

# Exalted Shield



<b>Name</b>		<b>HP</b>		/ 80
		<b>Bloodied</b>	40	
<b>Basic Melee</b>	3d8, Melee 1	<b>Mana</b>		(2)
<b>Basic Ranged</b>	2d4, Ranged 5	<b>Speed</b>	6	

## Basic Techniques

- Potent (2, Stackable)**  
+1 damage die with this attack.
- Accurate (2, Kick-In)**  
Kick-In after making a damage roll. Reroll it and use the higher roll.  
*You may use these Techniques on any basic attack, and any power that deals damage immediately. (The Mana Cost of a technique is the first number in the Parentheses.)*

## Properties

**Holy Word**  
Choose either Wrathful Word or Beneficent Word and gain that Property. You may change your choice during Kingdom Phase. These features let you place your Holy Word on a target. You may only have one Holy Word active at a time, if one is already in play when you place another, the first ends.

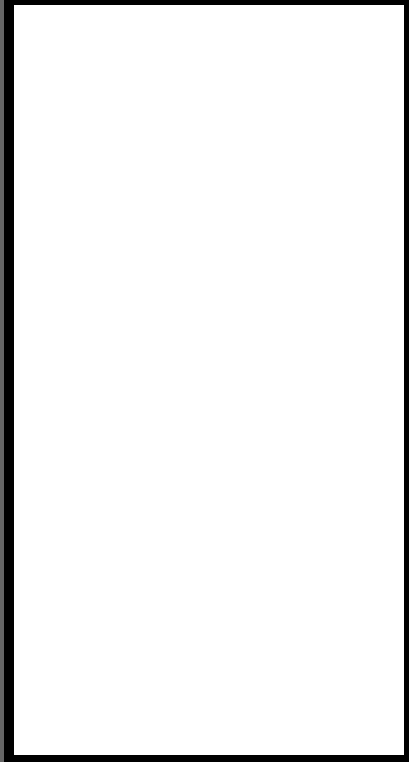
**Wrathful Word**  
When an enemy deals damage to an ally, you may place your Holy Word upon the triggering enemy. Once per round when you deal damage to an enemy affected by your Holy Word, gain 1 Mana.

**Beneficent Word**  
When an enemy deals damage to an ally, you may place your Holy Word upon that ally. Once per round when you are adjacent to the ally affected by your Holy Word, gain 1 Mana.

## Crisis State

You may still place your Holy Word while you are in Crisis State. While you are in Crisis State, the creature under your Holy Word is under an additional effect, as listed below. At the start of your turn in Crisis State, take one of the following actions, according to your active Holy Word:

Wrathful Word - <i>Marked</i>		Beneficent Word - <i>Resist 5</i>	
	Make an attack for 3d8 Damage, Melee 1 against the creature under your Holy Word if it is adjacent to you.		The ally under your Holy Word gains Resist 5 until the start of the next Hero Phase.
	Pull the creature under your Holy Word 5 squares		Slide the ally under your Holy Word 3 squares.
	Target an ally within Melee 1. They gain 1 Mana		End one Condition or Debuff on the ally under your Holy Word.





## Conditions

- Blinded
- Cursed
- Dazed
- Distracted
- Ensoiled
- Harrowed
- Immobilized
- Manalocked
- Marked
- Overwhelmed
- Pinned
- Slowed
- Staggered
- Sundered
- Swallowed
- Weakened


## Battle Summons

Exalted Shield Attack

 Action: Major

 Range: Ranged 5, One Target

 Pull the target 4 squares.


 If they end the pull adjacent to you, deal 2d8 damage to them, and the target is **Marked**.

 **Astral** (2)

Instead of Pulling the target, Teleport the target to any square adjacent to you.

 **Heedless** (2)

You deal no damage, but a single ally may make an opportunity attack against the target during the pull.

 **Distant** (2, *Stackable*)

Increase the range of this power, and the Distance Pulled by 5.


 **Come, Ye Mighty, and Perish** (2, *Burnout*) ✨


Range: Close Burst 5, Each Enemy

The *Distant* technique, if used, expands the Burst radius instead of increasing the range.


## Divine Challenge


Exalted Shield Attack

 Action: Major

 Range: Melee 1, One Target

 3d8 damage. Mark the target.


 If a creature marked by this power Violates the Mark, they take 2d8 damage.

 **Demanding** (2, *Exclusive*)

Target is also Immobilized.

 **Sanctioning** (2)

Additionally, Mark all enemies in Close Burst 5.

 **Anathema** (2, *Expend*) ✨

Creatures Marked by this power are Perma-Marked. If you attack an unmarked target, all your Marks end.


 **Sacred Duel** (4, *Burnout, Exclusive*) ✨

Target is instead Perma-Marked.

While the mark persists, you may not attack any target besides the marked creature, the marked creature may not attack any target besides you, and no other creature may attack you or the marked creature. If this is Prevented or the Mark ends for any reason except you entering Crisis State, the target takes 5d8 damage.


## Blades of Prophecy

Exalted Shield Attack

 Action: Major

 Range: Close Wall 5, Each Enemy

3d6 damage.

 If you use at least one Technique, this wall creates a zone that lasts until the start of the next hero turn. If you use the Burnout, it instead lasts until the end of the encounter.

 **Bright** (2)

Enemies do not have Line of Sight through or out of any square in the Zone.

 **Insightful** (2)

Attacks made by allies in the Zone are Accurate.

 **Sanctifying** (2)

Allies who end their turn in the Zone may downgrade a Condition.

