



ISABEL

HUMAN PALADIN

MOV	AGI	RES	MEL	MAG	RNG
3	4	1	6	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	17	19

SOUL HARVEST **5**

	Cost	Reach	Glance	Solid	Crit
 Holy Sword	1AP	1	2	3	4

COMMON INNATE ABILITIES

Honour; Immune (curse); Skill Tree

Curse Bane - [*Innate*] Isabel's *Holy Sword Attack* inflicts +1 damage to enemies that can apply *curse*.

Smite (1J) - [*Manoeuvre*] Model damaged by *Holy Sword Attack* takes 1 extra True Damage.

Lay on Hands (1AP) - [*Active*] Target friendly, non-undead, non-demon Hero model within 2 hexes. That model Heals 3, +1 for each level Isabel has gained.

Mass Restoration (1AP+1F) - [*Active*] Friendly models within 2 hexes have all their *conditions* removed.

HOLY

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

Lvl 2: **Divine Intervention** - [*Innate*] Once per round, the 1st time any friendly Hero model within 2 hexes is reduced to 0 health, instead of dying it immediately Heals for 1. Undead and Demons do not benefit from **Divine Intervention**.

Lvl 3: **Holy Aura** - [*Innate*] Whenever a friendly non-undead model starts their activation within 2 hexes of Isabel, they can immediately remove 1 *condition* they currently suffer and Heal 2.

RETRIBUTION

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

Isabel gains +1 MEL.

Lvl 2: **Holy Blast (1AP)** - [*Active*] Target enemy Summoned model, undead Hero, demon Hero, or Monster within 2 hexes takes D6 damage. **Holy Blast** cost can be upgraded to (1AP+1F), instead of (1AP), to do D6+3 True Damage.

Lvl 3: **Thunderous Strike (1F)** - [*Active*] Enemies within 2 hexes take D3 True Damage (roll separately for each enemy). In addition, Isabel rolls a D6 for each affected enemy. If the roll is greater than the enemy's current AGI, or a roll of 6, the enemy suffers *knock down*. The dice rolled against the enemy's AGI cannot be re-rolled by any means.

GODS



CLASS

