

Antathys (6) Final Action Cards

Antathys:

Feral Rush: Change name to:
Feral Rush

Leviathan Shock Rifle:
Changed blue boost to: Move an
ally 2 [squares]

0 Basic Interact



1

Deal [1] to an adjacent enemy - or -
Interact with an adjacent object for [1]
- or - Heal an adjacent unconscious
character for [1]

Ability (basic)

0 Basic Move



1

Move [1]

Ability (basic)

2 Feral Rush



1

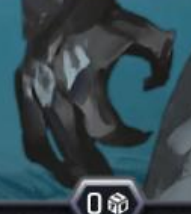
Move [3] and then deal 1 to an adjacent enemy.

+1

Push an adjacent character 2 away from you.

Ability

1 Armored Claws



0

Deal [2] to an adjacent enemy
- or - Move an adjacent enemy
to another empty adjacent
to you and deal [1] to it.

+1

+1 enemy

Ability

3 Leviathan Shock Rifle



1

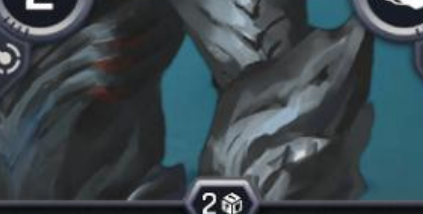
Deal [3] to an enemy within 3-7

-1

Move an ally 2

Weapon

2 Muscle Regeneration



2

Heal yourself for 1 and gain [1]
- or - Gain 2 and "+2" to your
next action this turn.

Ability

4 Kinbu-Kol Stance



1

Right before your free rest action,
deal 2 to all adjacent enemies.

Deal 1 to an adjacent enemy.

Gain 2

Ability