

## WALKWAY (50)

CREATE A PROPELLING PATHWAY UP TO 150FT LONG AND 15FT WIDE. CREATURES ON THE PROPELLED PATHWAY HAVE THEIR SPEED TRIPLED.



### •FOCUS

THE PATHWAY YOU CREATE CAN SPAN 250FT.

### •INSIGHT

THE PATHWAY YOU CREATE PENTUPLES CREATURE SPEED.

### •MOTION

USE BOTH HANDS TO CREATE TWO PATHWAYS IN ANY DESRED DIRECTION.

## GATEWAY (70)

CREATE TWO GATES ANYWHERE WITHIN YOUR LINE OF SIGHT. CREATURES CAN WALK THROUGH THE GATE. BULLETS AND PROJECTILES CAN ALSO TRAVEL THROUGH THE GATE. ONLY ONE PAIR OF GATES CAN BE ACTIVE AT A TIME.



### •FOCUS

CREATE A GATE DIRECTLY ON A CREATURE, TELEPORTING THEM INSTANTLY.

### •INSIGHT

ALLOWS YOU TO PORTAL ANYWHERE YOU HAVE SEEN, AS LONG AS IT IS WITHIN 100FT.

### •MOTION

CREATE A PORTAL ON TOP OF YOURSELF TELEPORTING YOU INSTANTLY.

## REFLECTION (P)

UPON TAKING DAMAGE FROM A PROJECTILE ROLL A 20 TO SAVE YOURSELF AND REFLECT THE PROJECTILE BACK.



### •FOCUS

REFLECTED PROJECTILES CRIT.

### •INSIGHT

ROLL YOUR INITIAL BLOCK DICE WITH ADVANTAGE.

### •MOTION

ANGLE YOUR SHIELD TO TARGET ANY ENEMY OF YOUR CHOOSING.

## BARRICADE (30)

PLACE A BARRICADE ON YOUR POSITION, FACING YOUR DESRED DIRECTION. THE BARRICADE HAS 50 HEALTH AND REFLECTS PROJECTILES BACK AT ATTACKERS.



### •FOCUS

INCREASES THE SIZE OF THE BARRICADE WHEN PLACED. THE LARGER BARRICADE HAS 75 HP.

### •INSIGHT

THE BARRICADE CAN BE SHOT THROUGH FROM THE DEFENSIVE SIDE.

### •MOTION

CREATE A BUBBLE INSTEAD OF A BARRICADE, ALLOWING FOR 350 PROTECTION.

