





ASCHELL

DEMON BALLISTA OF ONSLAUGHT

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	5	-	7

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST	1
-----------------	----------

	Cost	Reach	Glance	Solid	Crit
 Claws	1AP	1	1	2	4
 Flame Cannon	2AP	6	3	4	6

COMMON INNATE ABILITIES

Coalesce

Reload - [*Innate*] Once per activation, after Aschell resolves a *Flame Cannon Attack*, he can make a *Flame Cannon Attack* for (1AP).

Bombard (2⬆) - [*Manoeuvre*] Enemy damaged by *Flame Cannon Attack* suffers *burn*. If a (⬆) was rolled and the enemy was damaged, another enemy, within 2 hexes of the hex of the original target, is dealt half the damage rounded up. If that enemy takes damage, it suffers *burn*.

Pinning Fire (1F) - [*Active*] Enemies that have been (or will be) damaged by *Flame Cannon Attack* or the *Bombard Manoeuvre* during this activation suffer *pin*.

LEVEL 2 Gain 1 Health LEVEL 3 Gain 1 Health

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

Bullseye (1F) - [Active] Ignore the “firing into melee” penalty with *Basic Attacks*. Expires at the end of Aschell’s current activation.

Ghost Shot (1F) - [Active] Ignore **Stealth** with *Basic Attacks*. Expires at the end of Aschell’s current activation.

Critical Rage (Interrupt) (1F) - [Active] When Aschell is hit with a **Critical Blow**, the attack is **Interrupted**. **Interrupt** the attack after dice are chosen, but before damage is applied. Aschell may make a *Basic Attack* with an eligible weapon against that enemy. *Combat Manoeuvres* cannot be executed from this attack. Expires at the start of Aschell’s next activation.

Enhanced Bombard - [Manoeuvre] The *Bombard Manoeuvre* no longer requires a (J) to trigger the second part of that manoeuvre.

GODS



CLASS

