❄ Algox Snowdancer

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 :

- ✗ : ☐ Cause at least one ally or enemy to move each round

- ✗ : ☐ Ensure the first ally to suffer ❄ each round, directly before suffering the ❄, has at least one condition you applied

Perks

✗ : ☐☐☐ ✗ : ☐☐☐ ✗ : ☐☐☐
✗ : ☐☐☐ ✗ : ☐☐☐ ✗ : ☐☐☐

- ☐ ☐ ☐ Replace one (−1) card with one (+0) "♠1, ◎1 ally" card

- ☐ ☐ Replace one (−1) card with one (+0) 💧 card

- ☐ ☐ Add two (+1) ❄/≋ cards

- ☐ ☐ Replace two (+0) cards with two "If this action forces the target to move, it suffers ❄1" 🔄 cards

- ☐ ☐ Replace one (+0) card with one (+1) "⬆, ◎1 ally" card

- ☐ ☐ Add one "♠1, ◇, ◎1 ally" 🔄 card

- ☐ Whenever you long rest, you may ❄/≋

- ☐ Whenever you short rest, you may ❄ to perform ⬆, ⟶3 and ≋ to perform ◇, ⟶3

- ☐ At the start of each scenario, all enemies gain ⟨?⟩. Whenever a new room is revealed, all enemies in the newly revealed room gain ⟨?⟩