

Rogue Idol

Starting Health

Upgrades

Cost:

Cost:

Starting Save

Upgrades

Cost:

Cost:

Attacks

Mighty Fists

Speed

Cost:

Attacks

Cost:

Hit

Cost:

Wound

Cost:

Rend

Cost:

Damage

Cost:

Crit

Cost:

Stomp

Speed

Cost:

Attacks

Cost:

Hit

Cost:

Wound

Cost:

Rend

Cost:

Damage

Cost:



Abilities

Ward **Once per game**

Cost:

Rack and Ruin **Passive** After an enemy attack is resolved: roll 1 dice for every damage taken. Apply one damage to the enemy for each 6 rolled

Cost:

Shoulder Charge **Pre-flight** Roll 15 dice. For every 4+, your opponent suffers 1 damage

Cost:

Enhanced Roll 25 dice instead of 15 dice

Cost:

Arm Bar **Once per game** Reduce the number of attacks on one opposing weapon profile of your choice by D3+3, to a minimum of 1

Cost:

The Destr **Once per game** Add 3 to the damage characteristic of one weapon for this round

Cost:

Haymake **Once per game** Instead of attacking with Mighty Fists. Roll 1 dice. On a 2+, your opponent suffers 20 damage

Cost: