CORYPHEE

3 COST

5 DF

6 SP

4 WP

2 SZ

Minion (2), Puppet, Construct • Performer

⛨ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

Take the Hit: *Once per activation.* After another friendly model within 2" is dealt damage, this model may be dealt the same amount of damage to reduce the amount dealt to the other model to 0.

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CORYPHEE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Bladed Hands	⚔1"	4	**Df**	-	1

- 📖 *Beautiful Clothes:* Target gains an **Entranced** token.
- 🦷 *Reposition:* Move this model up to 3".

	Rg	Skl	Rst	TN	Dmg
Eye-Catching Display	✦6"	5	**Df**	-	-

Target gains a **Slow** token. If this action receives a raise, make a Decoy marker in base contact with the target.

- 🦷 *On Your Heels:* Place this model into base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Backup Dancer	6"	0	-	5	-

Another ally only. Place this model within 2" of the target.

- 📖 *Purification:* Remove a token from the target.