



Blacksmith

Blood Watch

level 2
AP 5

DAMAGE



ARMORED, RESOURCEFUL 1

Blacksmith



ARMOR OF ST. URSUS (🔥 / AP 1 OR 3):
TARGET BENEFITS FROM INVINCIBLE 1.

SILVER DAGGER OF ST. ANDRONICUS (🔪 / AP 1 OR 3):
FOR THE REST OF THE ROUND WHENEVER THE TARGET IS DAMAGED BY A HOSTILE ACTION, THE SOURCE OF THAT ACTION SUFFERS 1 POINT OF DAMAGE.

FIERY RELIC OF ST. BARBARA (🔥 / AP 1 OR 3):
THE TARGET'S COMBAT ACTIONS BENEFIT FROM FIRE AND ADD +1 AGAINST NON-LIVING ENEMIES.

LAUGHTER OF ST. GENESIUS (🔥 / AP 1 OR 3):
MODELS AFFECTED BY THIS ACTION THAT IS TARGETED BY A HOSTILE (🔪) OPPOSED ROLL, MAY PAY 1 AP (WHICH COUNTS AGAINST AP ALLOWANCE) AND IGNORE THE OPPOSED ROLL.

TEAM POWER - RELICS & ARTIFACTS: EACH OF BLACKSMITH'S EXCLUSIVE ACTIONS COMES WITH TWO AP COSTS. THE FIRST, IF PAID, MAKES THE ACTION AFFECT A SINGLE FRIENDLY MODEL UNTIL THE END OF THE ROUND. SECOND, IF PAID, AFFECTS ALL FRIENDLY BLOOD WATCH MODELS UNTIL THE END OF THE ROUND.

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