




SKOLL

ORC ETTIN MYSTIC

MOV	AGI	RES	MEL	MAG	RNG
3	3	1	5	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
21	24	27

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Brute Axe	1AP	1	2	3	4

COMMON INNATE ABILITIES

Defender; Dual Wield (*Brute Axe*); Skill Tree

Two Heads - [*Innate*] Immune to *stun*. Enemies do not gain the +1 die Parting Blow advantage against Skoll.

Bulwark (1AP) - [*Active*] Target friendly non-Defender model within 2 hexes gains 5 temporary health. Expires at the start of Skoll's next activation.

Soul Burn (1AP + 1F) - [*Active*] Enemies within 2 hexes take D6 True Damage per Soul bound to them. Roll separately for each enemy.

MYSTIC

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


Lvl 2: **Mystic Shield (1AP)** - [Active] Target friendly non-Defender model within 2 hexes. Choose either RNG or MAG. That model cannot be targeted by the chosen *Basic Attack* type. Expires at the start of Skoll's next activation.

Lvl 3: **Mesmerizing Gaze (1F)** - [Active] Active Abilities of enemies within 3 hexes cost +(1AP). Expires at the start of Skoll's next activation.

WARRIOR

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

Lvl 2: **Combo Strike (2AP)** - [Active] Skoll Attacks an enemy target using the following weapon:

	Cost	Reach	Glance	Solid	Crit
 Combo Strike		1	3	5	6

Skoll gains +1 die after all other modifiers when resolving this attack. **Combo Strike** counts as a *Basic Attack* and it may be used during a **Charge**, replacing the *Basic Attack* of that **Charge**.

Lvl 2: **Knock Out (1)** - [Active] Target enemy damaged by a *Combo Strike Attack* suffers *knock down & stun*.

Lvl 3: **Primal Scream (1F)** - [Active] Enemy Heroes within 3 hexes cannot be targeted by their friendly models' Active Abilities. Expires at the start of Skoll's next activation.

GODS



CLASS

