RAKKIR
ORC ROGUE

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	7	–	–

MAX HEALTH

Lvl 1	Lvl 2	Lvl 3
15	16	18

SOUL HARVEST: 2

	Cost	Reach	Glance	Solid	Crit
Dagger	1AP	1	2	3	5

COMMON INNATE ABILITIES
Shadow

Cloak of Darkness - *[Innate]* +1 AGI vs RNG attacks.

Viper Strike (2☨) - *[Manoeuvre]* Target enemy damaged by *Dagger Attack* suffers *poison*.

Shadow Step (1AP) - *[Active]* When adjacent to a friendly Shadow Orb Icon or friendly Effigy, Rakkir can be placed adjacent to any other friendly Shadow Orb or friendly Effigy. **Shadow Stepping** from a Shadow Orb destroys it.

Shadow Rift (0AP) - *[Active]* Place a Shadow Orb Icon in an unoccupied adjacent hex.

Toxin (1F) - Adjacent enemy that is suffering *poison* takes 2D6 True Damage.

Lvl 2: Escape (1♟) - [*Manoeuvre*] Place a Shadow Orb Icon in an unoccupied adjacent hex. Rakkir may Shadow Step for (**0AP**). This **Shadow Step** is not affected by nor does it affect the normal limitation of one **Shadow Step** per activation.

Lvl 3: Shadow Meld (1F) - [*Active*] Gains **Stealth**. Expires at the start of Rakkir's next activation.

GODS ⊗ ⛫ CLASS ⚔