



## THE WARDEN

You specialise in taking hits and walking away from dangerous situations intact. Where did you learn that? What do you use to defend yourself? Are you armoured, or agile? Do you carry a shield, or other protective gear? Do you not feel the pain, or do you just refuse to stay down?

### Sample concepts:

WARRIOR: Shield Maiden; Masochistic Captain; Aegis Operator, Bulwark Division

OUTLAW: Stone-jawed Boxer; Disgraced City Guard; Spaceport Mafia Enforcer

DEVOUT: Temple Guardian; Sin-eating Flagellant; The Mother of Lost Children

WILD: Mountain-born Stonespeaker; Environmental Martyr; A Bear

MAGI: Necromancer, followed by a skeleton legion; Headmaster on a Field Trip; Unflappable Swordmage

PACTBOUND: Served my tour of duty in Hell; Fleshcrafting Witch; Demonic Golem

**PROFICIENCIES:** STRIKE: 2 DEFENCE: 3

**STAMINA:** 7

### BOOSTS

**MOVE:** *Get moving.* One ally within 2 areas may make an immediate escape move.

**SHOOT:** *Come here.* Pull the target one area towards you.

**STRIKE:** *Face me.* Until the start of your next turn, your target's attacks must include you.

**RECOVER:** *You're trapped in here with me.* All enemies in your area take 1 damage.

**DEFENCE:** *Call that a hit?* Until the start of your next turn, when you take damage, take 1 less damage to a minimum of 1.

In addition, choose one:

**IRON CONSTITUTION:** *Always on.* When you take a wound, you may gain up to 3 temporary stamina.

**Advanced:** As above, and all allies in your area gain 1 temporary stamina.

**CENTRE OF ATTENTION:** *Limited 3.* After you make a MOVE or RECOVER action, pull every target within 1 area, 1 area towards you and inflict 1 damage to each target.

**Advanced:** As above, but you may choose to PUSH or PULL the targets.

**GET DOWN!:** *Limited 4.* When an ally in your or an adjacent area takes damage, you take the damage instead. If the ally is in an adjacent area, MOVE to their area as an immediate action before taking the damage.

**Advanced:** As above, but the damage is halved.

**MARKED:** *Limited Special.* When you hit with a STRIKE or SHOOT action, use this power. The target deals half basic damage when it makes STRIKE or SHOOT actions that do not include you as a target until you take a wound. *When you take a wound, this power recharges.*

**Advanced:** When you use MARKED, gain 2 temporary stamina.

**LINE IN THE SAND:** *Limited A.* When you make a RECOVER action, mark the area you are occupying. In that area, you and your allies gain +1 stamina on RECOVER actions and inflict +1 damage on STRIKE or SHOOT attacks. When you are no longer in this area or take a wound, this power ends.

**Advanced:** The area you occupy during LINE IN THE SAND becomes Damaging 2 to enemies.