

9
COST

BELLAVENTINE THORPE

6
DF5
SP5
WP2
SZ

Henchman, Unique, Living • Witness

Aegis: Once per activation. This model may reduce damage dealt to it by 1.

Deadly Pursuit: During the end phase, this model may move up to 4".

Guild Deserter: After this model modifies its duel by removing an **Adaptable** token, this model may move up to 2".



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BELLAVENTINE THORPE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Runic Blade	1"	6	Df	-	3

This model heals 1.

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

₩ **Knock Aside:** Move the target up to 3".

₩ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Arcane Firearm

	12"	6	Df	-	3
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If the target has **Wp** 6 or greater, it gains a **Stunned** token.

₩ **Goading Words:** Move the target up to 4" toward this model.

✉ **Forethought:** This model gains an **Adaptable** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Outmaneuver	6"	0	-	5	-

Once per activation. Up to two friendly models within range may move up to 3".

♦ **Conflicted Morals:** *Once per turn.* Another non-master ally moved this way may declare an action.