

TRISS

Overview

Role: Triss is a predatory battlefield-control Character of the Underdark. A powerful Dryder, she uses her exceptional speed, venom, and webbing to hunt down enemies, restrict their movement, and reshape the battlefield. Once Triss catches her prey, escaping her grasp can prove extremely difficult.

Core Information

Summon Points: 2

Alignment: Grey

Affiliation: Underdark (Undead Court)

Keywords

- Character
- Underdark
- Dryder
- Large Creature

Statistics

- **Health:** 6
- **Armor:** 4
- **Speed:** 6
- **Defense:** 7
- **Dodge:** 8
- **Willpower:** 5

Universal Rules

Triss gains the following Underdark Universal Rules:

- **Natural Armor**
- **Elusive**

(See Underdark Universal Rules.)

Unit Rules

Large Creature (Melee)

Due to her large size, Triss presents an easier target to opponents engaging her in close combat.

Enemy units gain **+1 to Melee attack rolls** made against Triss.

Web Walker

Triss moves effortlessly across the webs she creates.

Triss may move through **Web terrain and Web effects** without suffering their movement restrictions or other negative effects.

Abilities

Venom's Bite

Type: Melee (M)

Mechanic: Fate vs. Willpower

Damage: Light Damage

Triss sinks her venomous fangs into her prey, injecting a potent toxin that weakens the victim even after the initial attack.

On a successful attack:

- Gain **1 Fate Token**.
- The target suffers **-1 Speed** until the end of its next activation.
- The target suffers **+1 Damage at the beginning of its next activation**.

Venom's Bite may generate a maximum of **1 Fate Token each round**.

Not So Fast

Type: Interrupt, Free Action

Mechanic: Fate vs. Dodge

Cost: 1 Fate Token

Once Triss has caught her prey, she is reluctant to allow it to escape.

When an enemy unit attempts to leave Melee combat with Triss, she may immediately use **Not So Fast**.

On a successful Fate vs. Dodge roll, Triss pursues the enemy and immediately re-enters Melee combat with it.

If Triss's Fate roll exceeds the target's Dodge by **3 or more**, she may immediately perform **Venom's Bite** against that enemy.

Not So Fast may be used even if Triss has already attacked during the round.

Exploding Webs

Type: Free Action

Range: 10"

Area: Burst 2

Mechanic: Fate vs. Dodge

Cost: 3 Fate Tokens

Triss compacts a mass of sticky webbing and launches it toward her prey. Upon impact, the projectile explodes outward, covering the surrounding area in thick strands of web.

All enemy units within the **2-inch Burst** are targeted.

On a successful Fate vs. Dodge roll, the affected unit is **Immobilized until its next activation**.

Triss is unaffected by Exploding Webs due to **Web Walker**.

Silken Wall

Type: Ultimate, Free Action

Cost: 5 Fate Tokens

Triss uses the Pillars of Fate themselves as anchors for an enormous wall of dense webbing, allowing her to divide the battlefield and trap enemies exactly where she wants them.

To use **Silken Wall**, Triss must be within **4 inches** of either the Central Pillar of Fate or an Outer Pillar of Fate.

Triss immediately leaps onto that Pillar and then moves to:

- The **Central Pillar**, if she began at an Outer Pillar; or
- One **Outer Pillar of her choice**, if she began at the Central Pillar.

Triss then creates a massive Web Wall connecting the two Pillars.

The Web Wall:

- Completely **blocks Line of Sight**.
- Completely **blocks movement** through it.
- Is considered **Impassable Terrain**.
- Has **Armor 10**.
- Is **automatically hit** when attacked.
- Remains in play until the **end of the round**.

After creating the wall, Triss's controlling player chooses which side of the Web Wall Triss occupies.

If the Web Wall passes through the position of an enemy unit when created, Triss's controlling player chooses which side of the wall that enemy unit is placed on.

Silken Wall does not require a Fate roll. Once its 5 Fate Token cost is paid and its positioning requirements are met, the ability succeeds automatically.

Tactics and Strategies

Triss is a highly mobile battlefield-control Character who excels at isolating enemies and preventing them from escaping once she has engaged them.

Her **Speed 6**, high Dodge, and **Elusive** rule allow her to move aggressively around the battlefield, while **Web Walker** allows her to operate freely within areas that would hinder other units.

Venom's Bite gradually weakens enemies through damage and reduced movement, while **Not So Fast** makes disengaging from Triss dangerous. Opponents must consider carefully whether attempting to escape is worth potentially suffering another Venom's Bite.

Exploding Webs allows Triss to control groups of enemies from a distance, giving her a way to restrict movement before closing in herself.

Her most powerful battlefield-control ability is **Silken Wall**. By connecting two Pillars of Fate with an impassable wall, Triss can divide enemy forces, block Line of Sight, protect allies, isolate targets, or temporarily deny access to important areas of the battlefield.

Triss is not intended to overwhelm opponents through raw damage. Her strength comes from deciding **where the battle takes place and whether her prey is allowed to leave**.