



SAIYIN

ELF PRIESTESS

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

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
13	14	15

SOUL HARVEST **6**

	Cost	Reach	Glance	Solid	Crit
 Wither Soul	1AP	3	2	3	4

COMMON INNATE ABILITIES

Dash; Point Blank; Soulgazer

Aura of Light - [*Innate*] When Saiyin activates, friendly models within 2 hexes Heal 1, +1 for each level Saiyin has gained.

Soul Sear - [*Innate*] *Wither Soul* Attack gains +1 damage for each Soul bound to the target of *Wither Soul*.

Augury (1AP) - [*Active*] Target friendly model within 3 hexes may re-roll a single die once during its activation. Expires at the end of that model's next activation or when the re-roll is used.

Holy Shield (1AP) - [*Active*] Target friendly model within 3 hexes. *Burn*, *curse*, *freeze*, and *poison* cannot be applied to that model. Expires at the start of Saiyin's next activation.

Soul Beckon (1F) - *[Active]* Target enemy within 2 hexes. Saiyin may attempt to remove a bound Soul from that model. Roll a **Soul Harvest** skill check with the usual modifiers and an additional -2 penalty. If successful, remove a Soul from the target and place it adjacent to that target, as close to Saiyin as possible. Move that Soul D2 towards Saiyin.

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

Lvl 2: 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. Expires when an enemy Hero activates.

Lvl 3: Soul Bank (1AP+1F) - *[Active]* Perform **Bank Soul** for (OAP) from anywhere on the board as if Saiyin were adjacent to your Effigy.

GODS



CLASS

