

Ember

Overview

Core Information

Summon Points: 1 (Character)

Alignment: Grey

Affiliation: Warfang Clan

Keywords

- Worg
 - Large Creature (Ranged)
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Statistics

- **Health:** 6
 - **Armor:** 1
 - **Speed:** 6
 - **Defense:** 9
 - **Dodge:** 7
 - **Willpower:** 4
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Universal Worg Rules

- Stride
 - Pack Hunter
 - Vicious Bite
 - Pounce
 - Pack Unity
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Special Rules

Natural Armor

Ember's dense, matted fur provides natural protection.

This Armor:

- cannot be repaired
 - may still be enhanced by abilities or effects
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Abilities

Vicious Bite

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Def
- **Damage:** Medium Damage

Successful attacks generate:

- 1 Fate Token.

If Ember attacks an opponent already engaged by another friendly Worg during the same round:

- Ember gains +1 Damage.
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Pounce

- **Type:** Free Action (FA) / Interrupt (I)
- **Mechanic:** Fate vs. Dodge
- **Cost:** 1 Fate Token

Trigger:

An opponent attempts to leave melee combat with Ember.

Effect:

Ember immediately attempts to re-engage the fleeing target.

On a success:

- the target remains locked in melee combat.

If Ember exceeds the target's Dodge by 3 or more:

- Ember immediately performs a free Vicious Bite attack against the target.

This attack may occur even if Ember has already attacked this round.

Ethereal Howl

- **Type:** Burst 6 (B6)
- **Mechanic:** Fate vs. Willpower
- **Cost:** 3 Fate Tokens

Ember unleashes a supernatural howl infused with primal terror.

Every enemy unit within 6 inches must roll separately.

On a failed roll:

- Apply Stunned.

Additionally:

- affected units lose Scoring status until the end of the round.

Tactics and Strategies

Ember is the primary shock predator of the Warfang Clan. Her role is to aggressively pressure objectives, disrupt enemy formations, and create openings for the rest of the pack.

Her high Defense allows her to survive initial engagements long enough for allied Worgs to capitalize on Pack Hunter bonuses, while Ethereal Howl can completely disrupt enemy objective control during critical turns.

Unlike Shade, who specializes in precision strikes, Ember thrives in the center of combat where her presence alone forces opponents to react. Use her to collapse formations, trap scoring units, and create momentum swings that allow the pack to overwhelm isolated targets.

While durable in melee combat, Ember remains vulnerable to concentrated ranged pressure due to her Large Creature (Ranged) classification. Proper positioning and coordinated Pack Unity activations are essential to maximizing her effectiveness.