

Qorox - Resolutions

Protector

At the start of a mission, choose an ally. Once per turn, you may spend 1 ☹ to move 2 🧑 towards that ally.

Stoic Defender

Once per mission, if a 🗡 card would make you go unconscious, you may ignore and discard it.

Ronin

When you attack an enemy adjacent to both you and at least 1 other ally, gain +1 🗡

Work Harder

Once per mission, you may gain all available boosts on your action card with 1 personality token.



Basic Interact

+1 🗡

+1 ☹

Gain 1 🛡

An ally gains 2 🛡

Basic Move

Push all adjacent enemies 2 🧑 away from you.

Heal an adjacent ally for 1 🗡

+2 🧑

+2 🧑

Heavy Charge

-1 ☹

2 allies gain 1 🛡

Shockfront

-1 ☹

Gain 2 🗡

Pulse Gun

+1 🗡

Move an ally 2 🧑

Shield Emitter

-1 ☹

Gain 2 🗡

Self-sacrifice

Deal 3 🗡 to an adjacent enemy.

Deal 3 🗡 to an adjacent enemy.

Gain 2 🗡

Move an ally 3 🧑

Sigyn - Resolutions

Haywire Protocol

You cannot gain 🛡 from 🗡 results of weapon action cards.

Flexible Coding

At the start of a mission, gain 1 temporary personality token of your choice.

Assassin Doctrine 2.0

When you destroy an enemy, gain 1 ☹ and 1 🗡

Rewritten Code

The code allows you full access to your functions.



Basic Interact

+1 🗡

+1 ☹

+1 🗡

+1 ☹

Basic Move

Deal 1 🗡 to all adjacent enemies.

+2 🧑

Deal 1 🗡 to all adjacent enemies.

+2 🧑

Katana Slashers

+2 🗡, +1 ☹

Gain 1 🛡

Jammer Rifle

+1 🗡

Change "- or -" to "and then"

Oculus Hacker Goggles

+1 ☹

You and an ally gain 1 ☹

Enhanced Mech Legs

+1 🗡

Move an ally 2 🧑

Disruption Suit

Deal 2 🗡 to an adjacent enemy.

You and an ally gain 1 ☹

Heal yourself for 1 🗡

You and an ally gain 1 🛡