**Sharpen Blade** - - -
This skill may target up to 3 models in 1 hex. After using this skill, move Jeen up to 1 hex.

**Press Forward** - 2 - -
Jeen may use this skill as a bonus action. Must target a follower.

**Polearm Sweep** - 2 4 4
Choose up to 2 hexes within range that are adjacent to each other. This skill can target 1 model in each of those hexes.

**Blade Storm** - 1 5 5
This skill may target up to 3 models in 1 hex. After using this skill, move Jeen up to 1 hex.

**Rapid Strike** - 2 3 3
Jeen may use this skill as a bonus action. Must target a follower.

**Overrun** - 2 - -
Move Jeen up to 2 hexes. Then move each other friendly model within range up to 2 hexes in the order of your choice.

**Maelstrom Champion**
A maelstrom moves the turn token +1 step when they knock out an enemy follower.

**Martial Discipline**
After Jeen gains 1 or more wounds from an enemy skill, she may gain or .

**Drive Back**
At the end of the Golden Shrikes’ activation, choose a hex adjacent to a Golden Shrike. You may move each enemy follower in that hex up to 1 hex.

**Sprint**
One Golden Shrike may move up to 3 hexes.

**Slash and Dash**
After using Slash and Dash, each Golden Shrike in this hex may move up to 1 hex.

**Balanced Stance** - or 

**Press Forward** - 2 - -

**Slash and Dash**
After using this skill, each Golden Shrike in this hex may move up to 1 hex.

**Drive Back**
At the end of the Golden Shrikes’ activation, choose a hex adjacent to a Golden Shrike. You may move each enemy follower in that hex up to 1 hex.