



# LOTUS EATER

5  
COST5  
DF6  
SP5  
WP2  
SZ

Minion (3), Living • Monk

**Expert Climber:** Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**Sacred Ink:** When this model would gain an enemy token, it may remove a **Chi** token instead.

# LOTUS EATER

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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### Hurricane Punch

�名 1" 5 Df - 2

Move the target up to 2". For each raise this action receives, move the target up to +2".

¶ **Always Eating:** Remove a marker within 2" of the target. Draw a card.

■ **Premonition:** Look at the top card of your fate deck. This model may discard it.

₩ **Aggressive Chi:** Remove a **Chi** token. When resolving, this action deals +1 damage to the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### Stance Change

8" 0 - 6 -

Ally only. Target gains a **Chi** token.

₩ **Slip By:** This model gains a **Hastened** token.

### Path of the Lotus

- 0 - 6 -

Once per activation. Move this model up to its **Sp** toward a marker in its LoS. If this model ends this move within 2" of the marker, it may remove that marker to gain a **Chi** token.

₩ **Vanish:** Place this model within 4".