

HERO CARD

MAKE WAY!

TRIGGER

PLAY AT THE START OF A STRIDE

During the Stride, you must move in a straight line, but you can attempt to Shove any creature in your way with a +2 Status bonus, moving it to an adjacent space out of the way of your movement.

The multiple attack penalty doesn't apply to any of these free Shove attempts, nor do they increase your multiple attack penalty. If you fail to Shove a creature out of your way, your movement ends immediately.
