

Sculpt

Move: _____

Hit: _____

Crit x 1: _____

Crit x 2: _____

Crit x 3: _____

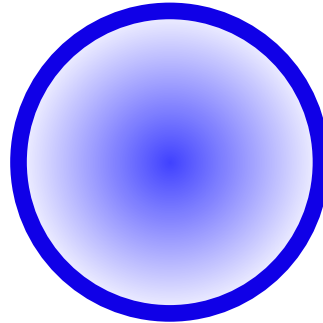
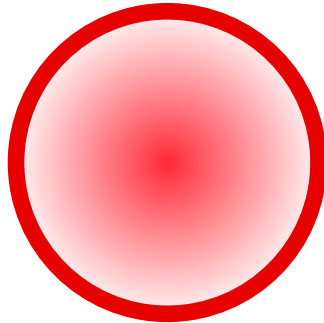
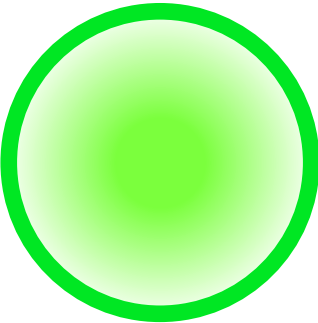
Crit x 4: _____

Jazz

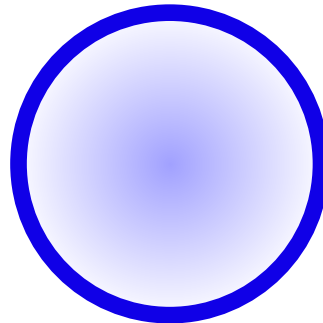
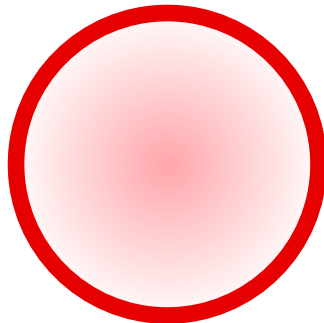
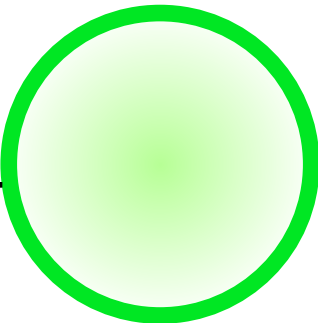
Flesh

Weird

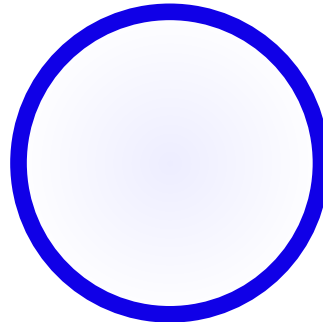
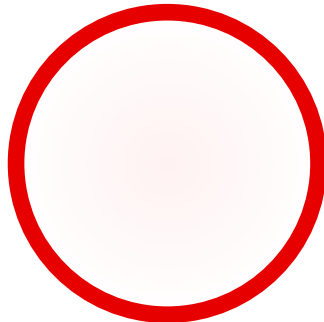
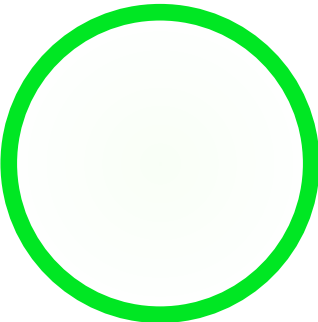
Available



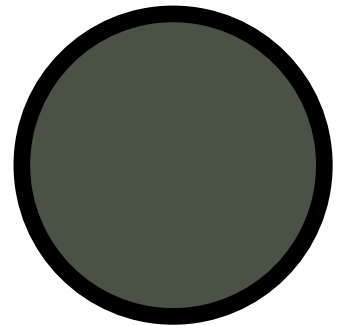
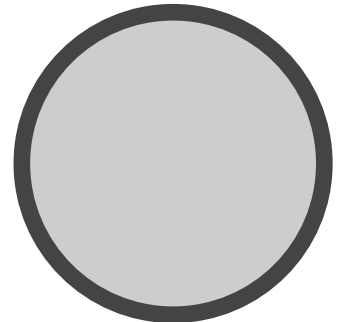
Spent



Wounded



Composure



Basic Actions

In combat you have 4 action points (AP) each turn. They refresh at the end of your turn.

Move: 1AP - Move up to 4 tiles, this number may be affected by forms and effects.

Chill out: 2AP - Refresh your composure

Reactions

When it is not your turn you may spend action points on Reactions. If you do, you will have less action points to use next turn.

Cower: 1AP - Reduce incoming damage by 1

Reposition: 1AP - At the start of another beings turn, move one hex.

Attacking & Critical Strikes

When you attack, roll a d12, if this meets your hit value it hits. If it meets a critical threshold you get to pick from the following list (plus any crit options afforded by cards) that many times, you may pick the same option more than once.

Push: The target moves one hex away from you.

Manuever: Move to a hex adjacent to your target if in melee or simply move 1 hex if ranged.

Precise Strike: Choose where any wounds this attack inflicts will go. (can only be picked once)