ACTION TRACKING CARDS

For an easy, tactile way to track actions, give 1 set of 3 cards to each hero. Whenever heroes roll Initiative, they'll draw 1, 2, or 3 cards (depending on thier roll) to represent their actions. They'll discard an action card whenever they spend an action, and when their turn is over, draw 3 cards again.

For more tactical depth, heroes can use the back faces of their cards instead. Each has 1 boon, 1 bane, and 1 neutral card, adding another layer of strategy for their turns. If you have any extra cards, a hero could shuffle 2 decks together for even more variability!

Note. Heroes can use either KEY stat for the cards, but must use the same number for both the boon and bane cards. For abilities that costs more than 1 action, apply both card effects.

SEE BACK FOR MORE









Discard this card to perform 1 action.

Roll. When you discard this card to roll dice, roll with **advantage 1**.

DEFEND. When you discard this card to defend, you have **+KEY armor**.



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Roll. When you discard this card to roll dice, roll with **disadvantage 1**.

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