

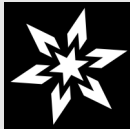
Properties

Supernatural Reflexes



In an encounter in which the Heroes act first, you gain an **extra move action during your first turn**. In an encounter in which the Monsters act first, you may take a single action before the monsters act.

A Cat Always Lands on it's Feet



You take no damage from moving down Elevation levels or from being Displaced by Bottomless Pits.

Flexible Defense



When you use **Block**, gain 5 Resist, or increase the Resist by 5.

Turn Order

At the start of each Hero Phase, gain 1 Mana. During the Hero Phase, each Hero takes a Turn, during which they may make one Move and one Major action. During the Monster Phase, you may only use Reacts and Opportunity attacks.

Sprint



Once during each of your turns, you may spend 3 Mana to gain an extra Move Action.

Major Actions

Basic Attack



Make a **Basic Melee** or **Basic Ranged** attack. Choose a target in range, and roll your damage. Making a Ranged attack triggers Opportunity Attacks from adjacent enemies.

Charge



Choose a Target. Move up to your Speed, at least 2 squares, each square bringing you closer to the Target. If your movement brings you adjacent to the target, make a **Basic Melee Attack** against the target. End your turn.

Move Actions

Advance



Move a number of squares up to your Speed on the battlefield. Moving in any way triggers Opportunity Attacks when you leave squares adjacent to enemies.

Shift



Shift 1 square. Shifting doesn't trigger Opportunity Attacks.

Recover



Choose one **Permanent duration condition** on yourself or an adjacent ally. Downgrade that condition to **Temporary** status.

Epithets

Allies

Rivals

Pounce

Felinid Attack

Action: Major

Move up to your Speed, but at least one square, then make the following attack:
Range: Melee 1, One Target
3d8 damage, and the target is Staggered.

Forceful (2)

The target is Immobilized instead of Staggered.

Soaring (2)

Instead of Moving your Speed, Jump your Speed.

Tackling (2)

Additionally, the target is Pinned while you remain adjacent to it.

Rake and Rend (4, Burnout)

Move as normal, but make the following attack instead:
Range: Melee 1, One Target
5d8 damage, and the target is Perma-Staggered and Perma-Harrowed 10.

Feline Grace

Felinid Utility

Action: Move

Move your speed. Gain Resist 5 to any opportunity attacks you provoke during this movement.

If you provoke at least one Opportunity Attack during this movement, your next attack this turn is Accurate.

Adroit (1, Stackable)

Add +1 to your Speed during the movement.

Scampering (2)

Instead, Shift your Speed.

Scratching (0, Expend)

Deal 5 damage to each enemy you are adjacent to during this movement.

Each enemy may only be damaged once in this manner.

Wildcat (2, Burnout)

Before making the movement, gain +2 speed until the end of the encounter.
Additionally, until the end of the encounter, your attacks are Accurate.

Fist of the Earth

Golem Attack

Action: Major

Range: Ranged 5

Summon a Large Fist of the Earth within range. You may only have one Fist of the Earth summoned at a time.

The Fist of the Earth immediately makes the following attack:

Range: Melee 1.

1d8 damage, and target is Pinned until it is no longer adjacent to the Fist of the Earth.

While the Fist is Summoned, these follow-up techniques may be used.

Burrow (0, Move)

The Fist of the Earth Burrows 5 squares. It gains Resist 10 against any opportunity attacks provoked by this movement.

Grab (0, Major)

If the Fist of the Earth does not have a Pinned Target, repeat it's initial attack.

Toss (2, Major)

End the Pinned Condition on a creature Pinned by Fist of the Earth. Push the formerly Pinned target 5 Squares. Then, it takes 3d8 damage and is Immobilized.

Cold Tomb of Stone (4, Major, Burnout)

A Creature Pinned by the Fist of the Earth takes 5d8 damage and is Perma-Swallowed by it.
The Fist of the Earth remains in play, but may take no further actions.

Lifeblood of the Earth

Golem Utility

Action: Move

End a Temporary Condition or Downgrade a Permanent Condition on yourself.

Unyielding (2, Stackable)

Affect an additional condition.

Diamond (1, Expend, Exclusive)

Additionally, gain Resist 10 until the start of the next Hero Phase.

Unbreakable (2, Expend)

Additionally, regain 20 HP.

Body of the Mountain (2, Burnout)

End all Conditions and Debuffs affecting you. Until the start of the next Hero Turn, you can not gain Conditions or Debuffs.

Properties

Burrow



As a **Move Action**, you may **Burrow 4 squares**, or 2 if you are Slowed. *Beginning a Burrow action provokes opportunity attacks. You Shift the distance, ignoring all terrain and creatures except Bottomless Pits. At the end of the movement, you are Displaced if you are inside Blocking Terrain or another creature.*

Hardy



Increase your **HP by 10**.

Increase your **Bloodied by 5**.

Turn Order

At the start of each **Hero Phase**, gain 1 **Mana**. During the **Hero Phase**, each **Hero** takes a **Turn**, during which they may make one **Move** and one **Major** action. During the **Monster Phase**, you may only use **Reacts** and **Opportunity** attacks.

Sprint



Once during each of your turns, you may spend 3 **Mana** to gain an extra **Move Action**.

Major Actions

Basic Attack



Make a **Basic Melee** or **Basic Ranged** attack. Choose a target in range, and roll your damage. Making a **Ranged** attack triggers **Opportunity Attacks** from adjacent enemies.

Charge



Choose a **Target**. Move up to your **Speed**, at least 2 squares, each square bringing you closer to the **Target**. If your movement brings you adjacent to the target, make a **Basic Melee Attack** against the target. End your turn.

Move Actions

Advance



Move a number of squares up to your **Speed** on the battlefield. Moving in any way triggers **Opportunity Attacks** when you leave squares adjacent to enemies.

Shift



Shift 1 square. Shifting doesn't trigger **Opportunity Attacks**.

Recover



Choose one **Permanent duration condition** on yourself or an adjacent ally. Downgrade that condition to **Temporary** status.

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