



NEPHEENEE

ELF WARRIOR

| | | | | | |
|----------|----------|----------|----------|-----|-----|
| MOV | AGI | RES | MEL | MAG | RNG |
| 3 | 5 | 0 | 7 | - | - |

| | | |
|------------|-----------|-----------|
| MAX HEALTH | | |
| Lvl 1 | Lvl 2 | Lvl 3 |
| 14 | 15 | 16 |

SOUL HARVEST **2**

| | | | | | |
|---|------------|----------|----------|----------|----------|
| | Cost | Reach | Glance | Solid | Crit |
|  Laser Blade | 1AP | 1 | 1 | 2 | 4 |

COMMON INNATE ABILITIES

Dash; Dual Wield (*Laser Blade*); Fly; Nimble; Pathfinder

Phase Shift (2⬆️) - [*Manoeuvre*] Enemy damaged by *Laser Blade Attack* suffers curse. Nephenee can be *Pushed* up to 1 hex.

Laser Storm (1F) - [*Active*] Adjacent enemies suffering the *curse condition* take D6+1 True Damage. Roll separately for each model.

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

Lvl 2: **After Burners** - [*Innate*] Nephenee can Advance up to 2 hexes at the end of her activation.

Lvl 3: **Void Dome (1F)** - [*Active*] When enemies within 3 hexes make any action that includes a Fate (F) cost, the cost of that ability is increased by (1F). Expires at the start of Nephenee's next activation.

GODS



CLASS

