



BASTIAN

HUMAN BARD

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	6	7	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST **5**

	Cost	Reach	Glance	Solid	Crit
 Sword	1AP	1	1	2	4
 Magic Blast	1AP	3	1	2	4

COMMON INNATE ABILITIES

Point Blank; Honour

Heroic Ballad - [*Innate*] While within 2 hexes, other friendly models gain +1 attack dice on their *Basic Attacks*.

Calming Waters (1⚡) - [*Manoeuvre*] If an enemy takes damage by *Sword Attack*, remove 1 *condition* from target friendly model within 2 hexes.

Suggestion (1AP) - [*Active*] Target enemy within 2 hexes performs a *Basic Attack* against a model chosen by the active player. The target becomes friendly to the active player for the duration of the attack.

Plane Walker (2AP) - [*Active*] Target friendly model within 6 hexes. Bastian is immediately placed adjacent to the model.

Prayer of Health (1AP+1F) - *[Active]* Heal target friendly model within 2 hexes for D3+3 health points +1 for each level Bastian has gained.

LEVEL 2 Gain 1 Health **LEVEL 3** Gain 1 Health

Lvl 2: Heroism (1F) - *[Active]* Target friendly model within 2 hexes gains +1 damage to *Basic Attacks* in their next activation, or current activation if Bastian is the target.

Lvl 3: Time Bender (1F) - *[Active]* Target friendly model within 2 hexes. If that model reaches 0 health it Heals 1 health and is immediately placed adjacent to its Effigy. If the model was able to Heal the 1 health, its Soul is not harvested. Then **Time Bender** expires. Otherwise, **Time Bender** expires at the start of Bastian's next activation.

GODS



CLASS

