

# Jastin (13) Final Action Cards

## Jastin Canning:

**Fast Approach:** Changed red boost to deal [unblockable damage] and only to one adjacent enemy / Changed yellow boost to deal 1 [damage] to all adjacent enemies

**Assembly Evac Protocol:** Changed to earlier cooldown track 1

0 Basic Interact

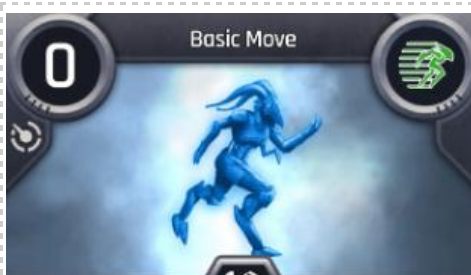


1

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 Fast Approach



2

Move [2] . If all movement was in a straight line, gain 2 .

Deal 1 to an adjacent enemy.

Deal 1 to all adjacent enemies.

Ability

1 Hacker Drone



1

Right before your free rest action, interact with an object within 3 for 2

Gear

2 Close Combat Agility



1

Deal [3] to an adjacent enemy - or - Move [3] . Treat this card as an or action depending on your choice.

Change "- or -" to "and then"

Move 2 allies 1

Ability

1 Assembly Evac Protocol



2

Heal yourself or an adjacent character for 2 - or - Move an ally 3

+1 / +2

You and an ally gain 1

Ability

3 Assembly Std. Rifle



2

Deal 4 to an enemy, reduce the dealt by 1 for every that the enemy is closer or further away from 4 (adjacent = 1 , 7 = 1 .

+1

Gain 2

Weapon