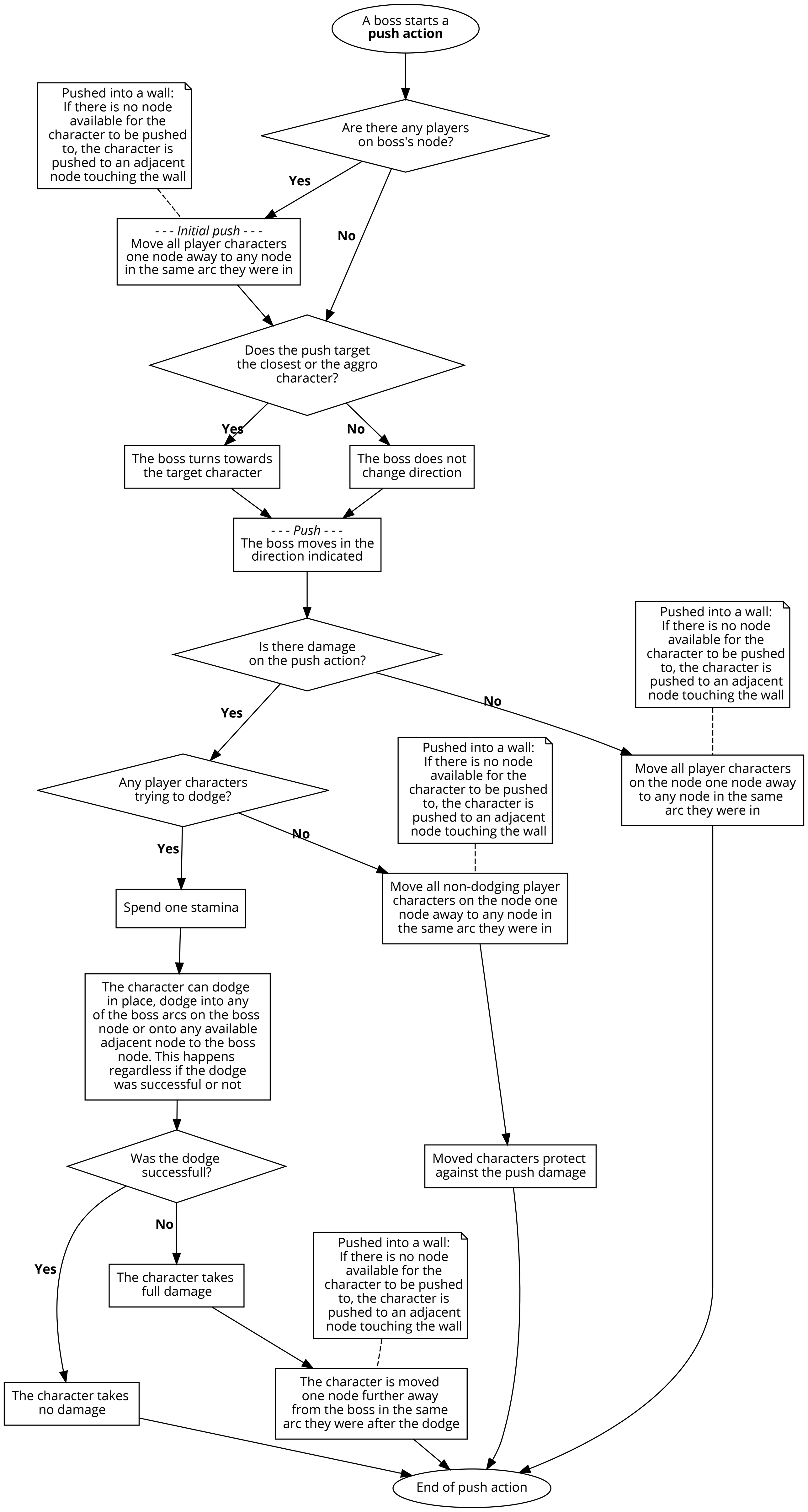
A boss starts a **push action**
Are there any players on boss's node?
Yes
No
Pushed into a wall: If there is no node available for the character to be pushed to, the character is pushed to an adjacent node touching the wall
- - - Initial push - - - Move all player characters one node away to any node in the same arc they were in
Does the push target the closest or the aggro character?
Yes
No
The boss turns towards the target character
The boss does not change direction
- - - Push - - - The boss moves in the direction indicated
Is there damage on the push action?
Yes
No
Pushed into a wall: If there is no node available for the character to be pushed to, the character is pushed to an adjacent node touching the wall
Move all player characters on the node one node away to any node in the same arc they were in
Any player characters trying to dodge?
Yes
No
Pushed into a wall: If there is no node available for the character to be pushed to, the character is pushed to an adjacent node touching the wall
Move all non-dodging player characters on the node one node away to any node in the same arc they were in
Spend one stamina
The character can dodge in place, dodge into any of the boss arcs on the boss node or onto any available adjacent node to the boss node. This happens regardless if the dodge was successful or not
Was the dodge successfull?
Yes
No
Moved characters protect against the push damage
The character takes full damage
Pushed into a wall: If there is no node available for the character to be pushed to, the character is pushed to an adjacent node touching the wall
The character takes no damage
The character is moved one node further away from the boss in the same arc they were after the dodge
End of push action