

# CORVID AGENT

From another world entirely, this agent of the Corvid Court made quick friends with the local birds of The City.

They also made a lot of enemies even faster.

## STARTING STATS

HP: 7

SPEED: D6

FLOCK: 2



## READY ACTION - CORVID CALL

At the start of combat, summon a number of Corvids equal to your Flock stat. You may choose multiple copies of the same type of Corvid. Corvids start at Engaged range to you. Your Corvids have 1 Health.

## ATTACK ACTION - CAW

Choose two of your Corvids and activate their abilities. Ranges are in relation to the position of the Corvid, not you. Each type of Corvid has a different ability:

- **Crow:** Deal 3 damage to an Engaged monster.
- **Raven:** Learn a piece of information (Health, Actions, etc.) about any monster up to Near range.
- **Jay:** Chosen Engaged range monster has one less action on its next turn.

## QUICK ACTION - CORVID CALL

You conduct the flock, moving your corvids around and bringing in new ones. Choose one when you Take Flight:

- Choose any two Corvids and move them each once.
- Summon another Corvid, if you are not at your Flock limit.
- Swap out a current Corvid for another type. The new Corvid may be used this turn.

## BASIC ADVANCES

- ▶ **MIGRATE:** If a Corvid is at Engaged range from you, you gain an extra free Move action. The Corvid moves with you.
- ▶ **AVIARY:** Increase Flock size +1. [Can be taken twice].
- ▶ **BUDDY SYSTEM:** When you take damage, you may sacrifice a Corvid to reduce the Harm by 1.
- ▶ **HEARTY:** Your Corvids have 2 Health.
- ▶ **FALCON:** Increase your Speed die to d10.
- ▶ **LOOK AT THE BIRDIE:** Allies attacking monsters that are at Engaged range with a Corvid deal +1 Harm.

## EXPERT ADVANCES

- ▶ **HIDDEN GEMS:** Gain a new Corvid type. Magpie: Roll Streets. On a Hit, Magpie finds a small item of use for the fight.
- ▶ **MURDER:** Crows now deal 5 damage.
- ▶ **EYE SPY:** Ravens can learn information of any monster you can see, regardless of range.
- ▶ **ARE YOU MOCKING ME?:** Jays now cause monsters to also lose their Move until their next turn.
- ▶ **CHOIR OF THE CORVIDAE:** You can choose three Corvids when you use CAW.

# CORVID AGENT

**SLAYERS**  
IT'S SLAY OR BE SLAIN.

NAME

STYLE

HP - CURRENT/MAX

SPEED

FLOCK

## READY ACTION - CORVID CALL

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AGILE

BRAWN

DECEIVE

HUNT

MEND

NEGOTIATE

STEALTH

STREETS

STUDY

TACTICS

## ATTACK ACTION - CAW

Choose two of your Corvids and activate them:

- ▲ **Crow:** Deal 3 damage to an Engaged monster.
- ▲ **Raven:** Learn a piece of information (Health, Actions, etc.) about any monster up to Near range.
- ▲ **Jay:** Chosen Engaged range monster has one less action on its next turn.

## QUICK ACTION - TAKE FLIGHT

Choose one when you Take Flight:

- ▲ Choose any two Corvids and move them each once.
- ▲ Summon another Corvid, if you are not at your Flock limit.
- ▲ Swap out a current Corvid for another type. The new Corvid may be used this turn.

## BASIC ADVANCES

## EXPERT ADVANCES