

Soldier

<p>Enduring Strike soldier active</p> <p>Sure of your own strength, heal yourself for 1, then attack with your weapon for 6 damage.</p> <p>If you are at or below half maximum Health, heal yourself for 3 instead.</p>	<p>Reckless Strike soldier active</p> <p>Deliver a powerful blow that leaves you open, attacking with your weapon for 8 damage and lowering your rolls by -2.</p> <p>If you are at or below half maximum Health, deal 10 damage and lower your rolls by -5 instead.</p>	
<p>Shake Free soldier active</p> <p>Break what hinders you. Cleanse yourself, then attack with your weapon for 6 damage.</p> <p>If you are at or below half maximum Health, also grant yourself power or vigor before the attack.</p>	<p>Defensive Stance soldier active</p> <p>Take a defensive stance, guarding your vital areas.</p> <p>Buff yourself, lasting until you react: React regardless of rolls, and your reaction also blocks -6 damage on yourself.</p>	<p>Parry soldier reaction</p> <p>Deflect an attack and counterattack.</p> <p>Block -2 damage, then attack your attacker with your weapon for 4 damage if in range.</p>
<p>Rage soldier support</p> <p>When at or below half of your maximum Health, deal and take +2 more damage.</p> <p>When you take damage that would defeat you, instead make a <i>last stand</i>, dropping to 0 Health and losing 1 Spirit.</p> <p>If you are damaged or reach the end of the round during your <i>last stand</i>, you are defeated. Do not lose Spirit for defeat in this way.</p>	<p>Shoulder Ram soldier movement</p> <p>While you move, you may end your movement in another character's tile, displacing it in any direction. The distance of the displacement is half of your remaining Speed (minimum 1 tile).</p> <p>If you displaced the target towards you, it passes over you instead of stopping.</p> <p>You cannot displace characters into hazards with this skill normally, but you may spend your action to do so.</p>	<p>Destruction Fist soldier ultimate</p> <p>Focus all your strength into a single blow, attacking an adjacent enemy for 12 damage.</p> <p>Damage increases have double their normal effect on this skill.</p> <p>Lethal to enemies.</p>

Knight

<p>Measured Strike knight active</p> <p>Strike your foe while defending yourself. Grant yourself stability, then attack with your weapon for 6 damage.</p> <p>Block -6 damage from reactions to this attack.</p>	<p>Quake Stomp knight active</p> <p>Shake the ground with a mighty blow, attacking one enemy inside a 2x2 ring around you. Inflict slow and displace the target 2 tiles away from you.</p> <p>You may then stomp the ground again, attacking all other characters in a 2x2 ring around you. Inflict slow and displace targets 2 tiles away from you (beat 2).</p>	
<p>Steady Stance knight active</p> <p>Steady yourself on the earth and in the aether, ready to deflect incoming attacks.</p> <p>Buff yourself, lasting until you are removed from your tile: Block -2 damage from attacks, block displacement, your tile is impassable, you cannot dash or teleport, and your Speed is set to 1.</p> <p>You may end the buff at any time.</p>	<p>Healing Hands knight active</p> <p>Transfer your own life to another with a gentle touch. Sacrifice up to 5 Health to heal or revive an adjacent ally for twice that amount.</p>	<p>Stand Firm knight reaction</p> <p>Deflect the force of an attack, blocking -3 damage and displacement for yourself and adjacent allies.</p> <p>You may react to attacks on allies with this skill, and may dash up to 2 tiles if that would place you adjacent to them.</p>
<p>Focused Defense knight support</p> <p>At the end of your turn, you may raise your guard in one direction, or drop your guard. When attacked from the front, you react regardless of rolls, and your reaction also blocks -4 damage on yourself. When attacked from behind, you cannot react.</p> <p>Use a diagonal line from each corner of your character to determine the angle of attacks on you. Enemies on the line attack from the least favorable angle to them.</p>	<p>Cover knight movement</p> <p>Dash 4 tiles towards an ally. If you reach a tile adjacent to the target, you may trade places with them.</p> <p>While dashing, you displace enemies, pushing them 1 tile to the side.</p> <p>You cannot displace characters into hazards with this skill normally, but you may spend your action to do so.</p>	<p>Inner Strength knight ultimate</p> <p>Draw upon your will to survive. Cleanse yourself, then heal yourself for 12.</p> <p>Then, buff yourself, lasting until the start of your next turn: You are immune to all negative effects.</p> <p>When the initial buff ends, buff yourself again, lasting until it triggers: Halve the next damage you would take.</p> <p>Cannot be blocked or removed.</p>

Monk

<p>Tiger Fist monk active</p> <p>Deliver a ferocious unarmed strike. Grant yourself power, then attack an adjacent enemy for 6 damage.</p> <p>If you used a different attack on your last turn, deal 8 damage instead.</p>	<p>Rising Phoenix monk active</p> <p>Launch into an uppercut with such force that it draws in those near you. Displace characters in a 2x2 ring around you, pulling them 3 tiles towards you, then attack adjacent characters for 4 damage.</p> <p>If you used a different attack on your last turn, this skill is unblockable.</p>	
<p>Dragon Kick monk active</p> <p>Propel yourself through the air with a mighty kick. Dash 4 tiles in a line, passing through characters and attacking them for 4 damage.</p> <p>If you used a different attack on your last turn, you may also displace one attacked target 3 tiles in any direction.</p>	<p>Soaring Eagle monk active</p> <p>Steady your mind and body, granting yourself haste and healing yourself for 4.</p> <p>Then, buff yourself, lasting until you attack: When this ends, heal yourself for 4, before the attack.</p> <p>The buff does not trigger if you are at full Health.</p>	<p>Tortoise Palm monk reaction</p> <p>Absorb the force of an incoming attack. Block half of the damage you take, up to -10 damage.</p> <p>Takes effect before other damage blocking and reduction effects.</p>
<p>Swift Falcon Style monk support</p> <p>Gain a counter when you attack a different enemy than you attacked on your last turn. Lose a counter when you attack the same enemy you attacked on your last turn.</p> <p>Counters are gained or lost after the attack.</p> <p>Each counter increases your Speed and damage by +1. Limit 3 counters.</p> <p>Lose a counter when you lose Spirit.</p>	<p>Monkey's Agility monk movement</p> <p>You may move through enemies' tiles. Moving through allies' tiles does not cost Speed.</p> <p>You may climb or move on any solid surface as if it was normal terrain, and you may jump horizontally as if moving normally.</p>	<p>Leviathan Crash monk ultimate</p> <p>Grasp an adjacent enemy and leap, removing yourself and the target from play. While removed, you and the target are treated as if you were adjacent to each other. If the target starts its turn while removed, it may only act by attacking you.</p> <p>On your end step, you slam the target into the ground, returning on any adjacent tiles and attacking the target for 12 damage.</p> <p>Unblockable. Lethal to enemies.</p>

Shifter

Shifting is an action. A shift cannot be blocked or removed, and persists through defeat. You may end the shift on your turn.

