RANGER SKILLS

1 PATHFINDER 0



Deal 1 [◆] to any mob.

1

EMP x1

1 Remove 1 [◉] from any hero.

1 Deal 1 [🗡] to any mob.

1 PATHFINDER 0



Deal 1 [◆] to any mob.

1

EMP x1

1 Remove 1 [◉] from any hero.

1 Deal 1 [🗡] to any mob.

2A ACID STRIKE -1



Deal 1 [◆] to target and any mobs adjacent to target.

1 (1)

EMP x2

1 [🗡]+1.

1 Ignore [♟].

0 Suffer 2 damage to ready 1 skill of any hero.

2A ACID STRIKE -1



Deal 1 [◆] to target and any mobs adjacent to target.

1 (1)

EMP x2

1 [🗡]+1.

1 Ignore [♟].

0 Suffer 2 damage to ready 1 skill of any hero.

3AI RAIN OF ARROWS -3



Target all mobs.
Roll 1 force die:
Deal +1 [🗡] for each [☆].

0 (3)

EMP x3

1 Reroll 1 die.

1 [🗡]+1.

1 Add 1 force die.

3AII LIGHTNING STRIKE -2



Stun the target (not the boss).

4 (2)

EMP x3

1 [🗡]+1.

1 Deal 1 [🗡] and 1 [◆] to any mobs adjacent to target.

1 **PATHFINDER** 0



Deal 1 [◆] to any mob.

1

EMP x1

1 Remove 1 [◉] from any hero.

1 Deal 1 [🗡] to any mob.

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1 **PATHFINDER** 0



Deal 1 [◆] to any mob.

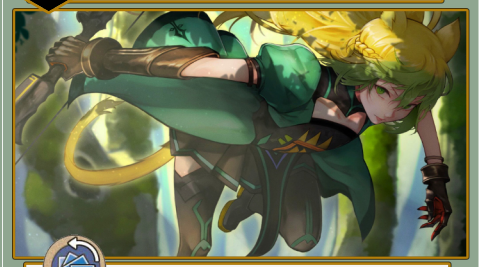
1

EMP x1

1 Remove 1 [◉] from any hero.

1 Deal 1 [🗡] to any mob.

2B **WILD GOOSE** 1



Start of round:
Move 1 [◉] from any hero to another hero.

0

EMP x2

1 [🗡] +1 (even [♟]).

1 1 [🥾]

0 Suffer 2 damage to ready 1 skill of any hero.

2B **WILD GOOSE** 1



Start of round:
Move 1 [◉] from any hero to another hero.

0

EMP x2

1 [🗡] +1 (even [♟]).

1 1 [🥾]

0 Suffer 2 damage to ready 1 skill of any hero.

3BI **LYNX'S EYES** 3



Start of round:
Move up to 2 [◉] from any hero to another hero.

2

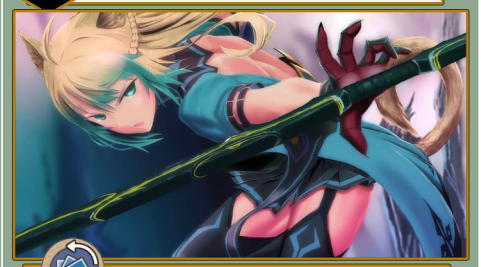
EMP x3

1 [🗡] +1 (even [♟]).

0 Suffer 2 damage to ready up to 2 skills of any hero.

1 Remove 1 [◉]/[◉]/[◉] from any hero.

3BII **SPIKE TRAPS** 2



Start of round:
Roll 1 force die:
For each [☆], deal 1 [🗡] to any mobs placed.

6 (1)

EMP x3

1 [♥] + 3.

1 Put 1 skill of any hero on cooldown to ready 1 skill of any hero.