




MALTIQUE

HUMAN TECHNOMANCER

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

| | | |
|------------|-------|-------|
| MAX HEALTH | | |
| Lvl 1 | Lvl 2 | Lvl 3 |
| 15 | 16 | 18 |

SOUL HARVEST **3**

| | | | | | |
|---|------|-------|--------|-------|------|
| | Cost | Reach | Glance | Solid | Crit |
|  Psionic Blast | 1AP | 5 | 2 | 3 | 4 |

COMMON INNATE ABILITIES

Pathfinder; Steady

Psionic - [*Innate*] When calculating attack dice, Maltique's *Basic Attacks* use the enemy's Soul Harvest attribute instead of their AGI. This is a base 3 attack dice against models without a Soul Harvest attribute. Maltique gains +1 RES vs MAG attacks. Maltique is unable to target the Effigy with her *Basic Attacks*.

Empathy - [*Innate*] Counts as a Champion for every god.

Cerebral Pressure - [*Innate*] Add a Psionic Counter to a model when it is damaged by the *Psionic Blast Attack*. *Psionic Blast Attack* inflicts +1 damage per Psionic Counter on target enemy. Psionic Counters are removed at the end of Maltique's activation.

Mind Rend (2♣) - [*Manoeuvre*] Enemy damaged by *Psionic Blast Attack* suffers *pin*. If a (J) was rolled, and the enemy was damaged, the model suffer's *pin* or *stun*. Active player chooses.

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

Psionic Boost (1F) - [*Active*] *Psionic Blast Attack* deals True Damage. Expires at the end of Maltique's current activation.

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

Lvl 2: Ghost Touch - [*Innate*] While resolving a *Psionic Blast Attack*, Maltique can execute *Push (X) Combat Manoeuvres* as if the attack were a *Melee Attack*.

Lvl 3: Sharpened Mind - [*Innate*] Maltique ignores **Stealth** and can re-roll an entire *Basic Attack* roll once per activation.

CLASS