While shifted, your regular skills except your support skill, the source of the shift, and your items are disabled. You instead have the set of skills listed on the skill used.

You may be used as a mount, if you chose an appropriate form. You may shift while in water, and if you do, you may choose an *aquatic* form that acts in water, but may not leave it.

Beast Shift

shifter active

P - Massive: When you shift, you may grow to 2x2 or 3x3. Deal +1 more and take -1 less damage for each size you are above normal. Reduce displacement on you to 1 tile.

A - Heave: Attack all adjacent tiles on one side of you for 6 damage and displace targets 3 tiles in any direction or directly behind you, throwing them over objects (beat 2).

R - Armored: Block -5 damage.

Predator Shift

shifter active

P - Stalk: If you are out of sight of all enemies on your end step, your Speed, rolls, and damage increase by +4 until the end of your next turn.

A - Pounce: Attack an adjacent enemy for 6 damage, and you may debuff the target (beat 2), lasting until the start of your next turn: The target cannot leave its tile. Ends if you are not adjacent to the target.

R - Dodge: Block -3 damage and displacement, then dash up to 2 tiles.

Avian Shift

shifter active

P - Winged: Fly while moving or dashing.

A - Swoop: Instead of moving this turn, dash up to your Speed directly above an enemy and attack it for 6 damage, then choose one: Dash to a tile adjacent to the target; Dash back to your previous location.

R - Take Flight: Dash up to 5 tiles.

Deadly Shift

shifter active

P - Toxic: When you shift, choose a bane. You may inflict that bane any number of times on enemies, increasing its effect by 1 each time past the first.

A - Cripple: Attack an adjacent enemy, inflicting the chosen bane (beat 2), then dealing 6 damage.

R - Sting: React by attacking your adjacent attacker. Inflict the chosen bane, then deal 4 damage.

Defiance

shifter reaction

Block non-damaging negative effects, then cleanse yourself.

Then, buff yourself, lasting until the start of your next turn: You are immune to non-damaging negative effects.

Cannot be removed.

Lockdown

shifter support

Instead of moving on your turn, you may place adjacent tiles in lockdown.

Enemies that move or dash into the area immediately stop, and cannot move or dash that turn.

Ends when you leave your tile, or on defeat.

Titan's Steps

shifter movement

Instead of moving, you may spend 2 Speed to displace adjacent characters 1 tile away from you. You may use this skill while moving, and may use it multiple times during your movement.

You cannot displace characters into hazards with this skill normally, but you may spend your action to do so.

Dragon Shift

shifter ultimate

P - Temporary: Ends after you take 3 turns.

P - Immutable: Grow to 4x4, take -3 less damage, and you cannot be moved from your tile unless you wish it.

A - Bite: Attack one enemy in a 2x2 ring around you, inflicting stagger, then deal 8 damage.

A - Breath: Attack a 4x4 square, dealing 6 damage to the closest target and 3 damage to others. Demolishes structures.

A - Fly: Remove yourself from play, then return on your end step on any tiles, displacing characters out of the area.

R - Dragonskin: Block -3 damage and other effects.

Abyssal

<p>Sanguine Sword abyssal active</p> <p>Drain the life from your foes. Attack a line 3 tiles long and 1 tile wide, dealing 5 damage to the closest character and 3 damage to others.</p> <p>Heal yourself for 2 for each target attacked.</p> <p>You may sacrifice 4 Health to steal a positive effect from one target, before the attack.</p>	<p>Death Blade abyssal active</p> <p>The deaths of others only serve to strengthen your own confidence. Attack an adjacent enemy, inflicting stagger (beat 3), then dealing 6 damage.</p> <p>You may sacrifice 5 Health to increase the damage to 10 and make this skill lethal.</p> <p>The sacrifice decreases by -1 for each character killed this battle</p>	
<p>Devastation abyssal active</p> <p>Emit a cone of force that tears at body and spirit. Attack characters in a 3x3 square, dealing 4 damage to the closest target and 2 damage to others.</p> <p>You may sacrifice 3 Health to increase the area to a 5x5 square, and also attack defeated characters in the area, causing them to lose half of their current Spirit, minimum 1.</p>	<p>Reaper's Vow abyssal active</p> <p>Mark an enemy for death.</p> <p>Debuff an enemy within 3 tiles, lasting until your end step: When this ends, teleport adjacent to the target and attack it, inflicting dispel (beat 3), then dealing 6 damage.</p> <p>You may sacrifice 3 Health when you inflict the debuff. If you do, the attack avoids reactions and the debuff cannot be removed.</p>	<p>Dark Tide abyssal reaction</p> <p>Attack characters in a 2x2 ring around you, dealing 4 damage to the closest target and 2 damage to others.</p> <p>If you defeat a character, heal yourself for 4, once per turn.</p>
<p>Maw of the Void abyssal support</p> <p>On your end step, you may open or close the void, affecting you and a 1x1 ring around you. On characters in the area, you block healing, revival, cleansing, and gaining new boons or buffs.</p> <p>You devour effects you block, healing yourself for 2, once per skill or effect. This effect is unblockable.</p> <p>The void is attached to you and penetrates objects. Ends on defeat. Limit 1 per team.</p>	<p>Murderous Leap abyssal movement</p> <p>Dash adjacent to an enemy within 8 tiles that is below half of its maximum Health or defeated, leaping over objects.</p>	<p>Unleash Darkness abyssal ultimate</p> <p>Obliterate all near you with an opaque sphere or hemisphere of darkness. Set your Health to 3 multiplied by the number of currently defeated characters and characters killed this battle. This is not considered healing or damage.</p> <p>Then, attack characters in a 2x2 ring around you for 6 damage. Damage increases by +1 for each currently defeated character and each character killed this battle. Lethal to enemies. Demolishes structures.</p>

