

Gia U'Coni - Resolutions

Extended Trust

At the start of a mission, place 1 free supportive token here. Can be used by you or your trusted ally.

Pure Mind

When you play an action card that cannot deal  in any way, gain  +1.

Pacifist

Gain  if you end your turn without an attack. Lose  if you deal the killing blow to an enemy.

Shaken Beliefs

You must spend  to use supportive personality boosts.



Basic Interact

+1 

+1 

+1 

+1 

Basic Move

Gain 1  and 1 

+2 

Heal yourself for 1 

+2 

Blade Flurry

+1 

+1 

Infiltration Units

+1 

+2 

CSS-701 Proton Blaster

Deal 2  to another enemy within 5 

+2 

+2 

You and an ally gain 1 

Tactical Retreat

+1 

Heal an adjacent ally for 1 

Cloaking Suit

Gain 2 

2 allies gain 1 

Hiro Matsuo - Resolutions

Morale Boost

Once per turn, you may give 1 of your own  to an ally within 4 .

Inspiring Speech

Once per turn, you may give 1 of your own inspiring tokens to an ally within 4 .

Lost Cause

At the start of a mission, roll 1 . If you do not roll a , lose 1 inspiring token.

Can't Let Go

The first  card you draw on a mission is treated as  +1.



Basic Interact

"+1"

"+1"

Heal yourself for 1 

Move an ally 2 

Basic Move

Deal 2  to an adjacent enemy.

Deal 1  to all adjacent enemies.

Gain 1 

You and an ally gain 1 

CC-3 Pistol

+2 

+2 

Scoped M160 Rifle

+1 

+1 

-1 

2 allies gain 1 

Grid Slicer

-1 

+1 

Power Armor

Deal 1   to an adjacent enemy.

Heal an adjacent ally for 1 

BMS Device

Your next action this turn has  +1.

Heal an adjacent ally for 1 