

## Properties

### Heroic Leap



After using **Block**, you may immediately **Jump** your **Speed**. This movement does not provoke opportunity attacks.

### Athletic



You have the **Swimming** buff: you ignore **Difficult** and **Unstable** water terrain. You have the **Climbing** buff: you reduce the cost of **Elevation** barriers to 1 when going up, and ignore them when going down.

## 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

# Skillful Strike

Human Attack

 Action: Major


 Range: Melee 1 or Ranged 5, One Target

2d8 damage.



Choose one of the following conditions: **Staggered**, **Distracted**, **Cursed**, or **Marked**. The target gains that condition.

 Nimble (1)

Before the attack, **Shift 1** or **Move 2**.

 Doubly (2)

Choose an additional condition for the target to gain from the list.

 Inspiring (0, Expend) 


Choose an ally who can see you. They gain the **Climbing** and **Swimming** **Bufs** until the start of the next Hero Phase.

 Apotheosis of Skill (4, Burnout) 

Then, gain another Major Action.

# Bold Dash


Human Utility

 Action: Move

 Move your Speed + 2.

 Defensive (1)

First, gain **Resist 5** until the start of the next Hero Phase.

 Energetic (1, Stackable)

Add an additional +2 to this movement. Take 5 damage that can't be resisted.

 Offensive (1)


Additionally, your next attack this turn is **Accurate**.

 Forbidden Technique (0, Burnout) 


Additionally, deal 4 dice of extra damage on your next attack this turn. Take 20 damage that can't be resisted after resolving the attack.

# Poltergeist

Phantasm Attack

 Action: Major

 Range: Melee 5, One Target

 3d8 damage, and Slide the target 2 squares.

 Cursing (2)

Additionally, target is **Perma-Cursed**.

 Hurling (2)

Increase the Slide Distance to 5.

 Siphoning (0, Expend, Exclusive) 

Additionally, gain 2 Mana.

 Revenge of the Damned (4, Burnout) 

Range: Close Burst 5, Each Target  
20 damage to each target, and targets are **Perma-Slowed**.

# Ghostwalk

Phantasm Utility

 Action: Move

 Move your Speed with **Phasing**.

*Phasing allows you to move through blocking terrain as if it was not there. While you move with phasing, you additionally have **Concealment** during the move. If you end your turn completely in **Blocking Terrain**, you are **Displaced**.*

 Floating (2)



Instead, **Jump** your Speed with **Phasing**.

 Terrifying (2)

Enemies you end the movement adjacent to are **Distracted**.

 Uncontainable (1, Expend) 

First, remove the **Slowed** or **Marked** condition from yourself.

 Pass On (0, Burnout) 

Until the end of the encounter, you gain the **Phasing** **Buf** and your attacks are **Brutal**. If you enter **Crisis State**, instead of moving two squares before or after your **Crisis** action, you can move your full speed.

## Properties

## Being of Spirit



When you would take a **Permanent Condition**, you may take 5 damage that can't be Resisted to take that condition as a **Temporary Condition** instead.

## Beyond Death



While in **Crisis State**, you may move 2 squares before or after taking your **Crisis State Action**.

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