Ranger

<p>Hawkeye ranger active</p> <p>Carefully take aim and attack with your weapon for 6 damage. The attack may pass through one enemy, vision blocker, or skill blocker. You may delay choosing a target until your end step. If you do, deal 8 damage instead.</p> <p>If you delayed the attack and are using a ranged weapon, maximum range increases by +2. If you delayed the attack and are using a melee weapon, you may dash up to 2 tiles before attacking.</p>	<p>Serpent's Tooth ranger active</p> <p>Quickly use a vial of deadly venom and strike, attacking with your weapon. Inflict burn (beat 3), then deal 6 damage.</p> <p>You may delay choosing a target until your end step. If you do, you may also debuff the target (beat 3), lasting until it loses burn: The target suffers double burn damage.</p> <p>If you delayed the attack and are not using a ranged weapon, you may dash up to 2 tiles before attacking.</p>	
<p>Pin Down ranger active</p> <p>Target your enemy's means of movement and attack with your weapon, inflicting slow (beat 3), then dealing 6 damage. You may delay choosing a target until your end step. If you do, the slow succeeds regardless of rolls, and you may also debuff the target, lasting until the end of its next turn: The target cannot dash or teleport.</p> <p>If you delayed the attack and are not using a ranged weapon, you may dash up to 2 tiles before attacking.</p>	<p>Healing Balm ranger active</p> <p>Use an alchemical concoction, affecting yourself or an adjacent ally.</p> <p>At your end step, cleanse the target, grant it vigor, then heal it for 4.</p> <p>You may also buff the target, lasting until it loses vigor: The target gains double Health from vigor.</p>	<p>Lightning Reflexes ranger reaction</p> <p>Quickly dodge an attack, blocking -3 damage and displacement, then you may dash out of the area of the attack you reacted to. Choose any tile adjacent to the outside edge of the attack's area.</p>
<p>Preparation ranger support</p> <p>Instead of moving on your turn, you may gain a counter. Each counter increases your maximum range by +1, up to +4. You may continue to gain counters even if you already have 4.</p> <p>When you move, dash, or teleport, you may spend any number of counters to increase the distance traveled by +2 tiles for each counter spent.</p>	<p>Grapple ranger movement</p> <p>Instead of moving, you may spend 2 Speed to use your grapple. You may use this skill while moving normally, and may use it multiple times during your movement.</p> <p>Choose one: Dash 1 tile, ignoring height; An ally within 1 tile dashes to another tile within 1 tile of you, ignoring height.</p>	<p>Kill Shot ranger ultimate</p> <p>Instantly pierce an enemy's vitals, attacking with your weapon for 10 damage. Avoids reactions and cannot be blocked or redirected. Lethal to enemies.</p> <p>If you are using a ranged weapon, the attack may target any enemy in play, regardless of range, vision, or blocking effects. If you are not using a ranged weapon, you may dash up to 6 tiles before attacking. If you defeat an enemy with this skill, you may use it again this battle.</p>

Rogue

<p>Flanking Strike rogue active</p> <p>Slip through the lines of battle, dashing up to 2 tiles in any direction, including diagonally, then attack with your weapon for 6 damage.</p> <p>If you and an ally are adjacent to and on opposite sides of your target, deal 8 damage instead and increase rolls by +2.</p>	<p>Choke rogue active</p> <p>Stop your foe's breath, attacking an adjacent enemy for 6 damage.</p> <p>Then, inflict a debuff (beat 3), lasting until the end of your next turn: The target takes +2 more damage from attacks, it cannot use skills during its end step, and any of its skills that would trigger at its end step are canceled.</p>	
<p>Smoke Bomb rogue active</p> <p>Throw an alchemical explosive, creating a 3x3 square cloud of smoke starting on a tile in sight within 4 tiles. The cloud blocks vision and lasts until the start of your next turn. Limit 1 per team.</p>	<p>Thunderfoot Grease rogue active</p> <p>Use a slippery alchemical substance to grant haste to yourself or an adjacent ally.</p> <p>The target may immediately dash up to 3 tiles in any direction, including diagonally.</p> <p>You may also buff the target, lasting until it loses haste: The target's Speed and distance of dashes and teleportation increase by +1.</p>	<p>Coiling Serpent rogue reaction</p> <p>Quickly dodge and throw a venomous dart. Dash up to 2 tiles in any direction, including diagonally.</p> <p>Then, if your attacker is in sight within 4 tiles, attack it for 2 damage and inflict burn.</p>
<p>Eyes of Fate rogue support</p> <p>When you attack with an action, roll an additional die.</p> <p>If you roll a natural 8, 9 or 10, you deliver a critical strike, causing the attack to avoid reactions.</p>	<p>Flash Step rogue movement</p> <p>Distort distance as you run.</p> <p>Choose one: Dash up to 5 tiles in a straight or diagonal line; During your normal movement, you may move diagonally.</p>	<p>Quickening rogue ultimate</p> <p>Twist probability in your favor, increasing the damage of one of your attacks by +6 against one target. This skill does not cost an action to use and may be used whenever you attack, once per turn.</p> <p>You may use <i>Quickening</i> before or after you make an attack roll.</p> <p>If you roll a natural 8, 9, or 10 on an attack roll, you may use this skill again this battle.</p>

Duelist

<p>Piercing Thrust duelist active</p> <p>Strike an enemy's weak point, attacking with your weapon for 6 damage. Unblockable.</p> <p>If this is your third or more round in a row attacking the target, deal 10 damage instead.</p>	<p>Dizzying Flurry duelist active</p> <p>Launch into a series of blows aimed at your opponent's head. Attack with your weapon, inflicting blind (beat 3), then dealing 6 damage.</p> <p>If this is your third round or more in a row attacking the target, avoid reactions and debuff the target, lasting until the end of the round: The target cannot react.</p>	
<p>Poised Strike duelist active</p> <p>Sensing the right moment, move yourself to any place in the timeline, then attack with your weapon for 6 damage.</p> <p>If this is your third or more round in a row attacking the target, move it to any place in the timeline, then buff yourself, lasting until the start of your next turn: React an additional time each round, and when reacting, your damage and blocking increase by 3.</p>	<p>Counter Stance duelist active</p> <p>Concentrate on the flow of battle, ready to respond to the enemy.</p> <p>Buff yourself, lasting until the start of your next turn: You may react any number of times, once per attack.</p>	<p>Lunge duelist reaction</p> <p>With a quick lunge, dash up to 2 tiles towards the attacker and attack with your weapon for 4 damage if in range.</p> <p>You may react to attacks on allies with this skill.</p>
<p>Duelist's Finesse duelist support</p> <p>When you react, you may choose any target in range instead of the attacker.</p> <p>If you react with an attack, it occurs before any negative effects are applied by the triggering attack.</p> <p>You react to attacks that would defeat you, regardless of rolls.</p>	<p>Rush duelist movement</p> <p>During your movement, you may start rushing, increasing your Speed by +2 but forcing you to move in a line.</p> <p>While rushing, you may end your movement in another character's tile. If you do, dash in a line to the opposite side of that character.</p>	<p>Flowing Blades duelist ultimate</p> <p>Cut through your enemies like a flowing river. Attack with your weapon for 8 damage, dashing up to 2 tiles before or after the attack.</p> <p>If you defeat a character with this skill, repeat it.</p> <p>Ranged weapons deal 6 damage instead. Other damage modifiers only apply to one attack.</p>

