

Qorox (7) Final Action Cards

Qorox:

Shockfront: Changed name to: Shockfront / Added [ancient] to Weapon / clarified

Pulse Gun: Increased dice to 1 / change the "If" result to: gain 1 [focus] or +1 to your next action this turn

Shield Emitter: Increased ally shields gain to [3]

Self-Sacrifice: Increased move to 2

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)

3 Heavy Charge



1

Move [2] 🏃 and then deal [2] ⚡
to an adjacent enemy.

+2 🎯

Gain 1 🛡️

Ability

3 Shockfront



1

Deal [2] 🛡️ ⚡ to an adjacent enemy.
If you eliminated the enemy,
gain 2 🎯

+1 🎯

Gain 2 🛡️

Weapon (ancient)

2 Pulse Gun



1

Deal [2] ⚡ to an enemy within 4 🏃.
If this action did not eliminate
the enemy, gain 1 🎯 or "+1" to
your next action this turn.

+1 🎯

Push an adjacent
enemy 3 🏃
away from you.

Weapon

2 Shield Emitter



1

Push all adjacent enemies 3 🏃 away
from you. Those whose movement is
stopped by anything suffer [1] 🛡️ ⚡
- or - An ally gains [3] 🛡️

+1 🛡️

Change "- or -"
to "and then"

Gear

2 Self-sacrifice



2

If you are a valid target, enemies
will target you instead of your allies
when attacking. Gain 1 🛡️ and 2 🎯
when this is moved 1 🏃 to the left.

Ability