



# Algox Frozen Fist

Name: \_\_\_\_\_

Level: 1 2 3 4 5 6 7 8 9

XP: 0 45 95 150 210 275 345 420 500

XP: \_\_\_\_\_

Gold: \_\_\_\_\_

Notes: \_\_\_\_\_

## Masteries:

at least one card from your discard pile each round

Enter at least ten different hexes with one move ability, then cause one enemy to suffer at least  $\star\star\star$  10 with one attack ability in the same turn

## Perks

X:    X:    X:

X:    X:    X:

Replace one  $(-1)$  card with one  $(+1)$   card

Replace one  $(-1)$  card with one  $(+1)$  card

Replace one  $(-2)$  card with one  $(+1)$  card

Replace one  $(+1)$  card with one  $(+1)$    card

Replace one  $(+1)$  card with one  $(+1)$    card

Replace one  $(+1)$  card with one  $(+2)$  "Create one 1-hex icy terrain tile in a featureless hex adjacent to the target" card

Add one  $(+3)$  card

Add two " $\star\star 1$ , self"  cards

Ignore item  effects, and, whenever you enter icy terrain with a move ability, you may ignore the effect to add  $+1$  

Whenever you heal from a long rest, you may  to add  $+2$  

Once each scenario, when you would suffer   $\star\star\star$ , you may negate the 