Assassin

<p>Execute assassin active</p> <p>Attack with your weapon for 6 damage. If you defeat an enemy, it loses an additional 1 Spirit.</p> <p>Unblockable if the target has 10 or less Health.</p> <p>If you attack an enemy that is not within 3 tiles of a conscious character on its team, deal 8 damage instead, and this skill becomes lethal.</p>	<p>Shattering Assault assassin active</p> <p>Attack with your weapon, inflicting stagger (beat 3), then dealing 6 damage.</p> <p>If you attack an enemy that is not within 3 tiles of a conscious character on its team, also dispel the target (beat 3), and your rolls increase by +2.</p>	
<p>Scorpion Wire assassin active</p> <p>Attack an enemy in sight within 4 tiles, displacing it adjacent to you (beat 2), then dealing 4 damage.</p> <p>If you attack an enemy that is not within 3 tiles of a conscious character on its team, deal 6 damage instead, and the displacement succeeds regardless of rolls.</p>	<p>Hornet Sting assassin active</p> <p>Attack an enemy in sight within 4 tiles, inflicting a bane of your choice (beat 2), then dealing 4 damage.</p> <p>If you attack an enemy that is not within 3 tiles of a conscious character on its team, this skill is unblockable.</p>	<p>Riposting Shadows assassin reaction</p> <p>Teleport up to 3 tiles towards your attacker, then attack it with your weapon for 4 damage if in range.</p> <p>If you attack an enemy that is not within 3 tiles of a conscious character on its team, you may teleport adjacent to it.</p>
<p>Dark Mirror assassin support</p> <p>You control your shadow as well as your character. It starts battles in your tile. Your shadow does not count as a character, can only be targeted by this skill, does not block movement or vision, and may move through and stop inside objects.</p> <p>Once on your turn, choose one: Move your shadow up to your Speed; Teleport you and your shadow, swapping places with it; Teleport into your shadow's tile. You cannot teleport to your shadow if it is inside an object. Ends on defeat. When revived, your shadow reappears in your tile.</p>	<p>Shadow Walk assassin movement</p> <p>Choose a character within 4 tiles, then teleport adjacent to that character.</p>	<p>Phantom Rush assassin ultimate</p> <p>Choose an enemy in sight, then remove yourself from play and create 4 phantoms within 2 tiles of the target. Phantoms take their turns at your end step, have 6 Speed, hover over terrain, are destroyed when attacked, and basic attack for 4 damage. Damage modifiers only apply to one phantom. Lethal to enemies.</p> <p>You may return when you wish, replacing a phantom and destroying the others. When the last phantom is destroyed, you return on its tile.</p>

Templar

	<p>Essence Strike templar active</p> <p>Assault your enemy's body and spirit. Attack with your weapon, inflicting weakness (beat 3), then dealing 6 damage.</p> <p>You may attack a construct with this skill, and if you do, attack its creator as well, regardless of distance.</p>	<p>Purging Grasp templar active</p> <p>Tear the aether around your foe, attacking an adjacent enemy or construct. Cleanse and dispel the target (beat 3), then deal 6 damage.</p> <p>Damage increases by +3 for each effect removed, up to +6.</p> <p>If you destroyed a construct, heal yourself for 6.</p>
<p>Silent Ocean templar active</p> <p>Calm the aether, affecting yourself and attacking a 2x2 ring around you. Cleanse and dispel characters in the area. Penetrates objects.</p> <p>Effects removed from targets are also removed from all other characters in play. If you destroyed a construct, all constructs of that type in play are destroyed.</p>	<p>Mirror Stance templar active</p> <p>Create a defensive ward in the aether, readying yourself to return an enemy attack.</p> <p>Buff yourself, lasting until you use the effect: After you are attacked, you may attack your attacker with the same action, regardless of distance.</p> <p>Returned attacks cannot damage or heal for more than 10.</p>	<p>Cancel templar reaction</p> <p>Invert an attack in the aether.</p> <p>Choose one: Block -2 damage and non-damaging negative effects on yourself; Block non-damaging negative effects on yourself and other targets of the attack.</p>
<p>Sphere of Order templar support</p> <p>On your end step, you may summon or dismiss an anti-magic sphere. The sphere is on the outside edge of a 1x1 ring around you. It is attached to you and penetrates objects.</p> <p>The sphere blocks skills and their effects, including effects that would cause a character to cross it.</p> <p>Ends on defeat. Limit 1 per team.</p>	<p>Phasing templar movement</p> <p>You may pass through non-character objects while moving, and may move up or down inside them as if moving normally. You may end your movement inside a non-character object. If you do, you skip your next action.</p> <p>If you both started and ended your movement inside an object, you suffocate, losing half of your current Health, minimum 6. If you are defeated while inside an object, place yourself on the closest empty tile.</p>	<p>Mantle of Perfection templar ultimate</p> <p>Surround yourself with an anti-magic cloak at your end step, without spending an action. Remove all effects on you from other characters, including effects that cannot normally be removed. Then, buff yourself, lasting until the end of the next round: You are immune to effects from other characters. Your effects always succeed, and cannot be blocked, reduced, redirected, or negated. When you are targeted by an effect from another character, block all of its effects, including those on other characters.</p>

