

**QUESTING KNIGHT**

**4**

**3**

**3**

**LONGSWORD** +4

**VICIOUS STRIKE** +5

**COMMAND** RANGE 8

TARGET ALLY GAINS +1 AD DURING NEXT ACTIVATION

**KNIGHT** 23

**THIEF**

**5**

**3**

**1**

OR **DAGGER** RANGE 6 +2

**BACKSTAB**

SPEND A DODGE TOKEN TO GAIN AN ADDITIONAL DAMAGE DIE ON YOUR NEXT MELEE ATTACK

**PICK POCKET**

STEAL ONE ITEM WEAPON OR POTION FROM DISABLED MODEL

**ROGUE** 20

**CLERIC OF JUSTICE**

**4**

**3**

**2**

**WAR HAMMER** +3

**MIGHTY BLOW** +5

**SPIRIT WEAPON**

SUMMON SPIRIT WEAPON WITHIN 3"

**CLERIC HOLY** 23

**SPIRIT WEAPON**

**2**

**3**

**0**

SUMMON: PLACE ANYWHERE WITHIN 3" OF CLERIC OF JUSTICE. IMMEDIATELY PERFORM SPIRIT HAMMER USING A BONUS DIE AGAINST AN ENGAGED ENEMY. EACH SUMMONER MAY ONLY HAVE ONE SPIRIT WEAPON AT A TIME. IF SPIRIT WEAPON TAKES DAMAGE, IT IS REMOVED.

UPKEEP: IN FOLLOWING ROUNDS THE SUMMONER MAY SPEND 1 AD DURING ITS ACTIVATION TO UPKEEP THE SPIRIT WEAPON. WHEN UPKEEP IS PERFORMED IMMEDIATELY ACTIVATE THE SPIRIT WEAPON. THE SPIRIT WEAPON IS REMOVED DURING THE RECOVERY PHASE IF UPKEEP WAS NOT PERFORMED THIS ROUND.

**SPIRIT HAMMER** +3

**HAMMER OF JUSTICE**

**CLERIC ONLY**

MELEE WEAPON ACTIONS ARE -1 DIFFICULTY

CLERIC MAY UPKEEP SPIRIT WEAPON WITHOUT SPENDING ANY ACTION DICE

MELEE WEAPON ACTIONS ARE -1 DIFFICULTY AND UPKEEP SPIRIT WEAPON FOR FREE

**4**

**HEALING PRAYER**

**HOLY**

TWO USES

TARGET SELF OR ALLY

TARGET RECOVERS D3+1 HEALTH BOXES

**HEALING PRAYER** RANGE 2

RECOVER D3+1 HEALTH BOXES

**3**

**SIGIL OF JUSTICE**

**CLERIC ONLY**

GAIN +2 ARMOR WHILE CRITICALLY WOUNDED

**SIGIL OF JUSTICE** GAIN +2 ARMOR WHILE CRITICALLY WOUNDED

**2**

**WRIT OF JUSTICE**

**KNIGHT AND CLERIC ONLY - SINGLE USE**

IMMEDIATELY DESTROY TARGET DISABLED MODEL YOU ARE ENGAGING

TARGET DOES NOT BENEFIT FROM PROTECT YOUR FRIENDS

**WRIT OF JUSTICE**

DESTROY TARGET DISABLED MODEL YOU ARE ENGAGING

**1**

**RIPOSTE**

**KNIGHT ONLY**

WHEN YOU SPEND A DODGE TOKEN AND WIN THE CHALLENGE ROLL, DEAL DAMAGE AS IF YOU WERE THE ATTACKER

RIPOSTE ONLY WORKS AGAINST ENEMIES YOU ARE ENGAGING

**RIPOSTE** DODGE MAY DEAL DAMAGE

**3**

