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**Range**:

**Effect**:

**Contest Effects**:

**AC**

At-Will

Status

**AC** None

**Range**: Self

**Effect**: Raise the user’s Defense 1 Combat Stage.

**Contest Effects**: Tough - Sabotage

**Harden**  
Normal

**Range**: Cone 2

**Effect**: Targets have their Speed CS lowered by -1. If this lowers their Speed CS to -6, or if their Speed CS was already at -6, the target is instead Stuck. Grants Threaded

**Contest Effects**: Smart - Excitement

At-Will

Status

**AC** 3

**String Shot**  
Bug

At-Will

Physical

**AC** 2

**Poison Sting**  
Poison

DB 4: 1d8+6+3

**Range**: 6, 1 Target

**Effect**: Poison Sting Poisons the target on 17+.

**Contest Effects**: Smart - Excitement

**Range**: 6, 1 Target

**Effect**: None

**Contest Effects**: Cute - Steady Performance

At-Will

Special

**AC** 2

**Fairy Wind**  
Fairy

DB 6: 2d6+8+7

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