Radiant

	<p>Deliverance radiant active</p> <p>Launch an orb of healing light at yourself or an ally in sight within 6 tiles. Cleanse the target, then heal it for 4.</p> <p>If you target the character on your team with the lowest Health or if the target is at full Health, also grant it vigor.</p>	<p>Waters of Life radiant active</p> <p>Create a 2x2 square pool of light starting on your tile or an adjacent tile, healing characters in the area for 3.</p> <p>If you target the character on your team with the lowest Health, heal it for 5 instead.</p>
<p>Aura Flash radiant active</p> <p>Surround yourself or an ally in sight within 5 tiles with a flash of light. Grant the target stability or clarity, then attack enemies adjacent to the target, inflicting blind (beat 2).</p> <p>If you target the character on your team with the lowest Health, heal it for 5.</p>	<p>Revival Burst radiant active</p> <p>Infuse yourself or an ally in sight within 6 tiles with a burst of light, attacking enemies adjacent to the target and displacing them 3 tiles away from it (beat 2).</p> <p>After the attack, revive the target for 5 Health if it was defeated.</p>	<p>Shimmering Veil radiant reaction</p> <p>Surround yourself or an ally in sight within 6 tiles with a glittering shell of light.</p> <p>Block non-damaging negative effects on the target, then grant it vigor.</p> <p>You may react to attacks on allies with this skill.</p>
<p>Spirit Bond radiant support</p> <p>On your end step, you may bond yourself with an ally in sight.</p> <p>If you are in sight of the target when it is damaged, you may redirect up to 3 of that damage to yourself.</p> <p>Ends on defeat, or when you wish it. Limit 1 per team.</p>	<p>Reposition radiant movement</p> <p>You may split up your normal movement as you wish on your turn.</p> <p>If you did not spend all of your Speed on your turn, you may move again on your end step, up to your remaining Speed. You cannot do so if you were unable to move on your turn.</p>	<p>Beacon of Dawn radiant ultimate</p> <p>Fill the battlefield with glorious radiance, cleansing your team, then healing or reviving them for 5 Health.</p> <p>You may use this skill on your end step. If you do, you skip your next action.</p> <p>Unblockable.</p>

Herald

<p>“On Point!” herald active</p> <p>Encourage yourself or an ally within 3 tiles with a shout. Heal or <i>revive</i> the target for 5, then it may immediately dash up to half its Speed.</p>	<p>“Watch Yourself!” herald active</p> <p>Defend yourself or an ally within 3 tiles with a shout. Cleanse the target, move it to any place in the timeline, and buff it, lasting until the end of the next round: React an additional time each round.</p>	
<p>“Fear Me!” herald active</p> <p>Force an enemy within 3 tiles back with a shout. Displace the target 4 tiles away from you (beat 2) and move it to any place in the timeline.</p> <p>The displacement forces the target to move normally, including Speed modifiers, moving through its allies, around objects, and into hazards.</p>	<p>“The Time Is Now!” herald active</p> <p>Empower yourself or an ally within 3 tiles with a shout. Grant the target a boon of your choice.</p> <p>Then, buff the target, lasting until the end of its next turn: Double the effects of boons, and the target cannot gain banes or debuffs.</p>	<p>“Fall Back!” herald reaction</p> <p>Defend your allies with a shout. Block -2 damage on yourself and allies in a 2x2 ring around you, then attacked targets may dash up to 2 tiles away from their attacker.</p> <p>You may react to attacks on allies in the area of this skill.</p>
<p>“Priority Target!” herald support</p> <p>On your end step, you may designate an enemy as your team’s priority with a shout, placing a counter on it. Place another counter on each time you reach your end step, up to 5.</p> <p>Each counter increases your team’s rolls against the target by +1. At 5 counters, damage also increases by +3.</p> <p>Remove all counters when the target is defeated or you change targets.</p>	<p>“Form Up!” herald movement</p> <p>Command your allies with a shout. Each ally may dash up to half their Speed towards you.</p> <p>After this, you may choose one for each adjacent ally: Dash up to 2 tiles; The target and another adjacent ally dash, trading places with each other.</p>	<p>“Not Today!” herald ultimate</p> <p>Utter a powerful shout that alters reality, removing an enemy’s action from existence. Negate all effects of an enemy skill and disable it until the end of the round.</p> <p>This skill may be used at any time and does not cost an action to use. Unblockable, and may target any skill or character in battle, including those that are out of play.</p>

Performer

<p>Pure Tones performer active</p> <p>Begin a soothing performance that reassures your team.</p> <p>Buff yourself, lasting until the start of your next turn: The rolls of you and allies in a 4x4 ring around you increase by +2. The area penetrates objects.</p> <p>If you still have the buff at your end step, cleanse targets in the area. Targets that did not need cleansing are healed for 1 instead.</p>	<p>War March performer active</p> <p>Begin an intense performance that intimidates your foes.</p> <p>Buff yourself, lasting until the start of your next turn: Enemies in a 4x4 ring around you take +2 more damage. The area penetrates objects.</p> <p>If you still have the buff at your end step, attack targets in the area, inflicting stagger or blind (beat 4).</p>	
<p>Intricate Harmonies performer active</p> <p>Begin a mystifying performance that confuses the senses. Buff yourself, lasting until the start of your next turn: Your Reflex increases by +5, and affect characters in a ring around you. When you start your performance, choose a size for the ring: 1x1, 2x2, 3x3, or 4x4. The area penetrates objects.</p> <p>Targets in the area cannot use actions or movement that would cause themselves or others to leave the area.</p>	<p>Echo performer active</p> <p>Transform <i>Echo</i> into a copy of an active skill used since your last turn. Doing so does not cost an action.</p> <p>If <i>Echo</i> is transformed, you may spend an action to return it to its normal state, removing it from a character or the battlefield if necessary.</p> <p><i>Echoed</i> skills cannot damage or heal for more than 10.</p>	<p>Dissonance performer reaction</p> <p>Dispel and inflict <i>weakness</i> on your attacker. Cannot be blocked or redirected.</p>
<p>Crescendo performer support</p> <p>After you use all four of your different active skills, your next action is a <i>crescendo</i>, increasing its damage and healing by +5, maximum range by +4 tiles, area by +2 tiles, and duration by +1 round or use.</p> <p>These bonuses only apply for one round, except the duration bonus. After a <i>crescendo</i>, you begin building up to another.</p>	<p>Dance Step performer movement</p> <p>Dash up to half your Speed in a line and displace another character, forcing it to copy that movement.</p> <p>You cannot displace characters into hazards with this skill normally, but you may spend your action to do so.</p>	<p>Heroic Hymn performer ultimate</p> <p>Begin a rousing performance that empowers your team.</p> <p>Buff yourself, lasting until the end of the next round: Your team's damage, healing, rolls, Reflex, and Speed increase by +2, and they cannot lose Spirit.</p> <p>Cannot be removed. Unblockable. Limit 1 per team.</p>

