

Adryel Koltis - Resolutions

Chivalry Isn't Dead

Once per mission, an ally within 3 ⚔ may gain 3 free rerolls for their current action.

Best Served Cold

Once per mission, on your turn, you may deal 2 ♠ to an adjacent Reaver.

Unknown Fate

At the start of a mission, roll 1 🎲 for each inspiring mark you have. If you roll 2 or fewer 🎲, lose 1 🟡.

Distracted

The first action card you play on a mission costs +1 🎲.



Basic Interact

"+1"

Gain 1 🎲 and 1 🟡

Heal yourself for 1 ♠

You and an ally gain 1 🟡

Basic Move

Deal 2 ♠ to an adjacent enemy.

Move an ally 2 🏠

Push an adjacent enemy 3 🏠 away from you.

+2 🏠

Sprint

+2 🏠

Move an ally 2 🏠

Comm Device

-1 🎲

+1 🎲

Frenzy

+1 🎲

You and an ally gain 1 🟡

Regen Pack

+1 ♠

+1 🎲

Gain 2 🟡

Gain 2 🟡

C-5 Blaster

+1 ♠

An ally gains 2 🟡

Antathys - Resolutions

Superior

Once per mission, you may use any personality token as if it was dominating.

Inferiority Complex

After you place a ♠ card on your 🎲 track, gain 1 🟡.

Multiplied Strength

Once per turn, you may spend 1-2 🎲 to gain "+1" per 🎲 spent to your next action this turn.

Focused Strength

Once per mission, you may spend 1-4 🎲 to gain "+1" per 🎲 spent to your next action this turn.



Basic Interact

+1 ♠

+1 ♠

Push an adjacent character 2 🏠 away from you.

Push an adjacent character 2 🏠 away from you.

Basic Move

Deal 2 ♠ to an adjacent enemy.

You and an ally gain 1 🟡

+1 🎲

+2 🏠

Feral Rush

+1 🎲

Push an adjacent character 2 🏠 away from you.

Armored Claws

+1 ♠

2 allies gain 1 🟡

Leviathan Shock Rifle

Push an adjacent enemy 2 🏠 away from you.

Gain 2 🟡

Muscle Regeneration

Deal 1 ♠ to all adjacent enemies.

Gain 2 🟡

+1 ♠

An ally gains 1 🎲

Kinbu-Kol Stance

You and an ally gain 1 🟡

You and an ally gain 1 🎲