



DOENREGAR

MINOTAUR SHAMAN

MOV	AGI	RES	MEL	MAG	RNG
3	3	1	6	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
20	22	25

SOUL HARVEST **3**



Cost	Reach	Glance	Solid	Crit
Shillelagh 1AP	1	2	3	5

COMMON INNATE ABILITIES

Defender; Regeneration (2)

Redirection (Interrupt) - [*Innate*] When a friendly non-defender model within 2 hexes is hit by a *Basic Attack*, Doenregar may choose to **Interrupt** the action. This **Interrupt** occurs after the opponent has selected their 3 dice for the attack, but before damage or manoeuvres are applied. Change the target of the attack to Doenregar and resolve all damage and manoeuvres against Doenregar. 1 use per round.

Stone Form (1AP) - [*Active*] Set AGI to 1, and RES to 3. Immune to *throw*, *knock down*, and cannot be *pushed* by any means. Expires at the start of Doenregar's next activation.

Stone Grasp (1F) - [*Active*] Adjacent enemies cannot *Advance* or *Charge*, and their *Combat Manoeuvres* require +(1♣). Expires at the start of Doenregar's next activation.

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

Lvl 2: **Hyper Regeneration** - [*Innate*] Increase **Regeneration** by 1 for each level Doenregar has gained.

Lvl 3: **Healing Wave (1F)** - [*Active*] Friendly models within 2 hexes Heal 3.

GODS



CLASS

