

Orianna

Tiefling Avenger

Raised in a secluded monastery, your demonic blood was bred for righteousness. You are a burning beacon of holy fury that decimates your foes. Set to purge the evil from Castle Ravenloft

AC	HP	SPEED	SURGE VALUE
16	7	6	3 HP

OATH OF ENMITY: Your sworn oath to destroy the enemy of your deity lends accuracy when striking them down. When you are the only Hero on a tile you may roll a d20 twice and choose either result when attacking Monsters.

POWERS: You can use the following Power Cards.

- Abjure Undead or Divine Guidance*
- Select 1 Avenger Utility Power
- Select 2 Avenger At-Will Powers
- Select 1 Avenger Daily Power



1ST LEVEL

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LV1: AC 16 - HP 7 - SPD 6 - SURGE - 3HP

LV2: AC 17 - HP 9- SPD 6 - SURGE - 4HP (Select additional Daily & Gain Critical Strike)

OATH OF ENMITY:

Your sworn oath to destroy the enemy of your deity lends accuracy when striking them down. When you are the only Hero on a tile you may roll a d20 twice and choose either result when attacking Monsters.

POWER SELECTION:

- Abjure Undead or Divine Guidance*
- Choose 2 At-Will Powers
- Choose 1 Utility Power
- Choose 1 Daily Power

At-Will Power Selection

(At-Will) Radiant Vengeance

You call on the power of your deity to summon a burst of searing light, burning your foes with radiant brilliance.

Attack one Monster within 1 tile of you.

Deals +1 additional damage against undead

+6 / 1 DMG

(At-Will) Overwhelming Strike

Your furious blows and deft movement cause your enemy to move off guard and allows you to pursue them

Attack one adjacent Monster.

Slide the Monster 1 tile in any direction after the attack and then move your self adjacent to the Monster.

+8 / 1 DMG

(At-Will) Bond of Censure

You compel your enemy to stand and face your team while you draw strength from your allies.

Attack one adjacent Monster.

Gain an additional +1 to the attack for each Hero adjacent to you.

+ 6 / 1 DMG

Utility Power Selection

(Utility) Divine Guidance

You lend your deity's guidance to an ally's attack against their foe.

Use this Power immediately after another Hero misses an attack against a Monster on your tile.

The Hero makes a second attack roll against the Monster with an additional +4 bonus.

Flip this card over after you use this Power.

(Utility) Abjure Undead

A glowing lance of divine energy spears into your foe and pulls him towards you.

Use this Power during your Hero Phase. This does not count as an attack action.

Move any undead Monster within 1 tile and place it adjacent to your Hero.

+5 ATK / 2 DMG (Miss: 1 Damage)

Flip this card over after you use this Power.

(Utility) Distracting Flare

Divine light surrounds you, providing a distraction while you slip away unseen

Use this Power after you have placed an enemy before it acts.

Move your Hero up to two tiles away from its current location.

Flip this card over after you use this Power.

(Utility) Blessing of Vengeance

As your foe falls to the ground your god fills you with vitality, closing wounds and restoring vigor.

Use this Power after you defeat a Monster.

Discard the Monster's card instead of adding it to your Experience Pool. You regain HP equal to your healing surge value

Flip this card over after you use this Power.

Daily Power Selection

(Daily) Steel Sworn Oath

You swing your weapon with infused divine wrath leaving a swath of burning light behind it.

Attack one adjacent Monster.

When a Monster is hit with this attack you may use your oath against it even if your Hero is not the only Hero on the tile. This effect lasts until the Monster is defeated or you use your oath against another creature.

+8 ATK / 3 DMG

Flip this card over after you use this Power.

(Daily) Temple of Light

The smite of your weapon unleashes a shimmering sphere of holy light around your foe.

Attack one adjacent Monster.

When a Monster is hit with this attack, it and all Monsters within it's tile take an additional +1 damage when hit with an attack until the end of your next Hero Phase. If this attack misses, do not flip this card over.

+6 ATK / 2 DMG

Flip this card over after you use this Power.

(Daily) Wings of Light

Shimmering wings of pure light sprout from your shoulders and carry you toward your sworn oath.

Attack one Monster with in 2 tiles of you.

You may use your oath against this Monster even if your Hero is not the only one on the tile.

+8 ATK / 3 DMG

Flip this card over after you use this Power.

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