

The boss starts a **leap action**

The leap targets the nearest or the aggro character with no range restriction. All player characters on the same node with the target have to follow the next steps separately. The boss facing does not change during the leap

is there damage on the leap?

Yes

Is the player trying to dodge?

Yes

Spend one stamina

No

Move the player character to any adjacent node

No

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 successful?

No

The character takes full damage

Yes

The character takes no damage

The character is moved one node further away from the enemy

Protect against the attack damage

Move the player character to any adjacent node

End of leap action