





ARIA

DEMON SIREN OF ECSTASY

MOV	AGI	RES	MEL	MAG	RNG
3	5	0	6	7	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Serpent	1AP	1	2	3	4
 Symphonic	2AP	4	3	4	6

COMMON INNATE ABILITIES

Coalesce; Pathfinder; Regeneration (1)

Strider - [*Innate*] Aria gains +1 MOV for the duration of her activation when she begins her activation within rough or treacherous terrain

Venom (2♣) - [*Manoeuvre*] Enemy damaged by *Serpent Attack* suffers *poison*. If a (♠) was rolled, and the enemy was damaged, they take 1 extra True Damage.

Siren Song (2♣) - [*Manoeuvre*] Enemy damaged by *Symphonic Attack* suffers *knock down* and the next *Symphonic Attack* costs (1AP). If a (♠) was rolled, and the enemy was damaged, the enemy suffers *stun*.

Allure (1AP) - [*Active*] Target enemy Hero within 4 hexes makes an **Advance**, up to that model's MOV attribute, towards Aria. During this **Advance** the Hero is immune to Parting Blows, but is affected by terrain as normal. After casting **Allure**, Aria cannot take the **Advance** (or **Charge**) action for the rest of her activation.

Sleep (1AP or 1F) - [*Active*] Target enemy Hero within 4 hexes. That model cannot be activated during the next enemy activation unless there are no other eligible enemy Heroes left to activate. **Sleep** expires when an enemy Hero activates.

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

Choose one ability at level 2 and another at level 3.

Duplicate Self (Interrupt) (1AP) - [*Active*] The next *Basic Attack* that targets Aria, and scores a Hit, is Interrupted. Interrupt the attack after the attack dice have been chosen but before damage is resolved. That attack is ignored, and then **Duplicate Self** expires. Otherwise, **Duplicate Self** expires at the start of Aria's next activation.

Suggestion (1AP) - [*Active*] Target enemy within 2 hexes performs a *Basic Attack* against a model chosen by the active player. The target becomes friendly to the active player for the duration of the attack.

Immunity - [*Innate*] Become immune to a *condition* of choice for the rest of the game.

GODS



CLASS

