



# BARNASCUS

DWARF PYROMANIAC

MOV	AGI	RES	MEL	MAG	RNG
3	3	1	6	-	7

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	18	20

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Tank Hull	1AP	1	2	3	4
 Flame Thrower	1AP	4	2	3	4

## COMMON INNATE ABILITIES

Mounted; Pathfinder

**Enflade** - [*Innate*] Barnascus can target 2 enemies adjacent to each other with *Flame Thrower Attack*. Generate attack dice pool separately for each enemy being attacked with a -1 die penalty after all other modifiers (1 die min).

**Hot Fire** (2♣) - [*Manoeuvre*] Enemy damaged by *Flame Thrower Attack* suffers *burn*. If a (♠) was rolled and the enemy was damaged, they take 1 extra True Damage.

**Trample** (2♣) - [*Manoeuvre*] Enemy damaged by *Tank Hull Attack* suffers *knock down*. If a (♠) was rolled, and the enemy was damaged, they take 1 extra True Damage.

**Grind (1AP+1F)** - *[Active]* Barnascus performs an **Advance** action, then adjacent enemies take 3 True Damage.

**Repair (1AP)** - *[Active]* Barnascus Heals for 3 health +1 for each level that he has gained.

**LEVEL 2** Gain 2 Health **LEVEL 3** Gain 2 Health

**Lvl 2: Steady** - *[Innate]* This model is not affected by the *knock down condition* for the first time, each round, that it is used against them.

**Lvl 3: Lightning Shield** - *[Innate]* Barnascus gains +1 RES vs MAG attacks. If an enemy enters within 2 hexes, they take 2 True Damage. If an enemy ends their activation within 2 hexes, they take 2 True Damage. Damage from **Lightning Shield** can only be incurred once per Hero activation.

GODS



CLASS

