

Stickers for Talya and Tarira

Talya Paranis - Resolutions

Shadows of the Past
You cannot perform the action Concentrate when adjacent to an ally.

A Burden Shared
When you Concentrate adjacent to an ally, gain 1 additional ☺.

Under Scrutiny
At the start of a mission, roll 1 ☹ for each cautious mark you have. If you roll 2 or fewer ☹, lose 1 ☹.

A Potential Future
At the start of a mission, roll 1 ☹. If you roll a ☹, gain 1 temporary inspiring token.



Basic Interact

+1 ☹

"+1"

Heal yourself for 1 ☹

Gain 2 ☹

Basic Move

Your next action this turn has +1 ☹

Your next action this turn has +1 ☹

Gain 2 ☹

+2 ☹

Jump and Run

Gain 1 ☹

Move 2 allies 1 ☹

Hacker Specialist

Push all adjacent enemies 2 ☹ away from you.

Gain 2 ☹

Electron Rifle

-1 ☹

"+1"

Gain 1 ☹

You and an ally gain 1 ☹

Sticky Grenade

-1 ☹

+1 ☹ to movement.

Claymore Mine

Deal 1 ☹ to an adjacent enemy.

Deal 1 ☹ to an adjacent enemy.

Tarira Celesius - Resolutions

Cold Rage
If you have 3 ☹ cards on your ☹ track, you gain +1 ☹ to your attack actions.

Boiling Point
If you go unconscious, immediately deal 1 ☹ to all adjacent characters.

Medicated
Once per enemy turn, after an enemy attacks you, gain 1 ☹ (regardless of ☹ dealt).

Berserk
If you have 2-4 ☹ cards on your ☹ track at the start of your turn, deal 1 ☹ to an adjacent character.



Basic Interact

+1 ☹

"+1"

Gain 1 ☹

Gain 2 ☹

Basic Move

Gain 1 ☹ and 1 ☹

Deal 1 ☹ to an adjacent enemy.

+1 ☹

Move an ally 2 ☹

Charge

+1 ☹

-1 ☹

Tail Swipe

Gain 2 ☹

-1 ☹

Pulse Rifle

+1 ☹

-1 ☹

T-6 Ray Gun

☹ is ☹, +1 ☹

Gain 2 ☹

Intimidating Battlery

+2 ☹

You and an ally gain 1 ☹

Heal yourself for 1 ☹

Gain 2 ☹