Tale Spinner One Sheet Fly By Night

TIM/7



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.

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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:Fightingd8,Intimidationd6,Noticed12,Stealthd6 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:Fightingd6,Intimidationd6,Noticed12,Stealthd4 Pace: 2; Parry: 5; Toughness: 8; Cost: 4000₮ 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!



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.

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| Character Description | | Advance Tracker (20) |
| Height | Renown Die d4 | 5 Vigor d8 |
| Weight | Minor Boon | 10 Nerves of Steel |
| weight | Enemy | 15 Intimidation d6, Taunt d6 |
| Eyes | Minor Boon | 20 Counterattack |
| Hair | Renown Die d6 | 25 |
| nair | Minor Boon | 30 |
| Age | Hero of Tales | 35 |
| Condition of the State of the State | 0 | 40 |
| AND DESCRIPTION OF | Major Boon | 45 |
| and the second second | Living Legend | 50 |
| Notes | Renown Die d8 | 55 |
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| ARCHETYPE | | and a company | XP DEMOCI | RANK | | |
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| Constant of the second | Climbing | Strength d4 | Survival | Smarts d4 | | |
| | Fighting | Agility d6 | Throwing | Agility d6 | | |
| d8 | Healing | Smarts d6 | Tracking | Smarts d4 | | |
| Callity of a | Intimidation | Spirit d4 | | - | | |
| d6 | Notice | Smarts d4 | | - | | |
| uo | Piloting | Agility d8 | | | | |
| Same Aumo | Riding | Agility d4 | | - | | |
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| and to | Saddle Born: +2 I | Riding, can soak wounds fo | Light hairpipe vest | and the second se | | |
| a than | mount with Ri | ding (-2) | Fang bracer | | | |
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| Character Description | Renown Tracker | Advance Tracker (20) | | | |
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| Age | Hero of Tales | 35 | | | |
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| and Representation of the | Living Legend | 50 | | | |
| Notes | Renown Die d8 | 55 | | | |
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| Agility d8, Smarts d4 (A), Spirit d6, | Strength dio Vigor de | 65 70 | | | |
| Fighting d8, Intimidation d6, Notic | and the second se | 75 | | | |
| Pace: 6; Parry: 6; Toughness: 7 | | 80 | | | |
| Special Abilities | 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1 | 90 | | | |
| Bite: Str+d6 | | 100 | | | |
| Flight: Flying Pace 20. | and the second | 110 | | | |
| Size +2: Screechwings have a 12 f | oot wingspan | 120 | | | |
| Wing Dancer: rider gets +1 on all | | 130 | | | |
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| d6 | Shooting | | d8 | | | - |
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| Character Description | Renown Tracker | Advance Tracker (20) |
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| | Renown Die d4 | (20) |
| Height | Minor Boon | 5 Notice d6, Stealth d6 |
| Weight | Enemy | 10 Extraction (hawk form) |
| | Internet | 15 Rapid Shot |
| Eyes | Minor Boon | 20 Soul of the Beast |
| Hair | Renown Die d6 | 25 |
| iidii | Minor Boon | 30 |
| Age | Hero of Tales | 35 |
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| LART RUSS STORE | Major Boon | 45 |
| | Living Legend | 50 |
| Notes | Renown Die d8 | 55 |
| The second s | Kenowii Die us | 60 |
| Hawk Form | | 65 |
| Agility d10, Strength d6, Vigor d6 | and the second second | 70 |
| Flying d10, Notice d10, Stealth d6 | | 75 |
| Pace 2; Toughness: 3 | and the second sec | 80 |
| Special Abilities | - BARREL SALE | 90 |
| Beak and Claws: Str+d6 | | 100 |
| Dive: If a hawk dives at least 12" at | their target, they deal +2 damage | 110 |
| Flight: Flying Pace 20 | and the second s | 120 |
| Size -2: Hawks have wingspans of | 4 feet | 130 |
| Small | State of the second | 140 |
| Extraction | | 150 |
| The state of the second second | | 170 |
| There are all the local states | The second second second | 180 |
| and the second s | | 190 |
| Powers | | 200 |
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| BIRTH NAME | SOUL NAME | | | | PLAYER NAME | |
| Frozen Ork | Red Elk | | NB | and the second second | The ward | |
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| High Born | A CONTRACTOR | _ | | 20 SEASO | | |
| ARCHETYPE | Skills | ATTRIBUTE | E DIE | XP | RANK ATTRIBUTE DIE | |
| Attributes | Fighting | Agility | d6 | Stealth | Agility d4 | |
| | Intimidation | Spirit | d8 | Streetwise | Smarts d4 | |
| d6 | Knowledge (Battle) | | d6 | The second second second | Salaran - | |
| aility of an | Knowledge (Politics | | d6 | | - | |
| d8 | Notice | Smarts | <u>d4</u> | | - | |
| us | Persuasion Piloting | Spirit Agility | d8 d6 | | | |
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| d8 | Hindrances | Carlos and a | | Languages | | |
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| Pigor | Bundle Keeper: | Bundle of Words | | Possessions | | |
| +4 | | on scent based Noti | ce rolls | | CONTRACTOR OF | |
| A server | High Born: +2 Charisma, Wealthy (50 talon Bundle of Words | | | | | |
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| | Trickster: +2 on Trick rolls Ceremonial garb: +1 Charisma | | | | | |
| 4-1 | Codex | | | | | |
| Part Car | Charles - | and the second second | | Ritual Garb: +1 on r | ituals | |
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| Weapons | | the standard and | | MA SMA | 5 60 | |
| Туре | Damage | Range Notes | | thor Four Gior F | -3 | |
| Glaive | Str+d8 | | each 2. Tw | | | |
| Stiletto Str+d4 - AP 3. Parry -1. +2 Stealth to conceal. Incap | | | | | | |
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| Character Description | Renown Tracker | Advance Tracker (20) |
| Height | Renown Die d4 | 5 Spirit d8 |
| | Minor Boon | 5 Spint do 10 Intimidation d8, Persuasion d8 |
| Weight | Enemy | 15 Charismatic |
| Eyes | Minor Boon | 20_Trickster |
| | Renown Die d6 | 25 |
| Hair | Minor Boon | 30 |
| Age | Hero of Tales | 35 |
| | A PARTY AND A PARTY AND A | 40 |
| STATES CONTRACTOR | Major Boon | 45 |
| | Living Legend | 50 |
| Notes | Renown Die d8 | 55 |
| | ACHOWII DIC Uð | 60 |
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| and the second se | and the second s | 90 |
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| Powers | | 190 200 |
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