

Sigyn (12) Final Action Cards

Sigyn:

Katana Slashers: Change red boost to 1 less on cool down track / Change blue boost to +1 die your next action / Increase damage to 3

Jammer Rifle: Changed name to Jammer Rifle / changed Weapon to also include Gear / Increase damage to [2] / Increase interact to [2]

Oculus Hacker Goggles:

Increase green boost to +2 dice

Enhanced Mech Legs:

Removed clarification of not jumping over walls or closed doors

Disruption Suit: Reduce loss of shields for enemies to -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)

3 Katana Slashers



1

Deal 3 to [2] adjacent enemies.

-1

Your next action this turn has +1

Ability

2 Jammer Rifle



1

Deal [2] to an enemy within 5 - or -
Interact with an object within 5 for [2]

+1

Gain 2

Weapon & Gear

X Oculus Hacker Goggles



1

Interact with an adjacent object for X .
Play this card on the slot matching the X.

+2

Gain 2

Gear (scanner)

2 Enhanced Mech Legs



0

Jump over objects and empty spaces for [2] and then deal 3 to an adjacent enemy.

+1

Gain 1

Ability (jump)

2 Disruption Suit



2

You have +2 to your actions.
Adjacent enemies have -1

Gear