

Hiro (11) Final Action Cards

Hiro:

CC-3 Pistol: Changed name to CC-3 Pistol / decreased dice to 0 / changed red boost to +1 [damage] your next action / Increased damage to 2 / changed the bonus if it was your second action to +2 dice

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) <td> 0 Basic Move  1 Move [1] Ability (basic) <td> 2 CC-3 Pistol  0 Deal 2 to an enemy within 3 . If this is your second action this turn, gain +2 Your next action this turn has +1 -1 Weapon </td></td>	0 Basic Move  1 Move [1] Ability (basic) <td> 2 CC-3 Pistol  0 Deal 2 to an enemy within 3 . If this is your second action this turn, gain +2 Your next action this turn has +1 -1 Weapon </td>	2 CC-3 Pistol  0 Deal 2 to an enemy within 3 . If this is your second action this turn, gain +2 Your next action this turn has +1 -1 Weapon
2 Grid Slicer  1 Interact with an object within 2 for [2] Your next action this turn has "+1" Your next action this turn has "+1" Gear (scanner) <td> 2 Power Armor  2 After you have been attacked or hit (regardless of dealt), gain 1 and 1 Deal 2 to an adjacent enemy. Gain 1 Gear <td> 3 BMS Device  3 Right before your free rest action, move an ally 2 . The ally also gains 1 Your next action this turn has +1 2 allies gain 1 Gear </td></td>	2 Power Armor  2 After you have been attacked or hit (regardless of dealt), gain 1 and 1 Deal 2 to an adjacent enemy. Gain 1 Gear <td> 3 BMS Device  3 Right before your free rest action, move an ally 2 . The ally also gains 1 Your next action this turn has +1 2 allies gain 1 Gear </td>	3 BMS Device  3 Right before your free rest action, move an ally 2 . The ally also gains 1 Your next action this turn has +1 2 allies gain 1 Gear