



- COST

SOUL BATTERY

5
DF

6
SP

5
WP

2
SZ

STN: 10

Totem, Unique, Living • Amalgam



By Your Side: When this model activates, it may discard a card to place itself in base contact with a unique ally within 12".

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

SOUL BATTERY

Attack Actions Rg Skl Rst TN Dmg

Energy Drain	≤ 1"	5	Wp	-	1
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This attack has a raise value of 3. An ally within range may heal an amount equal to the damage suffered.

• **Unchecked Power:** Once per activation. This model may declare a tactical action.

• **Severe Injury:** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

Tactical Actions Rg Skl Rst TN Dmg

Tap the Leyline	-	-	-	-	-
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Once per turn. Draw two cards and then discard one card.

Dark Bargain	6"	0	-	6	-
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*Once per activation. Ally only. Deal 1 irreducible damage to the target, then the target may declare the **Interact** action.*

• **Aetheric Surge:** The target may declare the **Charge** action.

• **Planning Ahead:** Target gains an **Adaptable** token.

Excess Power	(X) 2"	0	-	4	-
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Once per activation. If this action receives a raise, increase the (X) of this action by 2". Allies within range heal 2.