 **And the Fiery Revolving Sword** (4, *Burnout*) ✨


Whenever an enemy ends their turn in the Zone, they take 3d6 damage.


As a Move action, you may reposition the wall: Choose one square of the Zone, and erase all the rest, then extend that chosen square to Wall 5.

As a Major action, deal 3d6 damage to all enemies in the Zone.


## Holy Avenger

Exalted Shield Attack

 Action: Major

 Range: Melee 1, One Target

3d8 damage.


 Downgrade a Permanent Condition on yourself.

 **Searing** (2)

Target is Perma-Harrowed 5.

 **Radiant** (2)

Range: Ranged 5, One Target

 **Cleansing** (2, *Expend*) ✨

Remove a Buff from the target. It can't regain that buff until the start of the next Hero Phase.


 **Litany of the Cruciform Sword** (4, *Burnout*) ✨


Instead, 5d8 damage.


The target is Blinded and Weakened. For the rest of this encounter, you may have up to two Holy Words active. When you place a third, choose one of the previous Words to end.

# One Stands Against Many

Exalted Shield Attack

 Action: Major

 Range: Melee 1, One Target

 3d8 damage, or 4d8 damage if you are adjacent to 2 or more creatures.

 **Awesome (2)**

After the attack, all adjacent enemies are **Immobilized**.

 **Confident (2)**

Mark all adjacent enemies. If a creature **Violates the Mark**, they take 1d8 damage.

 **Valorous (2, Exclusive, Expend)** ✦

Instead, Deal 3+X dice of damage.

X is the number of adjacent enemies.

 **One Stands Triumphant (7, Burnout)** ✨

Range: Close Burst 1, Each Enemy  
5d8 damage.

Reduce the cost of this technique by the number of enemies adjacent to you.


# Block

Universal Power

 Action: React

React when attacked, after seeing all damage and effects of the attack.

 Gain Resist 10 until the start of the next Hero turn.

 Expend this power.

 **Ward (0, Exclusive)**

Instead of gaining Resist, Ward all conditions and effects that the attack would have on you.

 **Endure (0, Exclusive)**

Instead of gaining Resist, gain 2 Mana. If you are **Bloodied** after the attack, instead gain 3 mana.

 **Guard (0, Exclusive)**


Use when an adjacent ally is attacked. Instead, give them Resist 15 against that attack only.


 **Roll (X, Exclusive)**


In addition, Shift X squares.

# Shield Rush

Exalted Shield Attack

 Action: Major

 Choose a target. Move your Speed, with each square of movement taking you closer to the target. When you move adjacent to the target, or if you are already adjacent, Deal 3d8 damage to it., Melee 1.

 For every 2 squares of movement remaining after your move, you may push the target 1 square and shift into the space it vacated. The shift is mandatory with each push.

 **Forceful (1)**

Shifting to follow the target is not mandatory.

 **Ineffable (1)**

Instead of Moving, Shift your Speed.

 **Momentous (2)** ✦

You may Push and Shift 1 for each square of movement remaining, instead of for every 2.

 **Hurling Heavenly Missile (4, Burnout)** ✨

Instead:

Range: Ranged 10, up to 3 Targets

3d8 damage, each target is **Dazed** and **Pushed** until they are 10 squares away from you.



# Celestial Steed

Exalted Shield Utility

## Action: Move

Summon a Large Celestial Steed, with at least one square of the Celestial Steed in your space. Mount it.

While you have the Celestial Steed Mounted, your Speed is increased by 2.

Move your new Speed now.

### Angelic (2)

While you have a Celestial Steed Mounted, you have the Flight Buff.

### Haloed (2)

While you have a Celestial Steed Mounted, your movement counts as Shifting.

### Heavenly Intercession (1, React, Expend)

React when an enemy moves into a square you can see. Interrupt the enemy's movement. Use the base power. You must end the move closer to the enemy than you started.

### Look to the West (4, Burnout)

Each of your allies may Summon their own Celestial Steeds, using all the same rules and benefiting from any techniques you use. They are considered to be the Summoners of those Steeds.

# Divine Intervention

Exalted Shield Utility

## Action: React

React when an ally is attacked. Teleport into the ally's space, Displacing them. Become the target of the attack.

Gain 1 Mana.

Expend this power.

### Stalwart (0)

Gain Resist 5 against the attack, and you are Slowed.

### Rebuking (0)

After the attack resolves, the target is Perma-Marked by you, and you are Perma-Marked by them.

### Transposing (3)

Instead of Displacing the ally, Teleport them into the space you left.

### Absolute Retribution (4, Burnout)

Additionally, the attacker becomes the target of the attack.

# Holy Aegis

Exalted Shield Utility

## Action: React

React when an ally is attacked.

The ally gains Resist 10 against the attack.

Expend this power.

### Phalanx (2)

Instead, all allies targeted by the attack gain the Resist.

### Mighty (2)

Increase the Resist to 15.

### Purificating (2, Stackable)

Prevent a single ongoing effect or instance of forced movement inflicted by the attack.

### Hand of Fate (4, Burnout)

Instead, Negate the Attack.

# Lay on Hands

Exalted Shield Utility

## Action: Move

Range: Melee 1, One Ally

Downgrade a Permanent condition on the target.

### Orison (1)

Range: Melee 5, One Ally

### Purgation (2)

Additionally, remove a Condition or Debuff from the target.

### Restorative (2, Expend)

Additionally, the target regains 20 HP.

### Soul Channel (4, Burnout, Exclusive)

Additionally, the target may immediately use each of their Crisis State Powers as a React, then regains 20 HP.