

Vera N'Kalou - Resolutions

Risk Averse

Once per mission, before the enemy's turn, you may gain 2

Big Damn Hero

Once per mission, you may gain +1 to all weapons you play this turn.

Long Arm of the Law

When you eliminate a Thug, Guard, Enforcer or Nightbane, gain "+1" to your next action this turn.

Vigilante

You deal +1 to Thugs, Guards, Enforcers, and Nightbanes, but you lose 1 after the attack.

Basic Interact

+1

You and an ally gain 1

Push an adjacent character 2 away from you.

+1

Basic Move

Deal 2 to an adjacent enemy.

Deal 1 to an adjacent enemy.

+2

Move 2 allies 1

Dash

-1

Heal an adjacent ally for 1

Jet Pack

+1

+1

Comm Wrist Band

Deal 2 to an adjacent enemy.

Deal 1 to all adjacent enemies.

N7 Pistol

+1

+1

-1

Gain 2

Std. Medic Kit

Gain 1

+1

Xalia - Resolutions

Vexing Memory

At the start of a mission, you lose 1 and 1

Inspiring Memory

Once per mission, you may use an inspiring boost for an action card without spending a token.

The Ronin Way

Once per mission, on any player's turn, you may move 2 and deal 1 to an adjacent enemy.

Lost to History

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

Basic Interact

+1

+1

Gain 2

" +1 "

Basic Move

+2

+2

Heal yourself for 1

+1

Dodge and Bolt

Gain 2

Gain 1

Wraithbane

+1

-1

Exo-Shuriken

+2

Move an ally 2

X8 Light Blaster

+1

-1

Decryption Device

+1

2 allies gain 1

+1

An ally gains 2