BANYING

9 COST

6 DF

6 SP

6 WP

2 SZ

Unique, Living ◆ Last Blossom, Monk

Leap Aside: After an enemy attack targeting this model fails, this model may place itself within 3".

Shadow Swap: *Once per activation.* When this model is dealt damage, it may kill a friendly Sunless Self within 6" to reduce that damage by 2 (to a minimum of 0).

Shadowed Images: *Once per activation.* After a Scheme marker is made within 6", this model may discard a card to summon a Sunless Self within 1" of the marker.

◈ 1 2 3 4 5 6 7 8 9 10

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Darkened Chi	〰1"	6	**Df**	-	3

This action may draw range and LoS from any friendly Sunless Self. If this model is in concealing terrain, this action receives +1 Skl.

- ♥ **Duality:** *Enemy only.* This model must choose: both players draw a card or both players discard a card.
- 📖 **Maneuver:** Another ally within LoS may move up to 3".
- 🦅 **Assassinate:** After killing, gain a **Fast** token.

	Rg	Skl	Rst	TN	Dmg
Shuriken	☞8"	6	**Df**	-	2

This model may move up to 3".

- ♥ **Split Shade:** Summon a Sunless Self in base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Shadow Bound**	6"	0	-	7	-

*Ally only. If the target is a Sunless Self, increase this action's **Skl** by +2.* Place this model in base contact with the target. Then, place the target in base contact with an ally within 6" of it.

- ♥ **Split Shade:** Summon a Sunless Self in base contact with the target.