Paladin

	<p>Sword of Justice paladin active</p> <p>Crash down a blade of light on a line 3 tiles long and 1 tile wide, attacking the closest enemy for 4 damage and dealing 2 damage to other enemies. Heal allies in the area for 2.</p> <p>Deal +2 damage against enemies that attacked on their last turn, and an additional +4 damage against enemies that defeated one of your living teammates on their last turn.</p>	<p>Ivory Wave paladin active</p> <p>Emit a wave of light that washes over a 3x3 square, attacking the closest enemy for 4 damage and dealing 2 damage to other enemies. Heal allies in the area for 1.</p> <p>Displace enemies that attacked on their last turn (beat 2), pushing them 3 tiles away from you.</p>
<p>Reversal of Fortune paladin active</p> <p>Place a protective ward on yourself or an adjacent ally.</p> <p>Buff the target, lasting until the start of your next turn: The target takes -2 less damage from attacks, and each time it is attacked, it is healed for 4 after the attack.</p>	<p>Intervention paladin active</p> <p>Take upon yourself the suffering of an adjacent ally. Cleanse the target, then heal or revive it for 6.</p> <p>Then, buff the target, lasting until the start of your next turn: Redirect all negative effects from the target to you.</p> <p>If you redirect a negative effect that would affect both you and the target, it only affects you once. Cannot be removed except by your defeat.</p>	<p>Paladin's Wings paladin reaction</p> <p>Summon wings of light, blocking -3 damage on yourself or an ally within 3 tiles.</p> <p>You may react to attacks on allies with this skill.</p> <p>If you reacted to an attack on an ally and it would still be defeated after blocking damage, instead redirect the remaining damage to yourself, leaving that ally with 1 Health.</p>
<p>Vengeance paladin support</p> <p>Grant a positive effect to an ally that was attacked since its last turn to mark its attacker for vengeance. Limit 1 mark at once.</p> <p>When you attack a marked enemy, deal +3 damage, remove its mark, and gain a counter. Limit 4 counters. Marks may still be applied at 4 counters.</p> <p>For each counter, your healing, revival, blocking, and damage reduction on allies attacked since their last turn increases by 1.</p>	<p>Protector's Leap paladin movement</p> <p>Dash adjacent to an ally within 8 tiles that is below half of its maximum Health or defeated, leaping over objects.</p>	<p>Guardian Angel paladin ultimate</p> <p>Guard your team with countless wings of light.</p> <p>Buff yourself, lasting until the end of the next round: Your team takes -3 less damage.</p> <p>The first time a character sheltered by your wings would be defeated, it is instead left with 1 Health.</p> <p>Cannot be removed. Unblockable. Limit 1 per team.</p>

Necromancer

<p>Grave Chill necromancer active</p> <p>Chill your victim's spirit, attacking an enemy in sight within 6 tiles for 4 damage.</p> <p>Then, debuff the target (beat 2), lasting until the start of your next turn: Block incoming healing on the target, and it dies if defeated.</p> <p>If a character was killed since your last turn, deals 6 damage instead, and succeeds regardless of rolls.</p>	<p>Curse Blast necromancer active</p> <p>Curse the blood of an enemy or minion in sight within 6 tiles. Attack the target, inflicting burn (beat 3), then deal 4 damage.</p> <p>You may also debuff the target (beat 3): If defeated or destroyed, the target explodes, attacking a 2x2 ring around it with the initial attack. You are immune to the explosion.</p> <p>Always succeeds on minions.</p>	
<p>Plague Cloud necromancer active</p> <p>Curse the air on a tile in sight within 5 tiles, creating a 3x3 square cloud of disease starting on that tile that lasts until the start of your next turn.</p> <p>If there are characters inside the cloud when you create it, attack them, inflicting burn or weakness (beat 4). Repeat this attack if there are characters inside the cloud on your end step.</p> <p>The effects of banes are doubled for characters in the cloud. No effect on you or your constructs. Limit 1 per team.</p>	<p>Recurring Nightmare necromancer active</p> <p>Haunt an enemy in sight within 6 tiles with dreadful visions of despair.</p> <p>Debuff the target: Double the effects of banes. If the target is defeated, the visions transfer to another enemy in sight of the first within 3 tiles.</p> <p>On its turn, the target may sacrifice 6 Health to end the visions. Cannot be removed otherwise.</p>	<p>Soul Bind necromancer reaction</p> <p>You share your suffering with your enemy, attacking your attacker in sight within 6 tiles.</p> <p>Inflict any non-damaging negative effects inflicted on you by the attack on your attacker. If the attack damaged you, also deal 3 damage to your attacker.</p>
<p>Undying Servant necromancer support</p> <p>You control an undead minion as well as your character. It starts battles adjacent to you and takes its turn immediately before you. It has 4 Speed, 1 Health, basic attacks for 1 damage, and is destroyed on defeat. If it is destroyed on your turn, you may resummon it in an adjacent tile.</p> <p>Gain a counter each time a character is killed or your minion is destroyed, up to 5. Each counter increases your minion's damage by +1. Each 2 counters increase your minion's Speed by +1.</p>	<p>Aether Tunnel necromancer movement</p> <p>Open a portal between yourself and a nearby construct. Choose a construct within 5 tiles, then teleport yourself or an adjacent ally adjacent to that construct.</p>	<p>Spirit Effigy necromancer ultimate</p> <p>Kill an adjacent defeated enemy and turn its corpse into an effigy under your control.</p> <p>The effigy has the target's stats, skills, and inventory, starting with full Health and 1 Spirit. It takes its turn immediately before you.</p> <p>The effigy cannot gain Health for any reason, and loses 2 Health at the end of each round. Ends when the effigy is destroyed, or on your defeat.</p>

Pyromancer

<p>Fireball pyromancer active</p> <p>Launch an explosive ball of flames at a tile in sight within 5 tiles, attacking a 2x2 square starting on that tile. Deals 4 damage to the closest target and 3 damage to others.</p> <p>Instead of moving this turn, you may increase the area to a 3x3 square.</p>	<p>Thunderbolt pyromancer active</p> <p>Throw a searing bolt of lightning at an enemy in sight within 6 tiles, dealing 5 damage.</p> <p>Instead of moving this turn, you may increase the damage to 7.</p>	
<p>Lightning Storm pyromancer active</p> <p>Charge the air with deadly electricity, attacking enemies in a 2x2 ring around you. The area goes around objects.</p> <p>Deals 4 damage, but deals -1 less damage for each enemy attacked past the first, minimum 1.</p> <p>Instead of moving this turn, you may increase the area to a 3x3 ring.</p>	<p>Cleansing Flames pyromancer active</p> <p>Fill yourself with fire that burns away your impurities. Cleanse yourself, then grant yourself power or clarity.</p> <p>Instead of moving this turn, you may heal yourself for 5.</p>	<p>Shock pyromancer reaction</p> <p>Counterattack with a blaze of electricity, attacking your attacker in sight within 6 tiles for 4 damage.</p> <p>If you did not move on your last turn, also attack a second enemy in sight of the first within 3 tiles, dealing 2 damage.</p>
<p>Ignition pyromancer support</p> <p>Set the aether afire, engulfing your skills in flames. When you attack, you may decrease damage by -3 to also inflict <i>burn</i> with that attack.</p>	<p>Backblast pyromancer movement</p> <p>Set off a controlled explosion that launches you back. If you are not adjacent to a character, dash 6 tiles in a line. If you are adjacent to a character, dash 3 tiles away from the target in a line and <i>displace</i> it 3 tiles away from you.</p> <p>This skill launches characters over objects.</p> <p>You cannot <i>displace</i> characters into hazards with this skill normally, but you may spend your action to do so.</p>	<p>Skyfall pyromancer ultimate</p> <p>Open the sky, dropping a flaming meteor on a tile in sight within 6 tiles. Attack that tile and a 4x4 ring around it, dealing 3 damage.</p> <p>Deal 7 damage instead to targets in the central tile and in a 1x1 ring around it, and also demolish structures in this area.</p>

