

TIMBER



SUMMON SLOTS:
1
ALIGNMENT: GREY
CHARACTER

DEFENSE: 7 DODGE: 7 WILLPOWER: 6

SPECIAL: MOUNTED, NATURAL ARMOR, LARGE CREATURE

VICIOUS BITE:

2 vs DEF

1 POUNCE:

2 vs DOD FA

3 AGGRESSION:

2 + 1 vs DEF

PACK MATES:

FA

QUEST
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V0.2.7

TIMBER:

TIMBER IS THE RUN OF THE WORG LITTER AND THE PERSONAL MOUNT AND PET OF GROG. HE NEVER GOES ANYWHERE WITHOUT TIMBER BY HIS SIDE AND HER LOVE FOR HER MASTER IS UNCONDITIONAL. SHE WILL PROTECT HIM WITH HER VERY LIFE.

QUOTE:

"..."



ABILITY DESCRIPTION

SPECIAL:

MOUNTED: TIMBER MUST BE SUMMONED WITH GROG, NOT BY HIMSELF
NATURAL ARMOR, ARMOR CAN NOT BE REPAIRED.
LARGE CREATURE - DUE TO THEIR LARGE SIZE, WORGs MAKE EASY TARGETS. ALL ATTACKS AGAINST WORGs ARE MADE AT **1.**

VICIOUS BITE:

DIRE WORGs HUNT IN PACKS AND HAVE A VICIOUS BITE. THEY OFTEN ATTACK IN PACKS. IF TWO OR MORE WORGs ATTACKS THE SAME OPPONENT IN THE SAME ROUND AND CAUSE DAMAGE, THEY GAIN A **FATE TOKEN.**

POUNCE:

IF AN OPPONENT LEAVES MELEE COMBAT, THE DIRE WORG WILL PURSUE THEM TO KEEP THEM LOCKED IN COMBAT. AS THE OPPONENT RETREATS, THE DIRE WORG POUNCES FORWARD TO REENGAGE IN COMBAT. ROLL **FATE VS DOD** TO REENGAGE. IF SUCCESSFUL THEY REMAIN IN MELEE COMBAT WITH THE WORG AFTER THE MOVMENT, PLACE THE WORG NEXT TO ITS OPPONENT, IF THE DIRE WORG'S FATE ROLL BEATS ITS OPPONENT'S DODGE BY **3 OR MORE,** IT CAN MAKE AN IMMEDIATE ATTACK **(M: FATE VS DEF: LIGHT DAMAGE).** THIS ABILITY CAN BE USED EVEN IF THE WORG HAS MADE AN ATTACK ALREADY THIS ROUND.

AGGRESSION:

TIMBER CAN BE VICIOUS WHEN BLOOD IS SPILLED. IF THIS ATTACK EXCEEDS HIS OPPONENT'S DEFENSE BY **3 OR MORE,** THIS ATTACK BYPASSES ARMOR AND TIMBER CAN MAKE A SECOND ATTACK ON A SECOND OPPONENT WITHIN 2 INCHES **(M: FATE V DEF: LIGHT DAMAGE).**

PACK MATES:

IF UNMOUNTED EMBER MAY ACT ON THE SAME ACTIVATION EACH ROUND AS ANY OTHER WORG, WHICH COUNTS AS A SINGLE ACTIVATION. AS PACK MATES, THEY MUST STAY WITHIN **10 INCHES** OF EACH OTHER AT ALL TIMES. THEY DO NOT HAVE TO ATTACK THE SAME TARGET BUT MUST BE NEAR EACH OTHER. IF FOR ANY REASON THEY ARE NOT WITHIN **10 INCHES** OF EACH OTHER THE WORGs USE THEIR ACTIVATION TO GET WITHIN **10 INCHES** OF EACH OTHER. OTHERWISE, EACH WORG ACTS ON ITS OWN.

MINIATURE INFO:

MOUNTED:

LINE: SUPER CHIBI QUEST

SCALE: 60MM

BASE SIZE: 60MM

SKIN: DEFAULT

