



# PIPER

## ELF ILLUSIONIST/ROGUE

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

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
13	14	15

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Dagger	1AP	1	2	3	4
 Mage Hand	1AP	4	1	2	3

## COMMON INNATE ABILITIES

Backstab; Dash; Pathfinder

**Ghost Touch** - [*Innate*] While resolving a *Mage Hand Attack*, Piper can execute *Push (X) Combat Manoeuvres* as if the attack were a *Melee Attack*.

**Mystic Step** - [*Innate*] Piper can be placed in an adjacent hex at the start of his activation.

**Duplicate Self (Interrupt) (1AP)** - [*Active*] The next *Basic Attack* that targets Piper, 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 Piper's next activation.

**Enhance Self (1F)** - [Active] Piper gains +1 to his MOV, MEL, MAG, AGI & Soul Harvest. Expires at the start of his next activation.

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

**Lvl 2: Viper Venom (1J)** - [Manoeuvre] If an enemy is damaged by *Dagger Attack*, Piper can activate his **Duplicate Self** ability without spending (1AP).

**Lvl 3: Taunt (1AP or 1F)** - [Active] Target enemy Hero within 4 hexes becomes taunted. Piper, if alive and in LoS at the start of the taunted model's next activation, is the only model the taunted model can target during its next activation, after which Taunt expires.

GODS



CLASS

