




STYX

HUMAN CYBORG

MOV	AGI	RES	MEL	MAG	RNG
3	4	1	6	-	6

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Scythe	1AP	1	2	3	4
 Anti Grav Scythe	1AP	4	2	3	4

COMMON INNATE ABILITIES

Dash; Leech(1)

Psionic Blast (2♣) - [Manoeuvre] Enemy damaged by Scythe or Anti Grav Scythe Attack suffers *stun* or *curse* (active player chooses).

Ethereal Passage (1AP) - [Active] Target other friendly model within 3 hexes can be Placed adjacent to Styx.

Nullify (X) - [Active] Target Token, template, or Hero with a Marker (placed by an Active Ability) within 2 hexes. Styx must pay the original cost of that Active Ability and can then remove that Active Ability Token, template, or Marker.

Astral Split (1AP+1F) - [Active] Styx switches places with target enemy within 4 hexes. Both models are placed in the hex of the other model with which they were switched.

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

Lvl 2: Soul Infused - [*Innate*] Styx gains +1 MEL & +1 RNG for each Soul bound to him. Styx's *Psionic Blast Combat Manoeuvre* gains "If a (J) was rolled and the enemy was damaged, the targeted model incurs an additional 1 True Damage".

Lvl 3: Pain Reflector (1AP+1F) - [*Active*] Styx damages himself for up to 10 True Damage. Target enemy within 3 hexes is damaged for the same amount of True Damage. Styx cannot damage himself for more than his current health and the enemy cannot be reduced to less than 1 health from **Pain Reflector**.

GODS



CLASS

