




LORIBELA

DWARF ALCHEMIST

MOV	AGI	RES	MEL	MAG	RNG
2	3	1	6	-	6

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
16	17	19

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Pistol Whip	1AP	1	2	3	4
 Gatling Gun	1AP	4	2	3	4

COMMON INNATE ABILITIES

Dash

Crack Skull (2♣) - [*Manoeuvre*] Enemy damaged by *Pistol Whip Attack* suffers *stun*.

Spring Loaded (2♣) - [*Manoeuvre*] Enemy damaged by *Gatling Gun Attack* suffers *poison*. Loribela may immediately make a *Gatling Gun Attack* for (0AP) against the same model after resolving the first attack. *Spring Loaded* cannot be executed from the additional attack.

Elixir (1AP) - [*Active*] Adjacent friendly models Heal 2 points +1 for each level Loribela has gained. Friendly dwarfs and minotaurs Heal an additional 1.

Ferocious Charge (3AP) - *[Active]* **Charge** target enemy. Instead of resolving the **Charge** attack, the **Charged** model takes 4 damage and suffers *stun*.

Hand Grenade (1AP+1F) - *[Active]* Place a Hand Grenade Icon in an unoccupied hex within 4 hexes. Enemies adjacent to the Icon are pushed 2 hexes directly away from the Icon in an order chosen by the active player, then take 3 True Damage. After resolving this damage, remove the Hand Grenade Icon from the battlefield.

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

Lvl 2: Inspiring Words - *[Innate]* Friendly dwarf and minotaur models that begin their activation within 2 hexes of Loribela gain +1 MOV during their current activation.

Lvl 3: Chemical Cloud (1F) - *[Active]* When an enemy ends an Advance, or the movement part of a **Charge** action, within 2 hexes of Loribela, Loribela rolls a D6. If the result is greater than the enemy's current AGI, or the roll is equal to 6, the enemy suffers *knock down*. This roll cannot be re-rolled by any means. **Chemical Cloud** expires at the start of Loribela's next activation.

GODS



CLASS

