



# GOKUDO

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Living ♦ Ancestor

**Demise (Ancient Bloodline):** When this model is killed, it may discard a Reliquary upgrade. If it does, replace it with an Ancestor model with a different name and cost 8 or less and it heals 2.

**Diversion:** Enemy models within 4" count all ♣ symbols on their cards as blank.

♣ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

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## Attack Actions


	Rg	Skl	Rst	TN	Dmg
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**Blazing Palm Strike**       1"      5      **Df**      -      2

If this action receives a raise, the target gains a **Burning** token.

**Twin Stars**       8"      5      **Wp**      -      1


If this action receives a raise, make a Scheme marker in base contact with the target.

 **Catch a Glimpse:** Look at the top two cards of your fate deck, then place them back in the same order.


 **Ancestral Curse:** The target gains an **Adversary** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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 **Ashen Rebirth**      -      0      -      5      -

This model gains an **Aura (Fire)** token.

 **Reposition:** Move this model up to 3".