Elizabeth Dépée

Duelist of Vigilance



High Single Target Damage

Passive: Solo Artist

Buff | Heal | AoE

If Elizabeth is near a single target and there are no other enemies within the area, her attacks have their base damage increased and provide a heal.

1v1 Zone Radius: 3 Spaces
Damage Increase: +2 Base Damage
Heal: 2

Basic Attack: Lunge

Untargeted | Piercing

Elizabeth jabs with her Saber, enemies at the edge of this attack take increased damage.

Damage: 4 (6 at max range)
Energy: 1
Range: 2 Spaces

Ability 1: Ready Stance

Buff | Channeled

Elizabeth chooses to enter either her **Riposte** or **Parry** stance, countering the next *targeted* attack made on her.

Riposte Stance *Damage Mitigation*	**Parry Stance** *Teleport	Damage Mitigation*
• Reflects 100% damage • Reduces incoming damage by 50%	• Reduces incoming damage by 100% • Teleports you to the same space as your attacker

Energy: 2

Ability 2: *Balestra*

Leap (Targeted) | Knockback | Disarm | Cooldown Reset

Elizabeth jumps to a target; dealing damage, applying *Knockback*, and *Disarming* them. This also resets the cooldown on **Lunge**.

Damage: 6
Energy: 3
Range: 5 Spaces
Disarm Duration: 1 Round
Knockback: 2 Spaces

Ability 3: *Intent Focus*

Stealth Reveal | Speed Boost | Global | Targeted

Elizabeth focuses on a single target, revealing them to her and granting her a movement speed boost while moving towards them.

This can be targeted at stealthed fighters.

Move Speed: x2
Energy: 1
Duration: 1 Round

Ultimate: *En Garde!*

Targeted | Global

Elizabeth selects a target and each player rolls a d6, the highest dice roll wins the duel dealing damage to the other player.

Ties are granted to Elizabeth.

Damage: x5 of die roll
Energy: 4