



# VIKTOR

## HALFLING WARLOCK

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

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
12	13	14

SOUL HARVEST 

Cost	Reach	Glance	Solid	Crit
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Eldritch Blast **1AP**    5    2    3    4

### COMMON INNATE ABILITIES

Counts as Human; Small; Summoner

**Resilient Being** - [*Innate*] Viktor resurrects with -3 of his maximum health instead of -5.

**Siphon** - [*Innate*] When resolving an Eldritch Blast Attack, Viktor gains +1 MAG for each unbound soul currently on the battlefield.

**Baleful Hex (2♣)** - [*Manoeuvre*] Enemy damaged by Eldritch Blast Attack suffers curse.

**Banishment (1AP)** - [*Active*] Target Warlock Familiar, enemy demon hero or demon monster within 3 hexes. Warlock Familiars or demon monsters are banished to the abyss and removed from the battlefield. Enemy hero demon models suffer D3 damage and *stun*. No Bounty or Levels are gained when banishing Warlock Familiars or demon monsters.

**Soul Step (1AP)** - *[Active]* Place Viktor in an unoccupied hex adjacent to an unbound Soul.

**Demon Gate (0AP)** - *[Active]* Viktor Summons a Demon -Warlock Familiar by paying its summon cost. Demon Gate cannot be cast if a demon remains in play from a previous casting of Demon Gate by Viktor.

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

**Lvl 2: Demon Link** - *[Innate]* Viktor's Eldritch Blast, Banishment and Hex can be executed through a friendly Demon - Warlock Familiar that is within 5 hexes of him, as the point of origin. The range for each ability is measured from the demon. LoS can be measured either from Viktor or the demon. Viktor cannot use Eldritch Blast via Demon Link if the demon is engaged by an enemy.

**Lvl 3: Hex (1F)** - *[Active]* Target enemy within 3 hexes. While that enemy suffers *curse*, Basic Attacks targeting the enemy model deal +1 damage. Hex expires at the start of Viktor's next activation.

GODS



CLASS

