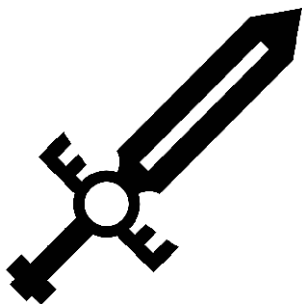


Strike

1

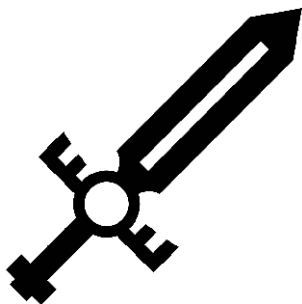


Attack

Deal 2 **damage**.

Strike

1

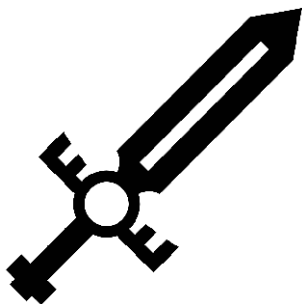


Attack

Deal 2 **damage**.

Strike

1

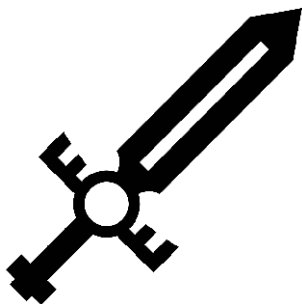


Attack

Deal 2 **damage**.

Strike

1

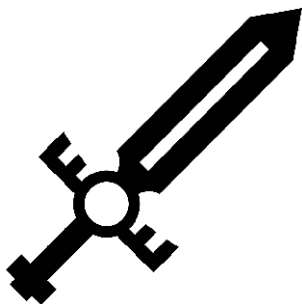


Attack

Deal 2 **damage**.

Strike

1

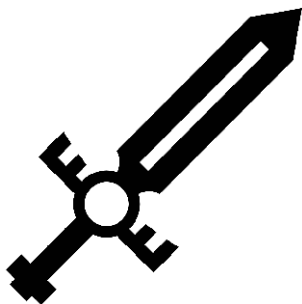


Attack

Deal 2 **damage**.

Strike

1

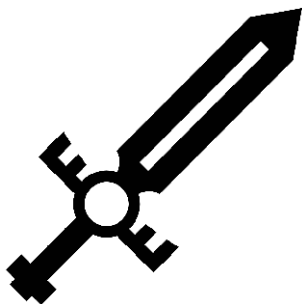


Attack

Deal 2 **damage**.

Strike

1

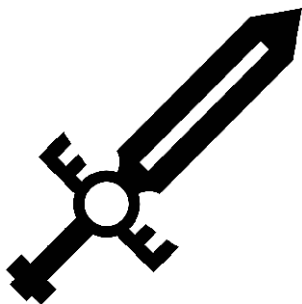


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Strike

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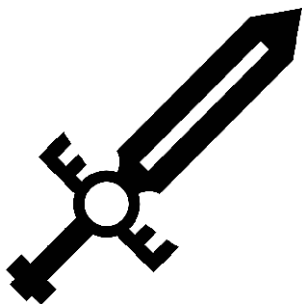


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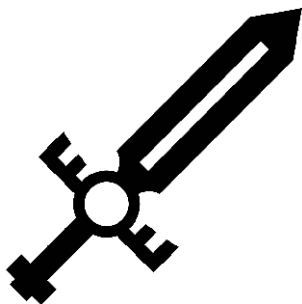


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Strike

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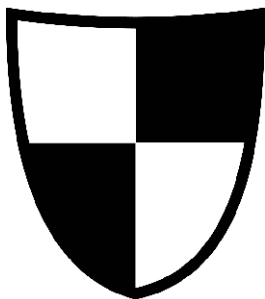


Attack

Deal 2 **damage**.

Defend

1

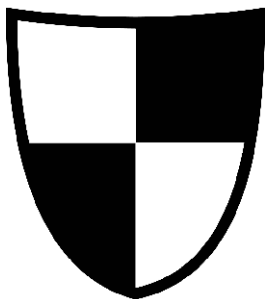


Skill

Gain 2 **block**.

Defend

1

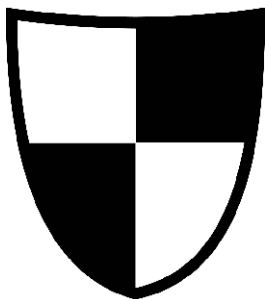


Skill

Gain 2 **block**.

Defend

1

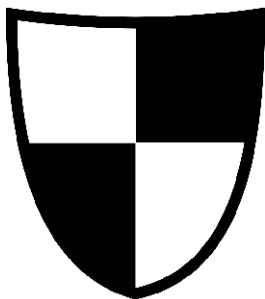


Skill

Gain 2 **block**.

Defend

1

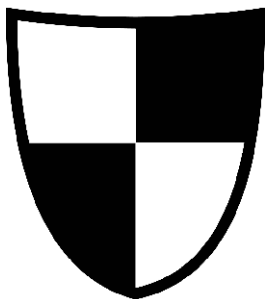


Skill

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Defend

1

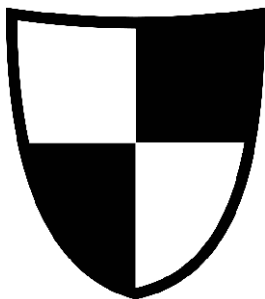


Skill

Gain 2 **block**.

Defend

1

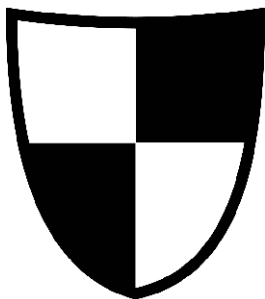


Skill

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Defend

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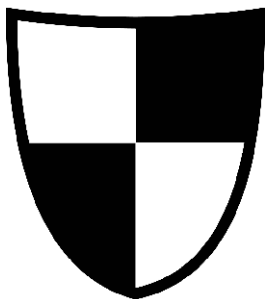


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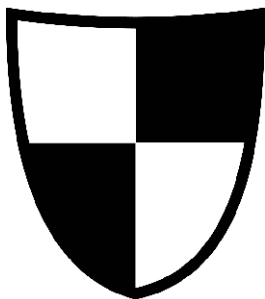


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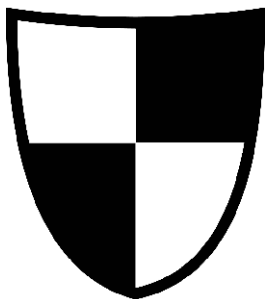


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