KAIN

DEMON PRIEST OF ONSLAUGHT

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

MAX HEALTH

Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST 4

	Cost	Reach	Glance	Solid	Crit
Ritual Sword	1AP	1	2	3	4
Blood Magic	1AP	4	2	3	4

COMMON INNATE ABILITIES

Coalesce

Blood Scent - [*Innate*] Kain gains +1 MOV and +1 MEL when **Charging** an enemy that is below half its current maximum health.

Blood Pact (Interrupt) - [*Innate*] Interrupt a *Ritual Sword Attack* after damage is resolved, but before *Combat Manoeuvres* are applied. If the active player chooses, the enemy and a friendly Hero within 2 hexes take up to the same amount of True Damage taken by the enemy from the original attack. **Blood Pact** cannot be used on the opponent's Effigy or a friendly Hero if the damage would kill them. Once per activation.

Mortal Wounds (2♟) - [*Manoeuvre*] Enemy Hero model damaged by *Ritual Sword* or *Blood Magic Attack* is unable to Heal by any means until the end of its next activation, after which **Mortal Wounds** expires

Cleave (1AP+1F) - [*Active*] Make a *Ritual Sword Attack* for (0AP) against each enemy within melee reach. Kain ignores the distracted rule when resolving **Cleave**.

LEVEL 2 Gain 1 Health LEVEL 3 Gain 1 Health

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

Temporal Shift (1F) - [*Active*] At the end of Kain's activation, place him in the hex where he started this activation. If that hex is occupied, **Temporal Shift** cannot be used.

Soothe (Interrupt) (2♟) - [*Manoeuvre*] Target friendly model within 2 hexes Heals for the amount of damage the enemy suffered from Kain's *Blood Magic Attack*.

Unerring Accuracy - [*Innate*] Kain can re-roll an entire *Basic Attack* roll once per activation.

GODS CLASS