Infravision:** Goblins halve all darkness penalties vs. warm targets.
- **Size -1:** Goblins stand only 3 feet tall.
- **Swarm Fighter:** Goblins apply any Gang Up Bonus to their damage rolls as well as their Fighting rolls.

Stingwing

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d6

Skills: Fighting d8, Intimidation d6, Noticed 12, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

- **Armor +1:** Scaled hide.
- **Bite:** Str+d6.
- **Flying:** Pace 18.
- **Size +2:** Stingwings have wingspans of over 10 feet.
- **Stinger Tail:** Str+d8, Reach 2.
- **Wyrmspawn Mount:** Stingwings never go Out of Control when ridden by wyrmspawn, netherborn, or Corrupted. If ridden by anyone else, they instantly go Out of Control.

Aellys ThreeHawks



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Piloting d8, Stealth d6, Survival d6, Throwing d8

Charisma: 0; **Pace:** 4; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Heroic.

Edges: :Combat Reflexes, Steady Hands.

Gear: Bladed thrower (Str+d4, 3/6/12, throws javelins), 10 javelins, light hairpipe vest (+1).

Special Abilities:

- **Low Light Vision:** No penalties for Dim and Dark.
- **Saddleborn:** +2 Piloting and Riding, can soak wounds for mount with appropriate skill at -2.

Skyhunter

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d6

Skills: Fighting d6, Intimidation d6, Noticed 12, Stealth d4

Pace: 2; **Parry:** 5; **Toughness:** 8; **Cost:** 4000F

Special Abilities

- **Flying:** Pace 18.
- **Size +3:** Skyhunters have 15 foot wingspans.
- **Talons:** Str+d8.
- **Wing Slayer:** Skyhunters slay with powerful dives at their target. The rider reduces the range penalty on their Piloting roll by 2 when diving at a foe.

Broken Lightning

Stormclaw's lair is a hidden lake, home to extensive ruins and surrounded by cliffs, deep in the Arbor Wood. The cliffs are sheer and vertical, so anyone without a flyer has no chance of entering without being discovered by the thunderbird or its goblin servants. The lake is a deep green, with points of red and orange from the falling leaves.

Breaking the lake's surface is a massive artifact of the Ancient Ones. It is as large as a dragon, and covered in intricate antennae. As the heroes arrive, Stormclaw's lightning strikes the artifact, and it rises into the air. Energies spiral out from it in every direction, and it flies straight towards Serpent Hill Watchfort!

It will reach the fortress in 5 rounds. A Notice roll spies a crystal on the artifact's back, a focus for its energies. Removing it is the only way to stop it. Landing on the artifact is a full round action requiring a Piloting (-2) roll, opposed by Stormclaw's Flying if it has Advantage on them. This is a free action for Stormclaw, and she and her goblins (1 per hero on stingwings) do all they can to keep the heroes off the artifact.

Removing the crystal is a Dramatic Task using Repair (-2) or Strength (-4). A Complication results in all participants immediately taking 3d6 damage and the artifact exploding at the end of the following round, dealing 8d6 damage to everyone in the battle.

If Aellys survives, she names the heroes Elf Friends, and takes them to Heartwood Grove for the ceremony. But who unearthed the artifact? What power does the crystal hold? Those are mysteries that your heroes still need to answer!

Stormclaw



Attributes: Agility d12, Smarts d8, Spirit d6, Strength d12+2, Vigor d6

Skills: Fighting d6, Flying d10, Notice d12+2, Shooting d10, Stealth d6, Taunt d8,

Pace: 2; **Parry:** 5; **Toughness:** 13

Special Abilities:

- **Beak:** Str+d6.
- **Flying:** Pace 24.
- **Large:** Attackers add +2 to their attack rolls when attacking a thunderbird due to its immense size.
- **Size +6:** Thunderbirds all other flyers.
- **Thunderclap:** Thunderbirds can blast a target with thunder in melee. This affects the target, as well as any passengers, dealing 2d6 damage.
- **Lightning Strike:** 4d6, Range 24/48/96, RoF 3, HW.