Cryomancer

	<p>Fetters of Rime cryomancer active</p> <p>Freeze the air into a heavy mass of ice, attacking an enemy in sight within 6 tiles. Inflict slow (beat 2), then deal 4 damage.</p> <p>If the target is within 2 tiles, also delay it, inflicting a debuff that lasts until the target's end step: The target skips its turn. When this ends, the target takes its turn, if it was previously skipped.</p>	<p>Gale Fist cryomancer active</p> <p>Create a blast of wind that hammers your foe, attacking an enemy in sight within 6 tiles. Deal 3 damage, then displace it 3 tiles in a line in any direction (beat 2). After the displacement, also attack characters adjacent to the target for 3 damage.</p> <p>If the target was within 2 tiles before the displacement, deal 5 damage instead with both attacks, and if you displace a character into another, continue pushing them instead of stopping.</p>
<p>Spinal Shivers cryomancer active</p> <p>Chill an opponent to its marrow, attacking an enemy in sight within 6 tiles for 4 damage.</p> <p>Then, make the target brittle, inflicting a debuff (beat 2) that lasts until the start of your next turn: Take +2 more damage from attacks.</p> <p>If the target is within 2 tiles when you start your turn, the target remains brittle until the start of your next turn.</p>	<p>Arctic Gusts cryomancer active</p> <p>Send out a swirling mass of wind and ice across the battlefield, attacking a line 3 tiles wide and 6 tiles long. Inflict blind on targets in the area (beat 2), and choose one: Displace targets 3 tiles away from the center of the line; Displace targets 3 tiles towards the center of the line.</p> <p>You may also displace targets within the first 2 tiles of the line 3 tiles towards or away from you, before or after the initial attack.</p>	<p>Icy Phalanx cryomancer reaction</p> <p>React with a flurry of icy spears, attacking your attacker in sight within 6 tiles for 4 damage.</p> <p>If the target is within 2 tiles, you may also freeze it, inflicting a debuff that lasts until the end of its next turn: The target cannot leave its tile under its own power.</p>
<p>Blizzard Shell cryomancer support</p> <p>On your end step, you may freeze a 4x4 square that includes your tile, creating flat ground that costs +1 Speed to move into. The outside edge of the area blocks vision and area effects. You react regardless of rolls while in the area.</p> <p>Ends on defeat, or if you are not in the area on your end step. You may not freeze a new area until this skill ends, and may not do so at the same time this skill ends. Limit 1 per team.</p>	<p>Sweeping Winds cryomancer movement</p> <p>When you move, you may glide in the air. You may move up or down on any slope, and horizontally or down in midair as if moving normally.</p> <p>As you move, you may displace one character you start or pass adjacent to, carrying it along with you. Allies may be carried up to 3 tiles, and enemies 1 tile.</p> <p>You cannot displace enemies into hazards with this skill normally, but you may spend your action to do so.</p>	<p>Glacial Rose cryomancer ultimate</p> <p>Unleash a spiral of freezing cold, attacking characters in a 4x4 ring around you. Deal 5 damage to targets in the area and freeze them, inflicting a debuff that lasts until the end of their next turn: Targets cannot leave their tiles for any reason.</p> <p>Cannot be blocked, redirected, or removed.</p> <p>Freezes hazards and liquids in the area, turning them into ground.</p>

Geomancer

<p>Desiccate geomancer active</p> <p>Drain an enemy of its fluids, attacking an enemy in sight within 6 tiles for 3 damage. Deals 5 damage instead if the target is at full Health.</p> <p>Then, debuff the target (beat 2), lasting until the start of your next turn: The target cannot react the next time it would be able to.</p>	<p>Lodestone Shackles geomancer active</p> <p>Weigh down your foe's arms, attacking an enemy in sight within 6 tiles. Inflict weakness (beat 2), then deal 4 damage.</p> <p>If the target already had a bane or debuff before the attack, you may also shackle it, inflicting a debuff (beat 2): If one or more negative effects would be removed from the target because of a positive effect, instead remove only the shackle.</p>	
<p>Engulfing Morass geomancer active</p> <p>Soften the ground on a tile in sight within 5 tiles, creating a 3x3 square pit of mud starting on that tile that lasts until the start of your next turn. Limit 1 per team.</p> <p>The pit costs +1 Speed to move into or leave, and characters in the area cannot dash or teleport.</p> <p>On your end step, attack characters in the area, inflicting slow (beat 3), then dealing 2 damage.</p>	<p>Sculpt geomancer active</p> <p>Change the form of an inanimate object, affecting an adjacent tile.</p> <p>Choose one: Raise or lower ground by one level; Create a tile of ground; Remove an object or hazard, turning it into ground.</p>	<p>Blinding Cloud geomancer reaction</p> <p>React with a blast of choking dust, attacking your attacker in sight within 6 tiles for 2 damage and inflicting blind.</p> <p>You may also debuff the target, lasting until the end of its next turn: The maximum range of the target's skills is reduced to 1.</p>
<p>Leylines geomancer support</p> <p>Instead of moving on your turn, you may focus the aether, creating leylines that extend out from you in each direction, running across the ground. Damage and healing increase by +1 for you and allies on a leyline.</p> <p>The effect stacks with other allies using Leylines, up to a +2 increase.</p> <p>While active, your Speed is set to 1 and you cannot dash or teleport. Ends when you wish, or on defeat.</p>	<p>Cleared Path geomancer movement</p> <p>Before you move, you may choose to clear a path while moving, lasting until your next turn. The path temporarily removes hazards and vision blockers, and creates a surface on top of liquids.</p> <p>When allies move on the path, every other tile costs no Speed to move through.</p>	<p>Mire geomancer ultimate</p> <p>Command the earth to sink, creating a <i>mire</i> on a tile in sight within 6 tiles and in a 3x3 ring around it. The <i>mire</i> costs +1 Speed to enter or leave, and characters inside cannot dash, teleport, or fly. On your end step, attack characters in the <i>mire</i>, displacing them 3 tiles towards its center, then dealing 6 damage to the character in the center. Structures sink 1 tile into the ground when this occurs. On your turn, you may move the <i>mire</i> up to 1 tile. Ends on defeat, or when you wish it. Cannot be removed otherwise. If used on a liquid, instead creates a <i>Whirlpool</i>. Limit 1 per team.</p>

