



CLONE (S)

SPLIT REALITY AND CREATE A CLONE OF ANOTHER PLAYER. THE PLAYER CLONE TAKES A FREE TURN IMMEDIATELY. FOR PLAYERS TO BE CLONED THEY MUST BE WITHIN 5FT OF A PORTAL. THE CLONE SPAWNS AT THE OPPOSITE PORTAL.



•FOCUS

THE CLONE CREATED HAS FULL MANA.

•INSIGHT

THE CLONE EXPLODES IN A 25FT RADIUS FOR 2D20 DAMAGE AT THE END OF THEIR TURN.

•MOTION

YOU CAN RUN TO ASSIST THE CLONE IF THEY ARE WITHIN YOUR MOVEMENT SPEED.

PULSE RIFT (S)

OPEN A PLASMA RIFT ABOVE YOUR HEAD THAT BEAMS 3 ENEMIES OF YOUR CHOICE ON YOUR TURN. LASTS 5 ROUNDS.



2