Broonum
 BIRTH NAME
 Grandfather Dwarf
 PEOPLE
 Sellspear

StandsAlone
 SOUL NAME
 Clanless
 CLAN NAME



PLAYER NAME

CAMPAIGN

20

SEASONED

ARCHETYPE

XP

RANK

Attributes

Skills

ATTRIBUTE DIE

ATTRIBUTE DIE

d6

Agility

d6

Smarts

d6

Spirit

d8

Strength

d8

Vigor

+0

Charisma

4

Pace

6+2

Parry

8 (1)

Toughness

Penown Die

Climbing	Strength	d4
Fighting	Agility	d8
Intimidation	Spirit	d6
Notice	Smarts	d4
Piloting	Agility	d6
Repair	Smarts	d6
Shooting	Agility	d6

Stealth	Agility	d4
Taunt	Smarts	d6
		-
		-
		-
		-
		-

Hindrances

Clanless: cannot use clan favors

Heroic

Slow as Stone: Pace 4, d4 Running die

Languages

Injuries

Edges

Brawny

Low Light Vision

Shield Fighter: increase Parry bonus from shields by +1

Nerves of Steel

Counterattack

Possessions

Light hairpipe vest

Shatter shield

Light crossbow

Mace

25 bolts

Quiver

Crafter's kit

5 talons

Weapons

Type	Damage	Range	Notes
Mace	Str+d6	-	AP 2 vs rigid armor
Light crossbow	2d6	8/16/32	AP 1. Reload 1. Can be used in melee. One hand.
Shatter shield			Parry +1. +2 Armor vs ranged attacks. +2 Fighting and damage rolls to disarm.

Ammo



Wounds

-1

-2

-3

Incap

-2

-1

-1

Fatigue



Character Description

Age



Renown Tracker



Renown Die d8

Advance Tracker

20

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Notes

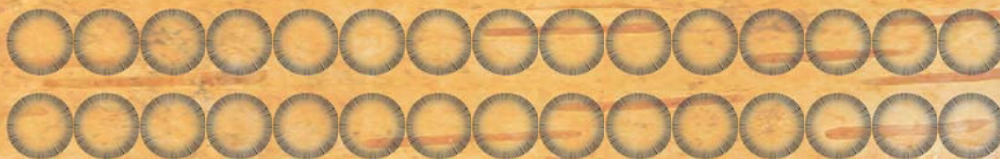
Powers

Duration Notes

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Force

Dragondust





Attributes

d8
Agility

d6
Smarts

d8
Spirit

d6
Strength

d6
Honor

+0/-4
Charisma

6
Pace

5
Parry

5 (1)
Toughness

1
Renown Die

Injuries

Beast Rider: OneFang, screechwing
Keen Ears: +2 on hearing based Notice rolls
Saddle Born: +2 Riding, can soak wounds for mount with Riding (-2)
Beast Bond: can spend bennies on mount's rolls
Experience Beast: Fighting d8
Battle Pilot: receive additional Action Card when Piloting if you receive at least one.

Light hairpipe vest
Fang bracer
Thrower
6 javelins
Healer's kit
50 talons

Wounds

Minor Favors

Major Favors

-1

-2

-3

Incap

-2

-1

-1

Fatigue



Character Description

Age

Renown Tracker



Renown Die d8

Advance Tracker

2C

200.

Notes

OneFang, screechwing

Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

Fighting d8, Intimidation d6, Notice d12, Stealth d6

Pace: 6; Parry: 6; Toughness: 7

Special Abilities

Bite: Str+d6

Flight: Flying Pace 20.