Astrologer

	<p>Aether Weave astrologer active</p> <p>Shape the aether around yourself or a character in sight within 6 tiles. Choose one: End a buff or debuff; Extend a buff or debuff for an additional round or use; Cause the target's end step to occur immediately instead of later in the round; Add or remove 1 to a counter or cooldown. If the target was an enemy, this skill is an attack and deals 5 damage, after the effect.</p> <p>This skill may affect support skills, but has no effect on ultimates.</p>	<p>Gravity Anchor astrologer active</p> <p>Weigh down yourself or a character in sight within 6 tiles. Attach an anchor to the target, inflicting a debuff (beat 2) that lasts until the start of your next turn: The tiles of the target and tiles adjacent to it cost double Speed to move into, the target cannot dash, teleport, or be displaced, and its tile is impassable. If the target was an enemy, this skill is an attack and deals 4 damage, after the effect.</p> <p>Always succeeds on allies.</p>
<p>Stasis Cage astrologer active</p> <p>Freeze space into a prison around yourself or a character in sight within 6 tiles. Debuff the target, lasting until the target's end step: The target is immune to all effects, but skips its turn. When this ends, the target takes its turn, if it was previously skipped.</p> <p>If the target was an enemy, this skill is an attack and also deals 5 damage, before imprisoning the target.</p>	<p>Negate Distance astrologer active</p> <p>Force yourself or a character in sight within 6 tiles through the aether, teleporting them 3 tiles in any direction (beat 3).</p> <p>If the target was an enemy, this skill is an attack, deals 3 damage before the effect, and the teleportation is considered displacement.</p> <p>Always succeeds on allies.</p>	<p>Plane Shift astrologer reaction</p> <p>React by retreating to a pocket dimension.</p> <p>Buff yourself, lasting until your end step: Remove yourself from play. If you start your turn while removed, choose one: Take your turn, but you can only affect yourself; Skip your turn.</p> <p>When this ends, return to play as close as possible to your previous position, then take your turn if it was previously skipped.</p>
<p>Augury astrologer support</p> <p>When you act, you may turn that action into a <i>fate</i>, attaching it to a character in range. On your end step during the next round, that action occurs, centered on the target. You may turn actions into <i>fates</i> that normally do not target a character. <i>Fates</i> cannot be removed, and occur even if the target is out of play or you are defeated. Non-damaging effects of <i>fates</i> succeed regardless of rolls, and cannot be blocked or redirected.</p>	<p>Blink astrologer movement</p> <p>Teleport up to 3 tiles.</p> <p>If you can see your destination tile, you may teleport up to your Speed.</p>	<p>Banish astrologer ultimate</p> <p>Punch a hole in the material plane, creating a rift on a tile in sight within 6 tiles that lasts until the start of your next turn. When you create it, draw inside characters in a 2x2 ring around it, penetrating objects. Characters that enter the rift's tile are also drawn inside. Those inside are out of play, but can take their turns if they start them inside, and are treated as if they were adjacent to each other. You may end the rift at any time. When the effect ends, return those inside as close as possible to the center of the area. Cannot be blocked or removed.</p>

Warlock

<p>Unerring Bolt warlock active</p> <p>Fire a rapid bolt of energy in a line, attacking the first character hit, dispelling them or inflicting stagger (beat 2), then dealing 3 damage.</p> <p>Choose one: Gain 3 energy; Spend 1 energy to instead attack any enemy in the battle, including enemies that are out of play.</p>	<p>Force Rays warlock active</p> <p>Fire a solid ray of energy in a straight or diagonal line, attacking the first character hit for 4 damage, then displacing it 2 tiles away from you (beat 2).</p> <p>Choose one: Gain 2 energy; Spend energy to fire additional rays in any direction (1 energy per ray).</p> <p>Rays past the first on the same target increase damage and displacement by +1 instead of attacking again.</p>	
<p>Disruption Lance warlock active</p> <p>Launch a piercing lance of energy in a line, attacking characters in the area for 4 damage. Passes through objects.</p> <p>Choose one: Gain 1 energy; Spend 5 energy to accelerate the lance, causing it to avoid reactions and deal +1 more damage for every 2 tiles it travels.</p>	<p>Warlock's Eye warlock active</p> <p>Gain 3 energy, and you may create a mystic eye on any tile on the battlefield. The eye does not block movement or vision and is immune to all effects except dispel.</p> <p>You can see as if you were in its tile. On your turn, you may destroy it to act as if you were in its tile.</p> <p>Ends on defeat, or when you wish it. Limit 1 per team.</p>	<p>Energy Shield warlock reaction</p> <p>Surround yourself with a wall of energy, blocking -3 damage.</p> <p>Choose one: Gain 1 energy; Spend 3 energy to block an additional -3 damage.</p> <p>Spending energy causes this skill to limit the amount of damage you can take to 12, before other damage blocking or reduction effects.</p>
<p>Tidal Flux warlock support</p> <p>On your end step, you may shift the Tides in your favor, increasing your damage by +1 during the next round. On the following round, the Tides shift against you, decreasing your damage by the same amount.</p> <p>Cannot be used again until the effect fades.</p> <p>Each time you use this skill past the first, its effect increases by 1.</p>	<p>Flicker warlock movement</p> <p>Teleport up to 4 tiles, then teleport back to your original position at the end of your turn.</p>	<p>Deny Existence warlock ultimate</p> <p>Tear your foe from reality, placing 5 counters on an enemy in sight within 6 tiles. Remove a counter each time you reach your end step.</p> <p>At 0 counters, attack the target, stunning it and disabling its skills until the end of the next round, then dealing 15 damage. Cannot be blocked or removed. Lethal to enemies, and killing an enemy removes it from the memory of all present, leaving only an impassable void where it once stood. Limit 1 per team.</p>