



# SKYE

ELF MONK

MOV	AGI	RES	MEL	MAG	RNG
3	6	0	6	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	18

SOUL HARVEST **4**



Cost	Reach	Glance	Solid	Crit
Bo Staff 1AP	1	2	3	4

## COMMON INNATE ABILITIES

Dash; Defender; Pathfinder; Regeneration(2)

**Diversion (Interrupt)** - [*Innate*] When a friendly non-Defender within 2 hexes is damaged and not killed by an enemy *Basic Attack* or *Active Ability*, Skye may choose to **Interrupt** the action. The **Interrupt** occurs after damage has been taken but before **Combat Manoeuvres** are applied. Any amount of that damage can be dealt to any friendly models within 2 hexes of Skye other than the original target, in the form of **True Damage**. The original model then **Heals** for the amount dealt to friendly models. One use per round.

**Groundwork** - [*Innate*] When Skye suffers *knock down* he incurs a -2 AGI penalty (instead of -3) and can stand up for free at the start of his activation.

**Spirit Strike (1J)** - [*Manoeuvre*] Model damaged by *Bo Staff Attack* suffers *stun* and *Skye*, or an adjacent friendly model, Heals up to 2 health points.

**Heroic Stand (Interrupt) (1AP+1F)** - [*Active*] When a friendly non-Defender Hero model within 3 hexes is targeted by an enemy *Basic Attack*, *Skye* can choose to **Interrupt** the attack before the attack dice are determined. *Skye* can be placed adjacent to the friendly Hero and the friendly Hero gains 4 temporary health, then **Heroic Stand** expires. Otherwise, **Heroic Stand** expires at the start of *Skye's* next activation.

Temporary health gained by **Heroic Stand** expires at the start of *Skye's* next activation.

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

**Lvl 2: Dimension Warp** - [*Innate*] When *Skye* attempts an *Effigy Recall* (before *Skye* is moved), target friendly Hero model within 2 hexes can be chosen for **Dimension Warp**. If *Skye's* *Effigy Recall* succeeds, then the target of **Dimension Warp** can be placed adjacent to its *Effigy*.

**Lvl 3: Globe of Invulnerability (1F)** - [*Active*] While within 3 hexes, friendly non-Defender models gain +1 RES. Expires at the start of *Skye's* next activation.

GODS



CLASS

