

Talya (14) Final Action Cards

Talya Paranis:

Jump and Run: Removed clarification to not jump over walls or closed doors

Electron Rifle: Removed the restriction of ignoring shield results

0 Basic Interact



1

Deal [1] ⚡ to an adjacent enemy - or - Interact with an adjacent object for [1] 🧠 - or - Heal an adjacent unconscious character for [1] ⚡

Ability (basic)

0 Basic Move



1

Move [1] 🏃

Ability (basic)

1 Jump and Run



1

Jump over objects and empty spaces for 2 🏃 and then move [0] 🏃

Deal 2 ⚡ to an adjacent enemy. +1 🧠

Ability (jump)

2 Hacker Specialist



1

Interact with an adjacent object for [2] 🧠. If this is your first action this turn, the first token you draw is a token of your choice.

+2 🧠

+1 🧠

Ability

3 Electron Rifle



2

Deal [2] ⚡ to an enemy within [4] 🏃. You cannot utilize the 🍀 results on the 🧠 for this action.

Weapon

3 Sticky Grenade



2

Choose an enemy within 3 🏃, move the enemy 1 🏃 and deal 2 ⚡ to all objects within 1 🏃 of the enemy.

+1 ⚡

+1 🏃 to movement.

Weapon (explosives)

2 Claymore Mine



1

Choose an empty adjacent 🏃, then move 3 🏃. When you end your movement, deal [1] ⚡ to all objects adjacent to the chosen 🏃

Gain 2 🍀

Move an ally 2 🏃

Weapon (explosives)