

ALIA 3

6 **4** **5**

!! Impose the **Focused State** to a target in 0-4.

5 Resurrect
 >> Take a character in the Infirmary or on the Bench, remove all state tokens from it and place it adjacent to you but outside of a scoring zone.

3 Healing Rod 0-3
!! Flip a state token on an allied target within range.
 >> Remove up to 3 on any allied characters within range.

2 Call for Help! 1-4
 >> Place yourself adjacent to an allied character within range if it has .

Guardian Angel
 >> At the beginning of the action step of your activation and if you are adjacent to an allied character with any amount of , perform **Healing Rod** for free.
 >> Every allied character gains the general switch:
!! Place Alia adjacent to you if you have any on yourself.

ALIA created by drydus

ANGEL'S WINGS




During the Actions Step of **Alia's** Activation.

Until the end of her activation Alia has movement value 5 and can pass through any blocked spaces and obstacles.

Alia has to end her movement on a free space.

ALIA

I'LL COVER YOU!




When an Enemy declares an Attack against an Ally and **Alia** is inside the HexaDome.

The defender may place Alia next to him, but outside of a scoring zone.

If he does so, he adds and a reroll to his roll.

ALIA

SALVATION




During the Actions Step of **Alia's** Activation.

Heal all damage from all characters in the HexaDome.

ALIA

RAID HEALER



At the beginning of **Alia's** activation.

Until the end of the round **Healing Rod** has a range of 0-7.

ALIA

