



# SHIORI



**HUMAN**

**UNIQUE HERO**

**NINJA**

**TRICKY**

**EARTH**

**MEDIUM 4**

**3**

LIFE



**6**



**1**



**3**



**3**

POINTS

**30**

## CONCENTRATED WILL

If Shiori has only one unrevealed order marker on her Army Card, add 1 to her attack and defense.

## PHANTOM WALK

Shiori can move through all figures and is never attacked when leaving an engagement.

## SHURIKEN SPECIAL ATTACK

Range 5. Attack Special.

If Shiori is attacking a small or medium figure, roll 3 attack dice for Shuriken Special Attack. If Shiori is attacking a figure of a different size or a destructible object, roll 2 attack dice for Shuriken Special Attack.



# SHIORI

heroScape

Swarm of the Marro  
5 of 16

