



9
COST

BELLAVENTINE THORPE

6

DF

5

SP

5

WP

2

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".

1

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BELLAVENTINE THORPE



Attack Actions	Rg	Skl	Rst	TN	Dmg
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Runic Blade	⚔️ 1"	6	Df	-	3
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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
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🏹 Outmaneuver	6"	0	-	5	-
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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.

