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

—STANDARD—
ACTION

Discard this card to perform 1 action.

—INSPIRED—
ACTION

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*.

Move. When you discard this card to move, you have *+2 speed*.

—BANE—

ACTION

> **Discard this card to perform 1 action.**

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

Defend. When you discard this card to defend, you have **–KEY armor**.

Move. When you discard this card to move, you have **–2 speed**.

—STANDARD—
ACTION

Discard this card to
perform 1 action.

—INSPIRED—
ACTION

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*.

Move. When you discard this card to move, you have *+2 speed*.

—BANE—
ACTION

> **Discard this card to perform 1 action.**

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

Defend. When you discard this card to defend, you have **–KEY armor**.

Move. When you discard this card to move, you have ***–2 speed***.

—STANDARD—
ACTION

Discard this card to perform 1 action.

—INSPIRED—
ACTION

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*.

Move. When you discard this card to move, you have *+2 speed*.

—BANE—
ACTION

Discard this card to perform 1 action.

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

Defend. When you discard this card to defend, you have *–KEY armor*.

Move. When you discard this card to move, you have *–2 speed*.

—STANDARD—
ACTION

Discard this card to perform 1 action.

—INSPIRED—
ACTION

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*.

Move. When you discard this card to move, you have *+2 speed*.

—BANE—

ACTION

➤ *Discard this card to perform 1 action.*

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

Defend. When you discard this card to defend, you have ***–KEY armor***.

Move. When you discard this card to move, you have ***–2 speed***.

—STANDARD—
ACTION

Discard this card to perform 1 action.

—INSPIRED—
ACTION

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*.

Move. When you discard this card to
move, you have *+2 speed*.

—BANE—

ACTION

➤ *Discard this card to perform 1 action.*

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

Defend. When you discard this card to defend, you have *–KEY armor*.

Move. When you discard this card to move, you have *–2 speed*.

—STANDARD—
ACTION

Discard this card to perform 1 action.

—INSPIRED—
ACTION

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*.

Move. When you discard this card to move, you have *+2 speed*.

—BANE—

ACTION

➤ *Discard this card to perform 1 action.*

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

Defend. When you discard this card to defend, you have *–KEY armor*.

Move. When you discard this card to move, you have *–2 speed*.