





MASUZI

DEMON BIOMANCER OF RUIN

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

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST **6**

	Cost	Reach	Glance	Solid	Crit
 Rod of Ruin	1AP	1	1	2	4
 Acid Potion	1AP	4	1	2	3

COMMON INNATE ABILITIES

Coalesce; Immune (*poison*); Leech (1); Pathfinder; Soulgazer; True Damage (*Acid Potion*)

Soul Seer (1♣) - [*Manoeuvre*] Enemy damaged by *Rod of Ruin* Attack takes D3 True damage for each Soul bound to it and suffers *curse*.

Viper Shot (2♣) - [*Manoeuvre*] Enemy damaged by *Acid Potion* Attack suffers *poison*. If a (♣) was rolled and the enemy was damaged, they take 1 extra True Damage.

Decay (1F) - [*Active*] Target enemy within 2 hexes incurs either -2 MOV or -2 AGI (active player chooses). Expires at the end of their next activation.

LEVEL 2 Gain 1 Health LEVEL 3 Gain 1 Health

Choose one ability at level 2 and another at level 3.

Devour (1AP+1F) - [Active] Target enemy within 2 hexes loses a level. The Max Health of that model is reduced and abilities associated with that level are lost immediately.

Suppress (1F) - [Active] Target adjacent non-demon enemy may not use **Cleanse**. Expires at the end of that model's next activation.

Pain Reflector (1AP+1F) - [Active] Masuzi deals up to 10 True Damage to himself. Target enemy within 3 hexes takes the same amount of True Damage that Masuzi dealt to himself. **Pain Reflector** cannot damage Masuzi more than his current health and cannot reduce the target enemy to less than 1 health.

Physical Augmentation - Masuzi permanently gains +1 to any attribute other than RES.

GODS



CLASS