Size +2: Screechwings have a 12 foot wingspan

Wing Dancer: rider gets +1 on all Piloting rolls

Powers

Duration Notes

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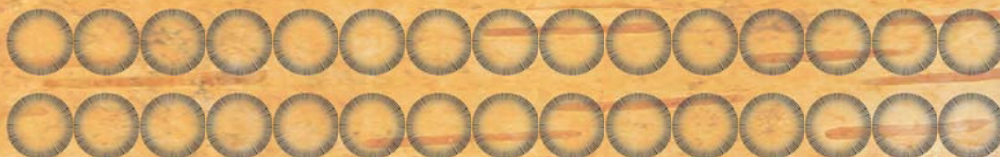
Arcane

Skill

Max

Force

Dragon dust



Aelyss
 BIRTH NAME
 Stonewood Elf
 PEOPLE
 Skinchanger
 ARCHETYPE

SkyArrow
 SOUL NAME
 Howling Pine
 CLAN NAME



PLAYER NAME
 CAMPAIGN

20 SEASONED XP RANK

Attributes

d6 Agility

d6 Smarts

d8 Spirit

d8 Strength

d6 Vigor

+0 Charisma

6 Pace

5 Parry

4 Toughness

Penown Die

Skills

ATTRIBUTE	DIE
Fighting	Agility d6
Healing	Smarts d4
Investigation	Smarts d4
Notice	Smarts d6
Piloting	Agility d4
Shooting	Agility d8
Stealth	Agility d6

Hindrances

Big Mouth

Bones of Air: Toughness -1

Quirk: loves being high up

Arrogant

Edges

Giant Killer

Keen Ears: +2 on hearing based Notice rolls

Skinchanger: hawk

Rapid Shot: can make rapid attacks with bow

Soul of the Beast: can shapeshift as free action

Weapons

Type	Damage	Range	Notes
Double bow	2d8	12/24/48	Cannot be used mounted
Mace	Str+d6	-	AP 2 vs rigid armor

Ammo



Languages

Injuries

Possessions

Double bow

Mace

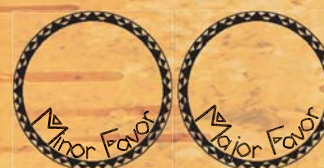
25 arrows

Quiver

Glowdust, 5 pouches

Glowlamp

45 talons



Wounds



Fatigue



Ragh WalksFar
BIRTH NAME SOUL NAME
Frozen Ork Red Elk
PEOPLE CLAN NAME

PLAYER NAME

CAMPAIGN

High Born

20

SEASONED

ARCHETYPE

XP

RANK

Attributes

Skills

ATTRIBUTE DIE

ATTRIBUTE DIE

d6

Agility

d8

Smarts

d8

Spirit

d8

Strength

d4

Vigor

+4

Charisma

6

Pace

4-1

Parry

6 (2)

Toughness

Penown Die

Fighting	Agility	d6
Intimidation	Spirit	d8
Knowledge (Battle)	Smarts	d6
Knowledge (Politics)	Smarts	d6
Notice	Smarts	d4
Persuasion	Spirit	d8
Piloting	Agility	d6

Stealth	Agility	d4
Streetwise	Smarts	d4
		-
		-
		-
		-
		-

Hindrances

Burning Rage: Parry -1
Death Wish: slay the thrall who took his eye
One Eye
Stubborn

Languages

Injuries

Edges

Bundle Keeper: Bundle of Words
Good Nose: +2 on scent based Notice rolls
High Born: +2 Charisma, Wealthy (50 talon purchases are free, can spend minor favor for 200 talons, major favor for 1000 talons), obligations to his clan

Charismatic
Trickster: +2 on Trick rolls

Possessions

Heavy hairpipe vest
Bundle of Words
- hare skull (+2 Persuasion OO)
Glaive
Stiletto
Ceremonial garb: +1 Charisma
Codex
Ritual Garb: +1 on rituals
Scribe's kit
475 talons

Weapons

Type	Damage	Range	Notes
Glaive	Str+d8	-	Parry -1. Reach 2. Two hands.
Stiletto	Str+d4	-	AP 3. Parry -1. +2 Stealth to conceal.

Wounds

-1
-2
-3
Incap
-2
-1

Ammo

Fatigue

